

— DRAGON FLU — PANDEMIC



A CATHARTIC ADVENTURE
FOR 7TH LEVEL CHARACTERS



— DRAGON FLU — PANDEMIC

Dragon Flu Pandemic is an adventure for a party of four or five 7th-level characters. On average, groups can complete the module in 3-5 hours. If you want to make the module more or less challenging, simply adjust the character level up or down one. It is designed to be flexible, allowing the players a choice of playstyle. The adventure begins at the site of a local temple and leaves the GM to guide the players to this location. An optional introduction is provided below for parties who are playing this module as a one shot, but it can be easily adapted to any ongoing campaign or setting.

The appendices include additional character options, magic items, and spells that may be thematically appropriate to include in this module.

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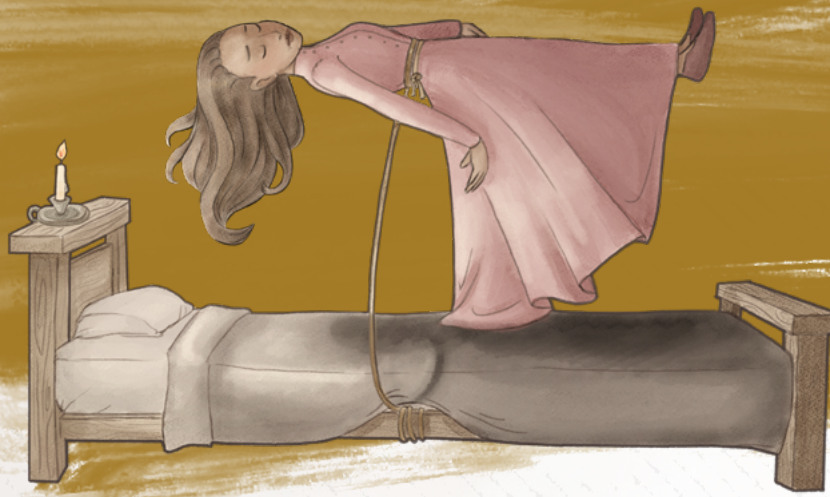
Foreword

Over the past few weeks, we have seen the heart-breaking effects of a disease that has harmed far too many people. We all respond differently to tragedy, but one thing that's important for everyone is to process those feelings in a healthy way. Personally, I like to feel like I can do something helpful, which is how this idea came about. Since many of us have felt helpless during this time, the goal was to write an adventure where the players could take an active role in solving a similar problem. We wanted the players to feel like they had agency to help others in some way, and thus Dragon Flu Pandemic was born.

This collaboration project was put together by a team of incredible creators in the tabletop gaming community, and I am so thankful for all the hard work, time, and thoughtfulness they put into this module. As you hopefully already know, this module is being sold as a fundraiser to help support those impacted by the COVID-19 virus. Our hearts go out to all those who have been affected in some way.

Of course, I would be remiss not to acknowledge how wonderful and supportive the tabletop gaming community has been during this time. It is inspiring to see people band together. As we continue to deal with the effects of this virus for the foreseeable future, I look forward to seeing the community shine like a beacon of light in a dark time.

We are stronger together, as people, and as a community. <3



OVERVIEW

The adventure begins as the characters are given a quest to find and retrieve *dragon's tears*, a rare ingredient necessary for the cure of Dragon Flu. They will have to find a dragon, obtain its tears, and bring them back to make the cure. *Part 1: Make or Drake* introduces the predicament that the kingdom is in, and allows the characters to choose what dragon they want to go after. Multiple options are presented to them, but some are more dangerous than others.

Part 2: The Road Drags On can be as long or as short as desired, but provides opportunities for social and combat encounters for the characters to overcome on the journey to find the dragon they seek. These encounters are intended to challenge the party in some way, but can be resolved easily if the characters are clever.

Part 3: A Dragon's Tears pits the characters against a dragon. They must find a way to get a vial of *dragon's tears* — either given willingly, or taken by force.

Setting the Scene

The city of Mura lies in the heart of a small kingdom. The valley sprawls out into forests to the east and meets the coast to the west. Just a couple weeks ago, cities across the kingdom had been bustling with mirth, laughter, and festivity as the Harvest Festivals drew to a close. Recently, however, onlookers have seen the crowds disperse slowly at first — then all at once.

Now the cities feel devoid of anything, save the wind whipping up dust and leaves through the empty streets. Occasionally a passerby will hurry down the main street, past dark window displays collecting dust, to either the temple for a cleric or the general store that had been picked clean long ago, during the early days of the panic. Doors glow with cautionary glyphs, and occasionally you see someone in the later stages of the disease floating in their windows. Everything is muffled in town — the cries of children shift from joy to anger to sadness as they are kept from playing outdoors by their parents. The chirping of birds and soft padding steps of wildlife ring hollow through the town they fear not to wander anymore. Only the temple buzzes with

life as the clerics work tirelessly to fight as best they can against the spread of the plague.

The air hangs heavy with anxiety, and the melancholy is all but palpable as the party makes their way hurriedly through town.

