



DENTIST & DRAGONS

AN ADVENTURE FULL OF TOOTHACHES AND PROBLEMS



A funny and dangerous adventure for three to six players of 3rd level.

BACKSTORY

No matter how big and menacing you might be, a toothache will make you squirm. When that time comes, although you'd like to live alone, you'll need to reach out to a dentist. Thernok Baker, D.M.D. specializes in a particular kind of dentistry meant for the biggest and most menacing creatures of all: dragons. It's what he's been studying his entire life. Now, Thernok is readying himself for a particularly long journey into infested swamps, but he needs someone to guard him on said journey.

ADVENTURE SUMMARY

The party is called in by Thernok Baker, D.M.D. Baker is preparing for a long journey toward a green dragon called Saraysmir. Saraysmir contacted Baker a while ago because of destructive fungi living on his teeth, but Baker has only now found the cure. With the cure ready, he asks the party to join him on his journey.

Before they leave, he'll use the cure on a fake dragon head to show the party what it does. When someone cures the fungus, it sprouts and leaves the mouth but must be killed with normal weaponry before it finds another host. Once the party have killed the fungi, they can leave together with Baker.

After an arduous journey, they arrive at Saraysmir's lair and relieve him of his dental disease. In return, he'll give them part of his horde. Then, he'll ask the party to go and make sure his distant cousin, Belrot the Pseudodragon, who lives at a monastery, is also protected against the disease. Upon reaching the monastery, the party finds it under attack from a band of evil bandits, who they kill, then return home.

PLOT HOOK

All papers and bulletin boards are filled with calls to action from a dental academy, who is in dire need of adventurers to guard a trained professional on a difficult quest. Due to this being a rich academy, the payday is marvelous.

CHAPTER 1: BASIC DENTISTRY

In which the party starts its investigation.

Before the Adventure

If you are playing this adventure as a one-shot or as the start of an ongoing campaign, start the session by asking each party member to describe themselves and their relationship to one another. Have they worked together in the past? Is this their first quest together? What are their physical traits, abilities, etc.? Then, once each party member has had a chance to introduce themselves, you may proceed.

Meeting the Doctor

When you're ready to start the adventure, read this: 'Shortly after arriving at the medical academy, you are met halfway by a kindly halfling secretary, who, upon hearing of your work, is elated to lead you inside Thernok Baker's office. Quickly thereafter, a massive mahogany door opens, leading you inside a gigantic chamber outfitted with benches, blackboards, and tall windows. It's a mix between classroom and office. In the distance, looking over a miniature dragon head, you spot a short gnomish man, who turns around and waves in your direction, giving you his undivided attention, despite being surrounded by students.'

Bring the party to map 1. They now meet Thernok Baker D.M.D. (see "Thernok" sidebar)

Thernok (CG gnome commoner)

Information: Thernok is a kind spirit, confused and clumsy as he may be. He's dedicated his entire life to helping dragons and other such dangerous creatures with their teeth and has done so because of his quick wit and non-conflictual attitude. He has a tuft of dirty blonde hair, a neatly kept goatee, and wears tight-fitting green clothes, giving an air of confidence and calm.

Roleplaying as Thernok: Thernok has only survived this long because of how well he can avoid conflict. He is agreeable, calm and always smiling. Try to portray him as a ray of sunshine, which the party can get attached to.



Thernok will greet the party and welcome them to take a seat while he finishes his course. A few minutes later, the class clears out as his course comes to an end. Then, he'll ask the party to come forward.

Explaining the Disease

Thernok will start off by explaining the nature of the disease. It's a fungus that slowly sucks the host's powers through its teeth. It can, however, be handled with ease through a mix of chemicals and sheer brutality. While he can provide the chemicals, he needs the party for the brutality. He'll pay each party member 200 gold if they join in on his quest. However, since he doesn't expect them to go into it blindly, he's willing to give them an example.

He'll ask the party to ready themselves, then he'll approach the small dragon head with a syringe and explain it's not a real head, so the parasitic fungus will not be at its strongest, but it's worth a test. Then, he'll stick the dragon with the syringe, unleashing seven violet fungi. Roll initiative!

GM NOTE: If your party has 5 or more players, consider adding additional fungi, up to a maximum of 10. Otherwise, you might end up with an encounter that is way easier than intended.

After the Demonstration

After the party is done fighting, Thernok offers to hire them. They are leaving right after he finishes packing. In the meantime, they can look through the classroom to their heart's content.

The party can now explore the classroom and look for valuable items.

