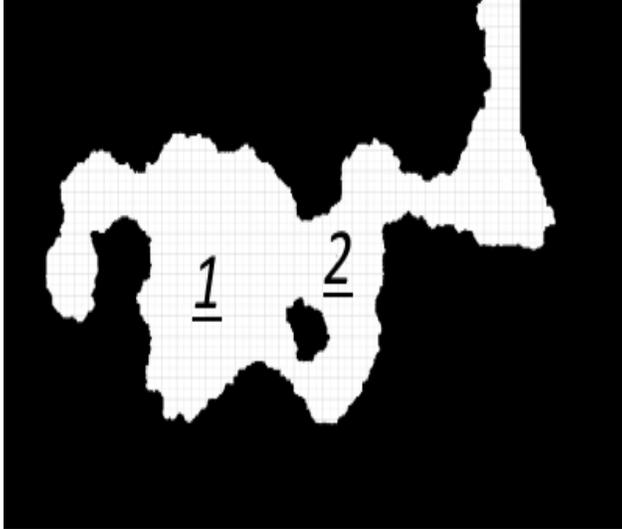


HUNTING PARTY AND THE DRAGON'S DEN

BY JASON HOWARD <http://creativecommons.org/licenses/by-sa/3.0>

This one page dungeon is meant for 4-6 characters of levels 7-10 using a d20 system but can be used with any system really.



Young red dragon: CR 7; Large dragon (fire); HD 13d12+39; hp 123; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 21 (-1 size, +12 natural), touch 9, flat-footed 21; Base Atk +13; Grp +24; Atk +20 melee (2d6+7, bite); Full Atk +20 melee (2d6+7, bite) and +20 melee (1d8+3, 2 claws) and +19 melee (1d6+3, 2 wings) and +19 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA Breath weapon (40 ft. cone of fire 6d10, DC 19); SQ Blindsight 60 ft., darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, keen senses, spells (caster level 1st), vulnerability to cold; AL CE; SV Fort +11, Ref +8, Will +9; Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Skills and Feats: Appraise +6, Bluff +6, Concentration +9, Diplomacy +6, Escape Artist +5, Intimidate +7, Jump +12, Knowledge (any 1) +17, Listen +19, Search +17, Sense Motive +7, Spot +19, Use Magic Device +6; Alertness, Hover, Improved Initiative, Weapon Focus (bite), Weapon Focus (claw)

Adult red dragon: CR 15; Huge dragon (fire); HD 22d12+110; hp 253; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 29 (-2 size, +21 natural), touch 8, flat-footed 29; Base Atk +22; Grp +41; Atk +32 melee (2d8+11, bite); Full Atk +32 melee (2d8+11, bite) and +32 melee (2d6+5, 2 claws) and +31 melee (1d8+5, 2 wings) and +31 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon (50 ft. cone of fire 12d10, DC 26), crush 2d8+16 (DC 26), frightful presence (DC 24); SQ Blindsight 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, locate object, spell resistance 21, spells (caster level 7th), vulnerability to cold; AL CE; SV Fort +18, Ref +13, Will +17; Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16

Skills and Feats: Appraise +16, Bluff +16, Concentration +18, Diplomacy +16, Escape Artist +13, Intimidate +16, Jump +24, Knowledge (any 2) +28, Listen +31, Search +28, Sense Motive +17, Spot +31, Use Magic Device +16; Alertness, Empower Spell, Flyby Attack, Hover, Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Treasure: 12000 gp; Ornate Maul +3, Dragon scale Vest wreathed in Continual Flame, Electrum Breastplate, Silver Statuette (of a God of Luck) inlaid with Electrum, Tourmaline Necklace, Turquoise Pedestal set with Black Pearl, Great sword +3, and a Wand of Slow (22 of 50 charges).

Adventurers your party has been traveling through the Nargoth Mountains in route to the Duchy of Fiengard. A call for assistance from Duke Lyam reached far and wide as a Hill Giant uprising wreaks havoc in his Duchy. With the call for assistance came a promise of great reward which stirred the honorable, adventurous, glory seeking, and greedy alike to heed the call.

A few days from your destination you find yourselves hungry and out of meat, so while hunting the game trails in the high tree line you happen upon a large clearing in front of a huge cave mouth where you see a grizzly sight. Four Red Dragons the size of war horses are feasting on the bodies of two Hill Giants.

As you stand momentarily in silence and awe at the grim spectacle two of the dragons lift their heads, look at your party then begin to move quickly in your direction with bits of flesh, bone, and blood dripping from their maws.

Clearing

2 Young Red Dragons – a Desperate Fight

[When the party prevails against the two young dragons]

As the last young dragon falls to the ground dead the party see the other two young dragons disappear into the cave dragging their feast behind them.

[Note: No treasure is found if searched for outside.]

Cave

[2] 2 more Young Red Dragons

A horrifying scene waits inside the huge earthen cave where the two remaining young dragons have deposited the bodies of the two Hill Giants. Sprawled all around are the tattered, bloody, and partially eaten remains of dozens of giants in varying states of decay. The remaining young dragons await the party's approach and attack immediately.

2 Young Red Dragons – a Desperate Fight part 2

[When the party prevails against the two young dragons]

Once more the last of the young dragons falls to the ground dead and at that moment a mighty roar echoes in the cave as an adult female red dragon charges the party bent on avenging her fallen children.

[1] 1 Adult Red Dragon

If the party is victorious they will find the dragon's treasure horde in the cave along with the remains of even more Hill Giants.

[Note: If the party is clever and put two and two together they will realize that the word of uprising was more likely the Hill Giants being driven from their mountain home by this female dragon and her brood.]