



# DUNGEON of HORROR

SLARECIAN  
-VAULT-

SCARRED LANDS COMMUNITY CONTENT

by Davide Quatrini

## Intro

*Dungeon of Horror* is a single-session 5E scenario set in Scarn, suitable for four 7<sup>th</sup>-level PCs. The characters explore a small underground complex inhabited by wicked titanspawn in order to destroy Glukhatar the Mudwrack Dragon, an evil creature created by Mormo, the Mother of Serpents.

*Note 1: **bolded monsters** stat blocks can be found in 5E *Scarred Lands Player's Guide*. Underlined ones are instead included in the 5.1 SRD.*

*Note 2: all magic items cited in text are described in 5E *Scarred Lands Player's Guide*.*

## The Dungeon of Horror

**Why are the PCs here?** If you are using the *Scarred Lands Starter Set* or your Scarn adventures are set in Darakeene anyway, the characters can be hired by the Phylacteric Vault to kill Glukhatar and bring back its dead body to the Vault in order to allow the guild alchemists to experiment with the mud wrack of which it is composed. Another possibility is having one of Fernmagh important NPCs (*tanist* Naval, for example, or Yovia the Wizard) interested in the elimination of the dragon for security reasons (Naval) or to weaken the power of Mormo in the world (Yovia).

If your campaign develops in another Ghelspad country, the best option is revealing the entrances to the Dungeon (see the map below) to the PCs during their wildland explorations.

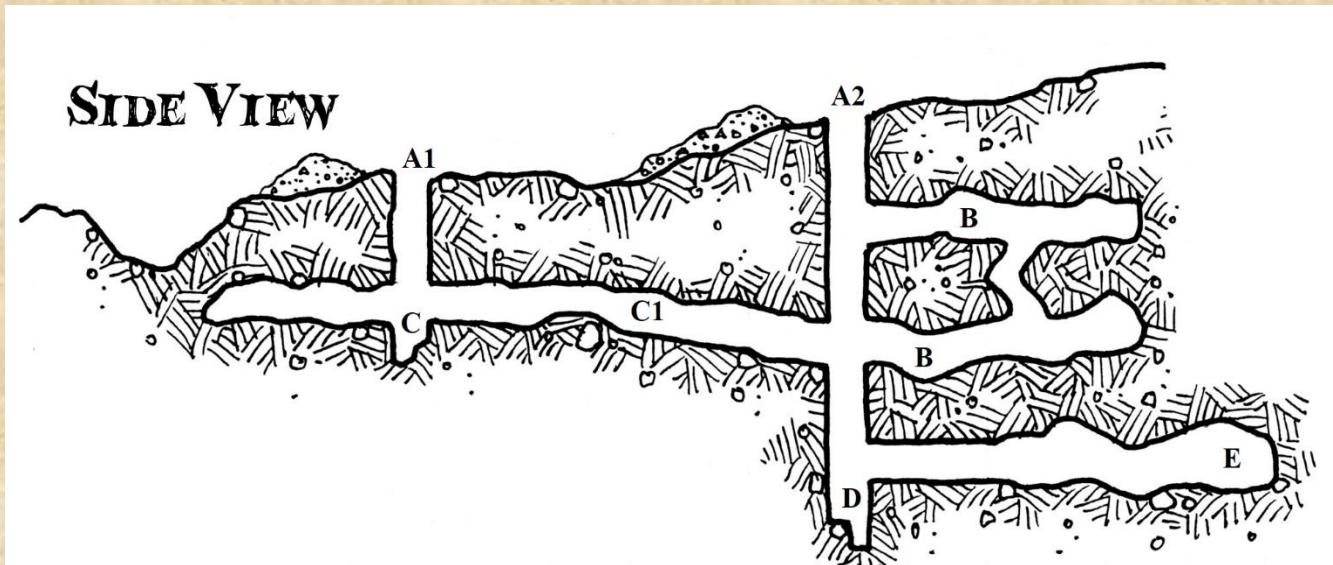
**Where is it located?** The standard collocation of the Dungeon of Horror is in an uninhabited, barren moor in the interior of Darakeene territory, not too far from the hills near the Border River. The place is filled with foul gases produced by the putrefaction of the corpses of soldiers dead during the Divine War, and bones and vultures abound (see the cover of this product for a depiction of the moor). Both the Vault and Fernmagh NPCs know its position, and they can say to the party that “some large holes in the ground lead to the Dragon’s nest”.

Outside Darakeene, both the Kelder Steppes and the Blood Steppes can effectively host the Dungeon of Horror.



*Glukhatar and Mormo*

## The Map



**A1:** the Dungeon west entrance is a large hole in the putrid ground (it has a diameter of 6-feet). Nothing is done to hide the opening, and a revolting smell of stagnant blood comes from it. The pit under the hole is dark and moist, and it is 30-feet deep. Searching near the hole reveals some old coins (3d6 ep for each period of ten minutes spent rummaging through the smelly bones), but also requires a DC 13 Dexterity saving throw to avoid a fall in the pit.