Keyed Locations

1. The Blackboard

Read this:

'Try as you might, you don't understand how such a short individual can reach the top of the gigantic blackboard and not get scared. It simply doesn't make sense. However, the board is full of all manner of words and math problems.'

Any party member can try to decipher the writings on the blackboard with a DC 17 Intelligence (Medicine) check. On a success, they understand that it's a recipe for an antitoxin.

2. The Benches

Read this:

'All around the massive blackboard are crusty benches which have been here for god knows how long. You can spot an assortment of scribbles on them.'

A successful DC 15 Intelligence (Investigation) check will lead to the party finding a small piece of paper with potion recipes. It is a cheat sheet. Using it, the party can decipher the blackboard without any check.

3. The Alchemy Room

Read this:

'In the back of the giant building, you check the door and find it unlocked. From inside, you can hear the sound of brewing and bubbling liquid.'

From inside the chamber, any party member can make a DC 15 Intelligence (Arcana) check to see what might be useful. On a success, they'll find 1 potion of healing and the necessary components to make an antitoxin. On a roll of 20 or higher, they also find a potion of speed.

4. Autopsy Room

Read this:

'The moment you crack open the door, the whiff of decay and embalming fluid hits your nose. This is, without a doubt, an autopsy room. Stepping inside, your suspicions are confirmed by the body laying on the wooden table in the room.'

The party can make a DC 15 Intelligence (Investigation) check to look amongst the papers and possessions of the deceased. On a success, they find a scroll of gentle repose and a +1 dagger. On a roll of DC or higher, they find a wand of secrets disguised as a cane.

GM NOTE: If you'd like to add more things for your party to find, such as secrets about Thernok's possibly shadowed past or other such things, feel free to integrate them without the other chambers around the map. In the interest of keeping this adventure shorter, four chambers are more than enough.



Leaving the Academy

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MAP 1

Once the party is ready, they can return to Thernok and start their journey.

You may proceed to the next chapter.

CHAPTER 2: SARAYSMIR

In which the party travels through the swamps.

The Journey

GM NOTE: Travels such as this one can vary based on what your party enjoys, how much they interact with each other, and how much time you have to play. As a rule of thumb, overland travel should not take longer than the main plot points, but this is entirely up to you.

To start off, read this:

'From atop a spacious cart, you watch as civilization gives way to the wilds. The city, built atop the one large collection of hills in the region, is replaced by the low valleys and swampy roads around it. You're unsure how long it will take, but you're on your way to Saraysmir's lair.'

It's now time for the party to encounter some complications. Ideally, the party should encounter two such complications before proceeding to the next chapter ("Saraysmir's Lair"). Ask a party member to roll 1d4, then present them with the complication they encounter.

GM NOTE: If you are short on time or otherwise uninterested in random encounters, feel free to skip this subchapter altogether and go straight to Saraysmir's Lair. The story won't be changed at all.



Travel Complications

- 1 **The Oh No Patrol.** While on the road, the party comes across a minotaur who is raiding the nearby surroundings. They can either fight it head-on or intimidate it with a successful DC 18 Charisma (Intimidation) check. If spoken to, the minotaur also mentions a nearby gang of roaming bandits who are heading toward a monastery not far off. (These are the same bandits the party will interact with later)
- 2 **Sinking Sand.** Thernok moves the cart within magical quicksand without realizing it. When it starts to sink, the party must save the cart by pulling it out with three successful DC 17 Strength (Athletics) checks or other creative ways (digging up the sand, attaching ropes to the cart, perhaps even burning the sand until it turns to glass). Whenever the party fails a check to save the cart, the next check has a +1 to its DC (because of it sinking in deeper and deeper). If a creature steps within the sand, it'll need a successful DC 14 Strength (Athletics) check to get out (a creature from outside the sand helping it grants advantage on this check). If a creature fails this check three times in a row, it sinks to the bottom and dies.
- 3 **Swim Across.** The bridge across a vast river broke. The party will have to swim across, but Thernok doesn't know how to swim, and the current is hazardous. When a creature passes through, it must succeed on a DC 14 Dexterity (Acrobatics) check to fight the current. A creature carrying Thernok or other large supplies has disadvantage on this check. On a failure, the current drags a creature into the rocks. It takes 3d8 bludgeoning damage, then must repeat the check.
- 4 **Kindly Trader.** A kindly tiefling gentleman will trade the party in gold and items. He can sell them a bag of holding for 1000 gold and adamantine armor of any type they might want for the normal armor's price times two. If the party wants to trade him in items, he'll give them a necklace of fireballs with 2 fireballs for a wand of secrets. If the party declines to buy anything from him, he'll summon his two death dogs and have them attack the party.

