

1ST LEVEL

THE BURNING GOBLINS

ROLEPLAYING ADVENTURE



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Foreword

The Burning Goblins is the first adventure written and designed by Blue Sword Games. It offers a fun introduction to roleplaying games, giving the game master tools to build and run a game without the need for extensive world building or preparation.

As a group of game designers and artists, this adventure is something we have wanted to create for a long time. We all love roleplaying games and we wanted to use our passion to make something for other people to use and enjoy. That being said, this adventure is in no means perfect, nor is it a complete work that includes every detail. However, should you, as either a casual reader, player or game master find problems with balancing, grammatical errors or believe key additions need to be added to improve the quality of this adventure then send your feedback to the contact details below and we will do everything we can to improve our work.

Lastly, I would like to thank you for taking the time to read the adventure and hope that you enjoy playing it as much as I enjoyed writing it.

~ Mark Bowen



*The Burning Goblins is an adventure designed for your favourite fantasy roleplaying game. It has concepts that are system neutral and stat ideas that make it compatible with current roleplaying rule systems. Players begin at 1st-level, by the end of this adventure, characters should reach 2nd level. © 2015 Blue Sword Games. This product is not associated with Wizards of the Coast LLC. **Player's Handbook, Dungeon Master's Guide, and Monster Manual** are wholly owned trademarks of Wizards of the Coast LLC in the USA and other countries. Any acknowledgements to these works are for reference purposes only. All rights reserved.*

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IN ALL MY TRAVELS NEVER HAVE I ENCOUNTERED A CREATURE THAT IS MORE REVILED, HATED AND DESPISED THAN THE GOBLIN. SMALL AND TYPICALLY GREEN SKINNED LITTLE TERRORS THAT ENJOY CAUSING CHAOS AND MISCHIEF WHEREVER THEY SET UP THEIR LAIRS. THEY ARE THE BANE OF CIVILISED COMMUNITIES WITHOUT THE PROTECTION OF A MARTIAL ORGANIZATION. ANY ATTEMPT TO DESTROY OR WIPE OUT A GOBLIN MENACE ONLY RESULTS IN A SHORT REPRIEVE AS THEY USUALLY RETURN TO WREAK HAVOC ONCE THEY SENSE AN AREA HAS BECOME PEACEFUL ENOUGH TO TOLERATE THEIR PRESENCE.

~CAEORA
JOURNAL ENTRY #34

Running the Adventure

When it comes to running and playing any roleplaying adventure a question often asked is where to begin. In this starting section I will try and answer some frequent questions regarding game mastery and roleplaying to make it easier for you to run and prepare your game.

Time

Learning how to be a games master is a process that takes time. Mistakes will be made and things might go wrong but thankfully this will only increase your experience as a GM. Not knowing something is okay, as long as you can find the information at a later date to fix it.

Role

You are the storyteller, the mediator and the creator of a shared world. You invent a background for your players to interact with, they then create stories with the building blocks you have given them. Do not fall into the trap where the players are simply there to play out a story you have written.

Control

You play many roles throughout the game and you need to be flexible in order to control each aspect of the world. You are in control of everything but the player characters. Each player controls how their character thinks, feels and acts. Players can be totally unpredictable and rarely act as you expect - that's okay, allow your players to have a hand in their own fate.

Goal

As the GM, you are not trying to win. Wiping out the party or killing a player is not your goal. Your goal is to enable a fun roleplaying experience for each of your players - find out what they want and give them opportunities to reach it.

Read

Become familiar with all the information so you can be prepared for any direction the game goes in. This includes the rules!

Improvise

A pre-written adventure guides players down often frustratingly linear tracks. As the GM you should at all times allow the player to find solutions on their own terms. Thinking outside the box should be encouraged but just like the real world every action should have a consequence. Here's an example of an improvised encounter: *The PCs are tasked with destroying a tribe of orcs that have set up camp in an old mine shaft. Upon arriving the players discover that the mine has a river running past its entrance. Instead of entering the mine and defeating every encounter in the order the GM has laid out, the PCs decide to dam the river, and flood the mine. This does indeed kill all the orcs. The mine is flooded and they receive all the experience. In doing so however they have enraged an entire town of lake dwelling merfolk that live downstream. They attack land dwellers now without question as a result of the PCs actions.*

Tone

Roleplaying is a social activity. Some players might make silly decisions based on their characters to get laughs and to make jokes. Some players will have a light-hearted approach while others will take the game very seriously, part of your job is to mediate between these play styles and create an experience which is fun for both. Find ways to encourage the players to follow the story and become attached to NPCs in order to get them moving. If players need extra motivation find out what their character's goal is.

