

DGD20 Draconic Abduction

By Dan Hass



In the wake of increased dragon activity, the young brass dragon Lyth was inevitably drawn into the conflict and his protectors were unprepared for the storm of violence directed his way. Can heroes arise to protect the innocent young brass dragon from the dark dragon-related violence swirling in southern Dimgaard? A Dungeons and Dragons® 5th Edition Adventure for 1-8 9th level characters. An additional episode for *Encounters with Gold*.

Contents

Adventure Summary.....	2
Preparing the Adventure.....	2
Running the Adventure.....	3
Adventure Background.....	3
Adventure Outline.....	4
Starting the Adventure.....	5
Encounter 1: Aurajia.....	6
Encounter 2: The Dragon Cabal.....	7
Encounter 3: The Black Dragon.....	8
Concluding the Adventure.....	9
Appendix 1: DM Maps.....	10
Odill Area.....	10
Aurajia.....	11
Badlands.....	12
Path Near Forest.....	13
Village Road.....	14
Appendix 2: NPCs.....	15
Akrok.....	15
Lyth.....	15
Wulxan.....	16

Credits	
Editing	Jeremy Esch
Contributor	Brandon Twyford
Cover Art	Fernando Olmedo (his work)

You can join the Dimgaard community (get additional content, contribute to the campaign, play in Dimgaard games, etc.) www.dimgaard.com. There is also a patreon (www.patreon.com/Dimgaard). You can also find volume of Dimgaard modules and supplements on kickstarter by going to www.kickstarter.com and searching for "Dimgaard".

DGD20 Draconic Abduction

By Dan Hass

Adventure Summary

DGD20 Draconic Abduction is a Dungeons and Dragons® 5th Edition adventure designed for 1-8 9th level characters. It requires a *Player's Handbook*® (PHB), a *Monster Manual*® (MM), a *Volo's Guide to Monsters*® (VGM), a *Xanathar's Guide to Everything*® (XGE), and a *Dungeon Master's Guide*® (DMG). It also uses selections from *Unearthed Arcana* ([here](#)).

While the encounters include scaling for 1-8 characters, parties of 1 or 2 PCs and 7 or 8 PCs are fringe circumstances that may play oddly. Specifically, parties of 1-2 are highly susceptible to a single bad die roll, and 7-8 can slow play dramatically. Ideally a party will be 3-6 PCs.

The Digital copies of the encounter maps are available [here](#).

Campaign Choice

While *DGD20 Draconic Abduction* is designed to fit within almost any setting according to Dimgaard principles (**low prep time, strong themes, smooth presentation, highly scalable**), it was written using the Dimgaard campaign as its primary influence, and is indicative of the themes in Dimgaard. The Dimgaard campaign guide can be found at www.dimgaard.com.

Preparing the Adventure

It is always a good idea for the DM to read through an adventure before running it. *DGD20 Draconic Abduction* is no different. There are some rather complex encounters that will benefit if the DM spends a few minutes deciding how she will play them. *DGD20 Draconic Abduction* can be run with a lot of interaction between the PCs and NPCs depending on the inclinations of the players and DM. The module deliberately gives **just enough** information about NPCs to move the plot along, leaving a lot of room for a DM to individualize these to her campaign. In the encounters, the module deliberately gives **just enough** information about NPCs to move the plot along, leaving a lot of room for a DM to individualize these to her campaign, while Appendix 2 has more detailed information about prominent NPCs. It makes things smoother if the DM spends a few minutes deciding how she will deliver the NPCs' interactions. Some DMs revel in the opportunity to assume the personas of multiple NPCs over the course

of a session while others prefer a summary approach. The decision is a matter of style and showmanship. Similarly, many players look forward to opportunities to interact "in character" while others prefer to summarize. Neither approach is "correct"; both are valid ways to collaboratively build a story, but the DM should try to anticipate her players' preferences (and decide her own) and prepare accordingly. To aid in this process Appendix 2 contains entries for the NPCs in this adventure (taken from the DGN series available on www.dmsguild.com).

A battlemat or dungeon tiles may be helpful, but not necessary.

Items for Review

- Creatures. brass dragon wyrmling, guard drake (VGM), swashbuckler (VGM), veteran, will-o'-wisp
- DMG. Extreme Heat, Quicksand
- Feats. Mage Slayer
- Magic Items. moon-touched sword (XGE), ring of free action, stone of good luck, vicious weapon, weapon of warning
- PHB. caltrops
- Spells. The monster slayers (Encounter 3) have a spell list.
- XGE. Ranger (monster slayer)

Dimgaard Philosophy

Dimgaard's primary principle is that D&D should be an entertaining experience. In particular, it should be fun and interesting. The "best" D&D is a collaborative storytelling event where the DM provides the framework and supporting details, while the players contribute by roleplaying the heroes (their characters) that results in epic tales.