PLOT HOOK

If you run this module as a one-shot, you may use the following plot hook to introduce the scenario to the players. Read or paraphrase the following:

Over the last several weeks, a dangerous virus has swept the countryside. While the origin is unknown, the clerics of every major temple have been working day and night to provide relief and healing as they're able. "Dragon Flu," as they're calling it, is terribly unpleasant and leaves those who contract it exhausted, and suffering from violent coughing fits. Most alarming of all, however, it causes those afflicted to float uncontrollably, as if under the effects of a levitate spell. While the healing magic of many divine beings is able to improve the quality of life for these patients, no cure has yet been found.

Your party has been hired by the high priest of a local temple in the town of Mura to obtain rare ingredients for experimental potions being used to treat this sickness. You have already made several successful runs, retrieving rare herbs to help with the process. Today however, you have been called in to the temple for another mission.

As you enter the temple, the familiar marble pillars and tapestries greet you on your way to meet the high priest, Belezir, in his silver and blue robes. Entering the small meeting room, you find a female elven wizard seated beside him. Her piercing eyes linger on each of you uncomfortably. Belezir introduces her as Lenira, the head of the arcanist's guild in town. They both greet you cordially, as the high priest stands up and wearily begins to speak. His familiar lilting voice sounds strained from weeks of sleepless nights.

"I believe we've made a major breakthrough in finding a cure for Dragon Flu! Unfortunately, I am in need of some additional ingredients in order to finish the potion. Specifically, we need a vial of dragon's tears. I've asked the local arcanist's guild to do a little research, and it sounds like there may be promising leads for you to obtain them!"



PART 1: MAKE OR DRAKE

The wizard, Lenira, offers the party several options to find a dragon and retrieve its tears.

Lenira informs the party of two leads they could follow: A young red dragon in the mountains to the east and rumors of a bronze dragon in a city to the south. She can provide an overview of what to expect from both options. The red dragon is a sure thing, but will likely end in bloodshed, whereas the bronze dragon is more uncertain, but if they can find it, it would likely be willing to help without any need for violence.

RED DRAGON

The arcanist's guild has been monitoring a nearby red dragon. It lives in a cave system on the side of a cliff about a day and a half's journey to the east. A caravan of merchants recently went missing in that area, and the locals suspect the dragon is to blame. This dragon will not willingly help the party, and cares nothing for the well-being of others.

Red Dragons are conceited, and look down on other creatures. Often, they are angry and vindictive, acting out of rage and impulse. They usually live in mountainous terrain, where they can be isolated from the rest of the world. However, they often have servants as a symbol of their status.

BRONZE DRAGON

There are rumors that a bronze dragon has been seen flying near a major port city two day's travel to the south.

Nobody knows where the dragon resides, but there are some who believe that they pass as a civilian during the day, disguised in their polymorphed form. This dragon may be convinced to help, but the wizard warns that locating them may be hard.

Bronze Dragons tend to live in coastal regions. They're helpful creatures, often seeking to gain more knowledge and fight for what's right. Historically, they have been known to join major wars, siding with whatever army seems to be on the side of justice. Oftentimes, they will polymorph into animals to observe their surroundings in an inconspicuous manner.

MAKING THE CHOICE

Lenira will gladly relay what information would be common knowledge about these types of dragons, and provide general advice on locating their lairs, but ultimately, the party must decide which dragon to pursue.

The party is given some time to prepare, and paid half the reward up front, a sum of 1,000 gp to spend before embarking on their journey. Lenira offers them a slight discount on her enchanted items if they want to accompany her back to her tower. There are several shops in town that are still open in spite of the disease, but any NPC will warn the party to be careful.

Lenira's Shop

Lenira's tower is on the outskirts of town. If the party chooses to accompany her to her tower, this is an ideal opportunity to describe the empty streets of Mura in detail. The streets are empty, and often sick people can be seen carrying a length of rope with them in case they begin floating from the effects of Dragon Flu. Shops are closed or mostly sold out of essential supplies. Some citizens have elected to place glyphs on their doors to sound an alarm should anyone enter and exit. Inside some windows, you notice caregivers on step ladders, tending to the sick.

Lenira has several things for sale that the party might be interested in. She says that she uses *mage hand* while out and about to stay safe from getting sick.

Item	Cost
Potions of Healing (5)	40 gp each
Potion of Fire Resistance (1)	80 gp
Ring of Protection (1)	170 gp
Wand of Magic Missiles (1)	180 gp
Shield +1 (1)	200 gp

Dragon Flu Mechanics

Each time a character completes an interaction with an NPC where they physically interact with the character (not including another party member, Lenira, or the high priest), have them make a DC 12 Constitution saving throw. On a failure, the character contracts Dragon Flu. Assuming they do not have a class feature making them immune to disease, they will not begin to exhibit symptoms until 3d6 hours have passed. Any character that is immune to disease is an asymptomatic carrier, and can still pass on the Dragon Flu, even if they are not affected by it.

When symptoms start to appear, the character starts with two levels of Dragon Flu. Additionally, their skin begins to take on a clammy, almost scale-like appearance, and they begin to suffer flu-like symptoms. Each subsequent morning after exhibiting symptoms, the character gains an additional Dragon Flu level, up to a maximum of 4. Any effect that cures disease (such as the *lesser restoration* spell or the paladin's Lay on Hands feature) removes one level of Dragon Flu. The effects of Dragon Flu levels are not cumulative, so a character will only suffer the effects of the level they have.