GM NOTE: If none of these possible complications entice you, consider adding magical obstacles, dangerous wildlife, or other difficulties.

Once the party has passed through at least 1 (but ideally 2) travel complications, you may proceed to the next chapter.

Saraysmir's Lair

Read this:

'After traveling for about half a day, you find yourself fully immersed within the swamps, which is precisely when Thernok begins to give you a few more details on his client. "You see," he says, "Saraysmir is not awfully kind, but he pays well when I fix him up. He's a green dragon. Last time we met, his servants almost chopped me up into little pieces, but I made it out alright. He told me some keyword to a riddle I had to solve so that they wouldn't attack me again, it must be somewhere in my coat." The gnome begins searching himself while you delve deeper and deeper into the heart of the swamp, arriving at a mess of vines, leaves and a pool of flowing, murky water.'

Bring the party to map 2. As they arrive, they'll be confronted by four tribal warriors, who'll ask them the following riddle: 'What is neither fire, nor liquid, nor acid, nor lava, and yet still burns one from the inside out?' The answer to the riddle is hatred. The party has 3 guesses. If they guess wrong all three times, the warriors will attack them. If they guess correctly, they'll be let through.

GM NOTE: Considering this is the same day the party has endured the rest of their travel complications, they're likely running out of abilities. If they've had a short rest, inquire about their abilities subtly and see if they could go through another encounter. If not, then Thernok can find the keyword, and when met by the four tribal warriors, they'll let the party go.

You may proceed to the next chapter.

Meeting Sarayasmir

Read this:

'From amongst the ruins and vines, you begin to hear distant thuds. As they get closer and closer, you observe two reptilian eyes emerging from the darkness. Slowly, a slithering body emerges, but whereas dragons of legend are imposing and scary, this one looks sickly and in pain. Saraysmir moves forward with saddened steps before looking at Thernok and bowing his head. The dragon need not speak because the doctor already understands the pain he's going through.'

The party now meets Saraysmir (see "Saraysmir" sidebar). He will have a brief chat with Thernok, then prepare for his procedure. The party can also speak with him if they'd like to, although he'll have a hard time replying due to his mouth being full with deadly fungi.



Saraysmir (NE ancient green dragon)

Information: Saraysmir is an aggressive green dragon often brought to his knees by his diet of infested and poisoned flesh. He's taught himself to no longer attack or enslave humans from around the university since he needs their help so often.

Roleplaying as Saraysmir: Once a tyrant of the nearby regions, he's now sickly and old and can't get by without the help of others. As such, Saraymir fights his instincts constantly. He constantly wants to start an evil monologue but barely restrains himself. Think imposing yet comedic.

Once the party has briefly spoken with Saraysmir, Thernok will ask them if they're ready to start the procedure. At this point, the party can make any final preparations they might need, even take a short rest if they want to. Then, when they're ready, proceed to the next chapter.

The Procedure

Read this:

'After you position yourself in the perfect spot, Thernok turns to all of you for a nod. You nod in agreement. Then he begins injecting the dragon's teeth with his concoction. "I assure you, it won't hurt for long. You'll be better in no time." With a smile, he goes from tooth to tooth as the dragon begins to roar in pain. Once he's injected most of the teeth, he rushes back as far as he can and shouts. "You're going to feel the need to puke, almost like a hairball, do it!" And the dragon does as he is told, puking out a collection of roots and mushroom-looking organisms that begin to move and shiver. Now it's your time to strike. Roll initiative!'

The party now must fight four violet fungi and one greater violet fungus. After puking these fungi out, Saraysmir will retreat to his cave, reeling in pain.

GM NOTE: If the party seems to be in a rough spot, you can use the ancient green dragon lair actions to aid them. If they're doing good in the encounter and seem to have it under control, let them handle it on their own to make the battle tenser. If the party is doing too well, on the other hand, have a few violet fungi chase Thernok (commoner) around. This will force them to protect him and give them an additional goal in the battle. Anything that adds complexity is welcomed.

Ancient Green Dragon Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the

following effects; the dragon can't use the same effect two rounds in a row:

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.

- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Once the party has destroyed all of the fungi, you may proceed to the next chapter.