"Epic" implies that the heroes be challenged and that success is a question to be decided by the heroes' deeds and choices. *The Lord of the Rings* is only an epic because the reader doesn't know until the final pages if Frodo, Aragorn and the rest will achieve their objectives or die, fruitless, in their efforts.

A great Dimgaard session (and really any D&D session) is where there is the finest line between success and failure and the heroes **just** manage to win (occasionally, just surviving is "winning"). But for those narrowest of victories to have true meaning, they cannot be foregone conclusions, and likely there will be times when the PCs fail – Boromir comes to mind or Gandalf's expedition to Isengard where he was captured.

Running the Adventure

DGD20 Draconic Abduction is made up of six events arranged into three encounters. Some are hazards that can be applied in only a few minutes but encounters with NPCs and other creatures that involve combat or roleplaying will take longer. But since the action occurs in a single adventuring day, it should use a single game session.

Often the PCs' actions determine the type of interaction. A combat encounter may evolve into a roleplaying encounter when mistaken identities, misunderstandings, or action based on false assumptions are corrected, thus ending the violence. Other times conversations, interrogations, or negotiations can become heated and erupt in violence changing a roleplaying encounter into a combat encounter.

Dimgaard adventures gives the DM opportunities to reward good roleplaying. Good roleplaying can garner an easier path to achieving the desired outcomes. However, it takes stellar roleplaying to completely avoid combat. The world is a dark and violent place where opponents with short tempers often find violence the most direct route to achieving their goals.

The encounters in *DGD20 Draconic Abduction* challenge PCs in different ways. The combat encounters are expected to meet the definition of **hard** (DMG p.81), but additionally there are encounters to test the PCs' ability to deal with diplomatic situations and pose difficult questions about their characters' morals.

Modification "Exploits"

Technically each encounter uses a **medium** XP budget per the encounter building guidelines. And for many parties a **medium** encounter may turn out to meet the definition of **hard** as PCs may be built for roleplaying and the party may not have optimized their tactics.

Modifications have been made to the creatures that do not increase the calculated CR of the creature but do increase the challenge of the creature. These are denoted with a ¹. These are not intended to be used with all parties, nor does a DM need to use every suggested modification. The DM should gauge the effectiveness of the party and decide which of these to use (keeping in mind the definition of **hard** encounters).

Dragon Cabal

In the distant past, Dimgaard was ruled by powerful dragons. However, archfey succeeded in driving these dragons out of Dimgaard to make room for emerging races – particularly the elves. Among these dispossessed dragons was an ancient gold dragon named Rugarth. For thousands of years Rugarth has seethed at the injustice dealt him.

A few decades ago, one of Rugarth's half-dragon progeny convinced Rugarth to begin a campaign to regain his rightful territory. Rugarth began to send agents into Dimgaard and build an organization (the Dragon Cabal) to support his return. The Dragon Cabal is working to convince dragonkin of all types to set aside their differences and unite to restore dragons as the rulers of Dimgaard. In the process, they will subjugate all the non-dragon races (or eliminate those who refuse to submit).

Adventure Background

During the Great Reduction dragons (who then ruled Dimgaard) warred with each other with catastrophic losses. Among the dragons killed in the war were some with hatcheries. Several years ago, the various dragon cults and other dragon aficionados sought out these derelict hatcheries to rescue viable dragon eggs. Several were successful.

Seekers found a brass dragon egg and it was nurtured through incubation. The fledgling dragon (named Lyth) was entrusted to brass dragonkin to raise. A secret enclave was established in the Parched Stretch, a small desert to the northwest of Odill. (Lyth's situation is part of the story in *DG15 Brass and Blue* and *DG43 Brass Protection*.)

Lyth has been quietly growing in the small community protected by brass dragonkin. However, the community – named Aurajia – is dependent on Odill for important provisions. On a supply mission a few days ago, Aurajia residents were recognized as dragonkin by members of the Dragon Cabal in Odill. With some investigation, the Cabal learned the history of Aurajia, and successfully shadowed the brass dragonkin back to Aurajia.

The prospect of a true dragon joining the Dragon Cabal is irresistible. The Cabalists sent a delegation to Aurajia to proposition the community to join the Cabal. While a

DGD20 Draconic Abduction

By Dan Hass

PREVIEW

few of Aurajia's residents decided to join the Cabal, most – including Lyth – refused the offer.

However, the Cabal refused to take no for an answer. With information provided by a few of the defectors, early this morning, the Cabal attacked Aurajia and captured Lyth.

Aurajia's protectors managed to get a *sending* out to Wulxan in Odill, and he is desperate to see Lyth freed.

Meanwhile, the activity has drawn the attention of agents of the ancient black dragon Braindryt in Odill (led by Akrok). Braindryt is already concerned that the increased dragon activity – and the Cabal, especially – could bring rival dragons into Dimgaard. Akrok has quickly rallied forces in the area to simply assassinate Lyth.