Even if a character has no levels of Dragon Flu, they are not cured of the disease until the high priest is able to create the potion and give a portion of it to the character.

If a character in the party has contracted Dragon Flu, the likelihood that other characters will be exposed to Dragon Flu are higher. For every party member that catches Dragon Flu, the DC goes up by one (ie. a DC of 13 if one party member has Dragon flu, DC of 14 if two party members have it, etc.). Once a character in the party has contracted Dragon Flu, if they physically interact with another character, that character must make a Constitution saving throw to see if they contract the disease.

DRAGON FLU LEVELS

Level	Effect
0	The character is asymptomatic, but is still contagious.
1	-1 to ability checks.
2	-2 to ability checks, attack rolls, and saving throws.
3	Disadvantage on ability checks, attack rolls, and saving throws.
4	The character levitates, as if under the effects of the <i>levitate</i> spell, except their movement speed is halved, and they still have disadvantage on ability checks, attack rolls, and saving throws.

PART 2: THE ROAD DRAGS ON

The party must travel to find the dragon they seek.

Read or paraphrase the following text as they depart from town.

Having finished your preparations, you take to the road. Leaving town, a chill wind whips through the unusually empty streets. The main road is abandoned as far as the eye can see. Ominous storm clouds form in the distance, underscoring the challenge that lies ahead.

Random Encounters

If you wish to provide a challenge along the road, roll 1d20 and use one or two of the following short encounters. Some are combat-based encounters, and some are social encounters. Some may help the party in accomplishing their goal, while others may not. The stat blocks associated with monsters that appear in these encounters can be located at the end of the table.

Roll	Encounter
1	As evening approaches, the party finds an inn along the road called "The Broken Lantern." It is remarkably busy, and everyone seems to be unaffected by Dragon Flu. If a character asks about this, any patron or bartender will say that you can't contract Dragon Flu if you're drunk off your ass, and hand the character a drink. The GM should roll Constitution saving throws in secret for the characters if they get too close to these patrons. The next morning 3d6 patrons are showing symptoms, in addition to being severely hungover.
2-4	During the first night's watch, two Owlbears charge out of the nearby woods, apparently scared off by something else. The owlbears will not attack the party if unprovoked, and will continue to run away. About a minute after the owlbears emerge from the forest, a loud shrieking emanates from within. If the party searches for the sound, they are unable to determine the source, but a DC 18 Intelligence (Investigation) check will reveal a potion bottle amidst tattered clothing and a sticky tar-like substance on the ground. The contents are a watery light pink liquid. A DC 13 Intelligence (Arcana) check allows a character to determine that the potion will increase their Charisma modifier by 1 for the duration of an hour.
5-7	Along the side of the road there is a winery, where shouts can be heard. Circling above the winery are three Wine-verbs . They will attack if they notice the party. A DC 14 Dexterity (Stealth) check will let the party sneak by unnoticed. If the party chooses to fight off the wine-verbs, the vintner and her husband come out of hiding and thank the party for their help.
8-9	The party encounters a Hill Giant taking a nap in the middle of the road. It is snoring loudly, and the flatulence can be smelled from 30 feet away. The path on either side of the road is thickly forested, making it difficult to skirt around the sleeping giant. A DC 13 Dexterity (Acrobatics) check and a DC 13 Dexterity (Stealth) check will allow the party to pass by carefully navigating the underbrush without waking the giant.
10	An Ancient Blue Dragon flies overhead and lets out a terrifying roar. The characters must make a DC 20 Wisdom saving throw or be frightened for 1 minute. The dragon makes a wide sweeping circle around the party before flying off.
11-12	While setting up camp, the party hears the sound of howling in the distance. Hours later, three Werewolves attempt to sneak up on the party's campsite in search of an easy meal. If one werewolf is killed, the other two will flee.
13-14	A sudden storm strikes during the middle of the day. A rift from the Elemental plane of Water opens up, letting two Storm Elementals through, one right away, and the second after a moment passes. They immediately attack the party.
15-17	Every character's coin pouch begins to struggle and shake as the remainder of whatever coins they received at the start of the adventure reveal themselves to be Mock Swarms . There is one mock swarm for each character that has coins in their coin pouch.
18-19	While on the road, the party encounters a travelling merchant who has a handful of potions to offer. He offers to bundle a potion of fire resistance with a healing potion for 125 gp.
20	The party sees a figure on a flying broomstick fly overhead towards the end of the first day of travel. A DC 15 Wisdom (Perception) will reveal that the figure is actually a witch, dressed in a flowing robe with a pointy hat. The witch does not pay any attention to the party, but can be seen flying within eyesight for 20 minutes before eventually dipping down below the horizon.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight and smell

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee weapon attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d10 + 5) piercing damage.

Claws. *Melee weapon attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee weapon attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged weapon attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

STORM ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Electrical Interference. When another creature deals lightning damage to a target within 20 feet of the elemental, the elemental regains hit points equal to half the damage rolled.

Storm Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1-inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+5) lightning damage and 5 (1d8) thunder damage.

