

# THE OBISDIAN CROWN



**MATT BRYANT**

**A four-hour fourth level adventure  
for the world's greatest roleplaying game**



# CREDITS

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# INTRODUCTION

This adventure is for four 4th level Dungeons & Dragons 5th Editions characters. The material contained in this document can serve as a one-shot adventure, a starting point of a new campaign, or a quick side adventure for your established game. This adventure is setting neutral. Several elements are left unexplained to provide hooks for future adventures your party may have.

## BACKGROUND

Dorune sits at the foot of the Iron Spine Mountain. Settled amongst natural hot springs and other geothermic occurrences, the mines were rich with natural mineral deposits. The town was once famous for the abundant veins of precious ores; now it sits a shell of its former self. The town's remaining source of resolve comes from the last mine that has managed to stay open. The trickling of the lingering metals to come from the mines keeps the last of the residents aloft.

Unfortunately, the mine and the town are in crisis. Continuous earthquakes and rockslides have closed the shaft, and the town faces constant raids from the local kobold population. The mayor has sent out calls for help. The townspeople would generally handle the attacks, but recently the strikes have been led by cloaked figures wielding magic.

The party will discover the lair of the attackers in a centuries old mine and cave system. In the final chamber, a group of cultists work to corrupt and control a stolen dragon egg. The party will need to defeat the cult and free the dragon egg before the dragon can lay siege to the town and surrounding lands.

## ADVENTURE HOOK

While in a nearby city, the party will hear a call for aid in Dorune. The party decides to make haste to Dorune to assist the town in its time of need, where they will meet the mayor to start their quest.

## IMPORTANT NPCs

Here is a quick list of the NPCs in this adventure and their roles in the town.

<b>Johan Borivick</b>	Mayor of Dorune, a tall, dark-haired middle-aged human man.
<b>Ta'man</b>	Owner of The Barrel and Blessing, a slender short, balding human man.
<b>Emaline Anders</b>	Owns the general store, a tall, black-haired young human woman.
<b>Flint Battleanvil</b>	Dwarf foreman of the last mine in town, he has thick red hair and beard.

The residents of the town are primarily human with a couple of dwarves. The total population in Dorune is about thirty people.

## SAMPLE ENEMY DIALOGUE

If the party captures and interrogates a kobold, the kobold will not give up much information. They will reveal with a DC 12 Charisma (Intimidation) check that the men they work with promised them a god. As well that the god would be born soon, and the god would serve them and burn their enemies. The Kobold also reveals the name of the one leading the men in cloaks, Appius

A captured cultist will reveal nothing. They will choose to end their own life rather than help the party.

## PART 1: DORUNE

As you make your way down the forest road, you pass signage for Dorune every few miles as you walk closer to a large mountain. Every step you take, the air becomes heavy and humid. A steady haze grows around you as you enter the dilapidated town. Several burnt out buildings line the road. Amongst the buildings are several hot springs keeping the village in a perpetual fog. Once you reach the town center, you are shaken violently by an earthquake.

There are not many people out on the street in the village. The party will see a group of children playing on the rubble of one of the collapsed buildings. They can give directions to find the mayor in the Barrel and Blessing.

## ANDERS' GENERAL STORE

On the town square is Dorune's last remaining mercantile. Passed down through the Anders family line, the shop has come to Emaline Anders. The shop is old, with most of the wares on display under a wooden awning with a few holes in the roof.

The party can purchase any mundane item here, except for weapons. Anders explains the town lost its blacksmith years ago.

## THE BARREL AND BLESSING

This tavern also sits on the town square. Built out of a former chapel, The Barrel and Blessing is one of the remaining stone structures that are still habitable. Images of dwarves working with hammers and anvils cover the old chapel.

Ta' man, the owner, has made the tavern an intersection for most of Dorune's business. The old town hall has fallen into disrepair; thus, the Mayor, Johan Borivick, keeps his office in one of the tavern's back rooms.

**Taking a Rest.** Upon arriving in town, that party may decide to take a rest in the inn and tavern. Ta' man will mention the many troubles the town has faced with mines closing and earth-shaking and rising in temperature of the surrounding hot springs. If probed, he will also divulge that the hood men are wielding magic, leading the kobolds on their raids. He will finally point the way to Mayor Borivick's office in the back of the office.

