

THE VALE OF SHADOWS



CRYPT COMPLEX B: THE CRYPT OF HEROES

by VJSchiavoni



A Dungeons & Dragons® Adventure **for 4 PC's Level 6–8** **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 Heroes") is the second (Crypt A is the easiest, Crypt F the most difficult). It is expected to require one (long) or two sessions 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 party Level is much higher than 6th); 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 any additional notes as to the conditions or contents of the area, in the order most likely to be needed; any creatures listed include those seen by the PC's, and their immediate actions.

Setting: 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 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, Local, or Nobility) 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. Except for the entry door, all doors are 2'' thick bronze, Hardness 9, hp 25, Break DC25 (barred from inside—no keys), Open Locks DC as noted. There is no lighting anywhere except in the Entry Hall (during daylight). The undead guardians will not leave the area that they guard. On the lintel of each crypt is engraved 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 Dungeon3_ksy_72.jpg (included with notes). The maps are included as packages.
- **Symbols:**  = DM Info,  = feature/object,  = monster,  = trap,  = item,  = treasure.

THE CRYPT OF HEROES

B1. ENTRY HALL (EL6)

!Warning: This first encounter could be very dangerous for 6th Level PC's. It only makes sense to me that the builders would plan for the only entry to be well-guarded. If you feel that this would be too much for your PC's, reduce this encounter to one Golem, or substitute Gargoyles.


 **Engraving on lintel: "Crypt of Heroes" in Infernal (requires feat/spell to read).**

 **Door, stone (entry): barred (average, Open Locks DC25).**

 **Stairs down into plain chamber; on Lt. & Rt. walls: large (6' dia.) painted (cracked & faded) stone reliefs (Hardness 8, hp 30) depict armored hand grasping 2x sheaves of arrows (symbol of Hektor = Hextor, DC5); 1 exit passage, far wall.**


 **2x Med Stone Statues (Golems) as marked.**

! Door, stone: 4'' thick, Hardness 8, 60 hp, Break DC28.

 **2 Guardian Stone Golems** (see "New Monsters" below) animate & attack.


B2. ANTECHAMBER (EL4)

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

 **Plain chamber; on Lt & Rt. walls: large (6' dia.) painted (cracked & faded) stone reliefs as above; 1 exit passage on far wall.**

 **6x med-size skeletons w/longswords line each wall.**

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

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

 **Items:** 12 ordinary Longswords.

B3. CRYPT (EL6)

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

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

 **3x stone sarcophagi (rt, lt, ahead), open (lids off).**

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

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

🕷 **Hidden in shadows behind sarcophagi: 3 Wights:** 34 hp, ATT +5 melee Slam (DAM 1d4+3 & energy drain), Saves F+3, R+4, W+7; hide & wait for surprise attack.

🔪 **Items** in sarcophagi: 3×MW chainmail; 3×helmet (chased in silver, 25 gp ea.); 3×MW light Flail; 3×MW small steel shield.

B4. CRYPT (EL5)

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

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

🌀 **2×stone sarcophagi, open (Rt, lt).**

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

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

🕷 **Hidden in shadows behind sarcophagi: 2×Wights:** 34 hp, ATT +5 melee Slam (DAM 1d4+3 & energy drain), Saves F+3, R+4, W+7; hide & wait for surprise attack.

🔪 **Items** in sarcophagi: 2×MW chainmail; 2×helmet (chased in silver, 25 gp ea.); 2×MW light Flail; 2×MW small steel shield.

B5. CRYPT (EL6)

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

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

🌀 **3×stone sarcophagi, open (rt, lt, ahead).**

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

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

🕷 **Hidden in shadows behind sarcophagi: 3×Wights:** 34 hp, ATT +5 melee Slam (DAM 1d4+3 & energy drain), Saves F+3, R+4, W+7; hide & wait for surprise attack.

🔪 **Items** in sarcophagi: 3×MW chainmail; 3×helmet (chased in silver, 25 gp ea.); 3×MW light Flail; 3×MW small steel shield.