Lightning Aura (Recharge 4-6). The elemental creates a 20-foot-radius sphere of electrical energy centered on itself. Each creature within the radius must make a DC 13 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save or half as much on a successful one.

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee weapon attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



MOCK SWARM

Medium swarm of Tiny monstrosities (shapechanger), neutral

Armor Class 11 (natural armor)

Hit Points 30 (6d4 + 12)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	4 (-3)	13 (+1)	6 (-2)

Damage Resistances acid; bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Shapechanger. The swarm can use its action to polymorph into a pile of Tiny objects or back into its true, amorphous form. It can only take the appearance of a pile of Tiny objects and prefers the form of heaps of gold coins and jewels. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Swarm. The swarm can occupy another creature's space and

vice versa, and the swarm can move through any opening large enough for a Tiny mock. The swarm can't regain hit points or gain temporary hit points.

Adhesive (Object Form Only). The swarm adheres to anything that touches it, as well as any creature in its space. A Large or smaller creature adhered to the swarm is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the swarm remains motionless, it is indistinguishable from a pile of ordinary objects.

Grappler. The swarm has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopods. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) bludgeoning damage. If the swarm is in object form, the target is subjected to its Adhesive trait.

Bites. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 7 (2d6) acid damage, or 6 (1d6 + 2) piercing damage and 4 (1d6) acid damage if the swarm has half its hit points or fewer.



WINE-VERN

Small dragon, neutral

Armor Class 13

Hit Points 44 (4d6 + 8)

Speed 20 ft., fly 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Perception +3

Damage Resistances poison

Senses darkvision 60 ft, passive Perception 13

Languages —

Challenge 2 (450 XP)

Dive Attack. If the wine-vern is flying and dives at least 15 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Flyby. The wine-vern doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Pack Tactics. The wine-vern has advantage on an attack roll against a creature if at least one of the wine-vern's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The wine-vern makes two attacks: one with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Adina

As the party nears the end of their journey, they encounter a well dressed woman in elegant travelling clothes. She has a distinctive silver necklace with three emeralds on it. She introduces herself as Adina and greets the party warmly. If they strike up a conversation, she asks about their quest. This woman is actually a polymorphed **Adult Silver Dragon**, although she will not reveal this easily. A character must succeed on a DC 22 Wisdom (Insight) check to notice something unusual about her. An additional DC 18 Charisma (Persuasion) or Charisma (Deception) check is required for her to feel comfortable sharing this openly. If the party discovers this, they may be able to persuade her to let them bottle her tears, which would fulfill their quest.

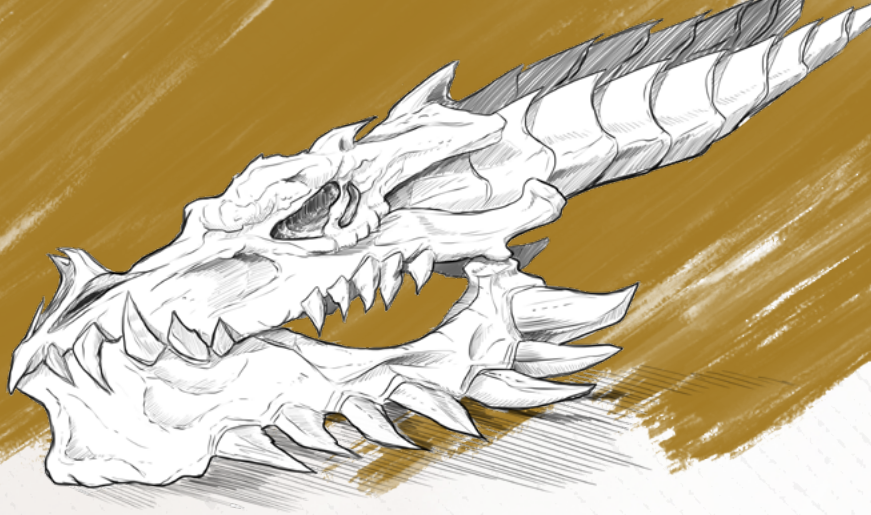
After bidding farewell to the party, she follows them stealthily to monitor their progress. Should the party fail in their quest, she will offer to help them procure the tears in exchange for a favor.

ROLEPLAYING ADINA

When the party encounters Adina, she will gladly converse with them, as silver dragons love nothing more than to talk with people. Given the nature of the disease spreading across the countryside, she would be willing to offer her tears to make the cure, but does not want to steal the party's opportunity to go on a heroic quest to find them. Here are some things to keep in mind while playing Adina:

- She yearns for deep and meaningful conversations. She wants to hear the secrets and fears that the characters are reluctant to share.
- Adina loves stories, and would be delighted to hear an interesting story from the party.
- Silver dragons believe that no harm should be done to others, but that evil does not necessarily have to be sought out and destroyed so long as it is not bothering anyone.
- An emotional plea for her assistance is almost guaranteed to win her over, but she will not readily reveal this, in order to prolong the conversation as much as possible.

Adina is present in this adventure as a second chance, should the party otherwise fail to obtain a vial of *dragon's tears*.



PART 3: A DRAGON'S TEARS

As the party approaches their destination, they should have an opportunity to plan ahead for their encounter with the dragon if they want to.