**A2:** the east access to the complex is not so different from the first one, but it reeks of feces and reptilians and its pit is 60-feet deep. Here the bones piles are less dense, but the place is more dangerous because of the presence of an unnamed, slippery ooze permeating the ground. That mysterious substance increases the DC of the Dexterity saving throw to avoid a fall to 15.

**B:** these underground tunnels are the nest of an ancient species of titanspawn ants large as adult horses and hungry as trolls (use the [Ankheg](#) stat block to represent them, but add a 30 ft. climb speed). Because of their tremorsense ability, they are aware of PCs acting near the A2 entrance, unless the party undertake particular actions in order to maintain stealth. Four 'ants' are active at any time. The bottom of this nest contains the remnants of an unfortunate adventurer eaten by the monsters. They consist of an *azurium banded armor*, 590 gp and a small golden ring. It has the same properties of a *symbol of dawn*.

**C:** a small pool containing a foul-smelling reddish mud, this location is the home of a couple of **Bloodmen** (the pool is 6-feet deep). They are a 'gift' directly donated by Mormo to her beloved Glukhatar before the War, and for this reason they are very violent against any intruder, acting as personal guards for the wrack dragon. Using their blindsight, they are able to see the characters when they are near the A1 entrance, and can use the information to wait for the characters in *pool form*, preparing an effective ambush.

**C1:** some years ago, an earthquake weakened this part of the dungeon. Any dwarf or character proficient in the Investigation skill can easily determine that the ceiling, the walls and the floor are in bad repair and

in danger of collapse. When two or more PCs enter the area, the unstable tunnel collapses. Any creature involved in the collapse must succeed on a DC 14 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the collapse is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

**D:** this deep pit was originated by a scale of the very body of Mormo itself, fallen after a wound taken by the Hag Queen during the Divine War. The enormous scale is still here, glowing with a sickly greenish hue. Any PC entering a radius of 6-feet around the scale shall make a successful DC 15 Charisma saving throw or have her alignment gradually shifting towards Neutral Evil, growing at the same time a morbid fascination towards the veneration of the Queen of Witches (asaatthi characters make the saving throw with disadvantage). Only a *heal* spell cast by a cleric of Madriel can revert this effect. The scale can be moved or destroyed only using a *wish* spell or a divine intervention effect.

**E:** Glukhatar lair is a living shrine dedicated to Mormo. The tunnel resembles the interior of the body of a gigantic snake, with white, curved pillars acting as ribs and small trickles of yellow poison dripping from the walls. The reptilian smell is overwhelming. Use the [Young Green Dragon](#) stat block for Glukhatar, and play it according to its high Int and Car scores. It is formal, cold and deceptive, and interested in bargaining with the PCs as much as possible. When reduced to 50 hp or less, it will try to escape. The Mudwrack Dragon treasure hoard is composed by a large emerald 1,000 gp worth, 200 gp in coins, 20 pp, a *Stormseeker* and a *Basalt Amulet*.

