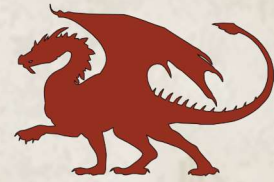


DUNGEON & DRAGON

A One-Room Adventure for Any Level of Adventuring Party



Introduction

It is often said that Dungeons & Dragons is about dungeons *and* dragons. In practice, however, adventurers seldom find both in one place. This module corrects that oversight by providing precisely one dungeon and exactly one dragon. No more. No less.

Intended Level: Any. The author accepts no liability for total party kills.

The Dungeon (The Room)

Location Description:

A single rectangular chamber, 30 ft. by 30 ft. Stone walls. A ceiling 20 ft. high. Absolutely nothing else. No corridors, no branching passages, no forgotten ruins. Just the one room, because this is not “*Dungeons*” (plural), only “*Dungeon*” (singular).

- **Lighting:** Dim but the room is visible to characters that have ‘sight’. If the players ask what the source is, you may tell them: “An ambient narrative glow.”
 - **Smell:** Dust, faint ozone, and the anxious sweat of the DM reading this aloud.
 - **Sound:** Dripping water. But there is no visible water source nor can any water be found in the room and all surfaces are dry.
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The Door (A Puzzle)

Entrance to the chamber is barred by a single **locked and trapped puzzle door**, because: “just walking in”, is not proper dungeon procedure.

- **The Lock:** Requires DC 17 Dexterity check with thieves’ tools. The lockpick snaps on a natural 1, as is tradition.
 - **The Trap:** On a failed attempt, the door emits a gout of flame. All within 10 ft. make a DC 13 Dexterity save or take 2d6 fire damage. Yes, the fire comes from the door itself. Don’t question it. The trap may be discovered with a DC 18 investigation check. If found it may be made safe with a DC19 Sleight of Hands check. Failure of either sets the trap off.
 - **The Puzzle:** The door has three stone dials etched with symbols: a sword, a crown, and a chicken each with an arrow pointed upward and centrally between them a three-pointed star.
 - Each icon must have its point turned inward to point to the star in a specific order:
 - The correct sequence is **chicken** → **crown** → **sword**. Any other combination resets the trap.
 - If players ask why, say: “Ancient dwarves.”
 - A DC20 History (Int) check will give the following clue: “Ancient dwarves made this door.”
 - **Special Rule:** If at any point a player complains about the door or insults the door, the idea of the door, or the very concept of unsolvable puzzles and egregious DC values, the door will open.
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The Dragon (The Encounter)

Inside the room, sitting atop exactly one copper coin, waits the **Copper Dragon Wyrmling**.

Use the stat block provided to the right.

The wyrmling is chaotic good and deeply confused as to why adventurers keep showing up to bother it.



Roleplaying the Dragon

- **Motivation:** It wants conversation, not combat. But if attacked, it will defend its singular coin with reckless abandon.
- **Personality:** Sarcastic, clever, and annoyingly self-aware of being in *the* only dragon slot available in this adventure.
- **Dialogue Hooks:**
 - “So... you found me. Congrats. Big heroes.”
 - “Yes, this is the whole dungeon.”
 - “Please, just take the coin. It’s not even real copper. It’s plated.”

Outcomes

- **If the party kills the dragon:** They receive 200 XP, 1 copper piece, and lifelong guilt for slaying a baby metallic dragon.
- **If they befriend the dragon:** They receive 200 XP, 1 copper piece, and a general sense of confusion for having wasted a gaming session.
- **If they ignore the dragon and leave:** The encounter is over. Each character can have 1 XP.

Designer’s Notes

This module is intended as a corrective measure for players who complain about there not being enough dungeons or dragons in *Dungeons & Dragons*.

Use it as:

- A palate cleanser between “real” sessions.
- A parody one-shot.
- Or as a warning to your group about what happens if they keep demanding “more dragons.”

By playing this, you acknowledge that you walked willingly into a room, hassled a baby copper dragon, and called that ‘*an adventure*’. What that may mean to you is entirely subjective, just- don’t blame me, I just make stuff up. ^_(_^)_/

Made By: Richard Peall
Because: I was bored
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Copper Dragon Wyrmling

Medium dragon (Metallic), chaotic good

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

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

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

Acid Breath. The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can’t use reactions, its speed is halved, and it can’t make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