Most Importantly

The adventure is for you and your players. You're free to change something to fit with an existing campaign or story. This adventure is an outline and overview of a story that you can guide your players through. There might be times when you have to ignore or bend the rules so that your players have fun and that's absolutely fine.

Introduction

Seven months ago, disaster struck the fanatical kobolds of the Jagged Hills. They had long guarded a priceless treasure: the forgotten egg of a slain dragon. The small clan had built up around the egg but only recently had word of their prize begun to spread to other kobolds. Their increasing numbers meant expanding their hunting grounds into the fields of local farmers, which drew the ire and the swords of nearby heroes. These adventurers sought out the kobold's lair to put an end to their poaching. As they fought their way through the clan's tunnels, the High Priest of the kobolds - seeing that their home was falling down around them - tasked a pair of his flock to flee with their priceless charge.

These priests carried the slumbering egg far from their home, utterly dedicated to ensuring its survival and safety, until they chanced upon a hidden cavern, nestled safely far from their bloodthirsty pursuers. Intending to use the cavern as a temporary refuge whilst they waited for news of their clan mates, their rest was cut short by the arrival of the Rotchew Goblins. In a characteristic display of savagery, the far more numerous goblins swiftly butchered the kobold caretakers, before discovering the prize they guarded. Perhaps it was the unconscious influence of Ragmaw, or perhaps it was merely the goblins' avarice, but rather than destroying the egg, the goblins claimed it as their own, ignorant of what was growing within.

It wasn't until three months later that the dragon hatched, breaking free of its shell and crying out for food. Fortunately for the goblins, dragons absorb a great deal of information from within the shell before hatching. It wasn't interested in eating the goblins, instead it was going to use them. It gave itself a name in the goblin language - calling itself Ragmaw - and began eating whatever the goblins could find for it and ordering them about like a tiny reptilian tyrant.

Now the dragon is older and growing fast. It needs bigger meals, and the goblins, who now follow his clever commands without question have begun to steal livestock from the nearby village of Greendale to slake his unending appetite. The most recent raid has left the village in a state of uproar, the miller's daughter was kidnapped by the goblins as a sacrifice for the dragon, and the mayor has put out the call for adventurers to hunt down the goblin tribe and find the missing girl.

Overview

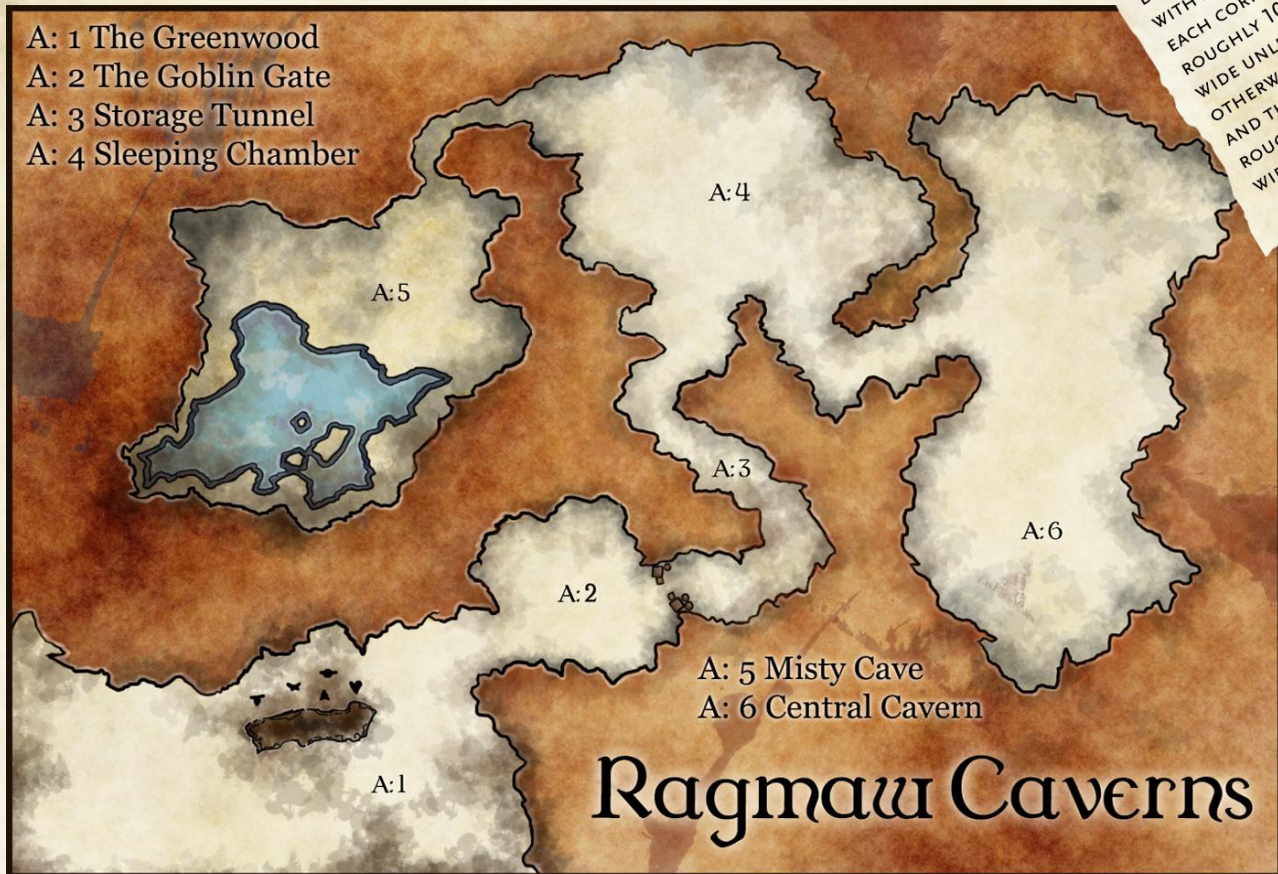
This adventure is designed for 4-5 players, any more and you will have to increase the number of monsters to adjust the difficulty. The adventure takes the PCs into a cavern, combating numerous goblins, a ferocious blightwurm and eventually a dragon. The goblins are unusually organised, and players should suspect they are being controlled by a greater, hidden threat. The intention is to reveal the dragon slowly and allow the players to come to the conclusion that although fighting the dragon may work it will be a hard encounter.