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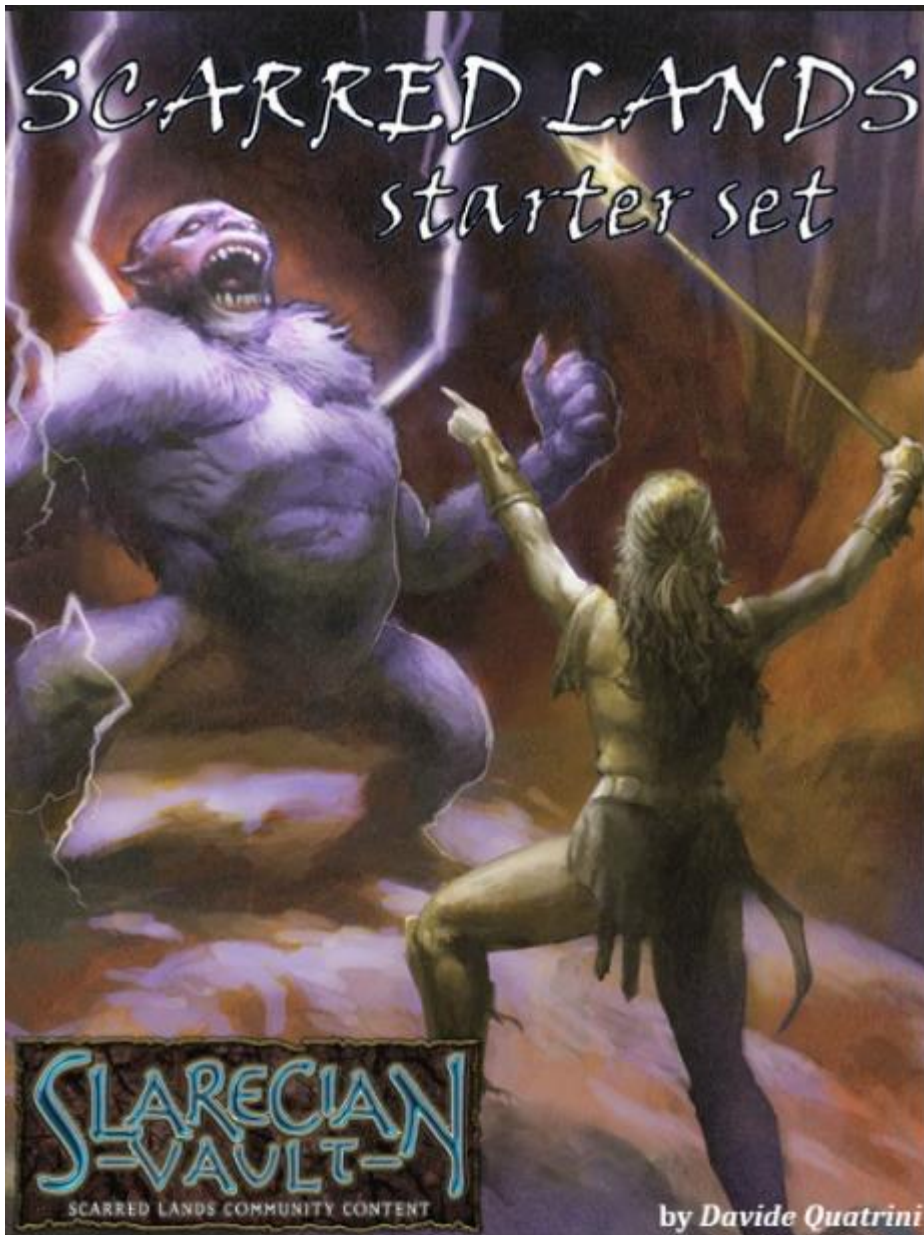
See [https://commons.wikimedia.org/wiki/File:Weird\\_Tales\\_November\\_1952.jpg](https://commons.wikimedia.org/wiki/File:Weird_Tales_November_1952.jpg) and

[https://commons.wikimedia.org/wiki/File:6\\_Marina\\_lay\\_upon\\_a\\_couch...\\_and\\_fondled\\_a\\_fiery\\_dragon\\_with\\_her\\_right\\_hand\\_-\\_Russian\\_Fairy\\_Book\\_1916\\_illustrator\\_Frank\\_C\\_Pape.jpg](https://commons.wikimedia.org/wiki/File:6_Marina_lay_upon_a_couch..._and_fondled_a_fiery_dragon_with_her_right_hand_-_Russian_Fairy_Book_1916_illustrator_Frank_C_Pape.jpg) for more details.

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See <https://rpgcharacters.wordpress.com/2017/01/10/the-goblin-cut-gold-mine/> for more details.

# START YOUR SCARN CAMPAIGN!



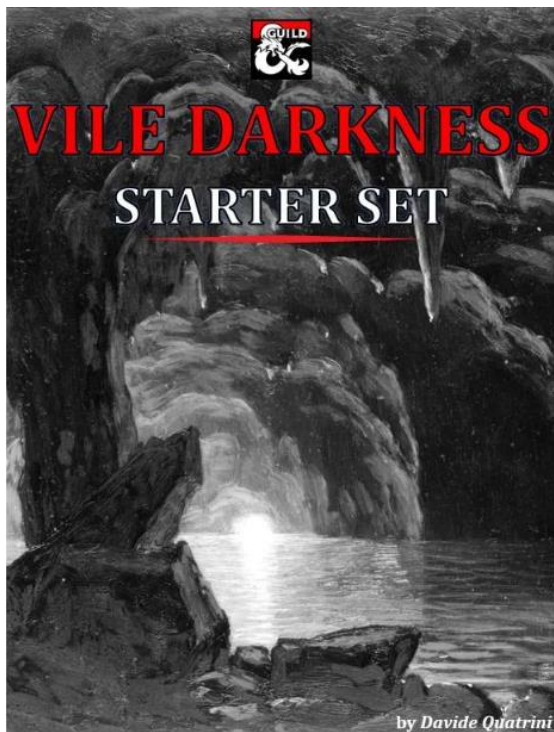
Ignite your new Scarn campaign with adventures and encounters in the city of Fernmagh! In this supplement you'll find all you need to start your new Scarred Lands campaign set in Darakeene:

- a **description of the city of Fernmagh** compliant with the guidelines of the 5E DMG;
- a **map of the city** and the surrounding lands;
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<http://drivethrurpg.com/product/242951/Scarred-Lands-Starter-Set--Slarecian-Vault>

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