Also in the tavern are Flint Battleanvil and some of his mining crew. Flint will explain with the earthquakes, and the rising temperatures inside the tunnels mean that he and his men cannot mine the remaining ore. But he has sent a few of his men to prospect the mine for safety. He finally

says that if nothing changes for the better that he and his crew will have to pack up and leave, thus closing the town.

**Meeting the Mayor.** Once the party enters the mayor's office, Johan Borivick greets them. HE asks if they are answering his calls for help. He will explain a little more about the kobolds' night raids and how they have become more frequent. Men wielding magic now led the kobolds, seeing as kobolds want to follow dragons makes these raids most unsettling. The kobolds are now stealing mining equipment along with food from the town.

Borivick asks the party if they will take up arms and protect the town by finding the kobolds' lair and ending the raids. He places a piece of parchment outlining the agreement between him and the party. He will ask each member of the party how he or she would like to receive payment. They may choose a flat fee of 75 GP (25 GP up front and the remaining 50 GP upon routing out the kobolds) or a 1% ownership of the mine.

After signing the document, the mayor suggests the party stocks up on supplies at Anders' store and rests up at the inn. They will need their rest for the raid that is sure to occur in the coming nights.

Upon leaving the office with the mayor, one of Flint's crew busts into the tavern, alerting that kobolds are behind Ander's in broad daylight.

## PART 2: KOBOLD RAID

The party arrives behind Ander's in the southeast corner of the yard. There are six **kobolds** and two **cultists**. The cultists take a position in the northwest near the tree line. The kobolds scattered through the yard. They will stay behind the line of kobolds but will rush to attack if they see an opening. When one cultist takes damage, they will call for the group to retreat to the forest west of the town.

Once the encounter is over, the party can track the kobolds' path and determine the raiders' point of origin. They can take a short rest to patch up and purchase any gear from Anders.

Inspecting any dead cultist will show them to be human men with shaved heads and tattoos of scales covering their scalps.

**When the party is ready, proceed to Part 3.**

## PART 3: THE AMBUSH

You make smooth progress following the raid party's tracks. Footprints and broken twigs litter the forest floor. As you make your way, you feel several earthquakes, each more intense than the last. After following the kobolds at a steady pace for roughly an hour, you come to the edge of the forest. Heat and steam hit you in the face.

### THE CHEZIC HOT SPRINGS

The party enters on the east side of a large clearing with multiple large hot springs. The springs sit at the foot of a ridge in the Iron Spine to the west. A dilapidated wooden bridge, measuring about 150 feet long and 15 feet across,

hovers a few inches over the springs. The bridge connects an old mine to the north and an abandoned path to the south. Halfway down the bridge, a shed sits on the west side. A boat sits docked on the opposite side.

**Crossing the Bridge.** The party walks down the bridge, following frantic foot and claw marks. The bridge appears to be empty. A DC 12 Wisdom (Perception) check will alert the party several kobolds lying in wait.

### KOBOLD AMBUSH

Hidden inside the shed are three **kobolds**, one **kobold dragonshield**. On decking on the north side of the shed are two **winged kobolds**. In the boat are two more **kobolds** hiding under some canvas. The kobolds' main tactic will be to attempt to knock off the party members in the scalding water. Simultaneously, the winged kobolds will fly around and try to flank the party from behind.

#### FALLING INTO THE SPRING

When a creature falls into the spring, they take **1d8 fire damage** and will take **1d8 fire damage** at the end of their turn while in the spring. A creature can extend 15 ft. of movement to climb back on the bridge and stand to their feet.

Once defeating the kobolds, the party can continue on its way towards the mine entrance.

## PART 4: BOILING POINT

### 1. MINE ENTRANCE

Approaching the mine, the party will see a hole in the ridge's side that is roughly seven feet wide and ten feet tall. The sunlight only makes it in a couple of feet. Very dim light comes from further inside. An old set of mine cart rails run into the mine. Upon a closer listen, there is a low rumbling coming from within the tunnel.