Red Dragon – Eginud, the Crimson Spark

Read the following text as the players approach the base of the mountains:

As you approach the mountains, you come across a lake nestled between a cliffside and a verdant forest. A dusting of snow has layered the ground, and a cloud of steam hangs over the surface of the lake. Visible in the distance, the cliffside is riddled with holes -- passageways deep into the mountain. A few makeshift huts stand outside one of the larger holes, and some small, indistinct figures move between them and the cave mouth.

Before reaching Eginud's lair, the party will pass a small Kobold encampment. Nothing more than a few scattered huts, there are 10 **Kobolds** that live just outside the cave entrance by the lake. They consider themselves to be the dragon's most prized servants, when truthfully they are the only servants Eginud has. They function and speak as

a group, so any conversation with them will result in all of them talking at once, hurriedly. These kobolds are fiercely loyal to Eginud, so they will stop the party and question them as to their intentions.

Any indication of ill will towards the dragon will lead to a confrontation, however the kobolds are easily trusting of those who seem to be honest with them. If the party attempts to deceive the kobolds they must succeed on a DC 8 Charisma (Deception) check. Should combat break out, one kobold will flee the scene, and run to warn Eginud of the party's presence.

THE DRAGON'S LAIR

As the party approaches, the **Young Red Dragon** is aware of their presence in his domain. The dragon is called Eginud, the Crimson Spark. Like most red dragons he is vain, prideful, and has an inflated opinion of himself. The blind devotion from his kobold servants only bolsters

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

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 60 Ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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 ft. of the creature and the ally isn't incapacitated

ACTIONS

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

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

Eginud's inflated ego.

At first, he is curious as to why the party has come, and is willing to grant them an audience should they approach respectfully. Any perceived slight, however, would lead to an aggressive response from the Crimson Spark, whose temper is fiery hot.

ROLEPLAYING EGINUD

Should the party engage Eginud in conversation, here are some key things to remember:

- Eginud believes he is too powerful for these puny adventurers to harm him.
- In spite of his relatively young age, Eginud has already amassed wealth and followers, and has ambitions to one day claim the entire kingdom as his domain.
- He is clever, and will try to lie and cheat his way to a profitable deal, in the event a bargain should be struck.
- Above all else, Eginud wants to intimidate the party so they will spread word of his strength and power.

Eginud has two goals: to amass wealth and treasure, and to gain power and influence by any means necessary. If the party tries to bargain with him, he will demand either that they pay him a minimum of 10,000 gp or they pledge

themselves in servitude to him. Either way, they will need to fulfill their end of the bargain first.

Eginud will send one of his kobold servants, Scout, to guide the party to a nearby dwarven mine. The party is tasked with subjugating the miners and demanding that they pay a tax of 1,000 gp worth of jewels to him every month.

DWARVEN MINE

The kobold guide will lead the party to the mine, but refuses to go near enough for the dwarves to see him. There are 5 **Miners** inside, the head miner is a dwarf named Gorman. The dwarves fear for their livelihood, and are accusatory towards the party for helping an evil dragon. A DC 20 Charisma (Persuasion) or Charisma (Intimidation) check will convince them to comply, but if that check fails, the dwarven miners will become violent and attack the party.

If the party fails to get the dwarven miners to pay tribute to Eginud, he will fly into a rage and attack the party for their failure.

MINER

Medium humanoid, any non-evil alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Pack Tactics. The miner has advantage on an attack roll against a creature if at least one of the miner's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The miner makes two melee attacks.

Heavy Pickaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (2d6 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 100/400 ft., one target. *Hit:* (1d10) piercing damage.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10+85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

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:* (2d10 + 6) piercing damage plus (1d6) fire damage.

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

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Bronze Dragon – Payza, The Magnificent

Read the following text as the players approach the city:

The refreshing sea breeze is the first sign that the coastal city of Vera is close. It's an almost unnaturally beautiful day as you draw nearer. Peeking over the walls, you can spot tall towers and bright colors from what seem like hundreds of flags and pennants waving in the wind. The city's walls are made from neatly cut blocks of sandstone, which lends itself to the city's aesthetic.

It appears to be a festival day and while people are taking precautions, holding cloths to their mouths, and trying to leave a little distance between people in the crowds, the streets are still bustling. As you push into the city streets, you start to wonder where to find a dragon in this crowded city full of people.

At your discretion, the party can perform a series of ability checks to locate Payza, The Magnificent in the city. Payza is an **Adult Bronze Dragon**. Once making contact with her, the party will have to negotiate with her to get the vial of *dragon's tears*.

FINDING PAYZA

There are multiple ways the party may find information about Payza. Gathering the required information to locate her is intended to be a group effort. Ultimately, it is your players' creativity that should drive this section of the adventure. This should occur in two stages: Finding information about the dragon, and then locating the dragon. Each stage requires three successful checks to complete.

