

The Missing Pie

A 30-minute beginner-friendly D&D 5e one-shot

Adventure Overview

*"Someone has stolen the most famous pie in the kingdom...
...and the fate of the Pie Festival rests in your hands."*

The annual Pie Festival is only an hour away.

The centerpiece of the celebration—the legendary **Golden Apple Pie**—has mysteriously vanished from the town bakery.

Without it, the festival will be cancelled, disappointed children will cry, tourists will demand refunds, and the mayor's reputation will be ruined.

The heroes are hired to recover the pie before the opening ceremony.

At first, everything points toward a daring theft.

There are suspicious footprints.

A broken window.

Missing ingredients.

Nervous witnesses.

But the truth is far stranger...

The pie wasn't stolen by a criminal.

A lonely young goblin named **Nib** secretly took it to feed an injured baby dragon hiding beneath the bakery.

Just when the players decide what to do...

the baby's enormous mother returns.

The adventure ends with the mother dragon filling the bakery entrance with her shadow.

Adventure Type

Mystery • Comedy • Roleplay • Family Friendly

Intended Characters

- Level 1
 - Any class
 - 3–10 players
 - No prior D&D experience required
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Adventure Goals

The players should:

Investigate the missing pie

Meet memorable townsfolk

Follow clues through the bakery

Discover the hidden baby dragon

Decide how to handle the situation

Face an impossible choice when the mother dragon arrives

Themes

- Kindness over violence
 - Curiosity
 - Teamwork
 - Unexpected friendships
 - Not every “monster” is the villain
-

Tone

Imagine combining:

- Pixar
- The Hobbit
- Wallace & Gromit
- How to Train Your Dragon

There should be frequent laughs, silly NPCs, and moments of wonder.

The only tense moment comes during the final cliffhanger.

Adventure Flow

Scene 1

The Pie Goes Missing

Scene 2

Investigating the Bakery

Scene 3

Following the Clues Underground

Scene 4

Meeting the Goblin and Baby Dragon

Scene 5

The Mother Dragon Arrives

Cliffhanger

What Really Happened

Yesterday evening...

A tiny copper dragon hatchling wandered into the town after becoming separated from its mother during a storm.

It crawled into the abandoned storage tunnels beneath the bakery.

The hatchling was starving.

A young goblin named **Nib**, who secretly lives in the tunnels, discovered the frightened dragon.

Nib tried feeding it mushrooms.

It sneezed fire.

He tried feeding it fish.

It sneezed more fire.

Finally...

The delicious smell of the Golden Apple Pie drifted through the floorboards.

Certain it would save his new friend, Nib quietly snuck into the bakery during the night and "borrowed" the pie.

He intended to return the pie after the dragon felt better.

Unfortunately...

The entire town woke up first.

Adventure Secrets

The players do NOT know these at the beginning.

- Nobody intended to steal the pie permanently.
- Nib is terrified of adults.
- The dragon is only a baby.

- The dragon cannot properly control its fire.
 - The pie is almost untouched.
 - The mother dragon has been searching desperately for her child.
 - The final decision will determine how Session Two begins.
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Running This Adventure

This adventure is written for beginner Dungeon Masters.

Whenever players become stuck:

- Give another clue.
- Let an NPC help.
- Keep the story moving.

Never let failed dice rolls stop the adventure.

Failure should create funny complications—not dead ends.

Remember:

The goal is not to solve a difficult mystery.

The goal is to make the players feel clever while telling a memorable story together.

Scene 1 — The Pie Goes Missing

Estimated Time: 5–7 minutes

Scene Goal

Introduce the players, explain the mystery, and get everyone excited to investigate.

By the end of this scene the players should:

- Meet the important NPCs.

- Learn about the missing Golden Apple Pie.
 - Search the bakery.
 - Discover enough clues to continue to Scene 2.
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Read Aloud

The smell of warm bread, cinnamon, and fresh apples fills the air.

Bright banners flutter across the town square as people decorate for the annual Pie Festival.

Children chase each other wearing paper chef hats.

A brass band loudly practices the same song... badly.

Suddenly—

A terrified baker bursts through the bakery doors holding an empty golden pie tray.

"IT'S GONE!"

The crowd falls silent.

"The Golden Apple Pie has disappeared!"

Gasps ripple through the square.

The mayor grabs his head.

"Not today... please not today..."