RESOURCES

This adventure contains statistics that will benefit players of the 5th edition D&D rules. References are made throughout to sections in the Monster Manual and the Players Handbook and these books would be useful but not essential for playing this adventure. If you wanted to run the game using different rulesets then some things will need to be changed, primarily the monsters, skill tests and traps.

MAP: Ragmaw Caverns

SCALE: ALTHOUGH THIS ADVENTURE ISN'T SPECIFICALLY DESIGNED TO BE USED WITH A TABLETOP MAP, EACH CORRIDOR IS ROUGHLY 10 METERS WIDE UNLESS OTHERWISE STATED AND THE CAVERNS ARE ROUGHLY 40-50 FT WIDE.



Background

The information provided below assumes the player characters have spent some time asking around the village before setting off to find the girl. Have the players roll either an Intelligence (Investigation) or Charisma (Persuasion) check to see what they learned from the villagers. This background section allows the players to jump straight into the action.

DC 10: The goblins first started raiding the village around a month ago. At first the villagers thought the theft of a few chickens was the result of wild animals. After the pigs and cows started going missing the village set up a watch and caught the goblins in the act. Although the goblins fled and the villagers thought they were no more than a nuisance, when the miller's daughter was kidnapped they had to take drastic action.

DC 15: The goblins that were caught in the act were described as timid scarred things, with burn marks over their faces and bodies.

They ran at the first sign of trouble but left behind a trail that could easily be followed, leading off into the depths of the nearby Greenwood. The villagers knew better than to take off after them. The village has no warriors and the goblins are sure to have left traps and dark mischief behind them.

BEFORE THE BURNING GOBLINS

The adventure begins with the characters having already left and set out on their way to find the missing girl. You may wish to start your players off more organically inside the village of Greendale, to interact with the people there and learn of the problem that way. Detailing and creating NPCs for a village or town is not covered in this adventure. The village used in this adventure can be as simple as a few houses and a tavern.

Beginning the Adventure

To start the adventure, you can read the following text to your players:

You and the rest of your party have spent the last few hours since you left Greendale trekking through the dense forest of the Greenwood, weaving your way through vast trees and grasping undergrowth. The forest is an ancient and wild place - the canopy overhead blocks out most of the sun's light, while the brooding calls of far off birds are the only sounds that drift through the woodland. You've been following the trail left by the goblins you're pursuing - the creatures are anything but subtle, and their passing is marked by a pathway of broken branches, trampled undergrowth and even the odd butchered animal. The mission given to you by the mayor is a fairly straightforward one. You must find and kill the goblins that kidnapped the miller's daughter, and if she yet lives return her safely to Greendale.