B6. SHRINE OF HEKTOR (EL7)

🌀 **Doors: barred (average, OL DC 25).**

🌀 **Large chamber; on all 4 walls: large (6' dia.) painted (cracked & faded) stone reliefs as above; 1 other exit on this wall.**




🌀 **Altar (trapped): marked on map, several items on top.**

🕸 **Trap** (Altar, magical): activated by touching Alter or any item thereon: Lightning Blast, CR3, 5'W×50'L (3d6), Reflex save DC13, Search DC26, Disarm DC25, CL5, auto-resets in 10 min.








❗ **Forbidden:** entire room, as per spell, Alignment LE, CL11.

❗ **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.

-  **3 Shadows** attack from the shadows (Ha!): 25 hp, AC 14 (=+2 Dex, +2 deflection; AC 15 using Dodge feat), ATT +5 incorporeal touch (DAM 1d6+2 temporary strength), Saves F+5, R+7, W+8.
-  **Item** on Altar: Adamantine Dagger.
-  **Treasure** on Altar: 2 golden Candelabras (100 gp ea.), 4 blocks Incense of Meditation.



B7. HALL OF HEROES (EL4)

-  **Doors** (trapped on passage side): **barred** (simple, OL DC 20).
-  **Plain chamber; on floor: large (12' dia.) mosaic depicts armored hand grasping 2x sheaves of arrows, as above; exits on all walls.**
-  **4x med-size skeletons w/longswords & chain shirts line each wall.**
-  **Trap** (both doors, magical): Glyph of Warding, CR2, electrical blast (2d8) 5' rad from target, Reflex save DC15 (½ DAM), Search DC28, Disarm DC28, CL5, 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 +1 melee MW longsword (DAM 1d8+1), Saves F+1, R+2, W+3.
-  **Items:** 12 MW longswords, 12 MW chain shirts.







B8. CRYPT (EL6)

-  **Door** (trapped): **barred** (average, OL DC 25).
-  **Plain chamber; on 3 walls: large (6' dia.) painted (cracked & faded) stone reliefs as above.**
-  **3x stone sarcophagi, open (rt, lt, ahead); no exits.**
-  **Trap** (mechanical): Hail of Needles CR1, +20 ranged (2d4), Search DC22, Disable DC22, no reset.
-  **Desecrated Shrine:** Turn Undead @ -6; Undead: +2 profane bonus to ATT/DAM/Saves; +2 per hit die, CL3.
-  **Hidden in shadows behind sarcophagi: 3x Wights:** 34 hp, ATT +5 melee Slam (DAM 1d4+3 & energy drain), Saves F+3, R+4, W+7; hide & wait for surprise attack.
-  **Items** in sarcophagi: 3x chainmail +1; 3x helm (chased in gold, 75 gp ea.); 3x Lt Flail +1; 3x sm steel shield +1.

B9. ALCOVE (EL6)

-  **Empty** (trapped).
-  **Trap** (mechanical): Spiked Pit (20' deep), CR2, falling (2d6) and 1d4 spikes +10 melee (1d4+2), Reflex save DC20 avoids, Search DC20, Disable DC20, manual reset.

B10. HALL OF TROPHIES (EL8)

-  **Door** (trapped, room side): **barred** (average, OL DC 25).
-  **Plain chamber; on 2 walls: large (6' dia.) painted (cracked & faded) stone reliefs as above; on floor: large (12' dia.) mosaic as above; no exits.**
-  **Life-size & life-like statues of Dire Wolf, Girallon, Otyugh, Xorn (minor).**
-  **Trap** (magical): Glyph of Warding, CR2, electrical blast (2d8) 5' rad from target, Reflex save DC15 (½ DAM), Search DC28, Disarm DC28, no reset.
-  **Dire Wolf, Girallon, Otyugh, Xorn (minor):** in *Temporal Stasis*; animate & attack. **NOTE:** cannot be harmed while in *Stasis*.
-  **Treasure:** pelts of monsters, 2d4x100 gp each.