Pause and allow players to react.

Introducing the Heroes

Allow each player about 20–30 seconds.

Ask each player:

- What is your character's name?
- What do you look like?
- What is one thing you're especially good at?

Don't worry about rules yet.

Simply congratulate every introduction.

Example:

"Perfect! You look exactly like someone who could solve a pie mystery."

What the Players Know

The mayor quickly explains:

- Today is the annual Pie Festival.
 - The Golden Apple Pie is the festival's centerpiece.
 - Hundreds of visitors are arriving soon.
 - Without the pie, the festival cannot begin.
 - The pie disappeared less than an hour ago.
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NPC: Mayor Bramble

Description

A cheerful halfling wearing far too many ceremonial ribbons.

Sweats whenever anything goes wrong.

Keeps polishing an already spotless medal.

Personality

- Dramatic
- Friendly
- Easily panics
- Loves speeches

Voice

Fast talking.

Frequently says:

"Remain calm!"

(He is absolutely not calm.)

Secret

The mayor secretly entered the bakery this morning hoping to sneak a tiny taste of the pie.

He never actually touched it.

He feels guilty because people might think he stole it.

If questioned, he admits this immediately.

NPC: Bella Buttercrust

Owner of the bakery.

Description

Human woman covered in flour from head to toe.

Rolling pin tucked under one arm.

Hair escaping from beneath a chef's hat.

Personality

- Proud baker
- Loud
- Kind
- Slightly dramatic

Voice

Everything sounds like a kitchen emergency.

Secret

She forgot to lock one of the bakery windows overnight.

She feels embarrassed.

The Reward

Mayor Bramble offers:

- A Festival Hero Medal
- Free pie for life
- 25 gold pieces each
(or “a generous reward” if you don’t want to track money)

The reward is mostly motivation.

Searching the Bakery

Players immediately begin investigating.

Tell them:

“You can each investigate one thing.”

Let every player contribute.

Examples:

- Look behind the counter
- Examine the window
- Smell the room
- Search the kitchen
- Check the oven
- Question witnesses
- Inspect footprints
- Taste crumbs
- Look under tables

There are no wrong ideas.

Skill Challenge

Instead of individual pass/fail rolls, collect **3 Investigation Points** before **2 Mishaps**.

Whenever a player describes a sensible action:

Ask for an appropriate roll.

Examples:

Action	Skill
Search the room	Investigation
Notice details	Perception
Recall local rumors	History
Calm witnesses	Persuasion
Follow tiny tracks	Survival
Smell strange scents	Nature
Peek into small spaces	Acrobatics or Sleight of Hand

Results

Success (10+)

Gain 1 Investigation Point.

Reveal one clue.

Failure (9 or less)

Reveal the clue anyway...

...but also create a funny Mishap.

Players should laugh, not feel punished.

After either **3 Investigation Points** or **2 Mishaps**, move to Scene 2.

Core Clues

Reveal these in any order.

Clue 1

The bakery window is unlocked.

Not broken.

Someone small climbed through.

Clue 2

Tiny muddy footprints.

Definitely NOT human.

They have three toes.

Clue 3

A trail of golden pie crumbs leads toward the pantry.

Clue 4

A faint scorch mark appears on one shelf.

Bella insists:

"We definitely don't bake flaming pies."

Clue 5

A tiny scrap of green cloth is caught on a nail near the pantry.

Funny Mishaps

Use whenever someone fails a roll.

Choose one:

Flour Explosion

A sack bursts open.

The character looks like a ghost.

Bella says:

"Congratulations! You're half baked!"

Runaway Dough

A ball of dough rolls between everyone's feet.

Everyone spends a few seconds chasing it.

Sneezing Fit

Cinnamon fills the air.

The character sneezes loudly.

Someone outside applauds.

Falling Pans

A stack of pans crashes dramatically.

Mayor Bramble screams before realizing nothing dangerous happened.

Angry Goose

A goose wanders into the bakery.

It immediately decides one player is suspicious.

It honks aggressively until gently escorted outside.

Roleplaying Opportunities

Encourage players to:

- Comfort Bella.
- Question the mayor.
- Compare theories.
- Blame each other jokingly.
- Examine clues together.
- Celebrate each successful clue.

Keep everyone talking.

If Players Accuse the Mayor

He immediately blurts out:

"Fine!

I confess!

