

# DINNER WITH THE SEA DRAGON

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Legends have told of a sea dragon who simply wants a nice dinner and good conversation. If pleased it will offer treasure.

## Rumors (d4)

1. Goblins live in the caves and like to get drunk.
2. Mercenaries are hunting the fishermen for scales.
3. The Dragon loves electric spider.
4. Make sure to set the table before sitting down.

## Wandering Monsters (d4)

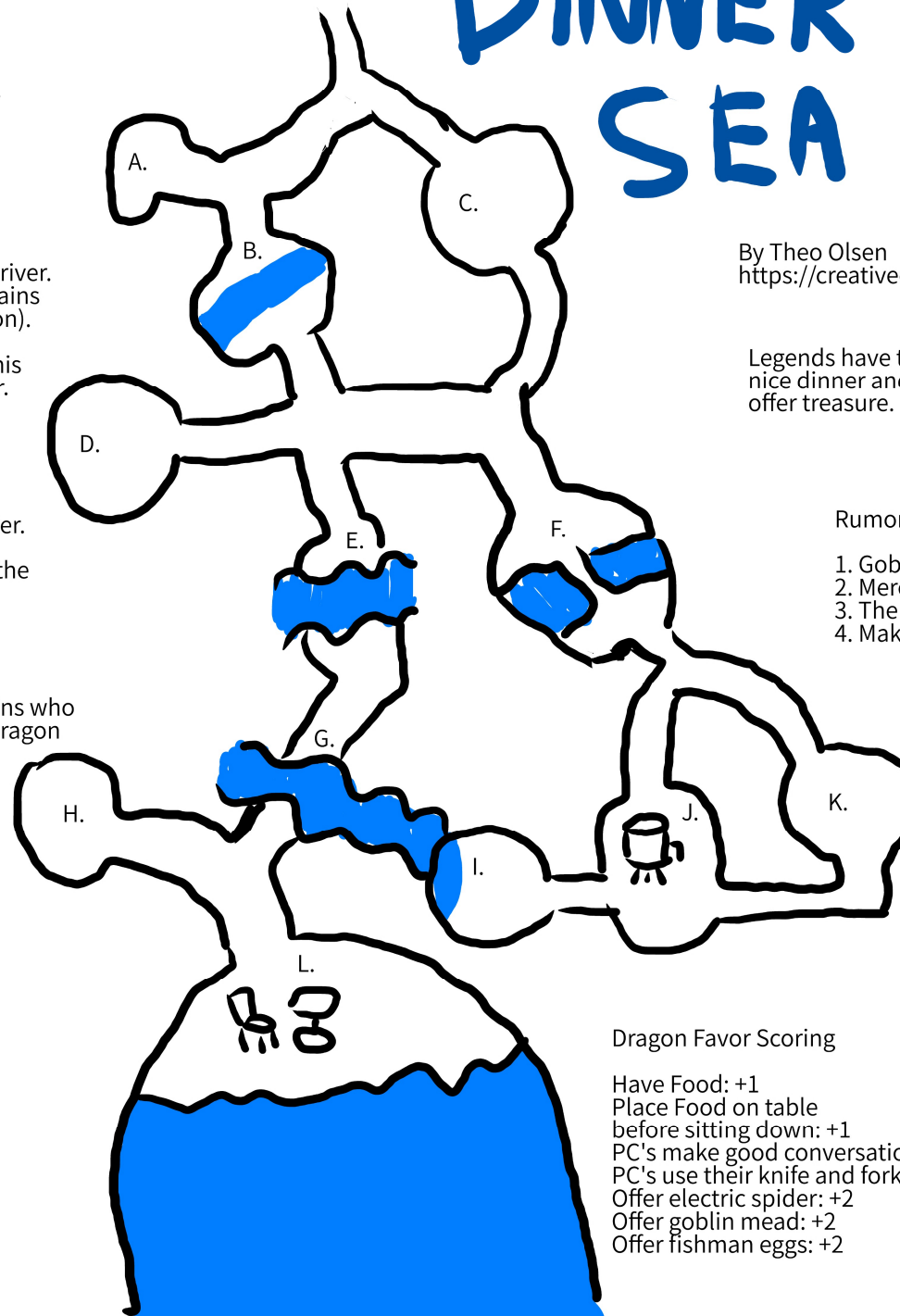
1. An electric spider is looking for food.
2. 2 goblins are looking for threats.
3. 2 fishermen are checking for mercenaries who are trying to steal fishermen scales.
4. A goblin carrying a cup of goblin mead.

## Dragon Favor Scoring

Have Food: +1  
Place Food on table before sitting down: +1  
PC's make good conversation: +1  
PC's use their knife and fork: +1  
Offer electric spider: +2  
Offer goblin mead: +2  
Offer fishman eggs: +2

## Dragon Scoring Reactions

0-1: The Dragon attacks  
1-3: The Dragon is neutral  
4-5: The Dragon offers a chest with 300g  
6-8: The Dragon offers the chest and 2 random magic items  
9-10: The Dragon offers the chest and 3 random magic items



A. Two skeletons that will reanimate.  
2 potions of ice lie in the skeleton's remains.

B. A zombie ogre sits at the bottom of the pool.

C. 3 sleeping goblin guards.  
They know the dragon likes goblin mead.

D. An electric spider is lurking on the ceiling,  
body will remain electric after death.

E. A 7ft sea serpent swims in this underground river.  
A barnacled chest floats in the river and contains  
a helmet of telepathy (doesn't work on dragon).

F. An unbalanced armored hobgoblin guards this  
bridge. Under the bridge is a 20ft fall to water.

G. 2 mercenaries are dragging away a bound  
fishman to sell it's scales. If you free the  
fishman she will show you how to swim  
through the river to get to I.  
She also knows the dragon likes electric spider.

H. 2 fishmen guard 40 fishman eggs and think the  
PC's are trying to take their scales.

I. The goblin's treasure cave (250g) and trash  
pond. Guarded by two goblins.

J. A huge keg of goblin mead and 4 drunk goblins who  
are not immediately hostile. They know the dragon  
likes goblin mead.

K. A terrified knight is too afraid to move  
forwards after nearly dying.

L. A lone table and chair sit on the shore of a  
vast underground lake. The table is set for  
two. If a PC takes a seat a great sea dragon  
will slither out of the water and rest it's head  
across from the PC. It will react differently  
depending on what food the PC's have  
brought.