

Eggs for Breznak by Vance Atkins (leicestersramble.blogspot.com)

Emperor Breznak Hooknose III requires a dragon egg. Because status. Word is, a dragon nests out in the Macasain Bluffs. But you're goblins. You can't go toe-to-toe. Get in, grab the dragon's egg, get out, and good luck. Stealth, subterfuge, or negotiation will heighten your chances. Play any class you want. But you're still a goblin.

D10 Rumors: **1)** The cavern has multiple entrances (T); **2)** Other beings have symbiotic relationships with the dragon (T); **3)** A flooded passage allows entrance to the egg chamber (F); **4)** Shifting, illusory passages protect the dragon's nest (F); **5)** Kobolds worship the dragon (T); **6)** A knight's ghost haunts the caverns (F); **7)** Fungus have overgrown the caverns (T); **8)** Swarms of stirges fills the outer caverns (F); **9)** The dragon's mate patrols the forest (F); **10)** Cramped tunnels may avoid/evade the dragon (T)

D12 Things Each Goblin May Carry: **1)** Bag of broken glass; **2)** Tin whistle and yo-yo; **3)** Two smoke bombs; **4)** Big ball of clay; **5)** Bag of harpy poo; **6)** A shiny red agate; **7)** A doll; **8)** Down pillow; **9)** Jar of rancid oil; **10)** Silver mirror; **11)** Pot of glue; **12)** A cage of live rats

After some uneventful travel, the PCs find the cliffs. Searching may find up to 3 potential entrances...

Dramatis Personae

1-6. Radayuli Scyloxim (8HD Green Dragon): Vain, she preens and fusses. Anxious, she patrols between her chambers and eggs. She may be absent while hunting (back in 1d4 turns). The kobolds provide adoration, offerings, and food. She considers the shroomfolk a harmless curiosity. Any intruders must bring gifts or entertainment, and reverence, *or else*. **Rooms of note:** **5. Nest:** 3 in 6 chance, hoard (3-6,000 gp in coins, gems and art, 2-5 magic items); **6. Egg Chamber:** (2 eggs, buried in composting pile of leaves) 2 in 6 chance; **Other rooms:** 1 in 6 chance of encountering dragon.

I-V. Kobolds: The kobolds idolize the dragon. They are wary of the shroomfolk for their silent industry, lack of interaction, and service to the dragon. Suspicious of other intruders who may disturb "their" dragon. **Rooms of note:** **III. Hak's Hall:** Boss Hak (2HD chief, AC as chain, atk: 1d8; *Ring of the Mongoose* (+1 DEX)) and 2-8 kobolds; **IV. Ikke's Squat:** Sub-chief Ikke (1HD, AC as leather and shield, atk: 1d6+1, *potion of cure light wounds*) and 1-4 kobold bravos hang here, jealous of Zilli's influence with the chief and dragon; **V. Zilli's Lurk:** Conch-blower Zilli lounges here if not crooning the dragon (2 in 6 chance). His serenades calm the high-strung dragon. If Conch played for 1 turn, may *sleep* dragon (1 turn); **Other rooms:** 2 in 6 chance of 1-4 kobolds.

A-E. Shroomfolk: Almost a hive-mind, shroomfolk are weird and alien. They don't have names. Silent and non-confrontational cleaners, they harvest dragon poo and kobold detritus for their "gardens." They emit ESP spores to communicate with intelligent intruders and at least 3 must be swayed for any decisions or concurrence. **Rooms of note:** **B. King Shroom:** Large (5 HD, AC as chain, atk: spores as 2-8, below), nearly immobile. Appreciates interesting poo and filth for gardening. May call 2-5 shroomfolk (1 HD, AC as leather, atk: 1d6) and activate 1-4 fungal zombies (2HD, AC as leather and shield, atk: 1d6+1); **C. Grow Lab:** Cap-Chymist (4 HD, AC as leather and shield, atk: 1d6+spores as 5-8, below) brews fungal concoctions. 2-5 random brews available: **1)** *memory* (+1 spell/day to max level); **2)** *slow* spell equivalent (5' diam cloud); **3-4)** *corrode* (5' diam splash, save or 1d8 dmg/2 rds, armor loses one point); **5-6)** *choke* (10' diam cloud, save or 2d4 choking dmg, obscured vision); **7-8)** *hallucinate* (5' diam cloud, save or immobile with visions, 1d3 turns); **Other rooms:** 2 in 6 chance of 1-4 shroomfolk.

DM's choice: D4 Complications: **1)** Hatching imminent; **2)** Pesky adventurers; **3)** Rival band of sycophantic kobolds arrives; **4)** Fungal spore bloom clouds caverns

