

The Dragon Hunt

Adventure for Mausritter by Christopher (@kejsarmakten).

The Faerie Queen enlists the help of the adventurers to help remove a dragon plight on her land. Not wanting to go directly into conflict with the dragon she enlists mice to do the heavy lifting.

Unbeknownst to the Queen things get more complicated by the dragon (or snake rather), cohabiting with a colony of salamander smugglers who have a vested interest in keeping the dragon around.

The task from the Faerie Queen

First task is to locate the dragons lair and report back its location and defenses.

The Queen grants a **boon** and 1d4 x 100 pips as downpayment. She promises another 500 pips if the dragon is located, and greater riches still, if it is slain or chased away from the land.

As for leads to the whereabouts of the dragon she recommends seeking out Krak the blind rat oracle down by the stream.

Remember to roll for weather.

D6	Boon from the Fae Queen	Description
1	Scroll: Be understood	See rulebook page 11
2	Scroll: Invisibility	See rulebook page 11
3	Sleep powder	1d4 doses of fine powder. Will save or immediately fall asleep (not effective on large creatures)
4	Morning Dew the Fae sword	Light weapon d6+1 damage
5	Daisy medallion	Protects the wearer from the effect of Hunger for a week. Recharge by burying it for a week with a weeks worth of food
6	Firefly (1hp 2 STR, 10 DEX, 8 WIL)	A firefly that follows the adventurers and provides some dim lightning during night and in caves

The Temple of the Oracle

The home of the hermit oracle is well known around town and he can be reached within a few hours travel down by the stream.

Easiest way to find him is to follow the stream and then away when you see the smoke pillar rising from his home among some stacked stones.

He lives in a pile of large rocks that form a rat sized cave system, the entry is marked by thick stalks of rosemary that has grown around a cave entrance and joined at the top like an arch.

*The temple cave smells of incense mixed with stale smell of rat.
The main room contains two large copper plates holding burning incense. A chain hangs from the roof ending in a fish hook. Otherwise the room is empty.*

Krak the blind rat oracle

2hp STR 8 DEX 8 WIL 12

Attacks: d4 bite

Knows two spells

Wants to be believed

Krak is an old and blind rat that walks around leaning on a walking stick. He is in a ragged old cloak and a white piece of cloth cover both his eyes. He has very few teeth left.