A Grateful Dragon

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Read this:

'With the last of these vile fungi defeated, you move your gaze toward the cave wherein Saraysmir has been hiding. He emerges with one hand on his jaw – his teeth, and gums bleeding heavily. "Thank you, humans," he says, looking into the sky as to not be forced to meet your gaze. Then, he pushes forward a chest filled with gold, which Thernok gracefully accepts and promises to split amongst your lot. "And, if it's not too much to ask for, Thernok, I have a small request." Thus, Saraysmir gives you a second quest. As it turns out, his pseudodragon cousin, Belrot, lives in a monastery nearby. Saraysmir wants you to go forth toward the monastery and give Belrot the same cure you gave him, just in case the little fella might too fall prey to this disease. In return, he'll double your payment.'

If the party accepts this second leg of the quest, it will bring their pay to 400 gold each, as well as grant them a possible favor from the monastery.

GM NOTE: If you are stretched for time, or the party doesn't seem interested in this last leg of the quest, this is also an acceptable point to end the adventure. Simply proceed to the "Ending the Adventure" subchapter and finish the session.

You may proceed to the next chapter.

CHAPTER 3: THE MONASTERY

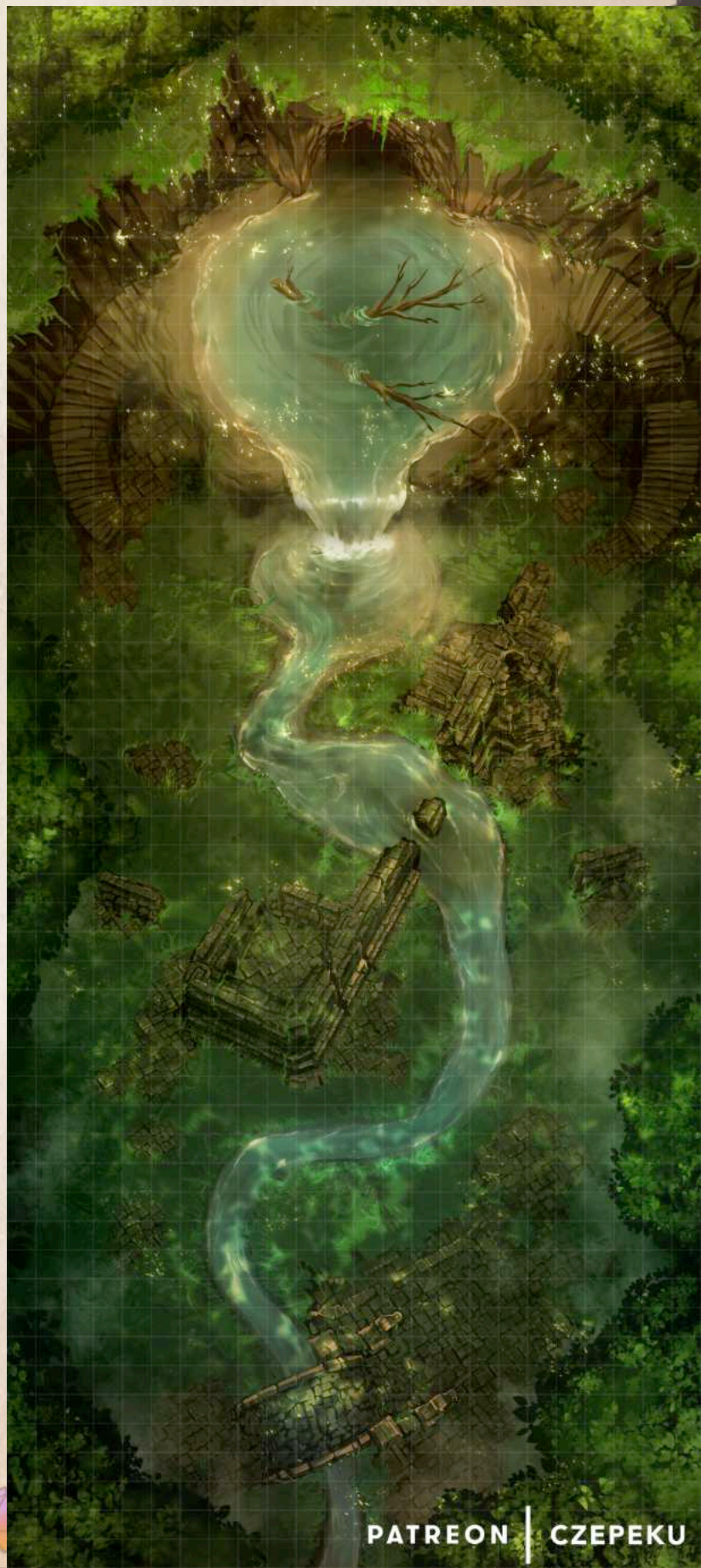
In which the party help a much smaller dragon.