Finally, you push your way through the unwelcoming thicket to see that the trees are beginning to thin, and you spot a cliff face up ahead jutting out from the forest and into the sky. The ground is littered with broken wood and debris all leading straight towards the rocks ahead. The goblins must be nearby.

Area 1: The Greenwood

The forest is a wild, overgrown place, people are rare here and the animals and creatures have lived undisturbed until the recent arrival of the goblins. As the players get closer to the entrance to the caverns the path and trails leading out are filled with the corpses of small animals, strange trophies and wards that the goblins have erected in order to scare intruders away.

The wards display different types of burnt bones and wood arrayed in strange positions, giving the remains of the woodland creatures wings or huge fangs.

As the players advance, note their passive Perception scores. To anyone with a passive Perception of 12 or higher, or anyone who specifically states that they are watching the treetops, read the following:

As you move forwards, you notice an odd swinging shape up ahead hanging from the branches of a nearby tree. Upon closer inspection you identify it as a humanoid effigy of some sort. Its head is made from the remains of what looks like a sheep's skull, whilst its body is made of a moss covered wooden frame. Behind the head burned sticks fan out, creating what looks like a halo or set of wings that clack together in the wind.

Investigating or studying the strange effigy at all is enough to determine that it is goblin-made, no doubt representing a claim to territory, and that the goblins' home is nearby. Players can also attempt an Intelligence (History) or Intelligence (Religion) check to learn more about what the symbol may represent. At a roll of 10 or higher, they can identify that the effigy is intended to represent things that are important to this particular goblin tribe, but it isn't clear what those things are. A roll of 15 or higher identifies that the effigy represents death and hunting. The set of charred wings is an unusual symbol which they're unfamiliar with, but they likely represent something significant to this clan to do with wings and burning.



When the players advance towards the cliff face, read the following:

As you near the cliff face, the trees grow increasingly few in number. It appears that many have been cut down and cleared in a haphazard and wasteful manner. Jagged stumps and fallen trunks litter the ground, and discarded tools lie nearby. Observing the cliff itself, you can see an obvious gap in the limestone rock that looks to be the entrance to a cave. Posts and sticks surround the entrance, some are covered with feathers, others have the skulls of small animals attached to the top. There is no doubt that this is the work of the goblins.

The ground before the cave entrance has a single security measure - a pit trap dug around the posts. The trap is concealed by a lattice of sticks covered over with leaves and dirt, and requires a passive Perception of 14 or higher to be seen. Once discovered, the PCs can avoid the trap simply by stepping around it, the pit is only 5ft wide and 15ft long, and is a half-hearted effort by the goblins to mimic a castle moat.

Should a character attempt to walk into the cave without noticing the trap or taking measures to avoid it, the ground beneath them collapses. They must succeed on a DC 12 Dexterity save or fall into the pit, taking 1d6 bludgeoning damage from the fall and 1d4 piercing damage from wooden stakes planted at the bottom. Once they have fallen, it requires a DC 10 Athletics check to climb out unassisted. Use of a rope, or having other party members assist, grants an automatic success.

Whether the players avoid the trap after detecting it or fall victim to it, grant the party **50 experience** once they move past it.

THE BURNING GOBLINS

The tribe of goblins previously known as the Rotchews took a new name upon the birth of the dragon, naming themselves 'The Burning Ones'. At first the relationship between the goblins and the dragon was one of awe and celebration, but through experience this awe has been joined by a healthy measure of fear. The goblins are constantly at Ragnaw's beck and call and many have felt his wrath in the form of fire as a result of offending him. Those who survived the ordeal came away with burns and scars, and these goblins are somewhat proud of their disfigurements, viewing them as gifts from the master. Most of the tribe are fanatical in their devotion to Ragnaw, seeing him as both a means by which they can attain untold power and wealth, and as a godling to be worshipped. This 'divine' status was something that the prideful young dragon has been very happy to accept and encourage.

