

The Crypt and the Dragon

Plot

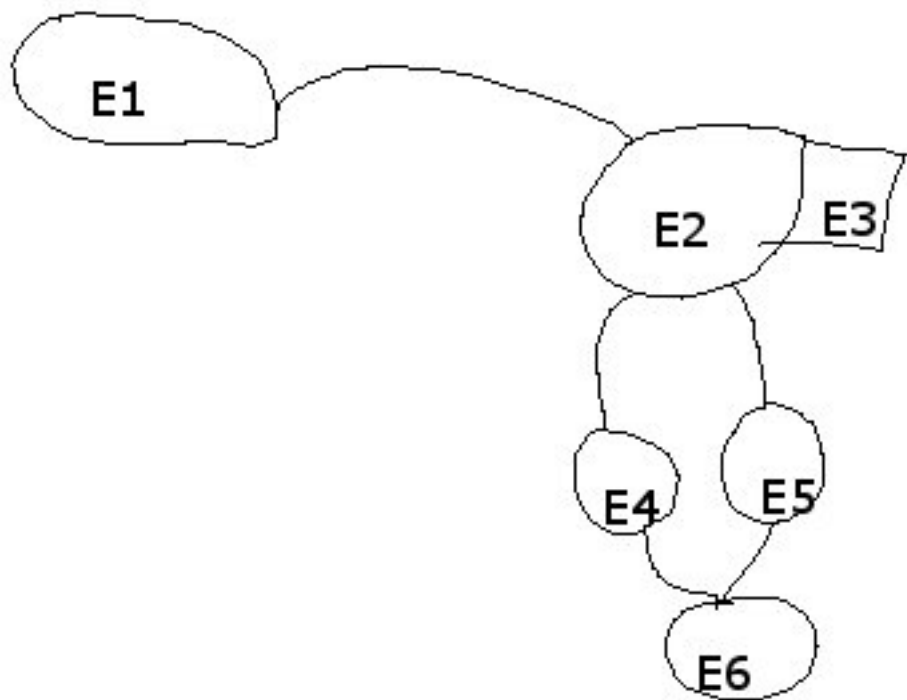
Adventure Summary

The characters should enter the cave to escape from a horrible rainstorm. Once in there they will encounter a dire lion. They should then explore the cave, which should reveal the secret entrance to the crypt. They will be attacked here by several undead skeleton guardians. There is a puzzle here to get into the crypt. In the crypt is the ghost of a party of dragon slayers. This party relates that a dragon has entered their crypt and is attempting to steal their treasure. The ghosts offer to give over their treasure for the party to defeat the dragon. The cave splits in two at this point. One side has a swarm of kobolds preparing to attack the other side. In the other side are 2 ogres. They have claimed this cave as their own and are now defending it from the dragon. The dragon is sitting at the mouth of the crypt.

The dragon had heard of the party of dragon slayers and wanted their treasure before it could be used against him. He organized a bunch of kobolds to help him. As they entered the cave though 2 ogres started a running defense.

Overview map

Go in cave, secret entrance to crypt
Crypt



Encounter 1

Description

This cave smells of wet fur.

Encounter:

A dire lion lairs here.

DIRE LION Large Animal

Hit Dice: 8d8+24 (60 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (−1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+17

Attack: Claw +13 melee (1d6+7)

Full Attack: 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake
1d6+3

Special Qualities: Low-light vision, scent Saves: Fort +9, Ref +8, Will +7

Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills: Hide +2*, Listen +7, Move Silently +5, Spot +7

Feats: Alertness, Run, Weapon Focus (claw)

Alignment: Always neutral

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

Traps

None

Secrets

There is a secret door in the area marked S (DC 20 to find). This leads to Encounter 2.

Running this Encounter:

The dire lion in this room is hiding behind a rock. It is waiting for some prey to enter the

cave seeking shelter. It will pounce on something as soon as it is in range.

As the players enter the cave the DM should roll a hide check for the lion and have everyone roll a spot check.

The tactical map goes on this page.

Encounter 2

This room is filled with statues of soldiers. Ten statues clad in armor and holding swords appear to be guarding a pair of massive doors on the eastern wall. There is a passageway to the south.

Encounter:

The statues are actually skeletons.

Human Warrior Skeleton Medium Undead

Hit Dice: 1d12 (6hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 19 (+1 Dex, +2 natural, +2 heavy steel shield, +4 Chain shirt), touch 11, flat-footed 15

Base Attack/Grapple: +0/+1

Attack: Longsword +1 melee (1d8+1/18-20) or claw +1 melee (1d4+1)

Full Attack: Longsword +1 melee (1d8+1/18-20) or 2 claws +1 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks:

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60ft, immunity to cold, undead traits

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1

Feats: Improved Initiative

Alignment: Always neutral evil

Traps

The large doors to the east are locked (open locks DC 25 to open), and fire trapped (search DC 29, disable device DC 29, 1d4+8 points of damage reflex half DC 19).

Secrets

There is a secret door in the area marked S (DC 20 to find). This leads to Encounter 2.