I wanted ONE bite!

ONE!

But I never got close to it!"

Bella throws flour at him.

The crowd laughs.

The players quickly realize he isn't the thief.

If Players Get Completely Stuck

Bella suddenly notices something.

Read:

"Wait...

Those crumbs weren't there this morning.

They lead straight toward the pantry!"

Transition to Scene 2

Once enough clues have been found:

Read aloud:

The trail of crumbs disappears beneath a heavy pantry shelf.

Behind several dusty flour sacks, someone discovers a narrow wooden trapdoor almost completely hidden beneath old crates.

Cool air drifts upward.

Tiny muddy footprints continue down into the darkness.

Whatever took the pie...

didn't leave the bakery.

It went underground.

Scene 2 — Following the Trail

Estimated Time: 5–7 minutes

Scene Goal

The heroes descend beneath the bakery, follow the clues, and discover that the “thief” is not a dangerous criminal.

This scene should slowly change the players’ expectations.

At first they expect to find a villain.

By the end, they should suspect that something much stranger is happening.

Read Aloud

Bella carefully lifts the heavy trapdoor.

A cool draft rises from below carrying the smells of damp stone... fresh earth... and something surprisingly sweet.

A narrow staircase disappears into darkness.

Every few moments, a tiny clink... clink...

echoes somewhere below.

The mayor gulps.

"I've lived here for fifteen years..."

"...I had absolutely no idea we had a basement."

Allow the players to react before continuing.

What Are These Tunnels?

Bella explains:

"They're older than the bakery.

My grandfather said they were once used as storage cellars.

We sealed them decades ago because nobody had any reason to go down there."

The tunnels are perfectly safe.

There are no deadly traps.

Only old barrels, forgotten supplies, and plenty of dust.

Exploring the Tunnels

Tell the players:

"As you explore, each of you can choose one thing your character does."

Examples:

- Carry the lantern
- Look for footprints
- Listen for sounds
- Smell the air
- Search old crates
- Read faded signs
- Walk quietly
- Scout ahead
- Watch for danger

Everyone should have something to contribute.

Tunnel Features

Describe these gradually.

Stone Walls

Old but well built.

Someone carved tiny pie symbols into a few stones many years ago.

Forgotten Storage

Old barrels.

Broken chairs.

Rusty cooking pots.

One barrel still contains pickles.

Nobody knows how old they are.

Tiny Footprints

The muddy three-toed tracks continue.

They are joined by...

much smaller claw prints.

Strange Burn Marks

Small black scorch marks appear every few meters.

Nothing large.

Almost as though someone accidentally sneezed tiny flames.

Sweet Smell

The delicious smell of apple pie grows stronger.

The pie cannot be far away.

The Skill Challenge

Collect **4 Exploration Points** before **3 Funny Complications**.

Every player should attempt one action.

Suggested Skills:

Action	Skill
Follow tracks	Survival
Search tunnel	Investigation
Hear noises	Perception
Calm nervous companions	Persuasion
Recognize claw marks	Nature

Recall dragon stories	Arcana or History
Sneak quietly	Stealth

Success (10+):

Gain one Exploration Point.

Reveal one clue.

Failure:

Reveal the clue anyway.

Then trigger one Funny Complication.

Core Clues

Reveal these naturally.

Clue 1

The tiny footprints never hurry.

Whoever walked here wasn't running away.

Clue 2

A little pile of mushrooms has been carefully stacked beside the wall.

Someone has been gathering food.

Clue 3

Half of a fish sits untouched.

Nearby are tiny scorch marks.

Whatever tried eating it clearly disliked fish.

Clue 4

There are tiny handprints in the dust.

The creature appears child-sized.

Clue 5

One wall contains a crude chalk drawing.

It shows:

- A smiling goblin
- A tiny winged creature
- A very large pie

All three are holding hands.

Players may laugh.

Funny Complications

Use whenever someone fails.

Squeaky Floorboards

An old plank squeaks loudly.

Everyone freezes.

Nothing happens.

After three seconds...

a mouse squeaks back.

Falling Pickles

An ancient pickle barrel tips over.

Pickles roll everywhere.

Mayor Bramble whispers:

"I think these are older than I am."

Spider Surprise

A tiny harmless spider lands on someone's shoulder.

Only the mayor screams.

The spider looks equally startled.

Echo Chamber

Someone accidentally shouts.