**Falling rubble.** Inside the tunnel are two trip lines hidden amongst the old rail tracks, a passive Wisdom (Perception) score of 12 or higher will spot the lines. Otherwise, the party must succeed on a DC 12 Wisdom (Perception) check to notice the trap if tripped rubble falls in the spot with the character that triggered it. That character must make a DC 10 Dexterity saving throw or take 1d8 piercing damage, half damage on a successful roll. The second trip line is five feet further down the entrance. Triggering either trap will alert the kobolds in area 2.

### 2. THE TRASH PIT

Three **kobolds** wait in the dimly lit chamber; both creatures are distracted, chattering to one another in draconic. The room is hotter and more humid than the air outside. A character may try to sneak in to ambush the two. Characters approaching the kobolds must avoid both traps in the entrance and succeed on a DC 8 Dexterity (Stealth) check, or be spotted by the kobolds. If the approaching character succeeds and speaks draconic, they will hear the kobolds speak of processing a god of their own that will serve their needs. They may also talk of plans to betray their current human masters and take the god for themselves.



With the kobolds defeated, a closer inspection shows broken furniture and other random bits of refuse collected by the kobolds throughout the area. As the party makes their way north to the next chamber, the rumbling noise begins to vibrate. They see dim candlelight in the room to the northwest.

### 3. THE LABORATORY

There are two worktables, one on the east wall and one on the northwest wall. An alcove sits to the northeast of the chamber, holding a few crates of supplies. The eastern table contains a sack of obsidian and sculpting tools, alongside some crudely drawn plans for what appears to be a diadem of obsidian shards connected by gold filaments with places for five crystals. This mined area connects to two natural cave chambers to its south and west.

**Pseudodragon.** On the northwestern table are papers of plans, several crystals of various colors (red, blue, green, white, and black), several vials. A large cage also sits on the table. The pen is rocking back as a yellow-tinted pseudodragon is acting violently against its cage. When inspected, the pseudodragon's eyes are like black orbs. It wears a black diadem of obsidian with five colored crystals (same colors as listed above).

A character may conclude that the colors of the crystals coincide with the chromatic dragons' shades with a connection to Tiamat herself. But the lack of any iconography related to Tiamat neither proves nor disproves that theory. A character can attempt to remove the diadem from the pseudodragon. The diadem has an AC of 15 with 5 HP. A successful roll on a DC 13 Strength (Athletics) check will remove the diadem. Once released, the pseudodragon will recognize that the party removed the diadem and become friendly to the party. Any arcane character with the **Find Familiar** spell can attempt to bond with the pseudodragon without casting the ritual, as it is the pseudodragon's choice to bond. **Pseudodragon Familiar** MM 254.

**Treasure.** Amongst the vials on the table are several potions—two **Potions of Greater Healing** and two **Potions of Fire Resistance**. 9 gems worth 10 GP each are on the table.

As the party searches the room, the rumbling becomes louder as does the shaking of the cave. The source of the shaking comes from the chamber to the west.

### 4. THE AIR VENT

This quiet chamber is off to the south. When entered, the area has an airshaft in the ceiling, letting in sunlight. Sitting on the floor is a long rotting boat that appears to sit three to four people. A large decades-old scorch mark scars the bottom and side of the boat. A DC 12 Intelligence (Investigation) check will show that the boat would have been in the air when lightning struck. The vessel is too large to have been pulled in or lowered. Inside the boat is worn scrap of leather with a rusted metal tag with only the letters '...S. Senti...' legible.

The exit on the far wall will loop back to area 3.

### 5. THE RITUAL CHAMBER

As the character approaches the final chamber, the tremors begin to increase in frequency and intensity. Inside the room is one **cult fanatic**, and any **cultist** that escapes the fight in chapter one—several torches light area. Hot springs line the northern and southern walls with excessive heat and steam boiling out of them. In the center is a single hot spring with slabs of obsidian lining it, in the black glass are five large crystals matching the ones found in the library. In front of the central spring is a short pedestal with several arcane glyphs painted on the top.

On the pedestal stands the cult fanatic. Hands stretched over the hot spring; he speaks an Eldridge spell that is a mix of draconic and an unknown language. Inside the spring is a sizable yellow-tinted egg. Fused to the egg is a larger diadem matching the one on the pseudodragon in the laboratory. The cult fanatic drops the egg into the spring. After the cave shakes violently, a **gold dragon wyrmling** emerges. As it steps out of the spring, obsidian from the diadem cover's the wyrmling's body. The cult fanatic is wearing a crown made of obsidian. At the cult fanatic's command, the wyrmling and any remaining cultist will attack the party.