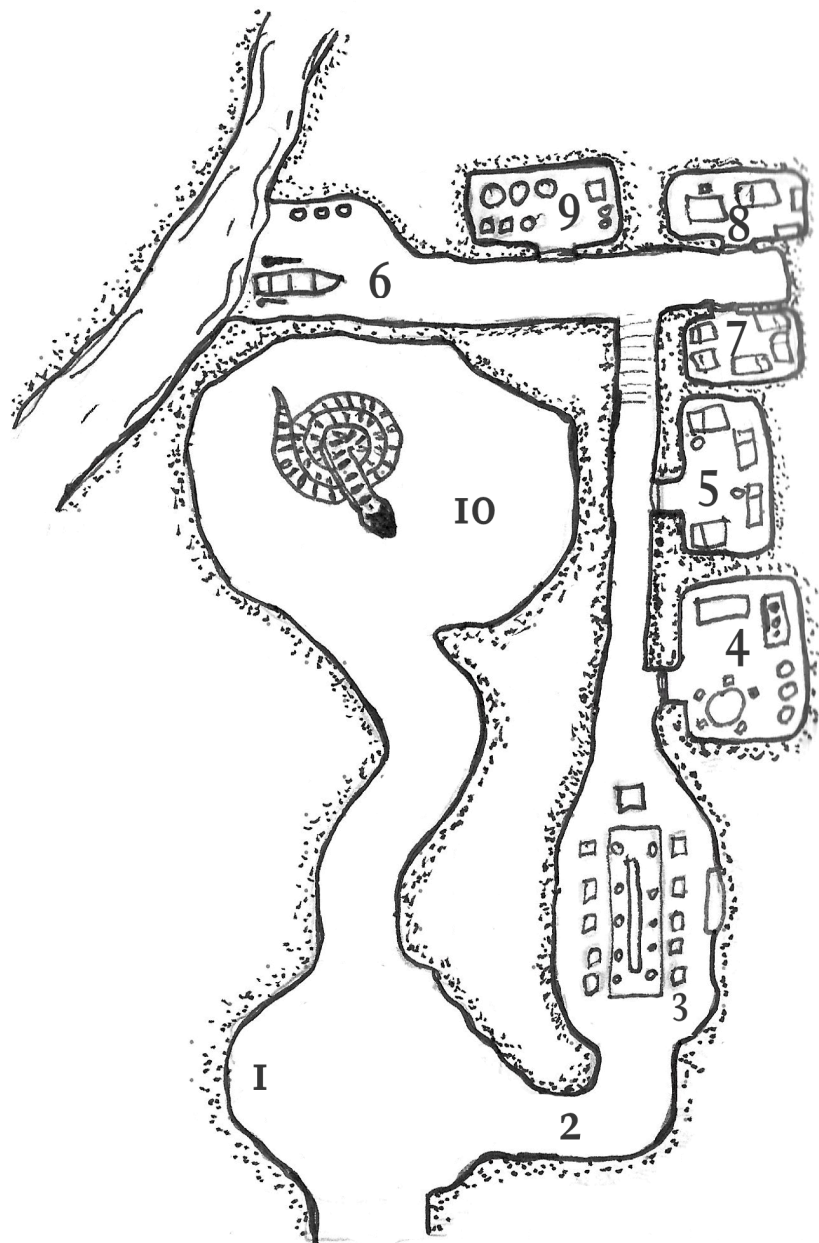
Information from Krak

D6	Rumor (roll once per 10 pips tribute max 5 rolls)	Truth
1	The dragon is a Snake named Vilnius The Lindworm	Truth
2	The dragon covets gold above all	Truth
3	The only way to understand the dragon is a Be understood spell	Truth
4	The dragon is said to have many ears throughout the kingdom	Not true
5	The dragon breaths terrible fire	Almost true
6	The dragon is known not to keep is word	Truth

Krak demands tribute to reveal what he knows. Given a tribute he will reveal where the dragons cave lies, and depending on the value of the gift he will also disclose some more things from the table above.

Traveling to the lindworm

The cavern that houses the dragon is located a days march away through a wheat field. The wheat field can be dangerous territory to travel through.



Wheat field encounters

D6	Encounter
1	1d4 friendly mice traveling to pay tribute to the Oracle
2	1d4 unfriendly mice from enemy settlement
3	1 architect spider weaving confusing tunnels of spiderweb
4	1d4 rats that has set up a snare trap (DEX save to avoid or get caught hanging by feet in the air)
5	Pack of d6 wolf spiders out hunting
6	Vilnius the Lindworm out hunting

After crossing the wheat field the cave mouth lies below a big ash tree. The area is eerily silent. The cave is very, very dark.

The lindworm cavern

It's eerily silent around the cavern mouth, a big dark abyss is staring right at you. Moist trampled dirt lies under your feet and you smell the dampness of the place. Will the adventurers dare to light their torches and enter?

Unbeknownst to both Faerie and adventurers a group of Salamanders have built a hold in the cave. Utilizing the fear of the great serpent as protection, the group inhabit the parts Vilnius can't reach. This help them stay safe from intruders. They are not eager to have someone upset the Vilnius. They offer sacrifice to the dragon (with pips and things that glisten) to keep him happy so he leave them be.

1. The empty hall

The first room is silent and dark, it opens up wide and you can not see far but you guess the room continues further north. A faint flickering light is reflected off the walls to the right of the cave entrance.

2. A light shines through

This area is covered with thorny branches from wall to wall. A light flickers on the cavern wall on the other side of the rubble. The scent of cooked food beckons and you hear mumbled voices.

DEX save to climb through or take 1d2 damage from thorns.

3. The feasting hall of the Salamander King

A huge open fireplace light up this room this warm and cozy room. There is a long table with seating for at least 10 mouse sized creatures. The table is set with wine filled drinking horns (made from crayfish claws) filled with delicious meats, baked cinnamon cakes, fish and all sorts of fruit.

D6	Encounters
1-4	1d4 Salamanders
5-6	The Salamander King and 1d6 Salamanders

D6	Objects in this room (roll twice)
1	Ornate drinking horn (100p)
2	Silver candelabra (big item, 200p)
3	Light armour (that fit mice, hanging on the wall, 150p)
4	Silverware (50p)
5	Rare delicious wine (30p)
6	1d6 unlit torches

4. The kitchen

Wooden door is closed, but not locked. There are sound from the inside of pots and pans being used. There is a lovely smell of buns baking in an oven.

Inside two salamanders are very busy cooking food for the dinner.

There is a cast iron stove and oven, a small table, some chairs and a preparation area. A barrel of water stands next to the stove. Some wooden boxes with food items and utensils.

5. *Sleeping quarters*

Closed wooden door. The room contain four straw filled beds, some bedside tables. Under each bed is a small chest with personal belongings (clothes, 1d6 pips, tools, letters, books, home made jewelry). There is no light in the room, so its very dark.

1d4-1 beds are occupied by napping Salamanders. Unless the mice enter the room they will not wake (DEX save to avoid waking them when looking through the room).

6. *The river and the barge*

The hallway is lit with oil lamps hanging on the walls.

As you approach the western end you hear the sound of running water. The tunnel ends with an **underground stream** running in southward direction. This is how the Salamanders enter and exit the cavern system. Tree roots enter through the tunnel ceiling fighting for water access, some have clearly been cut to make the tunnel accessible.

There are two wooden crates containing rope, tar and other things needed for boat maintenance. There is a barge moored on the shore.

1d2 Salamanders are loading goods from the storage on to the barge.

After a few meters the stream leads out into the wheat field close to the tree.

7. *Sleeping quarters*

Very much identical to room 5, except that this room contain no sleeping Salamanders and it has an extra bed.

Looking through the room will uncover a cloth roll containing three short swords (needles).