The tunnels echo dramatically.

For several seconds it sounds like an army is approaching.

It isn't.

Helmet Trouble

One player bumps their head.

Their helmet (or hat) spins around backwards.

Another player has to fix it.

Roleplaying Moments

Ask questions like:

- "What does your character think happened?"
- "Do you think the thief is dangerous?"

- “Would you help someone who stole food?”
- “Who wants to lead?”

These help quieter players join the conversation.

A Strange Sound

Once enough clues have been discovered:

Read aloud.

Somewhere ahead...

you hear a tiny sneeze.

“...achoo!”

A second later...

FWOOF!

A brief orange glow flickers around the corner.

Then...

silence.

Pause.

Most groups immediately suspect a dragon.

Do not confirm it.

Optional Clue (If Players Miss It)

Anyone who quietly listens hears a tiny voice.

It sounds young.

"Please eat...

you have to get better..."

The Final Corridor

The tunnel opens into a much larger underground room.

Players can see:

- Warm orange light flickering.
- A blanket hanging over an opening like a curtain.
- Empty pie tins.
- Small footprints everywhere.

The smell of apple pie is now overwhelming.

Transition to Scene 3

Read aloud.

As you quietly peek around the hanging blanket...

you freeze.

Sitting on an old wooden crate is a small green goblin, no taller than a child.

He gently pushes a slice of Golden Apple Pie toward...

...the cutest baby dragon any of you have ever seen.

The little dragon happily wiggles its tail.

Then it notices you.

It gives a tiny excited chirp.

And sneezes a puff of harmless fire into the air.

Scene 3 — Nib and the Baby Dragon

Estimated Time: 8–10 minutes

Scene Goal

The players finally meet the “thief.”

Instead of finding a villain, they discover a frightened young goblin caring for an injured baby dragon.

This is the emotional heart of the adventure.

The goal is **not** combat.

The goal is for the players to decide what kind of heroes they want to be.

Read Aloud

A warm orange glow fills the small underground room.

Blankets have been stretched between old barrels to make a tiny shelter.

A dented cooking pot hangs over a little campfire.

Colorful pebbles and feathers decorate the walls.

Everything has clearly been built by someone very small.

Sitting on an overturned crate is a young goblin wearing clothes patched together from old flour sacks.

In front of him sits the missing Golden Apple Pie.

Most of the pie is still untouched.

Beside him lies a baby dragon, no larger than a large dog.

One wing is wrapped with strips of cloth.

The dragon happily munches on a tiny piece of pie.

It notices you.

Its eyes grow wide.

It chirps excitedly...

then accidentally sneezes a puff of sparks that singes its own nose.

The goblin jumps between you and the dragon.

"NO!"

"Don't hurt Pip!"

Pause.

Let the players decide what to do.

First Impressions

Unless the players attack immediately:

Nib does **not** attack.

He is terrified.

He protects Pip with his own body.

The baby dragon hides behind him.

NPC: Nib

Description

A goblin about the size of a ten-year-old child.

Oversized ears.

Bright amber eyes.

Patched green clothes.

A wooden spoon tucked into his belt "just in case."

Personality

- Gentle

- Curious
 - Timid
 - Protective
 - Honest once he feels safe
-

Voice

Soft.

Speaks quickly when nervous.

Often repeats himself.

Examples:

| *"Please don't be mad."*

| *"I was going to put it back."*

| *"She was hungry."*

Secret

Nib has lived beneath the bakery for almost a year.

Nobody in town knows.

He secretly fixes broken things at night.

He leaves shiny pebbles where children can find them.

He believes people hate goblins, so he never lets anyone see him.

NPC: Pip

Description

A copper dragon hatchling.

About the size of a Labrador puppy.

Bright copper scales.

Huge curious eyes.

Tiny horns.

Small wings.

An oversized tail.

Everything about Pip is adorable.

Personality

- Curious
 - Playful
 - Hungry
 - Easily distracted
-

Behaviors

Pip:

- Chases floating dust.
 - Tries to catch butterflies that aren't there.
 - Rolls onto their back for belly rubs.
 - Accidentally sneezes tiny bursts of fire.
 - Loves applause.
-

Secret

Pip became separated from their mother during a violent storm.

They wandered into town by accident.

The injured wing prevents Pip from flying.

If the Players Attack

Do **not** punish them.