**Combat.** The wyrmling will follow the fanatic's commands but will go berserk if the fanatic is defeated. The cult fanatic's diadem is firmly fused to his skull and cannot be removed without destroying it. The party will notice that every hit the dragon takes, more obsidian falls from its body. When the dragon reaches one hit point or less, the diadem shatters—leaving the dragon on the cave floor unconscious.

**Ending the combat.** Once the dragon and the cultist are defeated, red energy stored in the diadem will arc back into the center spring. Once absorbed, the energy shatters the crystals and the black glass. After one final shake, the mountain is still.

After a few moments, the dragon begins to wake. The dragon will be reasonably easy to calm down. Any character that understands draconic will be able to speak to and understand the wyrmling. It primarily speaks in short two to four-word phrases but can express its basic thoughts and needs. "Where am I?" "Hungry." "Mother?"

# CONCLUSION

After calming the wyrmling, the party will make its way out of the cave. Returning to the town takes about an hour.

Upon entering the town and making it to the square, the party will see that most of the town's people are out. They seem to be crowding a cart in the center of the square. Flint Battleanvil stands on the wagon trying to calm everyone, while also trying to keep his excitement down. Inside the cart are several large rocks with raw gold amongst the stone.

Flint tells that his men were inspecting the still operational mine when a massive quake caused them to flee. As the ground shook, the mountain opened up a new cave with a new untapped vein of gold.

The town will take their attention off the new treasure, and set their eyes on the party and the wyrmling. The adults stay back, but the few children there will approach the dragon out of curiosity.

After much of the excitement has died, Borivick will call the party over. He will be very thankful for the group's efforts, and after hearing what happened, he will conclude that the party caused the town's new fortune. He will congratulate any characters who took 1% of the mine's earnings as payment. He will then turn to any characters that chose the flat fee; he tells them he has their remaining 50 GP and says that will conclude their business.

Whether or not if anyone objects to this, Borivick will laugh heartily. He just couldn't do that to the group and change any flat fee payments to a cut of the mine.

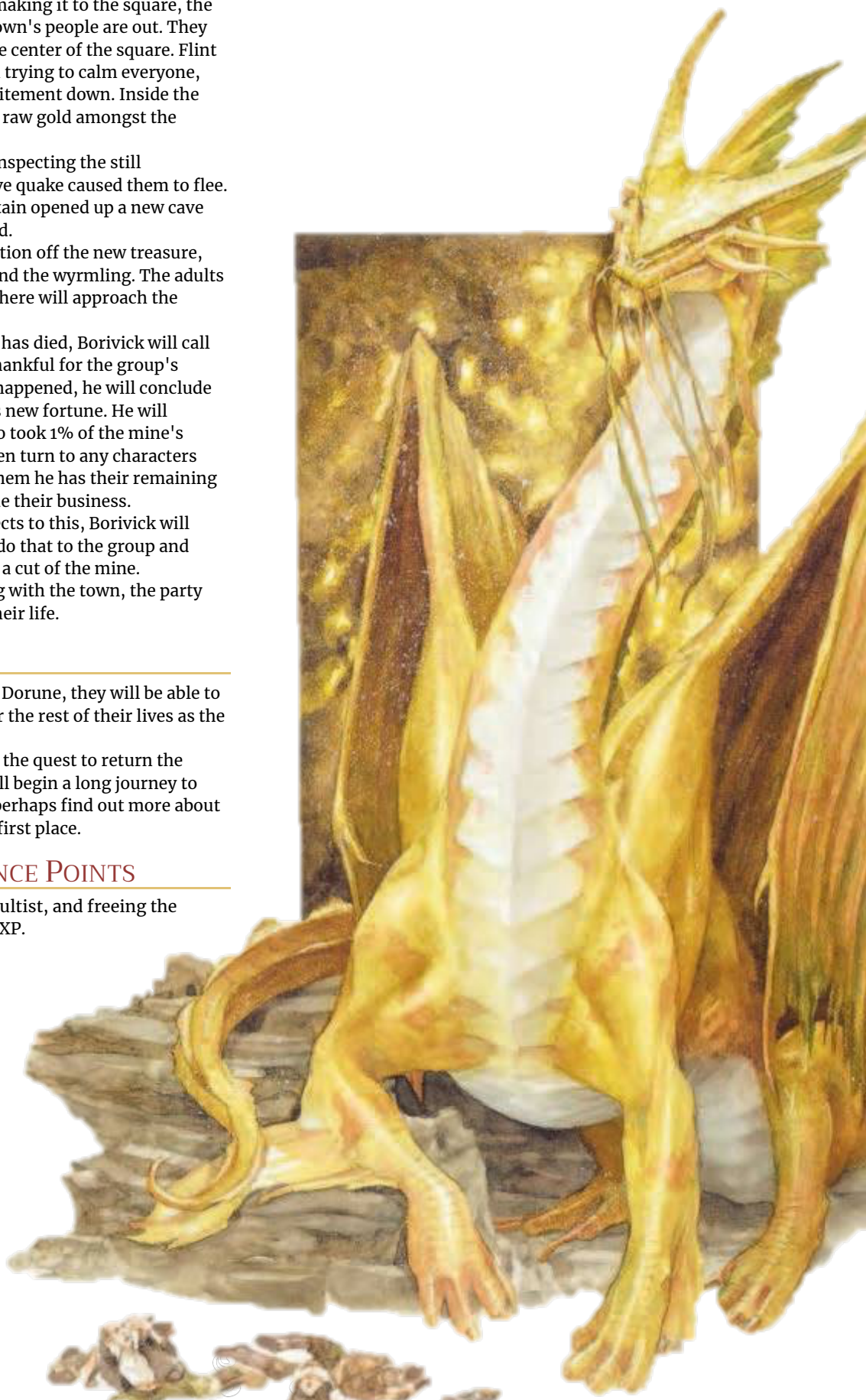
After a few days of celebrating with the town, the party will look to their next steps in their life.

