

THE VALE OF SHADOWS

CRYPT COMPLEX A: THE CRYPT OF WARRIORS

By VJSchiavoni



**A Role-Playing Adventure
for 4 PC's Level 3–5
and experienced DM's**



**Requires the use of the Dungeons
& Dragons® Third Edition Core
Books, published by Wizards of the
Coast, Inc.**

A0. INTRODUCTION

This adventure module requires the use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc.

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The contents of this adventure module detail one of six crypt complexes in the Vale of Shadows (see “Setting” below). A color map of the Vale is included. Future modules (I hope) will detail the other crypts. This crypt complex (“The Crypt of Warriors”) is the first and easiest (Crypt F the most difficult). It is expected to require one session to complete. The entire series will feature Undead. Parties with strong combat and clerical abilities, and a competent rogue, will do best.

The text was written with brevity in mind. Experienced DM's should have little problem filling in the details (dungeon dressing, descriptive details, etc.). Monster statistics are given only for those stats that are different from the MM stats, and have been adjusted to reflect the conditions described. No wandering monsters are specified, nor are they recommended (unless the average Character Level is much higher than 3rd); for outdoor encounters, use the DMG suggestions for random monsters for the given terrain setting (Girallons, Ghosts, Ghouls, Zombies and, of course, Shadows are highly recommended). Use or modify the background described below, or create your own to fit your campaign or taste. All of the material herein is, of course, only suggestive.

Text in **red** is for the players, and includes information that would be immediately obvious to someone approaching or entering the area. Text for the DM is in **black** print, and includes all creatures present (seen or unseen by the players), and their immediate actions, and any additional notes as to the conditions or contents of the area, in the order most likely to be needed; any creatures listed here include those seen by the PC's.

Setting: a remote valley in any jungle/heavily-forested wilderness, preferably far from (current) civilization. The valley is open on the west end – the easiest approach.

DM's Background: Durtbaul the Wicked was a powerful – and wicked – warlord and slum landlord who lived in (*insert name of nearest country*) hundreds of years ago. A servant of Hektor (the local name of Hextor), he mercilessly persecuted the followers of Aerroneous (Hieroneous). Fearful of his mortality, he used his ill-gotten wealth to build a secure resting place for himself and his servants (who have become the undead that guard these crypts). PC's may learn this with a Knowledge (Bardic, History, or Local) check at DC25. Motivation for the PC's to explore these crypts is left to the DM, however, the simplest hooks probably are:

- The PC's have recently learned of the Vale and its background, and are seeking to recover some specific item (DM's call);
- The PC's have recently learned of the Vale and its background, and are seeking to suppress evil on principle;
- The PC's have recently learned of/stumbled across the Vale, and are seeking just to loot the place (my favorite).

General conditions: All walls are of hewn stone. All doors are strong wooden, 2" thick, Hardness 5, hp 20, Break DC25 (barred from inside—no keys), Open Locks DC as noted; all doors open toward the inside (hinges can't be removed). There is no lighting anywhere except in the Entry Corridor (during daylight). The undead guardians will not leave the area that they guard. On the lintel of each crypt are the names of those interred within, in the Infernal language, names such as: The Twins Badaz and Hardaz, Jagaz the Fool, Hirtemal the Cruel, Osama bin Laden, etc. Destroying *all* the Symbols of Hextor in an area will remove the Desecration/Forbiddance/Unhallow effect(s). It is recommended that the PC's (if Good) be given bonus XP's for each Symbol of Hextor that they destroy.

- **Dungeon map file:** WotC Map-A-Week Dungeon1_sw2a_72.jpg (included with notes). The maps are included as packages (in order to keep the file size manageable).
- **Symbols:** ! = DM Info, ⊙ = feature/object, ☞ = monster, ⚠ = trap, 🗡 = item, 💰 = treasure.

THE CRYPT OF WARRIORS

A1. ENTRY CORRIDOR (EL5)

⊙ **On the Lintel, written in Infernal: "CRYPT OF WARRIORS".**

! **Corridor (trapped):** PC's must "run the gauntlet" through the corridor to proceed. They will not be able to see into area **A2** until they're within visual range. Dais w/statue (Golem) is probably the first feature visible approaching from corridor.

