

Ring of Fire

by Jason Cottom

The dragon named "The Cinder Queen" has been slain.

Your party's plan to lure the beast out of its lair has worked. Now it's time for loot.

It takes a full day to reach the caldron of the volcano that was the home of the afore mentioned red dragon.

After taking a quick rest your party agrees it's time to get your just rewards.

Small, clawed foot prints are around the rim of the cauldron. You find narrow steps entering the volcano

The party must roll a climbing check vs falling onto the level below taking fall damage.

Lost in a network of low tunnels Roll d10 to determine which tunnel you will exit from

A ghost of Sir Garm appears above his bones. He asks the party to retrieve his sword so he may be at peace

Barrel full of centuries aged fire-whiskey. Beware! It is highly flammable!

Sword pinning a skull to floor. Strength check to pull it out of the floor.

What looks like a large trunk is actually a mimic that the dragon kept as a pet

The kobold's ritual is at its apex as dark powers begin to gather over the treasure. In d6 rounds from when the party enter the volcano

★ 20 kobolds led by a priest are making an offering. If successful the Cinder Queen returns as a ghost