Rest Within the Jungle

Now that the party has cured Saraysmir and wants to help him with his cousin, he'll offer them the opportunity to rest inside his lair. They may take a full long rest inside it. During this long rest, any party member may make a DC 20 Dexterity (Sleight of Hand) check to try and steal something from Saraysmir's gigantic hoard. On a failure, the dragon will catch them and ask them to stop, lest he bites their head off. On a success, they'll find a cloak of protection.

After a long rest, they may proceed on their journey in the morning.

MAP 2



Reaching the Monastery

Read this:

'After another long and tiresome day of travel, you have exited Saraysmir's swamps and now move over hills of various heights. Then, in the distance, you spot a plume of smoke. It's in your direction, but you pay it no mind. As you get closer and closer, however, the reason to pay attention becomes apparent: It's not just in the direction of where you're going. It IS where you're going. The plume of smoking is rising from the flaming monastery. It's under attack. You must devise a plan before you reach your destination.'

Give the party some time to think of the plan. Don't show them the map of the monastery just yet (map 3), but allow them to make a DC 15 Wisdom (Perception) check to try and get a better idea of its build. On a success, describe the rough appearance of the monastery. Then, once the party has finished their plan, you may proceed to the next chapter.

Monastery Siege

Bring the party to map 1. Based on how they want to approach the encounter, they might start from different points on the map.

On the outside of the building, there are four bandits on patrol scattered throughout the map. The party can either fight or avoid them. Their main goal, if attacked, will be to sound the alarm and alert the other bandits inside. During each of their turn, they'll shout for help. When they do, roll 1d20. On a 15 or higher, the bandits on the inside hear them and come out to help them fight the party.

Keyed Locations

1. Main Entrance

Read this:

'Walking up to the main entrance, you can see a blood trail. Someone came out to meet these bandits and was rewarded with a rude awakening.'

The outer gate is open, but the inner one is closed and must be opened either by dealing 10 damage to it (AC 10), a successful DC 14 Thieves' Tools check, or a DC 16 Strength (Athletics) check. If the party opens it in any other way than by using the thieves' tools, it will alert the three bandits in area 2.

2. The Main Building

Inside this building, there are three bandits, alongside Brother Masaro (priest), who is unconscious on the pool of blood next to the door. The party must step over him if they wish to get in through the door. The bandits will attack the party immediately upon seeing them.

Brother Masaro (see "Brother Masaro" sidebar) can be brought to consciousness with a DC 18 Wisdom (Medicine) check or by healing him with spells or magical items. Once awoken, he'll fight alongside the party.

Brother Masaro (LG human priest)

Information: Brother Masaro always despised his looks, for they made him seem more menacing than he was. In actuality, Masaro has always been a kind and loving man, opposed to doing harm. Despite that, his large stature, bushy beard, and thick eyebrows give him the appearance of a brawler.

Roleplaying as Masaro: Masaro will tell the party he was ambushed when he went out to meet the bandits. They picked the exact date the rest of the priests are gone on pilgrimage. He doesn't know what they want, but they took Father Abundo and dragged him to his chambers. As for their pet dragon, it's most likely hiding in the bell tower.

3. Trail of Blood

Read this:

'Right in front of the holy altar, you can see the splatter of blood, then a trail going from there all the way to a door on the side of the room.'

If [redacted] of [redacted] locked alongside the bandit captain and his bugbear bodyguard.

4. The Office

The office door is closed and locked but can be opened with a successful DC 16 Thieves' Tools check. It is reinforced with iron, so the party can't tear it down like the others.

Inside are Father Abundo (priest), a bandit captain, and a bugbear. Father Abundo is tied to a chair and slowly bleeding out. For the party to get in without opening the door, they'll need to either wait it out or convince/trick the two attackers into coming out. This can be done with a successful DC 16 Charisma



(Deception), Charisma (Persuasion), or Charisma (Intimidation) check.

Once the two come out, based on how they've interacted with the party, you can choose whether they'll attack them or try to negotiate a deal and run away. After the party has dealt with the two attackers, they can move inside and save Father Abundo either by healing him, casting spare the dying, or making a successful DC 17 Wisdom (Medicine) check.