B11. TREASURE VAULT (EL8)


- ❗ **Corridor (trapped):** PC's must "run the gauntlet" through the corridor to reach the room. The features listed below, that they can see, will be limited by their position. Pedestal is probably the 1st feature visible approaching from corridor.
- ⊙ **Door (trapped):** **barred (average, OL DC 25), opens onto 40' L. corridor (3 traps).**
- ⊙ **Plain chamber; on wall: 3xlarge (6' dia.) painted (cracked & faded) stone reliefs as above; on floor: large (12' dia.) mosaic as above; no exits.**
- ⊙ **Pedestal in center of room w/small stone on top (trapped).**
- ⊙ **3 chests around perimeter (trapped; can't be seen from corridor).**
- 🕸 **Trap** (on door, magical): Glyph of Warding, CR2, electrical blast (2d8) 5' rad from target, Reflex save DC15 (½ DAM), Search DC28, Disarm DC28, CL5, no reset.
- 🕸 **Traps** (corridor): all mechanical, in order:
- 15' past door: Spear Trap, CR2, +12 melee (1d8/x3), Search DC20, Disable DC20, manual reset;
 - 20' past door (extends to 30'): Spiked Pit Trap (40' deep): CR3, falling (4d6) plus 1d4 spikes +10 melee (1d4+4 ea.), Reflex save DC20 avoids, Search DC20, Disable DC20, manual reset;
 - 35' past door (5' past pit): Spear Trap (same as 1st spear trap).
- ❗ **Forbidden:** entire room, as per spell, Alignment LE, CL11.
- 🕸 **Trap** (pedestal, mech.): removing, or replacing the **Item** on the pedestal activates (where corridor enters room) a Falling Block Trap: CR5, +15 melee (6d6), Search DC20, Disable DC25, affects 10x10 area, no reset.
- 🕸 **Trap** (chest #1, mechanical): Poison Needle, CR3, +8 melee touch (1 hp plus Shadow essence poison, Injury DC 17, 1stDAM 1Str permanent, 2ndDAM 2d6Str temp), Search DC22, Disable DC20, no reset.
- 🕸 **Trap** (chest #2, mechanical): Poison Gas, CR5, Insanity Mist (Inhaled DC15, 1stDAM1d4 Wis temp, 2nd DAM2d6 Wis temp), Search DC21, Disable DC25, no reset.
- 🕸 **Trap** (chest #3, mechanical): Poison Needle, CR3, +8 melee touch (1 hp plus Deathblade poison, Injury DC 20, 1stDAM 1d6Con temp, 2ndDAM 2d6Con temp), Search DC22, Disable DC20, no reset.
- 🔪 **Item** on pedestal: large, polished agate (Stone of Luck).
- 💰 **Treasure** in chests: Chest#1 10,000cp, 4,000 sp, 500 gp; Chest #2 Assorted jewelry, 1d4x10 items, including a Periapt of Wisdom +2, use DMG **Table 7-6: Art Objects** to determine value; Chest #3 Assorted Art Objects, 1d4x10 items, including a Scarab (Golembane, Stone).


B12. CRYPT OF THE SCOURGE HURRENDUS (EL8)


- ❗ By now the PC's should be a) sick of hacking up wights, and b) expecting 3 wights to be in the next room. Time for some fun...
- ⊙ **Door (trapped):** **barred (average, OL DC 25).**
- ⊙ **Plain chamber; on walls: 3xlarge (6' dia.) painted (cracked & faded) stone reliefs as above; no exits.**
- ⊙ **Stone table on Lt wall (trapped), book (trapped) on top.**
- ⊙ **Stone font on Rt wall (trapped).**
- ⊙ **1xstone sarcophagus, far wall, closed (trapped).**
- 🕸 **Trap** (on door, magical): Glyph of Warding, CR2, electrical blast (2d8) 5' rad around target, Reflex save DC15 (½ DAM), Search DC28, Disarm DC28, CL5, no reset.
- ⊙ **Alarm** spell cast on room activates on entry, and **Magic Mouth** on door says loudly "Alert! Intruders, step away from the door!" in an ancient language, repeats 3x then stops; both reset in 10 min; for scare purposes only.
- ❗ **Desecrated Shrine:** Turn Undead @ -6; Undead: +2 profane bonus to ATT/DAM/Saves; +2 per hit die,


CL3.

