

Nothing But The Tooth

The Story So Far

The Great and Terrible Dragon has lost a tooth imbued with powerful magics. It is exactly the kind of thing the Tooth Fairy would normally collect and keep safe. But no fairy can enter the Dragon's labyrinthine lair, which is why the Tooth Fairy is sending you instead...

Questions to Start Things Off

- What did the Tooth Fairy promise you in exchange for your help?
- What are you to leave in place of the tooth?
- You have been warned not to take anything from the Dragon's lair except the tooth, because if you do something regrettable will happen. What is it?

Sensory Details

- Deep, echoing snores of a sleeping dragon
- Damp, musty air
- Piles of glittering treasure and trinkets
- The clickity-clack of the Dragon's skittering servants
- Tunnels huge enough to march elephants through
- Twisting cracks just big enough to wedge yourself into
- The slow drip, drip, drip of falling drops of water
- Scattered patches of glowing moss
- A vase falling over with a crash, scattering gems

Navigating the Lair

- Roll 1d6 and move to a location:
 - 1-2 = You draw attention to yourself.
Mark one box on the Dragon Wakefulness track.
 - 3-5 = You get closer, but there's a complication (e.g., a trap, servants, a tooth thief).
Mark one box on the Find the Tooth track.
 - 6 = Mark one box on the Find the Tooth track.
- Also mark a box on the Dragon Wakefulness track if anything makes enough of a commotion.

Dragon Wakefulness

<input type="checkbox"/> Snores loudly
<input type="checkbox"/> Stirs
<input type="checkbox"/> Wakes up!

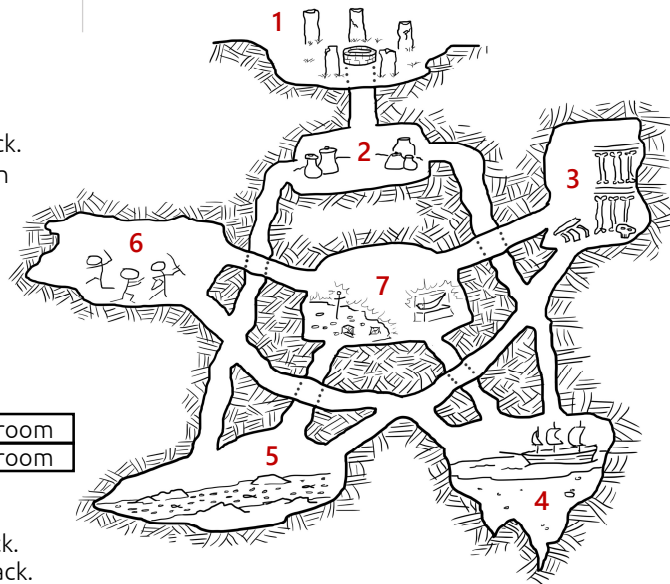
Find the Tooth

<input type="checkbox"/> You're not in the Bedroom
<input type="checkbox"/> You're not in the Bedroom
<input type="checkbox"/> Grand Bedroom

Want it easier? Add steps to the Wakefulness track.
Want it harder? Add steps to the Find the Tooth track.

Locations

1. **The Ring of Stone Pillars:** dragon cultists meet here to toss sacrifices into a deep well leading conveniently into the dragon's lair.
2. **The Room of Pots:** shelves upon shelves of pots of all shapes and sizes, each containing a single item (e.g., a half-eaten apple, a lizard skeleton, an old teddy bear, a coin, a letter)
3. **The Bone Library:** a vast collection of earthly remains, each engraved with ancient knowledge, lost poetry, or impressive art.
4. **The Lake of Dancing Lights:** a vast underground lake, upon which floats a ghost ship. Glowing blue bubbles slowly swirl up from below.
5. **The River of Dazzling Gems:** a flowing river of tiny blue and green gems, among which swim silver mechanical fish.
6. **The Hall of Crystal Statues:** rows of life-like statues made of amethyst, many of whom are posed as if fighting or running away.
7. **The Grand Bedroom:** a massive cavern piled high with treasures, in the middle of which sleeps the Dragon. A trapped glass chest containing a fake tooth sits on an obvious obsidian pedestal. The real tooth is hidden in plain sight among other crystals.



People & Creatures

- **The Great and Terrible Dragon**
 - An immense dragon who looks as if it is made of rough, pitted stone. It has sparkling violet eyes, dark purple crystalline teeth, and can breathe out gas that turns creatures into amethyst statues. No one can fight this beast and win.
 - *Goal:* Guard its hoard
 - *Actions:* Hunt intruders; breathe on someone; send its servants after someone
- **The Dragon's Servants**
 - Crab-like creatures made of living crystal
 - *Goal:* keep the hoard organized
 - *Actions:* chase off intruders, examine a piece of treasure for hours, blend in with crystals
- **Treasure Golem**
 - A lonely magical construct made of treasure
 - *Goal:* search the hoard for other golems
 - *Actions:* hide from the Dragon's servants; try to make friends; add an item to itself
- **Ratclip the Tooth Thief**
 - A large, anthropomorphic pack rat
 - *Goal:* to steal the Dragon's tooth
 - *Actions:* Lead competitors into a trap; be very, very quiet; lie to save themselves
- **Arcy the Dragon Enthusiast**
 - Could not be more excited to be in an actual dragon's lair(!!!)
 - *Goal:* learn everything about dragons
 - *Actions:* share dragon facts (that might even be correct); do something clueless; take notes

Things

- **The Dragon's Tooth:** a purple crystal fang as long as your arm. Oddly warm.
- **Assorted Traps:**
 - A tripwire attached to a set of chimes
 - A heavy cage that falls from above
 - A slippery vertical passage that drops you into the Lake of Dancing Lights

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