3. The Bell Tower

Belrot, the pseudodragon is indeed hiding at the top of the bell tower, hidden inside the bell. The party can convince him to come down with a DC 16 Wisdom (Animal Handling) check. On a success, he'll come down. If they rolled a 20 or higher, he'll join them in the fight against the bandits.

Once the party has defeated all the bandits, proceed to the next chapter.

Saving the Monastery

With the bandits defeated and the monastery saved, they too will feel indebted to the party and grant them a chest with 750 gold pieces. While this happens, Thernok will ensure Belrot's teeth are nice and healthy. Then, after a few hours of rest, he'll be ready to leave.

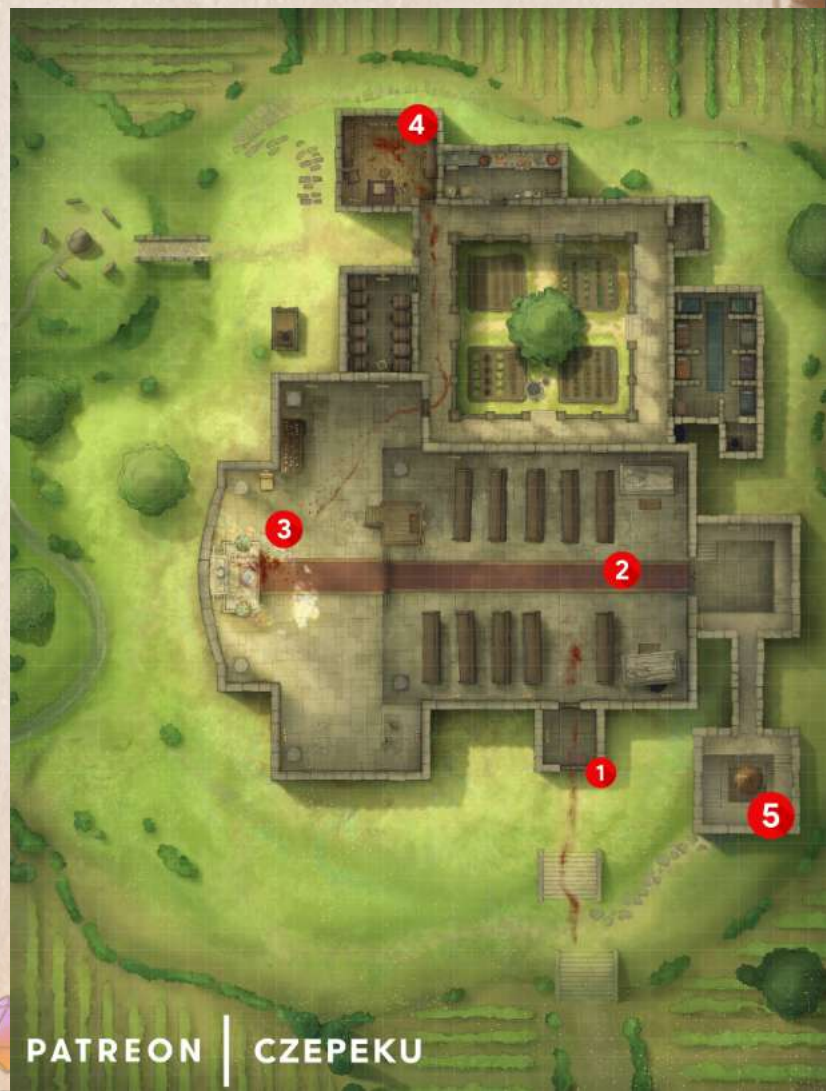
You may proceed to the next chapter.

Ending the Story

Once done with their quest, the party can return home alongside Thernok. The D.M.D. will go back to teaching and helping plenty of dragons throughout his lifetime. If this is the end of the party's adventure, ask each of them for an epilogue. If it is merely the start, have them prepare for their next quest, perhaps one wherein they help a different doctor.

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MAP 3



GREATER VIOLET FUNGUS

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances necrotic, poison

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 6

Languages —

Challenge 3 (700 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Poison Cloud. Each creature that starts its turn within 10 feet of the fungus must roll a DC 12 Constitution saving throw, taking 5 (2d4) poison damage and becoming poisoned for 1 minute on a failure, and half as much damage on a success. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. When a creature succeeds on this saving throw, it becomes immune to this ability for the next 24 hours.

ACTIONS

Multiattack. The fungus makes two Aggressive Vines attacks or 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Aggressive Vines. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the creature is pulled 20 feet toward the fungus.



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **ANDRES**, USED WITH PERMISSION.

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TAKE CARE!