 **1 Wraith** will hide and wait for an opportune time to attack with surprise: 37 hp, ATT incorporeal touch +7 melee (DAM 1d4+2 and 1d6+2 perm Con drain), Saves F+3, R+6, W+8.


 **Trap** (on table, magical): Glyph of Warding, CR2, triggers *Blindness* upon approach within 5', Fort Save DC15 negates, Search DC28, Disarm DC28, CL5, no reset.

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

 **Trap** (on font, magical): Glyph of Warding, CR2, triggers *Contagion* (Shakes) on touch (DAM 1d8 Dex, Fort Save DC13), Fort Save DC15 negates, Search DC28, Disarm DC28, CL5, no reset.

 **Book** on table: "Secrets of the Undead II," contains the spells *Death Knell*, *Gentle Repose* and *Lesser Restoration*, each useable once/day, as per a scroll; *Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, *Death Knell*, *Gentle Repose*, *Lesser Restoration*, Divine spellcaster; *Market Price*: 9,000 gp; *Weight*: 3 lbs.

 **Trap** (on sarcophagus, magical): Glyph of Warding, CR2, triggers ? (?) on touch (DAM 1d8 Dex, Fort Save DC13), Fort Save DC15 negates, Search DC28, Disarm DC28, CL5, no reset.

 **Items** in sarcophagus: +2 light flail; helmet (chased in gold, silver & gems, 500 gp); chainmail +1; small steel shield +1, golden Holy Symbol of Hektor (50 gp in wt).

B13. CRYPT OF LORD NUMNÜTZ THE CRUEL (EL8)


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

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


⊙ **Chest on Lt wall (trapped).**


⊙ **Chest on Rt wall (trapped).**


⊙ **1xstone sarcophagus, far wall, closed (trapped).**


 **Trap** (on door, magical): Glyph of Warding, CR2, electrical blast (2d8) 5' rad around target, Reflex save DC15 (½ DAM), Search DC28, Disarm DC28, CL5, no reset.


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

 **1 Spectre** of Lord Numnütz, will hide and wait for an opportune time to attack with surprise: HD 7d12+14 (59hp), ATT Incorporeal touch +8 melee, DAM Incorporeal touch 1d8+2 and energy drain, Saves F+4, R+7, W+9.

 **Trap** (chest #1, mechanical): Poison Needle, CR3, +8 melee touch (1 hp plus Shadow essence poison, Injury DC 17, 1stDAM 1Str permanent, 2ndDAM 2d6Str temp), Search DC22, Disable DC20, no reset.

 **Trap** (chest #2, mechanical): Poison Needle, CR3, +8 melee touch (1 hp plus Deathblade poison, Injury DC 20, 1stDAM 1d6Con temp, 2ndDAM 2d6Con temp), Search DC22, Disable DC20, no reset.

 **Trap** (on sarcophagus, magical): Glyph of Warding, CR2, triggers ? (?) on touch (DAM 1d8 Dex, Fort Save DC13), Fort Save DC15 negates, Search DC28, Disarm DC28, CL5, no reset.

 **Items** in sarcophagus: +2 light flail; helmet (chased in gold, silver & gems, 500 gp); breastplate +1; large steel shield +1.

💰 **Treasure** in chests: Chest#1 1,000cp, 400 sp, 50 gp; Chest #2 1d4x10 Assorted Art Objects, including a bronze key, use DMG Table 7-6: Art Objects to determine value.

END OF CRYPT OF HEROES

D&D 3RD EDITION®

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):** Normal weapons suffer a DR of 20. **ALL** attacks, except those that bypass DR, suffer a DR of 8. *These DR's overlap; they do not stack.*

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 which appeared in the 2E MM.

MAPS:



ValeofShadows.jpg



VoSCryptB.jpg

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