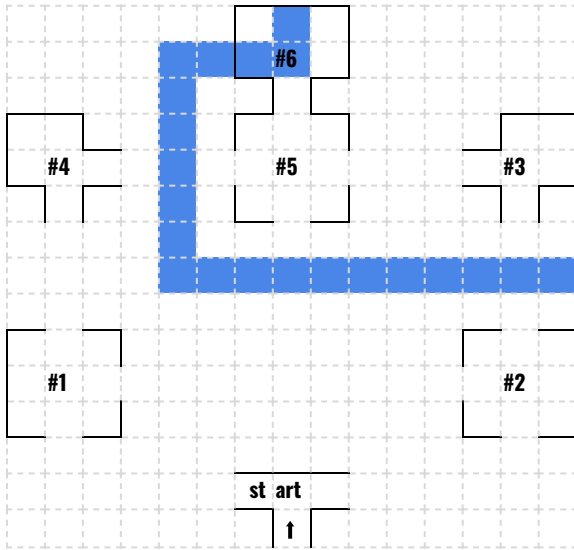


THE RANDOM DRAGON HOARD

BY PHILIPP HAJEK

Lower level PCs might have fallen through a hole, have been captured by the dragon's underlings or otherwise want to flee the labyrinth. Mid level PCs might want to steal an important item from the dragon's lair, whilst remaining unseen by the dragon. Higher level PCs will likely want to free the land from the dragon. You could spin a whole campaign around the PCs retrieving e.g. magic gems for a ritual that can stop the demon hordes, or cure the disease which has befallen the elven king, or the capital, or ...



PLACING MONSTERS

Depending on which dragon lair the party is invading different monsters appear. There are four categories of monsters. (1) dragon, (1d4) sentinels, (1d8) followers, and kobolds (as many as you like).

When the game seems to slow down throw followers and kobolds at the players. The sentinels (#5) guard the entrance to the dragon's lair(#6). Note that the dragon doesn't allow creatures in the labyrinth to carry treasure, it's all in his/her hoard.

- The white dragon's sentinels are yetis and its followers are ice mephits.
- The green dragon's sentinels are yuan-ti and its followers are vine blights.
- The black dragon's sentinels are phase spiders and its followers are lizardfolk.
- The red dragon's sentinels are hellhounds and its followers are hobgoblins.

NPCs, TREASURE AND RIDDLES

Place them between room #1 to #4.

- 1) Cells or stakes for prisoners/food.
- 2) The ghost of a former denizen or adventurer. He can guide the party once his body is laid to rest. A fortune teller, druid or shaman who wants to either cure the land or is in league with the dragon.
- 3) A dais with strange writings drawn on the floor. If solved a secret shortcut appears.
- 4) Give players items they need magical and mundane. They are however frozen in ice/secured by an ancient trap/in the clutches of a bog body/guarded by a fire elemental of the forge.

CREATING THE LABYRINTH

roll 1d4:

- 1) up/down
- 2) left/right
- 3) intersection
- 4) room with 1d4 exits

(if you'd run off the border it's a dead end; place traps and secret doors as you see fit!)

THE LAIRS

- ★ The white's lair is an ice cavern. The labyrinth's walls are made of ice or snow and icicles hang from the ceiling. The river is frozen and easy to break through. Everything is made out of ice, bone or pelts. In some parts the ice is so clear you can see through.
- ★ The green's lair is a jungle thicket. The labyrinth hedges have thorns and giant trees veil the area in shadow. The river is a raging stream with lianas hanging from surrounding trees. Everything is made of wood or stones from ancient ruins. Poison is a common threat.
- ★ The black's lair is a crumbling mansion in a moor. The labyrinth has neither walls nor ceiling but thick fog obscures the save paths. The river does not exist but will-o'-wisps occur in its area instead. Everything you would find in a creepy mansion. The moor lives.
- ★ The red's lair is a former dwarven stronghold. The labyrinth's walls and ceiling are made of stone. The river is bubbling lava with dwarven rocks from broken bridges that defy the heat. Everything is dwarven craftsmanship. There are lots of arrow slits.

THE DRAGONS

If you think the PCs are having a easy time chase the dragon after them to give them a shock. The dragon wont kill them (yet), its toying with them.

- ★ The white appears in draconic form. He/she uses its breath to block passages sealing the PCs in.
- ★ The green appears in either draconic or human form. Diving down from above or miss directing them away from its lair.
- ★ The black appears in either draconic or human form. Hiding and letting the PCs walk directly into him/her or warning them from "the creature" that lives in the mansion describing what it has done to previous adventurers in excruciating detail.
- ★ The red appears in draconic form. Chasing the PCs through corridors with its fiery breath.

THE KOBOLD TRIBES

The different kobold tribes have adapted to their environments by using available materials for their gear, dying their skin etc. Kobolds are also a great way to bring fun into these environments eg. icicle licking-/ trapped inside a giant snake-/bed sheet ghost-/dwarf beard wearing kobolds ...