⊙ **Plain corridor (3 traps), 100'L.**

⚠ **Traps** (corridor): all mechanical, in order:

- 45' past door: Spear Trap, CR2, +12 melee (1d8/x3), Search DC20, Disable DC20, manual reset;
- 50' past door (extends to 60'): Spiked Pit Trap (20'deep): CR2, falling (2d6) plus 1d4 spikes +10 melee (1d4+2 ea.), Reflex save DC20 avoids, Search DC20, Disable DC20, manual reset;
- 65' past door (5' past pit): Spear Trap (same as 1st spear trap).



A2. ANTECHAMBER (EL4)

⊙ **Plain chamber; on 5 walls: large (3' dia.) painted (cracked & faded) stone reliefs (Hardness 8, hp 15) depict armored hand grasping 2x sheaves of arrows (symbol of Hektor = Hextor, DC5); 2 exits (Lt, Rt).**

⊙ **1 Med Statue (Golem) on dais, as marked.**

☞ **Golem, Stone, Guardian** (see Updated Monsters) animates & attacks.

A3. SHRINE OF HEKTOR (EL4)

⊙ **Door: barred** (simple, Open Locks DC 20).

⊙ **Small chamber; on 2 walls (Lt., Rt.): large (3' dia.) painted (cracked & faded) stone reliefs as above; no exit.**

⊙ **Altar (trapped) in alcove (marked on map), several items on top.**

⚠ **Trap** (Altar, magical): Glyph of Warding, CR2, triggers *Bestow Curse* upon touching any item thereon, -4 enhancement penalty to ATT/DAM/Saves/checks, Will Save DC15 negates, Search DC28, Disarm DC28, CL5, no reset.

! **Unhallowed:** Evil creatures: +2 deflection bonus to AC, +2 resistance bonus to saves, wards against contact by summoned/conjured creatures, CL9.

❗ **Desecrated Shrine:** Turn Undead @ -6; Undead: +2 profane bonus to ATT/DAM/Saves; +2 per hit die, CL3.

🕷️ **1 Shadow** attacks from the shadows (Ha!): 25 hp, AC 14 (=+2 Dex, +2 deflection; AC 15 using Dodge feat), ATT incorporeal touch +5 melee (DAM 1d6+2 temporary strength), Saves F+5, R+7, W+8.

🔪 **Items** on Altar:

- **Book:** "Secrets of the Undead I," contains the Divine spells *Deathwatch*, *Detect Undead* and *Invisibility to Undead*, each useable once per day, as per a scroll; *Caster Level:* 1st; *Prerequisites:* Craft Wondrous Item, *Deathwatch*, *Detect Undead*, *Invisibility to Undead*, Divine spellcaster; *Market Price:* 1500 gp; *Weight:* 3 lbs.
- **Skull** (human; DM: possible goal).

💰 **Treasure** on Altar: 2 golden Candleholders (25 gp ea.), 1 golden bowl (50 gp).

A4. CRYPT (EL2)

🕯️ **Door: barred** (simple, Opn Lcks DC 20).

🕯️ **Large chamber; on 3 walls: large (3' dia.) painted (cracked & faded) stone reliefs as above; no exit.**

🕯️ **6xstone slabs (Rt., Lt., ahead) w/skeletons (w/chain shirts & longswords) on top.**

🕷️ **6 Med Skeletons** on slabs animate & attack, AC17, DAM 1d8 longsword.

🔪 **Items:** 6 longswords, 6 chain shirts.

A5. CRYPT (EL2)

🕯️ **Door: barred** (simple, OL DC 20).

🕯️ **Large chamber; on 3 walls: large (3' dia.) painted (cracked & faded) stone reliefs as above; no exit.**

🕯️ **6xstone slabs (Rt., Lt., ahead) w/skeletons (w/chain shirts & longswords) on top.**

🕷️ **6 Med Skeletons** on slabs animate & attack, AC17, DAM 1d8 longsword.

🔪 **Items:** 6 longswords, 6 chain shirts.

A6. HALL OF WARRIORS (EL4)

🕯️ **Door (trapped on passage side): barred** (simple, OL DC 20).

🕯️ **Plain chamber; on floor: large (12' dia.) mosaic depicts armored hand grasping 2xsheaves of arrows, as above; exits on Rt. & far walls.**

🕷️ **12xmed-size skeletons w/longswords & chain shirts line walls.**

🕸️ **Trap** (mechanical): Hail of Needles CR1, +20 ranged (2d4), Search DC22, Disable DC22, no reset.

❗ **Desecrated:** Turn Undead @ -3; Undead: +1 profane bonus to ATT/DAM/Saves; +1 per hit die, CL3.

