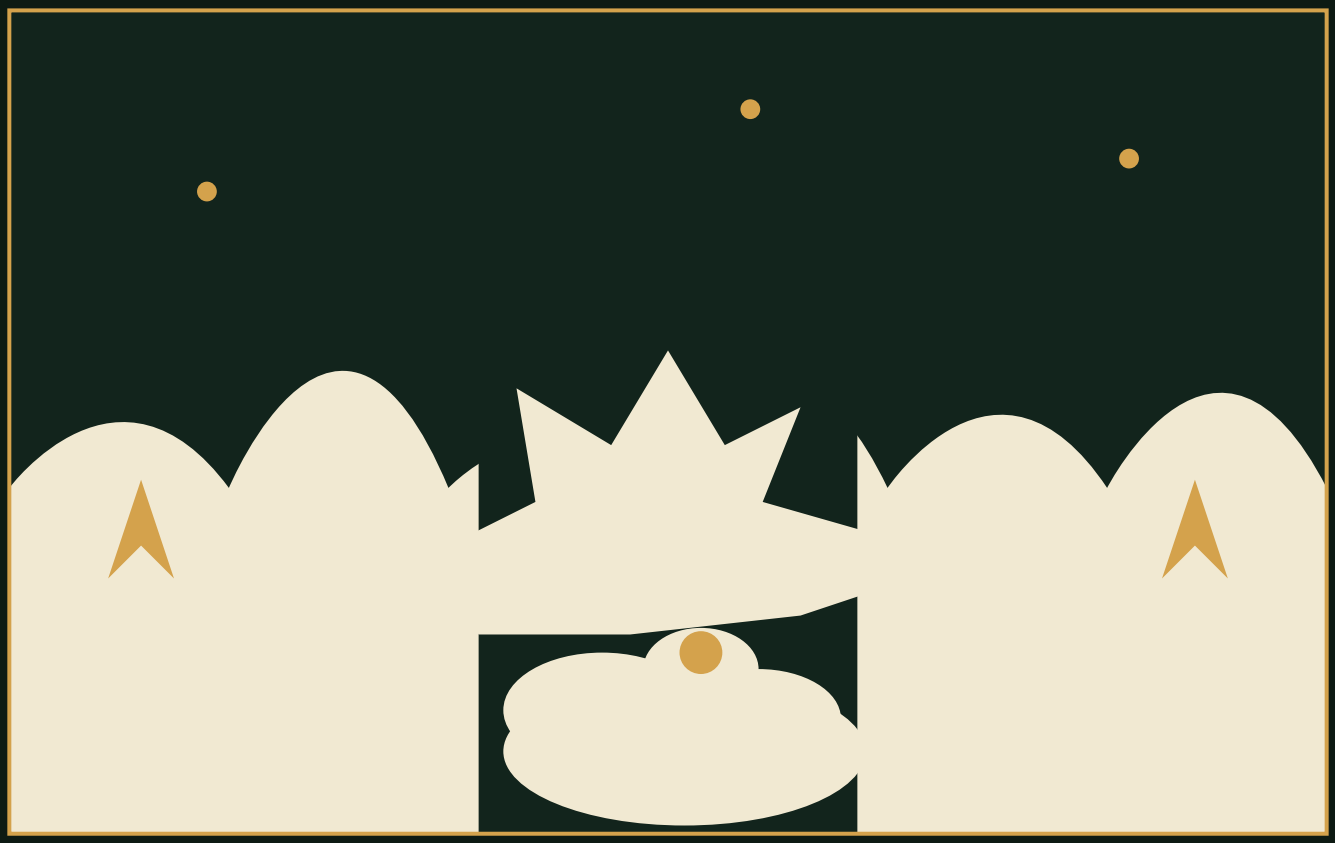
The Sleeping Dragon’s Hoard

Frostpeak Mountain



A shepherd’s ram wandered into a dragon’s cave — and the dragon guarding it might just be lonely.

Talewick Quests — original content, free to print and play.

Read this to your players to start

Woolsey, the shepherd Hattie's best ram, has wandered into a cave on Frostpeak Mountain. Everyone in the valley says a dragon lives up there. Hattie asks the heroes to bring Woolsey home safe, dragon or no dragon.

Who's in this adventure

Giant Bat
Heart Points 4 · Guard 12
Flappy Bite +2 (1d4 Heart Points)

Emberwing, the Young Dragon
Heart Points 16 · Guard 13
Tail Swish +3 (1d6 Heart Points)

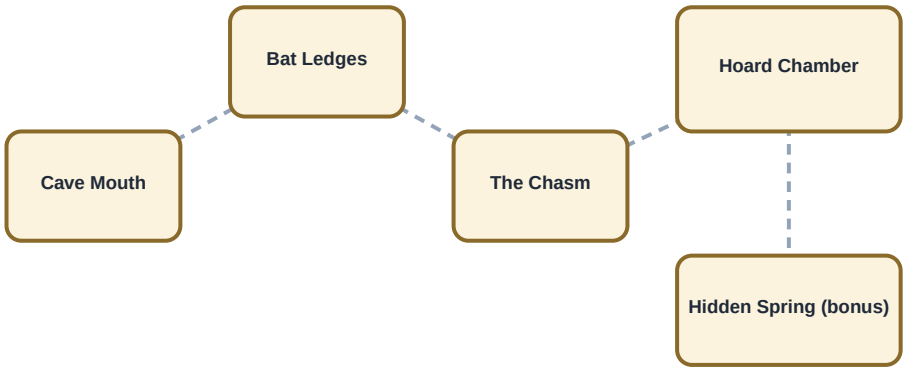
Tips for running this one

• Play Emberwing more shy than scary once she wakes. She booms at first, then goes small and squeaky, because she is very young and very lonely. That change is the whole point of this adventure.

• The bats and the chasm build up to the big cave. Keep both quick: they are not the main event.

• Short on time? The Quick Quest is the first scene and the climax, and it still has the twist: see the climax's DM notes.

Map



One winding cave passage climbs from the mountain entrance, past the bat ledges and the chasm, up to the hoard chamber. A twisty side tunnel leads down to the hidden spring, for the Epic Session bonus.

SHOW YOUR PLAYERS THIS

A Drawing on the Cave Wall

Scratched into the rock a long time ago. Three little pictures: a big dragon and a small dragon, wing to wing, with a heart between them. The small dragon again, with a sore wing. A round pool with steam curling up, at the end of a twisty line. Under the pictures, in big, careful letters: WARM WATER FOR A SORE WING.