STAGE ONE: FINDING A DRAGON

Despite the fact that Payza believes her secret to be well guarded, the information dealers of the city know that there is a dragon in the city, and rumors about her identity are hushed but abundant. Here are some suggestions for checks the party could make:

- **Information dealers:** Using Thieves' Cant, a rogue is able to discern the location of an information dealer: Lex, a halfling who runs the town apothecary. They can be convinced to tell the party about Payza with a successful DC 15 Charisma (Persuasion) check. Bribing the information dealer with 50 gp will lower the DC to 12. Lex is likely to tell them about places the dragon has been seen, such as circling above the docks, swimming in the harbor, or other information about bronze dragons and their habits in general.
- **Tavern/Market:** A particularly perceptive character might learn something by listening to rumors circulating in public places in the city. With a DC 16 Wisdom (Insight) check, a character might hear that a drunken sailor saw the dragon climb out of the harbor and transform into a person recently.
- **Survivalism/Class Knowledge:** Depending on a

TIPS FOR FINDING PAYZA

The party should be encouraged to use a variety of skill checks in their efforts to locate Payza. For example, if one character makes a Persuasion check, another player attempting the same check could face a higher DC to effectively re-use the same skill. Ideally, each character should be given at least one chance to contribute to each stage of the search for Payza. Failed checks should introduce a complication to the plot, like being closely watched by the city guard after unsuccessfully bribing someone for information.

Should the party fail too many times, or in a spectacular manner, it is up to your discretion as to whether or not they are simply unable to locate Payza, or if they may need to obtain the *dragon's tears* elsewhere (either going after the red dragon, or by completing Adina's request).

character's class, they may know different things about bronze dragons. For example, a wizard may be able to make an Intelligence (Arcana) check, a Ranger an Intelligence (History or Nature) check, and so on to discern information about the dragon. Difficulty is set at your discretion and should take the character's class and background into consideration.

Remember that Payza's influence may be felt in other ways throughout the city, and there is no one right way to gather the information necessary to find her.

STAGE TWO: LOCATING PAYZA

Much like the first stage, the party must work together to succeed in locating the dragon within the city. Working from the information they've gathered in the first round, there are a variety of ways they can locate Payza and her shop. This stage will be heavily impacted by the first stage, but here are some suggested leads:

- Sailors around the docks will likely be able to point the party in the direction of a shopkeeper who enjoys spending lots of time watching the docks. A DC 15 Charisma (Intimidation) check might cause a sailor to point out the shop in question.
- The party may learn that there is a shop that specializes in small trinkets, and oddities — particularly from a tavern or merchant. Recalling previously acquired knowledge about bronze dragons with a DC 13 Intelligence (History) check might point the party towards that shop.
- A character might want to watch the docks at night for suspicious figures passing through. A DC 18 Wisdom (Perception) check would let them notice a halfling shopkeeper (Payza's polymorphed disguise) keeping a close eye on the activity at the docks.

Ultimately, this round is meant to encourage the players to find creative uses for the information they've already gathered regarding Payza's identity and whereabouts.



ROLEPLAYING PAYZA

Payza enjoys spending time near the docks, where she admires the ships as they come in and out of port. Occasionally, she polymorphs into a rat or a fish to get a closer look at the ships. However the most likely place to find her is in the small pawn shop that she runs on the south side of town called “The Blessed Barnacle.” She has hired help that usually runs the shop, but she will often be in the back room with the rare treasures she protects from those with ill-intent.

Daisy, the young lady who runs the shop was just recently hired, and does not know Payza’s true identity. Around the shop, Payza is disguised as a halfling woman.

She will not offer up her tears for free, although she is definitely willing to help cure the Dragon Flu. Payza will request something from the party in return for her help. Here are some things to remember while playing Payza:

- Payza is concerned for the well-being of people who are sick, but is more interested in the greater forces at work, such as military movements and monitoring trade routes.
- She is deeply interested in seafaring, and views the harbor as being under her protection. Any threats to her harbor are not taken lightly.
- Payza is very thorough and organized. She has many valuable treasures and incredible items, and they are kept neatly in their specific places in her back room where they belong.

- She cares for nature and the order of things more than individual beings.
- Payza believes that her identity as a shopkeeper is a well-kept secret, when really those in town who trade in information are very aware of her presence.

PAYZA’S REQUEST

Payza asks you to find *The Pearl of the Reefkeeper*. A ship captain named Varin Lea is rumored to be in possession of this magic pearl, kept in an ornately carved shell. It is said to allow one to communicate with all manner of aquatic creatures while visiting their domain.

The party can easily locate the captain by asking around the docks. Someone at the docks can point to a ship called the Elephant’s Bounty. Varin Lea brought the relic with him from his homeland across the sea. In exchange for the pearl, he will ask the party to solve a problem for him. He cannot be paid for the relic.

He believes someone placed a curse on the ship, as some of the equipment aboard has come alive and is causing him and his crew trouble. With most of the crew in quarantine below decks, the party gets full run of the top two decks of the ship.

The party will find an **Entangling Rope**, a **Living Cannon**, and a **Floating Spyglass** barricaded in a store room. Varin wishes the spyglass returned, and the other items to either be destroyed or rendered inanimate.

ENTANGLING ROPE

Large construct, unaligned

Armor Class 13

Hit Points 44 (8d10)

Speed 30 ft., climb 30 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	1 (-5)	4 (-3)	1 (-5)

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, exhaustion, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 3 (700 XP)

Antimagic Susceptibility. The rope is incapacitated while in the

area of an antimagic field. If targeted by dispel magic, the rope must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the rope remains motionless, it is indistinguishable from a normal rope.