Parties of a Different Level

While the adventure is optimized for a party of 9th level characters, the DM can present the module to PCs of a different level. The DM must calculate **Party Strength** by summing the PCs' levels and then dividing by 9. The encounter and hazard scaling should be based on the Party Strength rather than the actual number of party members.

Adventure Outline

The PCs are in the city of Odill – for reasons determined in downtime. Wulxan, the Order of Metal agent, approaches them with an urgent matter. The Dragon Cabal has killed the protectors of a young brass dragon (Lyth) and abducted the dragon.

At the dragon's violated sanctuary (Aurajia), the PCs encounter lingering evil dragonborn affiliated with the Cabal as well as undead scavengers.

The PCs must chase down the rest of the Cabalists and rescue Lyth.

After rescuing Lyth, the PCs must deal with a force loyal to the black dragon Braindryt who is threatened by Lyth.

Rests

The PCs are expected to complete 6+ medium or hard combat encounters without taking a long rest. Even short rests should be cautiously allowed since many PCs' resources recharge on a short rest. The PCs begin the adventure having just completed a long rest and they can benefit from only one long rest in a 24-hour period (*PHB* 168).

Once the action starts, the PCs can't take a long rest. If they insist, the Dragon Cabal overwhelms the Braindryt agents and tries to indoctrinate Lyth into the Dragon Cabal. Whether this succeeds is beyond the control of the PCs, but will have ramifications in the struggle against the influence of evil dragons.

PREVIEW

Starting the Adventure

Using Downtime

Odill is a chaotic town of about 25,000. It is a failed state without the resources to enforce policy or even maintain order. There are small zones of security maintained by private elements such as the Order of Fharlanghn, which runs a sanctum for travelers.

Despite the volatile environment and simply due to the size of the population, Odill includes craftsmen and traders sufficient to meet the needs of adventurers. The DM may even decide there is access to select magic items.

By far the most important use of downtime is free-flowing roleplaying that can build good will and common goals among the PCs. This is especially true if there are new PCs or the DM is presenting *DGD20 Draconic Abduction* as a stand-alone adventure. Sufficient time spent in downtime can prevent the divisions that can be a severe problem when the party faces moral decisions during an encounter – how to treat captives, whether to share information with outsiders (or each other), etc.

Available downtime depends on how the DM is presenting *DGD20 Draconic Abduction*, but presumably the PCs have some downtime in the city of Odill. The *PHB* 187, *DMG* 127, *XGE* 123, and the *Dimgaard Campaign Guide* all have suggestions for downtime activities and the DM may develop some of her own. There are also several (playtest) options available through the *Unearthed Arcana* ([here](#)).

PCs' Resources

Managing the PCs' access to extraordinary equipment is another tool to modulate the difficulty of the encounters. If PCs are underpowered, downtime can contribute resources (potions, scrolls, etc.) to increase their effectiveness. Stronger parties may not need this type of support.

Each PC should have a couple of *potions of healing* so that any PC can raise an unconscious ally. Very important is the spell *revivify*. If no PC can cast *revivify* Odill's economy is sufficient to give access to a *spell scroll of revivify* (but a PC would need to be able to activate it). If no PC can activate the scroll, Odill's size is sufficient to give access to *revivify* via an alchemist's *Infuse Magic* (good for eight hours).

When the downtime is resolved, read or paraphrase:

The pursuit of adventure and your agenda have brought you to the Sanctum of Fharlanghn – an island of safety in the volatile city of Odill. In this dangerous city, you have found trustworthy companions. You begin the day taking breakfast with them in the inn's common room.

If the party has no history with Wulxan (Appendix 2), the DM can launch the action of the adventure with the following:

As the meal nears its end, a tall man in fine clothing enters the common room. He scans the room, fixing his gaze on different groups but quickly focuses his attention on your party and approaches. "I am Wulxan. I work to steer Odill through these difficult times. Part of that duty is to identify trustworthy assets when they are available. I understand this describes you. Am I right?"

If the PCs have a history with Wulxan and will recognize him, the DM should read or paraphrase the following:

As the meal nears its end, Wulxan, the Order of Metal agent charged with helping Odill, enters the common room and approaches your table. "Just the people I was looking for."

Wulxan is desperate. Lyth is in mortal danger, and Lyth's loss would be devastating to the morale of the Order of Metal.

Wulxan doesn't have a lot of details, as he was only able to receive the 25 words of a *sending* spell. However, he knows that Aurajia came under attack, and Lyth was captured. Wulxan has an ally who can *teleport* the party directly to Aurajia (using items from the village to ensure no *teleport* mishap).

Wulxan will point out that the rescue of Lyth would garner the utmost respect and favor of the Order of Metal. If this isn't sufficient inducement, Wulxan has a treasury to fund his efforts. The DM can decide a reward amount. (500 gp per PC is recommended.)

The situation is dire and time is of the essence. The PCs can prepare quickly, as Wulxan needs a party to act immediately. When the PCs are ready, a caster affiliated with Wulxan will teleport the PCs. The DM should present Encounter 1.