Instead:

Nib shouts:

"WAIT!"

Pip curls into a frightened ball.

Any attack that would reduce Pip to 0 HP instead knocks over furniture, breaks crates, or frightens the dragon.

After one round, pause the action.

Ask:

"Are you sure your heroes want to fight a scared baby?"

Most groups reconsider.

If they continue, see the Optional Combat section.

Talking with Nib

Nib answers honestly.

Why did you steal the pie?

"She hadn't eaten in days."

Why not ask for help?

"People don't help goblins."

Were you going to keep it?

"No!"

"I was going to bake another one!"

| *"...I don't actually know how."*

Who is Pip?

| *"My friend."*

Where did Pip come from?

| *"She fell out of the sky."*

Is anyone else here?

Nib hesitates.

Looks nervous.

Quietly says:

| *"...I don't know."*

This isn't entirely true.

He has heard something very large outside the tunnels.

Roleplay Opportunities

Encourage every player to interact.

Examples:

One player...

- Gives Pip food.

Another...

- Helps bandage the wing.

Another...

- Talks with Nib.

Another...

- Looks around the hideout.

Another...

- Plays with Pip.

Everyone should contribute something.

Discovering the Hideout

Players may investigate.

Reveal these details.

Tiny Library

Several children's storybooks.

Most are about heroes.

One book is titled:

"Everyone Can Be Brave."

Homemade Toys

Wooden dragon.

Wooden knight.

Wooden pie.

The dragon and knight are holding hands.

Pie Recipes

Nib has tried copying Bella’s recipes.

Every page says:

Add more cinnamon?

Shiny Collection

Buttons.

Coins.

Marbles.

Pretty rocks.

Nothing valuable.

Skill Challenge

Instead of combat, resolve the scene through trust.

Collect **5 Trust Points** before **3 Awkward Moments**.

Whenever players try something kind or thoughtful, ask for a roll.

Suggested Skills:

Action	Skill
Comfort Nib	Persuasion
Treat Pip’s wing	Medicine
Play with Pip	Animal Handling
Explain your intentions	Performance or Persuasion
Tell a comforting story	Performance
Offer food	Survival or Nature
Entertain Pip	Any creative skill

Success (10+)

Gain one Trust Point.

Choose one reward.

- Pip approaches the players.
 - Nib smiles.
 - Pip lets someone pet them.
 - Nib answers another question.
 - Pip shares the pie.
-

Failure

Still gain the Trust Point.

But trigger one Awkward Moment.

Awkward Moments

Choose one.

Tiny Fire Sneeze

Pip sneezes.

One player's hair stands straight up.

No damage.

Tail Trouble

Pip's tail accidentally knocks over someone's backpack.

Everything spills out.

Pie Face

Pip excitedly offers someone pie...

by shoving it directly into their face.

Belly Rub Trap

Pip rolls over.

Anyone who starts giving belly rubs cannot stop because Pip looks too happy.

The rest of the table laughs.

Goblin Panic

Nib misunderstands something.

"I'm under arrest!"

The players quickly reassure him.

Hidden Truth

Once enough Trust Points have been earned:

Read aloud.

Nib looks down at the pie.

"I know I did something wrong."

"But..."

He gently places a hand on Pip's neck.

"She was scared."

"She cried all night."

"I couldn't just leave her alone."

Pause.

This is a good moment to let the players respond in character.

The Calm Before the Storm

Just as the players begin discussing what to do...

Pip suddenly freezes.

Her ears lift.

She looks toward the tunnel entrance.

She makes a happy chirping noise.

Nib goes pale.

Very pale.

He whispers:

"...She's here."

Transition to Scene 4

Read slowly.

A deep...

rumbling growl echoes through the ancient tunnels.

Dust drifts from the ceiling.

Every lantern flickers.

Somewhere far above...

people begin screaming.

Heavy footsteps.

THOOM.

THOOM.

THOOM.

Pip leaps to her feet.

Instead of looking frightened...

she looks excited.

She races toward the tunnel entrance calling:

"Rrrrraaa!"

Nib whispers only one word.

"Mother..."

Scene 4 — The Mother Dragon Arrives

Estimated Time: 7–10 minutes

Scene Goal

This is the dramatic climax of the adventure.

The players finally meet the mother dragon.

She is powerful enough that fighting her is obviously a terrible idea.

But she is **not** evil.