Grappler. The rope has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The rope makes two whip attacks.

Whip. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Constrict. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the rope can't constrict another target.

FLOATING SPYGLASS

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses darkvision 10,000 ft., passive Perception 14

Languages —

Challenge 0 (10 XP)

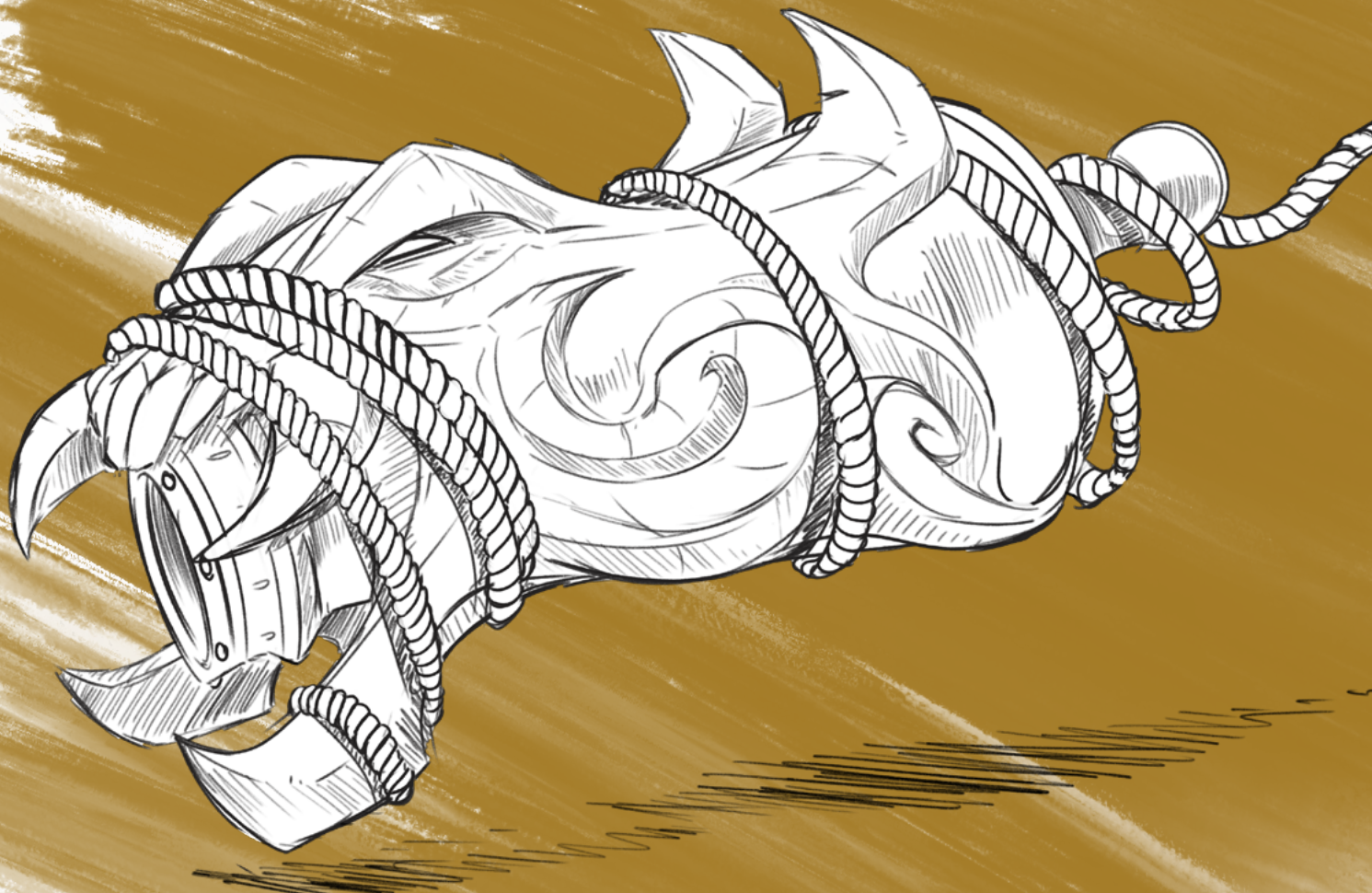
Antimagic Susceptibility. The spyglass is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the spyglass must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the spyglass remains motionless, it is indistinguishable from a normal spyglass.

Limited Telepathy. Using telepathy, the spyglass can magically communicate with any other construct within 60 feet of it.

ACTIONS

Club. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



LIVING CANNON

Large construct, lawful evil

Armor Class 19 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	1 (-5)	5 (-3)	3 (-4)

Skills Perception +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 5 (1,800 XP)

Antimagic Susceptibility. The cannon is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the cannon must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Water Susceptibility. If the cannon's fuse is splashed with a gallon of water, can't attack until the end of its next turn.

False Appearance. While the cannon remains motionless, it is indistinguishable from a normal cannon.

ACTIONS

Cannonball. Ranged Weapon Attack. +7 to hit, range 300/900 ft., one target. *Hit:* 39 (6d12) bludgeoning damage.