Running this Encounter:

Once the party enters the area the skeletons will start to animate. To save time use the following initiatives: 9, 10, 18, 7, 23, 22, 18, 10, 13, 6.

These creatures attack without mercy. Don't forget damage reduction.

Turning Rules:

Good clerics and paladins can channel positive energy, which can halt, drive off (rout), or destroy undead. Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of

opportunity. You must present your holy symbol to turn undead. Turning is considered an attack. You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

To perform a turning:

1. Turning Check: Roll 1d20 and add your charisma modifier. Look up the number on this table:

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level – 4
1–3	Cleric's level – 3
4–6	Cleric's level – 2
7–9	Cleric's level – 1
10–12	Cleric's level
13–15	Cleric's level + 1
16–18	Cleric's level + 2
19–21	Cleric's level + 3
22 or higher	Cleric's level + 4

2. Turning Damage: If the roll on the turning table is high enough to turn at least one creature, then roll 2d6, add your cleric level and your charisma modifier. That is the total hit dice to turn.
3. Determine Effect: Turned undead flee from the symbol wielder for 10 rounds. If there is nowhere to flee they cower (giving attack rolls a +2, and allowing them no return attacks). If you have twice as many HD as the undead you destroy the undead instead of turning them.

If these skeletons are turned they will run towards the ogres, who will happily smash them to bits.

Damage reduction rules:

The tactical map goes on this page.

Encounter 3

This room needs some work by the DM. The purpose of this room is to provide some roleplay and to provide the heroes with some weapons to help them in the final battle. Adjust the sarcophagi so that they match the player classes.

[# of players] sarcophagi lie in this room.

[Barbarian]

[Bard]

[Cleric]

[Druid]

[Fighter]

[Monk]

[Paladin]

[Ranger]

[Rogue]

[Sorcerer]

[Wizard]

Encounter:

Once the players enter the room the ghosts of the deceased appear.

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Encounter 4

This long corridor seems to be made of worked stone. While there is some dust in the hall the floors seem relatively clear.

Encounter:

A small band of 4 kobolds are here led by a kobold sorcerer.

Kobold, 1st-Level Warrior
Small Humanoid (Reptilian)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14
Base Attack/Grapple: +1/-4
Attack: Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Full Attack: Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +2, Ref +1, Will -1
Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2
Feats: Alertness
Alignment: lawful evil

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies.

A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is nonprehensile. Kobolds wear ragged clothing, favoring red and orange.

A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds.

Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

COMBAT

Kobolds like to attack with overwhelming odds - at least two to one - or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

They begin a fight by slinging bullets, closing only when they can see that their foes have been

weakened. Whenever they can, kobolds set up ambushes near trapped areas.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Kobold, 3rd level sorcerer

Traps

There are a series of simple booby traps here.

A) Alarm: CR 1/2; mechanical device; touch trigger; no reset; bells ring when triggered (nearby enemies make a DC -5 Listen check, modified by distance, to hear the bells); Search DC 15; Disable Device DC 15.

B) Sticker: CR 1/2; mechanical device; touch trigger; no reset; sharp spike (Atk +6 melee, 1d6); Search DC 15; Disable Device DC 15.

C) Tripline: CR 1/2; mechanical device; touch trigger; no reset; trip cord makes a trip attempt as a Medium creature with 14 Strength; Search DC 15; Disable Device DC 15.

Secrets

None.

Running this Encounter:

When the encounter starts have each player roll a spot check against a hide from kobolds. To speed up use a DC 17. The kobolds will wait until the party has set off at least one, preferably all three traps. The sorcerer will try to use his highest level spells first, and will likely be screaming for the Dragon (in draconic).

Tactical Map

Encounter 5

This hallway is dark, although there is the smell of burnt flesh or cloth.

Encounter:

There are 2 ogres here. They have been singed by the dragon.

Ogre

Large Giant

Hit Dice: 4d8+11(15 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16

Base Attack/Grapple: +3/+12

Attack: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)

Full Attack: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +5, Listen +2, Spot +2

Feats: Toughness, weapon Focus (Greatclub)

Alignment: chaotic evil

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

Traps:

None

Secrets:

None

Running this Encounter:

The ogres are expecting an attack, and have decided a full frontal assault is their best option. As soon as they see or hear the party they will charge into combat.

{Ogres are probably not the best here. While they fit the role really well and are iconic and all, they may take away from the dragon as they are also large. Maybe some advanced orcs?}

Encounter 6

The smell of burnt flesh is very strong in this room. You can see daylight on the other side of the giant red reptilian winged beast.

Encounter:

Young Red Dragon

{or Very Young either way need a stat block}

Traps

None

Secrets

None

Running this Encounter

This is it, the big finale! The dragon is arrogant and overly proud. The party will not be able to intimidate it, it however will try to intimidate the party. The dragon should breathe it's fire in the first round. (Then roll a d4 to determine when it can breathe fire next.) After that it should close with the nearest member and full attack. While the outside is easily accessible to the dragon, it believes it is stronger than the party. If the DM is using this to start a campaign the dragon could escape and act as an ongoing foe.

{Ok someone with better tactics should suggest something.}

Tactical Map Goes Here

Conclusion