She is a frightened mother who has spent days searching for her missing child.

The players must decide how to handle the situation.

This scene ends on a cliffhanger.

Do **NOT** resolve it.

Read Aloud

The tunnel trembles.

Dust rains from the ceiling.

The old wooden supports groan loudly.

Outside, somewhere above, terrified townsfolk scream and run.

Pip lets out an excited chirp and races toward the tunnel entrance.

Nib grabs Pip's tail.

"WAIT!"

Too late.

A massive shadow slowly fills the tunnel.

Two enormous amber eyes appear in the darkness.

A deep breath echoes through the stone passage.

Warm air washes over you.

The smell isn't smoke...

It's rain, pine trees, and mountain air.

Then a calm, powerful voice fills the tunnel.

"Little One..."

Pip squeals happily.

The enormous dragon lowers her head.

Mother and child gently touch noses.

Pause.

Let the moment sink in.

NPC: Embermaw

Description

An ancient copper dragon.

Nearly fills the tunnel.

Brilliant copper scales shimmer in the lantern light.

Her eyes are intelligent, gentle... and exhausted.

One horn bears an old scar.

Personality

- Wise
 - Patient
 - Protective
 - Curious about mortals
 - Will fight only if absolutely necessary
-

Voice

Slow.

Deep.

Never shouts.

Every sentence sounds thoughtful.

Examples:

| *"Thank you..."*

| *"I feared I had lost her forever."*

| *"You stand between fear and kindness."*

What Embermaw Knows

She reveals information only if spoken to peacefully.

- A violent storm separated her from Pip.
- She has searched for three days.
- She smelled Pip's fire from miles away.
- She has deliberately avoided harming anyone.
- The frightened townsfolk attacked her with pitchforks when they saw her.

She bears no anger toward them.

She understands they were afraid.

Nib's Reaction

Nib hides behind the players.

He whispers:

"She's going to be angry..."

Instead...

Embermaw lowers her head toward him.

"You protected my daughter."

Nib bursts into tears.

Pip's Reaction

Pip happily runs between:

- Mother
- Nib
- The players

She wants everyone to be friends.

She proudly drags the nearly untouched pie toward her mother.

Embermaw politely declines.

Pip looks disappointed.

Roleplaying Scene

Give every player a chance to speak.

Ask around the table:

- What does your character say?
- Do you trust the dragon?
- Do you defend Nib?
- Do you return the pie?
- Do you apologize?
- Do you ask questions?

No initiative.

No combat.

This is simply conversation.

Questions Players May Ask

“Are you going to destroy the town?”

Embermaw replies:

“No.”

“I came only for my child.”

“Why didn’t you announce yourself?”

“Dragons rarely receive warm welcomes.”

“Will you punish Nib?”

She smiles.

"Punish?"

"He did what many heroes fail to do."

"He showed compassion."

"Can Pip stay?"

Embermaw looks at Pip.

Then quietly says:

"That decision may no longer belong only to me."

Don't explain further.

Optional Skill Challenge

Keeping the Peace

If you want a little tension without combat:

Collect **4 Peace Points** before **2 Panic Points**.

Whenever a player says or does something to calm the situation:

Ask for a roll.

Suggested Skills:

Action	Skill
Speak honestly	Persuasion
Read the dragon	Insight
Recall dragon customs	History
Compliment dragons	Performance
Present the pie respectfully	Sleight of Hand (comic)

Stay calm	Wisdom check
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Success:

Gain one Peace Point.

Failure:

Still gain the Peace Point...

...but trigger one Panic Moment.

Panic Moments

Choose one.

Nervous Guard

A town guard appears above the tunnel entrance.

He sees the dragon.

Immediately faints.

Mayor Arrives

Mayor Bramble crawls halfway into the tunnel.

Sees Embermaw.

Slowly crawls backwards without saying a word.

Pip Sneezes

Tiny burst of fire.

Everyone ducks.

Pip looks embarrassed.

Falling Flour

One forgotten flour barrel tips over.

Everyone—including the dragon—is covered in flour.

Embermaw politely sneezes.

The Twist

Just when everything seems peaceful...

Embermaw suddenly becomes alert.

She lifts her head.

She sniffs the air.

Her expression changes.

From relief...

to concern.

Read Aloud

Embermaw suddenly turns toward the tunnel entrance.