Grapeshot. The cannon blasts a 10-foot cube within 600 feet of it with shrapnel. Each creature within the area must make a DC 14 Dexterity saving throw or take 22 (4d10) bludgeoning damage, or half as much on a successful save.

Adina's Request

If the party fails to obtain the *dragon's tears*, Adina will reveal that she has been following the party and offers to help them obtain the tears in exchange for a favor.

For Adina to grant the party her tears, she will request that they undertake a task for her. Along her way back to her home further north, she'd hoped to check on an old adventuring friend of hers. This friend is an old rock gnome named Alvar, who lives in the rocky foothills of a nearby mountain range. The forest through which they must travel to get there however, is the domain of a different dragon so Adina wishes to avoid venturing there herself.

After accepting this task, Adina will give the party a sealed letter to deliver, and requests they bring her the reply. She leads them to the edge of the forest and gives them directions to follow to reach Alvar's home before telling them to find her back at her nearby camp.

The forest is dark and dense, and a fog seems to cling to the party's ankles. As they follow the thin, winding path through the thickening trees, they hear the sounds of a person in distress. A successful DC 14 Wisdom (Insight) check will reveal the sounds to be made by two **Green Hags**.

The hags are aware of the party's presence, and will attempt to attack them. If they fail the Wisdom check to identify the mimicry, then the party will be surprised during the first round of combat.

After the hags have been defeated, the party continues on to try and find Alvar's home. The trail begins to disappear, and keeping on the right track requires a successful DC 13 group Wisdom (Survival) check.

Alvar will come out to greet the party as they approach. He's cheerful, but wary as to why they've come. He's lived here in isolation with very few visitors and is thus unaware of the ongoing pandemic.

If any of the party members have contracted Dragon Flu, it is possible to transmit the disease to Alvar.

Upon reading Adina's letter, he will invite the party into his house while he writes her a reply.

The party returns to find Adina's camp, and upon handing over the letter she will have a vial of her tears ready for the party. After this, they may return to Mura as they have the ingredient they need for the cure.

Resolving the Adventure

If the party is successful in obtaining *dragon's tears*, they are lauded as heroes. The temple holds a feast celebrating the cure for Dragon Flu and the characters are recognized as honored guests. The mayor of Muro rewards the party with the keys to the town, showing their gratitude for the party's contributions in curing the kingdom. Bards write songs about the epic journey they went on to save the world from a horrid disease.

If the party is unsuccessful, the priest will thank them for their time and effort, should they return. Either way, another group of adventurers will have to retrieve the vial

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claws. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

of *dragon's tears*. In the time the party took on their journey, much of the population of Muro has contracted Dragon Flu. It becomes commonplace for townsfolk to float out of town, and the party spends the next week chasing floating citizens to keep them from getting lost in the wilderness.

APPENDIX A:

ADDITIONAL CHARACTER OPTIONS

Cleric

HOPE DOMAIN

When times grow dire and the evening din seems impenetrable, clerics of the Hope Domain do their resolute work. These clerics of righteous deities don't stand for a particular cause or solution, but as a reminder that the gods are still watching their flock, that evil is always driven back, and that kindness and mercy, even in the face of calamity is something we should all aspire to.

HOPE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, healing word</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>beacon of hope, mass healing word</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>greater restoration, raise dead</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

STUDENT OF OPTIMISM

At 1st level, you are immune to being frightened, and friendly creatures within 5 feet of you have advantage on saving throws against being frightened.

CHANNEL DIVINITY: AVERT DISASTER

Starting at 2nd level, you can use your Channel Divinity to assuage the worst outcome. As a bonus action, you present your holy symbol and utter a simple prayer. For the next minute, whenever a friendly creature within 120 feet of you rolls a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die, and must use the new result.

BAND TOGETHER

Starting at 6th level, when a creature within 60 feet of you takes the Help action, you can use your reaction to bless their actions. If the creature is willing and hasn't used the bonus action on its turn, it can instead perform the Help action as a bonus action.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can

cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ICON OF HOPE

Starting at 17th level, you can cast the *bless* spell at will, without using a spell slot and without using your concentration. Additionally, when a creature under the effect of your *bless* spell is hit by an attack from an attacker you can see, you can use your reaction to add 1d4 to the creature's AC, potentially causing the attack to miss.

Spells

QUICKSTEP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your base movement speed increases by 10 feet for the duration.

SOFT FOCUS

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

When you cast this spell, everything you see becomes slightly hazy and out-of-focus, which makes the world seem comforting and safe. You have advantage on Intelligence, Wisdom, and Charisma saving throws for the duration. This spell ends early if you take damage.

SWIFT FLIGHT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (scales from a dragon's wing)

Duration: 1 round

Streaks of energy flow from your back, tracing the shapes of dragon's wings. For the duration, you have a fly speed of 30 feet.

APPENDIX B:

MAGICAL ITEMS

DRAGON'S TEARS

Wondrous item, rare

A dragon's tears can be used as an ingredient for crafting potions.

THE PEARL OF THE REEFKEEPER

Wondrous item, legendary (requires attunement)

While holding this pearl in your hand, you are able to breathe underwater. Additionally, you are able to communicate telepathically with any aquatic creature that knows a language.

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