

Thursday Drop-In: The Dragon's Vacation

Level

Characters of Levels 1–3 (or equivalent)

Adventure Summary

For the past three days, strange rumors have spread through the farming village of Ashbrook. One of Farmer Giles' cows has been seen breathing smoke on chilly mornings, snores loudly enough to wake neighboring farms, and has developed an unusual taste for berry pies.

The truth is far stranger. The 'cow' is actually **Ember**, a young copper dragon hiding beneath an illusion spell. Exhausted from months of being hunted by treasure seekers, Ember simply wanted a quiet place to rest before taking on the responsibilities of adulthood. Unfortunately, the illusion is beginning to fail. To make matters worse, a band of dragon hunters has followed Ember's trail to the village. Will the heroes expose the dragon, help keep the secret, or turn Ember over for the promised reward?

Adventure Hooks

- Farmer Giles begs the characters to investigate his 'possessed' cow.
- A reward has been posted for information leading to a young dragon.
- Villagers believe an evil spirit has cursed the farm.
- The party notices smoke drifting from the barn before sunrise.

Key NPCs

Farmer Giles: An honest, hardworking farmer who simply wants his livestock to behave normally.

Ember: A curious young copper dragon with a mischievous sense of humor. Ember dislikes unnecessary violence and would much rather solve problems through conversation, tricks, and clever bargains.

Complications

1. The illusion flickers whenever Ember laughs.
2. A jealous bull constantly challenges the disguised dragon.
3. Dragon hunters arrive while the party is investigating.
4. A local child already knows the truth and thinks it's the greatest secret ever.

Possible Outcomes

Help Ember escape safely, convince the hunters the dragon has already moved on, negotiate a peaceful agreement, accept the reward and betray Ember, or fight if diplomacy fails. Whatever the players choose, let the consequences echo into future adventures.

Treasure

Copper Scale of Fortune

Once per day, the bearer may reroll a failed Charisma check but must accept the second result.

Designer Notes

Not every dragon encounter needs to become a battle. Sometimes the most memorable adventures come from discovering that the 'monster' simply wants to be left alone. Give your players the

opportunity to solve the situation however they choose, and let the world respond naturally to their decisions.