Additional Encounter

The forest offers its own share of danger, should the players get lost in the ancient forest of the Greenwood any number of beasts or creatures could waylay the party. The forest supports a number of unique creatures. If you want to play up the danger of the forest, consider adding an encounter from the list below. A DC 12 History check identifies any of these creatures when encountered.

d4 Encounter

- 1 **Mistsnake**, *same statistics as a Giant Poisonous Snake (MM, page 327)*
- 2 **Softpaw Fox** *same statistics as a Jackal (MM, page 331)*
- 3 **Jadeclaw Weasel**, *same statistics as a Giant Weasel (MM, page 329)*
- 4 **Hurin**, *a beautiful white breed of small-antlered deer, can be trained as mounts if they can be found and caught, same statistics as a Riding Horse (MM, page 336)*

Area 2: The Goblin Gate

As the players enter the cave, read them the following:

This cave is small, and formed of the same pale brown stone as the cliff face. The dirt floor is clear unlittered by the debris and wards that were scattered in front of the entrance, and a number of fires and glowing hot coal pits line the edges. As a result the chamber is hot, and wisps of smoke flow through the air, creating a cloying atmosphere that makes the room difficult to navigate. To the north a badly made gate that covers the entrance to a tunnel that leads deeper into the cliffside. Next to the gate itself three goblins are gathered, jabbering to each other in their own language. One of them is throwing what looks like small shards of wood into a nearby fire and grinning when he makes sparks fly upwards, whilst the others watch on with fascination.

These goblins whilst supposedly on watch, are at least partially distracted by their pyrotechnics. They only look up from their antics once every two rounds, and so the players have two rounds in which to react to spotting them before they in turn are noticed. Whilst the players may choose to try and sneak up on them, the completely bare nature of the cave makes this difficult. Only players with the ability to hide in lightly obscured areas (such as wood elves) can find any suitable cover in the form of smoke from the fires, small rocks and dimly lit corners.

Any attempt to close the distance to the goblins without attempting to use cover or stealth immediately alerts them, and combat begins as normal with the goblins unsurprised.

3 Goblins (MM, page 166) 150 experience

RANDOM PATROL

Not all of the goblin tribe are present when the PCs arrive. If you feel you need to challenge the PCs with a random encounter when they try to have a short or long rest, you can have a goblin hunting party of $1d4+1$ goblins return from the forest.

Area 3: Storage Tunnel

The tunnel leading from the gate is filled with sacks, rotten crates and heaps of rubbish. The piles have some kind of strange organized purpose to them. Some of the piles are badly skinned animal hides, while others are heaps of plant matter decomposing in the humid air. Here and there along the walls are torches lit with a nasty smelling tar that illuminates the way forward.

There is little of any value to be found in this tunnel. Should the players search with a DC 15 Intelligence (Investigation) check, roll on this table to determine what they find, alongside numerous junk items. All listed items are detailed in the equipment section of the Player's Handbook.

d20	Item
1-3	<i>A set of functional manacles</i>
4-6	<i>A usable shovel</i>
7-9	<i>A bag of caltrops</i>
10-12	<i>A vial of flowery perfume, unopened</i>
13-15	<i>A greatclub</i>
16-18	<i>A blowgun with 30 needles, and a vial of basic poison</i>
19	<i>A magnifying glass</i>
20	<i>A potion of healing</i>

Area 4: Sleeping Chamber

The goblins' sleeping chamber is eerily quiet, most of the goblin tribe is hunting in the forest for Ragmaw. They have left behind one of their oldest, silhouetted against the fire he isn't hard to spot and the PCs can either sneak up to him or confront him openly.

This area of the caverns seems to be both the gathering place for the goblins and where they rest and sleep. Many of the nooks and crannies along the walls are filled with dried grass and rough looking reed mats. In the center a large fire burns, surrounded by rocks and the remains of burnt animal carcasses and bones. The area seems mostly empty, despite the large number of beds. The sole occupant of the room aside from you is a small frail looking goblin next to the fire who seems to be cooking something. He has his back turned towards you, and a strange-looking dog lies at his feet. As well as the eastern passage by which you've entered, a small tunnel leads out to the south, and another larger tunnel leads to the north.

Haycrisp is one of the oldest members of the Burning Goblins, and has been loyal to the chieftain, Rotnose, since they were the Rotchews. Haycrisp is smarter than most of the younger goblins and has picked up on the fact that Ragmaw has essentially enslaved them. The elderly goblin would shed no tears were the dragon to be driven away. The 'dog' with him is Dibbles, Haycrisp's spider-dog companion. The creature has the body of a spider, but its torso is unusually hairy and its head has the eyes and mouth of a wolf.

Should the players attempt to speak with Haycrisp, they find him unaggressive but untrusting. He may dislike Ragmaw, but he knows full well the relationship that adventurers have with goblin tribes, and sees their presence here as a threat to everything he cares for. He is willing to tell the players that the master the goblins now serve is a dragon, and asks that they try and get rid of it due to the unwelcome authority it is exerting over his clan.

