



DRAGON'S LAIR

A Dungeon World adventure by Eric Ribeiro



PROLOGUE

Hundreds of years ago, the world of Thundrel was tainted by dark magic. The legend says that a lich king lived disguised amongst people.

It studied black magic in secret from society. However, he was caught and put in a max security dungeon. His sentence was death for practicing forbidden magic, however, on the day of his punishment, he vanished.

With a massive bounty on his head, he was later tracked down and taken out by a legendary group of heroes who claimed to have killed the lich king.

Many adventurers look up to these heroes who saved humanity in the past, and now most adventurers accept quests to protect the nearby civilizations from common monsters such as slimes, goblins and orcs.

Rumors started spreading that mythical beasts lived in our world and your party decided to look for them. By traveling throughout many different villages and studying their fairy tales, you noticed many of them mentioned a greedy dragon who owns treasure living in the nearby mountains.

You and your party decided to stop by a village named 'Morn' and gather information about this dragon before proceeding.

ADDITIONAL BACKSTORY (GM EYES ONLY)

The bar keeper's son was an adventurer who died exploring the mountains in search for the dragon's treasure.

The Innkeeper survived a going into the mountains but didn't go into the dragon's cavern. Ever since that day, he has constant nightmares where he is blinded by darkness and burned alive by flames which don't emit light.

In the Tall Tales Tavern, there will be two npcs who the players can roll to overhear who talk about also trying their luck at the mountains. Their names are Jax and Kuila. More details on their stats later.

QUESTIONS FOR GM TO HELP ESTABLISH THE BACKSTORY AND SCENARIO. 1/2

How do the players find the Dragon's Lair? How do they traverse the mountains? (GM Question)

The players can team up with Jax and Kuila who own a rough map of the mountains. This map shows where they explored and where they think the dragon's lair is. Or, when they talk to the bar keeper or the Innkeeper in town, they could get information of roughly where the dragon's lair is.

During the night time, players are meant to get lost and stumble into illusions if they do not camp out and wait for day time. The mountains are haunted by the souls of adventurers who died trying to find the dragon's lair.

QUESTIONS FOR GM TO HELP ESTABLISH THE BACKSTORY AND SCENARIO. 2/2

What is in the dragon's lair and how do they traverse it?

The dragon's lair is in a cavern where players will have difficulty seeing in the absence of light. The players will have to pass through many traps of your choice and will spot many remains of adventurers who were one in the same shoes as them. In this cavern, somewhere along the path, players will hear a strange sound. This sound is coming from undead zombified adventurers who are too mangled and rotten to recognize. These zombies will have stats and engage in combat. More on the stats later.

Druids can try to follow a strong sign of vital energy in the cave.

Mage class characters can try to follow a strong mana force in the cave.

If they fail or don't attempt this. The players can either choose to wander around the cave until they find notes left in the remains of adventurers where you can hint at where they are supposed to go.

If this also doesn't happen due to low rolls or the players not trying this. You can also guide the players after they defeat undead enemies in the cave by telling them a black aura fled the corpses. Use this aura as a hint to try and guide your players towards the dragon's lair

Inside the lair, the players will find a dead dragon. This dragon looks like it's been dead for a while and is rotting away. If the players are sneaky, they can walk past the dragon and notice a small hole on the wall where they can fit through. However, if they are not sneaky, the dragon's corpse will stand and fight them. On the other side of the hole in the wall, will be a library filled with an intense atmosphere. Here, the players will also find many healing potions on weird failed monster experiments trapped inside cages. Once they explored the place, make them roll for initiative as the lich king teleports into the middle of the library.

QUESTION FOR THE PLAYERS DURING THE GAME.

During exploration, the players will be asked if they want to camp out and rest after combat inside the cave. They will also ask if the group wants to rest during night time in the mountains.

Players should be asked where they want to go in the village and try to provide a map of the village so they can choose where to explore. Major buildings are the tavern and the Inn. Everything else would be up to your imagination.

HOW SHOULD THE STORY START.

The group of adventurers should already know each other. The party has been traveling around and completing quests for a living. During one of their travels, they heard about a dragon in the nearby mountains. The players will be in a carriage on the way to a village named 'Morn'.

Ask for the players to introduce their characters while in the carriage and when they are done. Tell them that they have arrived at their destination and begin the game from the main plaza in this village.

WHAT HAPPENS IF THEY LOSE.

During the final boss (Lich king), if the players were to lose, the lich will be able to continue its studies of black magic and cause a massive genocide of all living things with the use of its dark powers. And its endless undead army.

GRIM PORTENTS / IMPENDING DOOM

If a player were to die during combat, its corpse is possessed by dark magic and it will attack the other players.

If the players do not go into the dragon's lair or into the cavern at all. The lich will invade the town himself and try to feed off of the innocent souls.

MAJOR AREAS

Tavern (Tall Tales Tavern) - There will be 3 major npcs in this area. The owner named Orm and two adventurers who go by the name of Jax and Kuila.

“The Tall Tales Tavern is a small tavern with only a few tables. The ceiling isn’t very high and there aren’t many customers. The bar keeper is behind the counter and seems to be sleeping with its face on it.”

Only two other people seem to be sitting on a table next to the door and they do not have any food on their table. They are dressed in a way that makes them look religious.”

