

## DRAGORA'S DUNGEON

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## MASTER DUNGEONS

Some explorers perish in pit traps while others found fiefdoms. What sets them apart? Master dungeons: heroes are chiseled from the challenges they face, and those who conquer master dungeons rise to be kings. Lost artifacts that raise continents from the sea, an empire's treasures buried to avoid capture, nascent godlings amassing divine energies: choose these challenges over the goblin cavern if you want to prove yourself worthy of glory and empire!

## INTRODUCTION

Legendary heroes are the result of epic adventures. While some explorers wile away their lives battling kobolds and goblins over grubby pieces of gold, heroes answer the call to high adventure. Many will try and many will fail, but those that survive will have earned the fated title of conqueror.

Dragora's Dungeons is designed for 5 characters of 1st level, but can easily be scaled to accommodate higher-level PCs or larger adventuring companies. A high fantasy adventure that pits the heroes against a warrior-queen, her green dragon lover, and the remnants of an ancient civilization, Dragora's Dungeon is designed to challenge a well-balanced party of heroes. Each of the major roles will see action in and out of combat. Adventurers accustomed to cleaving their way through any obstacle will be sorely tested, but – as in every edition of D&D – careful play coupled with courage (and no small amount of luck) will surely prevail!

**Caution:** While Dragora's Dungeon is for low-level characters, it is not recommended for first-time GMs or players. The adventure is designed to reward intelligent play, just as foolish choices must surely be punished. But for players and GMs looking for a challenging, dynamic adventure, Dragora's Dungeon will not disappoint.

## ADVENTURE SUMMARY

Many eons ago, the fabled sorcerer-kings of Parhok perished in a rain of eldritch fire. But legends hold that one tribe survived the apocalypse, fleeing with their slaves to a hidden city. There the greatest enchanters of all time could sleep away the centuries, and awaken in a future age as rulers of a ruined land.

Now, once more the forbidden spells of the Parhok threaten the Known Realms. A kingdom lays ensorcelled, and a royal family has been ensnared by the forgotten dweomers of a long-dead race. When the best attempts of seers and diviners have failed, the call goes out for heroes courageous enough to save a kingdom from certain doom.

The adventure begins when the heroes track an arcane assassin back to his lair: a yawning chasm opening to seething mists. Plumbing the depths of the chasm, the heroes discover an arcane vault from a forgotten age. What appears at first to be merely the eldritch remnants of a lost civilization is swiftly revealed to be something altogether more sinister: A race of ape-men – once slaves

to the enchanters of Parhok – has inherited their master's cruel legacy. Duped by a dragon pretending to be the living incarnation of Tiamat, the ape-men are massing for an assault on the surface lands. Can the heroes defeat an army of ape-men and their sinister commanders? Or will they be the latest to succumb to Dragora's Dungeon?

## GAME MASTERS SECTION

### ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance (see page 4). The abbreviations are: *Loc* the location number keyed to the map for the encounter. *Pg* the module page number that the encounter can be found on. *Type* this indicates if the encounter is a trap (T), puzzle (P), combat (C), or hazard (H). *Encounter* the key monsters, traps or NPCs that can be found in the encounter.

### SCALING INFORMATION

Dragora's Dungeon is designed for 5 characters of 1st level, but it can be easily modified for parties of different sizes or levels.

With this in mind, consider the following suggestions:

**Weaker parties (3 or fewer characters):**

Remove the gelatinous cube from area 1–2; remove 2 green spiretop drakes from area 2–5; replaces all zain-kin legionnaires with hastati; replace all zain-kin centurions with legionnaires; remove the infiltrators from area 4–3.

**Stronger parties (7 or more characters, or higher than 1st level):**

Replace the decrepit skeletons in area 1–2 with skeletons; add 5 green spiretop drakes to area 2–5; replaces every 3rd zain-kin hastati with a legionnaire; add 1 zain-kin centurion to every encounter with 5 or more zain-kin; add 2 infiltrators to area 4–3; increase both Dragora and Mouringlar by 2 levels.

### GETTING PLAYERS INVOLVED

This adventure assumes the kingdom's ruler has been incapacitated by eldritch powers, and the heroes are called to his citadel for protection and investigation. The details are left intentionally vague, for you to adapt to your campaign.

Location	Pg	Type	Encounter	EL
A-1	6	C	Zain-kin Infiltrator	1
1-1	8	C	Two zain-kin hastati	1
1-1a	10	T	Rubble trap	1
1-1b	10	T	Pit trap	1
1-2	11	C/T	Phammut the Imp Needlefang Swarm Ten Decrepit Skeletons Gelatinous Cube	4
1-4a	15	T/C	Crushing Boulder trap Two bristleback spiders	3
2-1a	17	C	Sicuriju	1
2-1b	18	C	Vine horror	1
2-1c	18	T	Quicksand pit	1
2-2a	19	T	Hidden Sinkhole	1
2-3	19	C	Two Rock viper swarms	1
2-4	20	C	Three Serpent Wraiths	2
2-5	29	C	Five Green spiretop drakes	1
3-1	29	C/P	Zain-kin hastati legionnaires and centurions	Variable
3-2	30	C/P	Domastrus, Zain-Kin Warlord Three zain-kin legionaries	3
3-3	31	P	Variable	
3-4	32	P	Variable	
4-1	34	C	Mouringlar, Wyrmling Green Dragon Various zain-kin	3+
4-2	36	C	Two Zain-kin legionnaire	1
4-3	37	C	Two Zain-kin infiltrators Pendulum scythes	2
4-4	39	C	Lady Dragora	1
Conclusion	40	C	Lady Dragora Mouringlar, Wyrmling Green Dragon	4

## BACKGROUND STORY

The unbridled ambition of mankind has always been its greatest strength, yet history has shown – time and again – those that hunger for power must ever end their lives in tragedy. And perhaps no race of man was more ambitious than the fabled enchanter of Parhok.

The seers and sages cannot agree on the events that led to the Parhok's demise. Some claim that the wizards fell to warring amongst themselves. Others hypothesize that, intoxicated with their god-like power, the enchanter dared to reshape the world in their vision. Others point to ancient scrolls that hint that the enchanter, seeking to discover the source of magic, tapped into a fount beyond even their control.

Regardless of the reasons, the outcome is not in dispute: torrents of fire and brimstone rained destruction down

upon the golden towers and shining spires, and in a fortnight, the mighty empire of Parhok was no more.

But not all the enchanter perished in the apocalypse. Legends hold that seven cabals sought refuge from the cataclysm. Their fates are all retold in apocryphal, dubious tales, but whether or not any of the magi survived, many certainly sought shelter from the rain of fire.

Chief among them was a cabal of enchanter known as the Ordo Thraxus, a circle renowned for their love of slavery and devotion to the goddess Tiamat. The Ordo fled underground to wait out the apocalypse, hoping to return in the next eon as rulers over a ruined land. While the mages slept out the ages, their weakening physical shells would be cared for by their creations — a slave race of ape-like creatures called zain-kin.