🕷️ **12 Med Skeletons** animate & attack: 7 hp; AC 17, ATT MW longsword +2 melee (DAM 1d8+1), Saves F+1, R+2, W+3.

🔪 **Items:** 12 MW longswords, 12 MW chain shirts.

A7. CRYPT OF MASTER DÚNJUN (EL3)

⊙ **Door (trapped): barred** (average, OL DC 25).

⊙ **Small chamber; on 3 walls: large (6' dia.) painted (cracked & faded) stone reliefs as above; no exits.**

⊙ **1xstone sarcophagus (ahead), open (lid off).**

🕸 **Trap** (mechanical): Hail of Needles CR1, +20 ranged (2d4), Search DC22, Disable DC22, no reset.

! **Desecrated:** Turn Undead @ -3; Undead: +1 profane bonus to ATT/DAM/Saves; +1 per hit die, CL3.

🕷 **Hidden in shadows behind sarcophagus: 1 Wight:** 30 hp, ATT Slam +4 melee (DAM 1d4+2 & energy drain), Saves F+2, R+3, W+6; hides & waits for surprise attack.

🔪 **Items in sarcophagus:** chainmail +1; helmet (chased in silver, 25gp); light flail +1; small steel shield +1; bronze plaque (key – needed for Crypt F), about the size of a playing card, about as thick as a domino, notches on one end.

A8. CORRIDOR (EL4)

⊙ **Corridor, 120' L, 10xniches (2 each 20').**

🕷 **Hidden in niches: 10 Med Skeletons** animate & attack (two at a time): AC 17, ATT MW lt. flail +1 melee (DAM 1d8).

🔪 **Items:** 12 MW lt. flails, 12 MW chain shirts.

A9. HALL OF WARRIORS (EL4)

⊙ **Door (trapped on passage side): barred** (simple, OL DC 20).

⊙ **Plain chamber; on floor: large (12' dia.) mosaic depicts armored hand grasping 2xsheaves of arrows, as above; no exits.**

⊙ **Pool of liquid (poisoned) in far corner** (item on bottom – far side, Spot DC30, Search DC25).

🕷 **12xmed-size skeletons w/lt. flails, chain shirts & shields line walls.**

🕸 **Trap** (mechanical): Hail of Needles CR1, +20 ranged (2d4), Search DC22, Disable DC22, no reset.

! **Desecrated:** Turn Undead @ -3; Undead: +1 profane bonus to ATT/DAM/Saves; +1 per hit die, CL3.

! **Poisoned pool:** Depth: 8' in center; Arsenic, Ingested DC13, 1stDAM 1Con, 2ndDAM 1d8Con.

🕷 **12 Med Skeletons** animate & attack: 7 hp; AC 18, ATT MW lt. flails +2 melee (DAM 1d8+1), Saves F+1, R+2, W+3.

🔪 **Items:** 12 MW lt. flails, 12 MW chain shirts, 12 MW small wooden shields.

🔪 **Item** (in pool): bronze plaque (key – needed for Crypt F), about the size of a playing card, about as thick as a domino, notches on one end.

END OF CRYPT OF WARRIORS



UPDATED MONSTER

GOLEM, STONE, GUARDIAN

Med Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0 (Dex)

Speed: 20' (can't run)

AC: 14 (+4 natural)^a

Attacks: 2 Slams +8 melee

Damage: Slam 2d6+5

Face/Reach: 5' x 5'/5'

Special Attacks: Nil

Special Qualities: Construct, energy resistances, *damage reduction 8/—, vulnerabilities

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

Abilities: Str 21, Dex 11, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5–9 (Med), 10–13 HD (Large)

Activity Cycle: Any

Diet: Nil

Frequency: Very rare

COMBAT

A scaled-down version of the usual Stone Golem, with a few changes.

Energy Resistances (Ex): cold, fire, and electrical resistance 20.

***Damage Reduction (Su):** ALL attacks, except those that bypass DR, suffer a DR of 8.

Vulnerabilities (Ex): Can be instantly destroyed by a *Stone to Flesh*, *Transmute Rock to Mud*, *Stone Shape*, or *Dig* spell; *Transmute Mud to Rock* heals all damage.

^a +4 natural for medium animated object.

Based on the Stone Guardian that appeared in the 2E MM.

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MAPS:



ValeofShadows.jpg



VoSCryptA.jpg

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