Inn (Marvon’s Inn) - There will be one major npc in this area. Marvon is the owner of this inn.

“This is a two story building. The bottom floor has nothing but numbered doors and a front desk with a gentlemen who seems restless.”

“After walking up wooden stairs, there is a hallway with numbered doors. As you walk into your rooms, it is a very simple room with 2 wooden beds, a walk in closet and a wooden table. Nothing to fancy.”

STAKES

(Bar keeper) “Many adventurers have tried their luck with the dragon, none of them has ever seen it and came back alive. What makes you think it would be different with your group?”

(On a journal in the remains of an adventurer in the cave) I can sense some sort of weird magic. It seems to have an evil nature to it. Who could possibly be using this sort of thing?

JAX NPC

Jax is a 6'6" paladin, with a giant bronze shield and a bronze sword. His equipment is a white full body metal plated armor and helmet.

Hp : 30 / AC : 14 /

Sword damage : rd8.

3 spell slots

Barrier : He can cast a barrier which blocks up to 15 damage while you stand behind it. Acts like a wall, only will protect those behind it.

Holy Sword : Enchants his sword with holy magic and causes an extra 2d4 on hit. 2d6 against demons and undead.

Taunt : Draws attention of nearby enemies to the caster (20 feet radius).

KUILA NPC

Kulia is a 5'4" priest, she wields a two handed staff with a blue marbled orb floating above the top. She wears a white robe with many golden details on it. Most notably a cross across the back and a cross on its hood.

Hp : 20 / AC : 10

Staff melee attack damage : 1d4

6 spell slots

Heal : This ability will heal a target for 3d4 (can be self targeted)

Holy Light : White flames will deal damage to hostiles. Deal 4d4 holy damage. Undead and demons take 4d6.

God's protection : This ability will increase the targets AC by 2. Can't be cast on demons and undead.

God's blessing : Gives the target an extra 1d6 to its hit dice.

Sacred Light : This spell will cast a light orb which will follow the caster. This orb will emit light in a 15 feet radius.

COMMON UNDEAD ENEMY

These are very slow and sluggish undead zombies / skeletons from older adventurers. Although they still have armor on, they are slow and the armor is in extremely poor condition. They carry daggers and swords.

HP : 15 / AC : 8

Daggers : 2d4

Sword : 1d8

Spell slots 1

Corrupt : This skill spews dark magic in a 5 feet radius and deals 4d4 necrotic damage to enemies.

Fear : The target rolls a d20 and if below 10, the target is unable to move for the next turn. The target also takes 1d4 psychological damage.

UNDEAD DRAGON

A 15' dragon with rotten flesh and exposed bones. This dragon has been dead for quite a while but something tells me that it was weaker when it was alive.

HP : 100 / AC : 12

Tail attack : 1d8

Bite : 2d8

Spell slots 5

Greater Corrupt : This skill spews dark magic in a 10 feet radius and deals 4d4 necrotic damage to enemies.

Fear : The target rolls a d20 and if below 10, the target is unable to move for the next turn. The target also takes 1d4 psychological damage.

Undead Flames : Shoots black flames at a target. Deal 2d8 fire damage.

Wind slash : The dragon flaps its wings violently dealing 3d4 damage to enemies in front of him.



LICH KING

A 8' skeleton body covered by a tattered black robe. With magical books floating around him and a staff in its hand, the Lich King is a master of black magic.

HP : 75 / AC : 15

Spell slots 20

Cursed Fate : Casts a curse on a target. Every round for the rest of combat, that target rolls a d20. If less than 10, the target takes 1d6 damage. If more than 10, the target takes 1d4 damage.

Fear : Paralyzes a target during its next turn.

Graveyard of souls : Summons 2 common undead enemies.

Undead strike : Launches undead energy at a 2 targets dealing 3d6 damage.

Mana leech : Leeches one spell slot from a target.

Cursed flames : Causes a target to burn for 1d8 damage. If the target is cursed, deal 2d8 damage.



DISCERNING REALITIES

What has happened here recently ?

Many adventurers remains are inside the cave. Not only that, but they are being used as an undead army. This has to be the doing of an undead magic user.

What is about to happen ?

The entire party feels a strong presence in the caves. There will for sure be a difficult fight ahead.

What should I be looking for ?

Look for clues on the remains of other adventurers.

What's useful or valuable ?

Treasure! We came into this cursed cave in look for the dragon's treasure.

Who is really in control ?

Are you sure these undead monsters and all these corpses were caused by a dragon ? They aren't even supposed to wield such magic.

What's not what it appears to be ?

Back at the village, all you hear about is dragons, but I never even heard a word about undead. How can this be ?

SPOUT LORE

The party responsible for killing the Lich King al died a year later due to unknown causes.

The party who last went into the mountains was found dead a few days later. They had giant claw marks all over them. But too small to be a dragon's

The owner of the Innkeeper could be under some sort of curse judging from his appearance and or vital energy.

There has once been war between the humans and dwarfs in these mountains.

This village used to be much more wealthy than this. Now it looks miserable and the residents here are always in a bad mood.

RESOURCES

DRAGON

Dragon made by : V_M

LICH

Lich was made by : Samskipsam

THEME

Theme was made by : SlidesGo