## WHAT'S NEXT?

- If the party chooses to stay in Dorune, they will be able to retire and live comfortably for the rest of their lives as the town flourishes.
- If the party decides to take on the quest to return the wyrmling home, then they will begin a long journey to keep the wyrmling safe, and perhaps find out more about the people who stole it in the first place.

## AWARDING EXPERIENCE POINTS

For defeating the kobolds and cultist, and freeing the dragon: award each player 450 XP.



# STAT BLOCKS

## 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.

**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 feet of the creature and the ally isn't [incapacitated](#).

### ACTIONS

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

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

## KOBOLD

Small humanoid (kobold), lawful evil

**Armor Class** 13

**Hit Points** 7 (3d6 – 3)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Senses** darkvision 60 ft.

**Languages** Common, Draconic

**Challenge** 1/4 (50 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 feet of the creature and the ally isn't [incapacitated](#).

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Dropped Rock.** *Ranged Weapon Attack:* +5 to hit, ranged 30/120 ft., one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

## KOBOLD DRAGONSHIELD

Small humanoid (kobold), Lawful Evil

**Armor Class** 15 (leather, shield)

**Hit Points** 44 (8d6 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

**Skills** Perception + 1

**Damage Resistances** fire (Dragon's Resistance)

**Senses** darkvision 60 ft.

**Languages** Common, Draconic

**Challenge** 1 (220 XP)

**Dragon's Resistance.** The kobold has resistance to fire damage.

**Heart of the Dragon.** If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

**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 feet of the creature and the ally isn't [incapacitated](#).

### ACTIONS

**Multiattack.** The kobold makes two melee attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.





## CULTIST

Medium humanoid, Any Non-Good Alignment

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

**Skills** Religion +2, Deception +2

**Languages** Common

**Challenge** 1/8 (25 XP)

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6 + 1) Slashing damage.