In actuality whilst he'd be pleasantly surprised if the adventurers successfully dispatched Ragmaw, he doesn't care if they succeed or the dragon kills them - either way, he sees it as a problem solved.

He is willing to suggest that they might find answers in the chamber to the south should they wish to learn more of the dragon's nature. However he is also aware of the room's guardian - the Blightwurm - and reasons that if the players can deal with it, they may actually have a chance against Ragmaw. And if they can't, then it saves him having to explain to the dragon how they got past him. For this reason if asked about the miller's daughter, Haycrisp lies and directs them to the south, saying that's where he saw her taken. A DC 15 Wisdom (Insight) check is enough to determine that he's lying, and upon being confronted about it he sighs and confesses - truthfully - that he doesn't know where she is, he just wanted the party to move on.

If asked about the whereabouts of his tribe, Haycrisp answers honestly: the majority of them are where they are most days, out in search of larger and more nourishing meals for their master. He clearly sounds annoyed at this fact, that they have been reduced to running errands for the creature. He doesn't know when they will return - saying that it could be soon or it could be hours, all depending on when they capture prey they deem sufficient.

Despite his age, Haycrisp is not entirely feeble, and if attacked he fights back with Dibbles' aid. If the players successfully negotiates with Haycrisp and gains information from him without a fight, grant them experience as though they had defeated him and Dibbles in combat

Haycrisp and 1 Spiderdog, (Appendix A) 150 experience.

The tunnel entrance to the north, leading to the Central Cavern is trapped. Unsure of itself, Ragmaw wanted to be warned anytime a goblin tried to sneak into the chamber and approach him. The dragon was able to create a magical ward that acts much like the spell Alarm. A passive Perception of 14 or higher spots the ward on the floor, and a DC 14 Intelligence (Arcana) check identifies that it is some sort of alarm. The PCs may simply ignore the ward if they wish. The PCs can try to destroy or dispel the ward, the details of which can be left to you.

If the PCs fail to notice the trap, or ignore it, as soon as a character walks past the ward the dragon becomes aware of their presence. This means that the dragon knows how many creatures are coming towards it and how big. This changes its tactics as described in Area 6.

Area 5: Misty Cave

This is an optional encounter for the PCs, they can choose to ignore Haycrisp's advice and carry on into the Central Cavern. They miss out on experience and the chance to gain information regarding Ragmaw but it's up to you whether the PCs can gain additional benefits, such as a magical item or a plot hook for later adventures.

The tiny tunnel barely allows a full-sized human to squeeze through on hands and knees. The tunnel's walls press in on the cramped space giving anyone willing to crawl through little room to negotiate. Unlike the rest of the cavern the air down here is cold, and there are no lights or fires. As you crawl through the tunnel the area slopes downwards and begins to feel damp and wet on your fingertips, and the ground begins to be blanketed by a faint mist. Finally, you emerge into another chamber where you can fully stand. There is little of note in the room, aside from in the far corner, where a small body of deep water has collected in a depression, fed by water dripping down from the cliffs above.

This room is the lair of a Blightwyrms, a long worm like creature with parts of its body covered in a rigid natural armour and large external jaws. Blightwyrms largely feed on the dead and usually act as omnivorous scavengers rather than predators, only actively hunting prey when driven to by hunger. The goblins feed it burnt bones and rubbish, and are apparently unconcerned with the closeness of its lair.

The Blightwyrms does not attack unless the players approach too close to the pool, in which case it acts to defend its lair. During combat, the Blightwyrms dives into the water between attacks, attempting to force the fight to occur in its preferred terrain.

1 Blightwyrms, (Appendix A) 200 experience

Treasure: Not all of the junk that the goblins throw to the Blightwyrms for disposal is edible. Hidden in the the pile of metallic items the Blightwyrms has no use for is a disc inscribed in Infernal, that details the use of soul binding to create soldiers for the 'Grand Army'. The disc talks in brief about using different creatures' souls and growing bodies from base flesh.

The exact nature of this disc is left to the DM to decide. It does not inherently grant any mechanical benefit, but may be extremely valuable to the right scholar. It can also tell Ragmaw interesting things about his past; you can imply that the disc is somehow related to the dragon and kobolds coming here together. If the players present the disc to Ragmaw he becomes excited and will offer any treasure in his hoard to the players in order to study the disc. You may wish to alter the inscription to refer to a plot thread that you wish your players to discover, or you may wish to decide how this 'Grand Army' fits into the history of your setting, and what its exact nature is.