Every muscle in her body becomes tense.

Her wings unfold slightly.

Pip immediately hides beneath one of them.

Embermaw whispers:

"No..."

"They found us."

Pause.

Look around the table.

Then continue.

What Is Happening?

The players hear:

Metal.

Boots.

Many voices.

Torches.

Someone shouts from above:

“THE DRAGON’S DOWN HERE!”

Another voice yells:

“SURROUND THE BAKERY!”

A horn sounds.

Final Read Aloud

Embermaw closes her eyes for a brief moment.

When she opens them again...

she looks directly at the heroes.

“You have shown my daughter kindness.”

“Now...”

“I must ask one final question.”

She lowers her head.

Her voice is almost a whisper.

"Will you stand with us..."

"...or against us?"

Outside...

dozens of footsteps rush toward the bakery.

The tunnel fills with flickering torchlight.

And before anyone can answer...

The adventure ends.

Ending — Three Possible Cliffhangers

The adventure intentionally ends before the heroes make their final decision.

The players should leave the session excited to find out what happens next.

Depending on the mood of your group, choose one of the following endings.

Ending Option 1 — The Hero's Choice (Recommended)

Best For

- Families
 - Children
 - First-time players
 - Coworkers
 - Groups that enjoy roleplaying
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Read Aloud

The torchlight grows brighter.

The voices above become louder.

Steel scrapes against steel.

Someone outside shouts:

"Protect the town!"

Embermaw lowers one protective wing over Pip.

Nib grips his wooden spoon like the bravest knight in the world.

Mayor Bramble appears at the tunnel entrance.

His eyes widen.

He looks from...

the dragon...

to the baby...

to the untouched Golden Apple Pie...

then finally to all of you.

His voice trembles.

"Heroes..."

"What... what do we do?"

Every eye turns toward your party.

Before anyone answers...

Fade to black.

Session Two Begins With

The heroes deciding whether to:

- Protect the dragons.
- Protect the townsfolk.
- Negotiate peace.
- Return the pie.
- Reveal the truth.

Ending Option 2 — The Dragon Hunter

Best For

Groups that enjoy action movies.

Read Aloud

A new voice echoes through the tunnel.

"Stand aside!"

Heavy armored footsteps approach.

An older dwarf carrying a magnificent dragon-slaying spear steps into view.

His scarred armor tells stories of countless battles.

He stares directly at Embermaw.

Then at Pip.

Then at your party.

Slowly...

he lowers his spear.

His expression changes.

"...that's..."

"...a baby?"

Nobody moves.

Nobody speaks.

The silence feels heavier than any battle.

Fade to black.

Session Two Begins With

Can the legendary dragon hunter be convinced that this dragon deserves mercy?

Ending Option 3 — The Missing Egg

Best For

Groups interested in a longer campaign.

Read Aloud

Embermaw suddenly sniffs the air.

She becomes visibly alarmed.

"No..."

"Something is wrong."

She looks toward the distant tunnels.

Far below...

another dragon cries out.

Not Pip.

Someone else.

Embermaw whispers:

"They found the nest..."

Pip begins chirping anxiously.

Even Nib looks frightened.

Then...

from somewhere deep beneath the town...

comes the unmistakable sound of a dragon egg cracking.

Fade to black.

Session Two Begins With

The heroes journey beneath the town to discover who—or what—is disturbing the ancient dragon nest.

Awarding Success

The players successfully complete this adventure if they:

Discover the truth.

Meet Nib.

Meet Pip.

Reach Embermaw peacefully.

Whether they recover the pie is less important than uncovering the real story.

Experience

Instead of counting experience points, simply tell the players:

“Everyone reaches Level 2 before the next adventure.”

This gives new players something exciting to look forward to.

Treasure

Award any combination of:

- Festival Hero Medal
- 25 gp each
- A magical slice of Golden Apple Pie (one-time healing item)
- Bella’s “Official Assistant Baker” apron

- Nib's Lucky Button (a sentimental keepsake)
- Pip's shiny copper scale (given freely after she trusts the party)

None of these rewards are required to continue the story.

The Real Victory

The heroes didn't just solve a mystery.

They discovered that the world isn't divided into heroes and monsters.

Sometimes...

heroes wear patched goblin clothes.

Sometimes...

dragons simply want to find their children.

And sometimes...

saving the day means sharing a pie.

The End... for now.