## GOLD DRAGON WYRMLING

Medium Dragon, Lawful Good

**Armor Class** 17 natural armor

**Hit Points** 60 (8d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

**Saving Throws** DEX +4, CON +5, WIS +2, CHA +5

**Skills** Stealth +4, Perception +4

**Damage Immunities** Fire

**Senses** Blindsight 10 ft., Darkvision 60 ft.

**Languages** Draconic

**Challenge** 3 (700 XP)

**Amphibious.** The dragon can breathe air and water.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

**Breathe Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons.

**Fire Breath.** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

**Weakening Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## CULT FANATIC

Small humanoid, Any Non-Good Alignment

**Armor Class** 13 (leather, armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Religion +2, Deception +4, Persuasion +4

**Languages** Common

**Challenge** 2 (450 XP)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

### ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

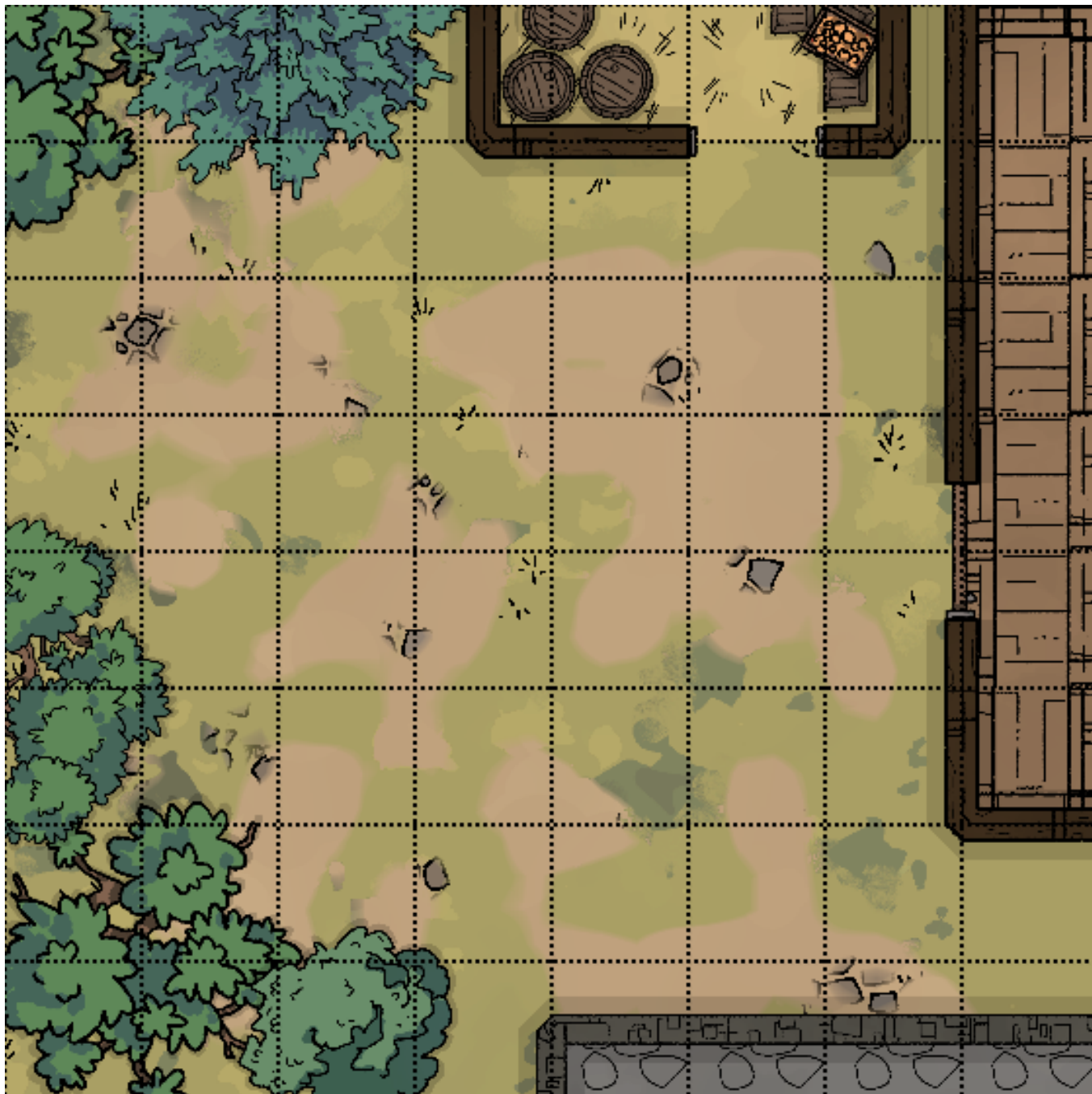
**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