Area 6: Central Cavern

This is the last encounter of the adventure, by now the PCs will likely have learned that the creature commanding the goblins is a dragon. You should play up the idea that dragons are inherently powerful and terrifying creatures, but also remind them that dragons can be bargained with. Read them the following as they enter the cavern.

The large cavern ahead is filled with the overbearing scent of burnt meat, and the air is thick with smoke and hot on the skin. Lying in the center of the floor is a green-scaled creature, its body longer than two full grown men. Smoke rises from its green nostrils, and its eyes are a deep golden colour. They flick backwards and forwards, surveying the area with the restless edge of a beast that has spent too long inside. The creature is clearly a dragon and although impressive in size, it seems young and excitable. Around him, a circle of fires burn softly, giving the huge chamber an eerie orange glow. In the northern corner of the room you can see a young girl, bound to a rock and crying softly.

This is the lair of the dragon Ragmaw. From here he sleeps, eats and orders his goblin minions to do his bidding. It contains a sleeping area off to north and the beginnings of a small hoard that the dragon lies upon. The circle of flames is from where the dragon addresses his goblin servants and where he eats the food brought to him as tribute.

The dragon that hatched beneath the eyes of the goblin tribe is curious, hungry and inquisitive about the nature of humanoids. Naming himself Ragmaw upon his birth, the dragon knew almost instinctively that the goblins could be useful servants. The dragon makes them carry out his commands with threats, promises and shows of strength. The PCs may be confused to discover a green dragon that breathes fire as opposed to poison, and not only are his abilities unusual, so is his development.

Provided with a steady flow of food to sate his seemingly endless appetite, Ragmaw has grown in size to a large dragon in a matter of months, though his power remains closer to that of a wyrmling.

Ragmaw is not inherently evil. His behaviour is the result of his draconic impulses and the activities of the goblins that surrounded him before his birth. His instincts have guided him towards building a strong lair and collecting a hoard, whilst the goblin influence has made him curious, sadistic, and unhinged.

Despite his volatile temperament, Ragmaw is not immediately hostile to the player characters. Instead, he is curious - having encountered no humans or other intelligent creatures, aside from the miller's daughter who proved too fearful to answer any of his questions. He is more than willing to engage in conversation with the party, in which he asks many questions about all manner of things ranging from their homelands to any unusual physical features they possess.

Should the characters treat Ragmaw with the respect he believes he deserves, he is willing to parlay with them for the release of the girl. His demands are an offering of tribute from the village, to be delivered in the form of livestock and gold once per month. He correctly assumes that a village of humans will be better at delivering these things to him than goblins, and wishes to benefit from their subservience. At the GM's discretion, with a successful DC 17 Charisma (Persuasion) check the PCs can lessen the dragon's demands to a smaller tribute of livestock and gold.

Ragmaw does not ask for an amount that is preposterous, but it would certainly be an immensely unwelcome tax on the village's resources and profits. He also notes his intent to leave the cave and foray into the forest, and strongly hints that he may lay claim to any wayward villagers in the woods should he come across them.

If the players agree to these terms, he releases the girl to them without complaint. Should they not agree he seems disappointed, but does not immediately attack unless they try and take the girl or attack him.

The miller's daughter Claire, is immensely grateful to the players once freed. She wants nothing more than to swiftly depart, and grows restless should the players linger to loot Ragmaw's horde or otherwise dally.

However the players decide to deal with Ragmaw, there will be consequences for them. See the 'Concluding the Adventure' section for advice on what might come of their actions.

Ragmaw, (Appendix A) 450 experience

Killing Ragmaw is the only way to obtain his full hoard, and although small it's still a vast amount of treasure for level one characters. It may even be enough of a lure that they fight the dragon simply for his treasure hoard. The players can see the tempting hoard in the corner of the cavern once they enter. If they manage to defeat Ragmaw then let them sift through some seemingly mundane and worthless items to discover piles of coins and a few uncommon magical items. The full extent of the hoard is listed below.

~ **Copper Coins (1,200)**

~ **Silver Coins (650)**

~ **Gold Coins (34)**

~ **7 Tiger's Eye gems**, worth 10 Gold coins each.

~ **Goggles of Night, (DMG, page 172)**

~ **Alchemy Jug, (DMG, page 150)**

RAGMAW

Ragmaw's unusual nature is due to his unusual origins. He was not birthed under normal circumstances, but instead is the result of an experiment to try and create hybrid dragons with traits from parents of multiple colours. Most of the eggs produced from this experiment never hatched, and never will. Ragmaw's egg took decades to hatch, in which time it was dismissed as a failure and thrown out, where it was found by its kobold guardians. The exact nature of this experiment - who's behind it, what its ultimate goal was, and whether it ever produced any other results is left to the DM's imagination. Suffice to say, Ragmaw is intended to send mixed signals to the players - it should be obvious enough from his surroundings that he has an affinity to fire, but veteran players may be initially confused by his colouring.