8. *The Salamander Kings room*

The Salamander King can be found here unless he has already been encountered in the dining room. The room contains his desk with a lit oil lamp, his bed, a bookshelf.

D6	Objects in this room (roll twice)
1	Noble clothes that fit mice (1000p)
2	Machiavellian books on kingship (100p)
3	The Salamander Kings wax seal stamp
4	1d4 * 100 pips
5	Perfume (50p)
6	An ornate silver knife (100p)

9. Storage room

This room is unlit and completely dark. It the salamander settlements storage room. Here they have multiple barrels and boxes containing food, goods (silks, salt, ale, wheat) and tools.

D6 Objects in this room (roll twice)	
1	A net (10p)
2	1d4 bottles of fine wine (20p per bottle)
3	Barrel of fine ale (50p)
4	A bagpipe (200p)
5	1d4 bottles of oil (10p per bottle)
6	1d10 rations (5p per portion)

10. *Vilnius chamber*

From the entrance, going straight here, takes three turns. Don't forget to mark use on torches or other light sources. The cavern is very wide and with a torch as light source you can not see the ceiling. The ground is damp, trampled, dirt.

The second round of traveling into the darkness there is a huge **warning of danger** ahead: a shedded snake skin covers the floor and the adventures need to climb over it to pass further in.

In the inner most part of the cave Vilnius the snake spends his nights. If its night he is here sleeping (**DEX save with advantage** to not wake him up). If its daytime there is a 2 in 6 chance he is here resting (**DEX save** to avoid disturbing him).

When Vilnius is here resting he has his huge body wrapped around his treasured possessions. Mostly silver and shiny ornaments. There is 1d4 * 1000 pips or pip equivalent and two rolls on the table below.

D6	Noteworthy objects in Vilnius horde (roll twice)
1	The Fireball spell
2	Bronze sculpture of a mouse dressed as a Monk (big item, 300p)
3	Silver sword (200p)
4	Precious stones (300p)
5	A golden crown set with emeralds (1000p)
6	Huge embroiled tapestry depicting Sir Colby Snow slaying a Firedrake (300p)

Characters and creatures

Alexander, Salamander King

2hp STR 8 DEX 8 WIL 11

Attacks: Two-handed sword (d8)

Knows two spells Grease and Fear

Wants to keep his smuggling operations safe

The Salamander King **speaks common** (mice) with a strong lisp. Dressed in fine silk and jewelry.

His **top priority is to protect his people and his new smuggling station**, set up under the protecting presence of the snake Vilnius.

He does not wish Faerie or Mice involvement. He is prepared to use force if necessary to protect the cavern system. If either Faeries or Mice go to war he will eventually abandon the exposed cave system, but will make sure to protect it long enough to get all goods and possessions out first. He will try to rely on the snake as much as possible.

With a few days warning he will be able to summon a warband of 40 Salamanders.

Salamander warband

Warband scaled

6hp STR 10 DEX 10 WIL 10

Attacks: d6 clubs, axes and other handheld weapons

20 fighting salamanders and 20 supporting salamanders (cooks, carriers, blacksmiths, field medics etc)

Salamander

2hp STR 8 DEX 8 WIL 8

Attacks: d4 knife / d6 swords

Wants to serve King and folk

Doesn't speak common. Excellent swimmers.

Vilnius the Lindworm, Snake

12hp STR 10 DEX 10 WIL 12

Attacks: d8 bite

Critical damage: Swallow whole, 1d4 STR damage per round until rescued or escape

Knows the spell **Fireball** (two usages left)

Wants treasure

Vilnius the great snake loves treasure most of all. His reptile ways are hard to understand for little mice. He can not communicate with the adventurers as he does not speak common.

Vilnius is aware of the Salamanders that share his cave. He accepts their presence because he can not reach them due to the thistle debris in the tunnel, and their leader sometimes bring him things that shine for his horde. He has no loyalty to them.

He recently moved in to the cavern and has been delighted by the abundance of food in the area.

He hates and fears faeries. If he finds out the adventurers are connected with them he becomes hostile. Otherwise he is mostly dangerous if he fear for his treasure or if he is hungry (4 in 6 chance).

How it ends

If the players can find and confirm that the snake lives in the cave the Faerie Queen will pay as promised and ask for their assistance in getting rid of the snake. She promises to pay the mice another 1000 pips if they slay the dragon (and she will pay it out immediately if they have done so already). She will pay another 1000 pips for a war band if the players insist on that this is needed.

If the players decline the request to kill the dragon, the debts are payed and the adventure ends here.

Other solutions

- * Help the Faerie Queen recruit the Owl sorcerer **Tom** (who doesn't like Fae but loves knowledge and spells)
- * Lay siege to the cave with a mouse warband (thus fighting both Salamanders and the Lindworm).
- * Trick the Snake to leave (by scaring, convincing or fooling him).

Consequences

- * If the Salamander King is driven from his hold and survives he will try to re-establish elsewhere, but he will hold a grudge against the mice of Thistle Kingdom (or wherever the adventurers are from).
- * If Vilnius is allowed to stay in the cave he might eventually begin hunting closer to the mice settlements, making the dragon problem a mice concern.

Items