# MAPS

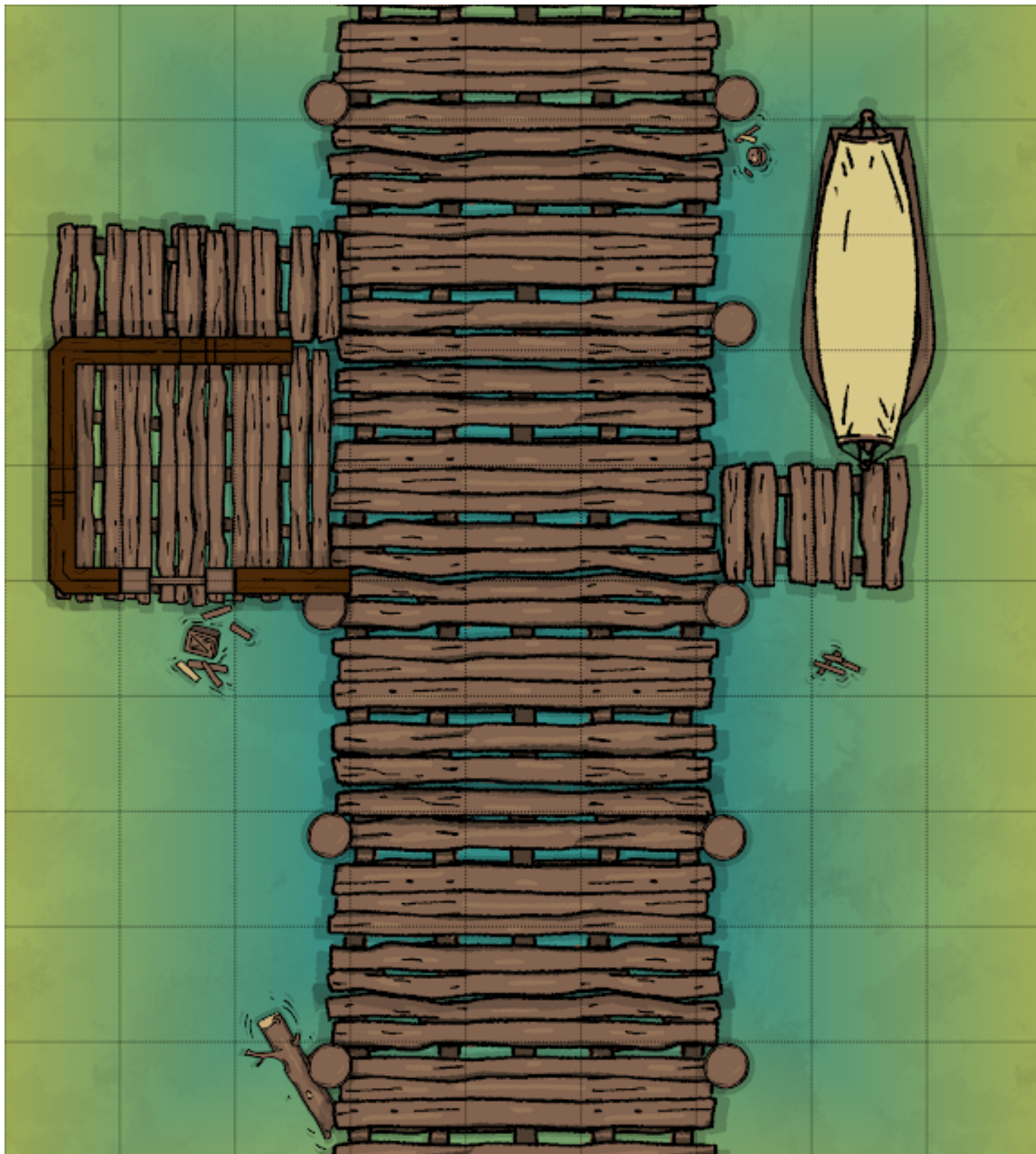
## BEHIND ANDERS'

1 SQUARE = 5 FT.



## THE CHEZIC HOT SPRINGS

1 SQUARE = 5 FT.





**1 SQUARE = 5 FT.**