Concluding the Adventure

You should feel free to decide whether the party's journey back to the village is simple or difficult. If your players remain at near full strength, you may wish to interrupt their travel with an encounter with some goblins returning to the cave - or even a confrontation with the tribe's chief, Rotnose.

If the players successfully return to Greendale with Claire, the Mayor rewards them each with a pouch of 50 gold pieces and declares them heroes of the town. For this feat, they each gain 100 experience.

Ragmaw's fate has consequences for the village whether he was slain or left alive. If Ragmaw's deal was agreed to, the villagers are a lot less happy with the party than they otherwise would have been. Many of them quickly come to see the party as villains as opposed to heroes - having sold them out to a dragon.

However, if bargained with Ragmaw has only appreciation for the PCs. He may even prove to be something of an ally in the future, should the party have need of him.

Appendix A: Creatures

The creatures listed here can be tweaked in order to increase the challenge of the adventure if necessary.

When engaged in combat with the PCs the Spiderdog should stay as close to Haycrisp as possible so that Haycrisp can use his redirect attack ability. Only once Haycrisp is dead would the Spiderdog run up the ceiling to attack the PCs from above.

The Blightwyrms attack from the safety of the water, charging out to attack a single PC then retreating back to the water again.

HAYCRISP

Small humanoid (goblinoid), neutral

Armor Class 15
Hit Points 7 (2d6)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +5
Senses darkvision 60ft., passive Perception 12
Languages Common, Goblin
Challenge 1/2 (50XP)

Nimbleness. Haycrisp can take the disengage action as a bonus action on each of his turns.

Redirect Attack. When a creature targets Haycrisp with an attack, Haycrisp can choose an ally within 5 ft to become the target instead. Haycrisp can use this a a reaction once per turn.

ACTIONS

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

SPIDERDOG

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 35
Speed 30ft. Climb 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	4 (-3)

Skills Stealth +7
Senses darkvision 60ft., passive Perception 13
Languages --
Challenge 1/2 (100XP)

Spider Climb. The Spiderdog can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 6 (1d8+1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failed save or half as much on a successful one. If the poison damage reduces the target to 1 hit point, the target becomes paralyzed for one hour.

BLIGHTWYRM

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 44
Speed 40ft. swim 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Senses darkvision 60ft., passive Perception 16
Languages --
Challenge 1 (200XP)

Keen Smell. The Blightwyrms has advantage on wisdom (Perception) checks that rely on smell.

Skittish. The Blightwyrms can take the disengage action as a bonus action on each of his turns.

ACTIONS

Multiattack. The Blightwyrms makes two attacks one with its Pincers and one with its Body Slam.

Pincers. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Body Slam. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+3) bludgeoning damage.



Ragmaw is an incredibly powerful creature for a party of level 1 adventurers to take down. The PCs will need some kind of plan and may even talk with Ragmaw before coming back later with a plan to kill him. Ragmaw can theoretically kill the entire party in one round with a blast of his fire breath. Thus before the PCs engage him it may be an idea to demonstrate his powerful fire breath by having Ragmaw breath fire away from the PCs.

If the PCs do attack, Ragmaw can flap his wings and draw himself up to his full height. He won't try to kill any PC outright but he will be infuriated enough to knock the party unconscious and let the goblins tie them up. He will hold back his fire breath unless he drops below half hit points. At which point, without any escape Ragmaw will fight to survive and won't hold back on his attacks.

RAGMAW

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 38

Speed 30ft., fly 60ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	15 (+2)	12 (+1)	12 (+1)

Skills Insight +6., Perception +5.

Senses blindsight 10ft., darkvision 60ft., passive Perception 16

Languages Goblin, Draconic, Common.

Challenge 2 (400XP)

Heart of Fire. Ragmaw has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 7 (1d10+3) piercing damage + 2 (1d4) fire damage.

Fire Breath. (Recharge 6 rounds). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save, or half as much damage on a successful one.

ACRONYMS

DM = Dungeon Master

GM = Game Master

PC = Player Character

NPC = Non Playable Character

D&D = Dungeons and Dragons

DC - Difficulty Class

AC = Armour Class

HP = Hit Points

CR = Challenge Rating

MM = Monster Manual

