

Vault of Kraal

An adventure for 11th level characters.

How To Play

This five-encounter adventure is intended to be played in a single session using four or five level 11 characters either created by the players or using the level 11 pregenerated characters found at:

<http://www.wizards.com/default.asp?x=dnd/charactersheets>

This adventure uses two-sided map from the "Pyramid of Shadows" adventure.

This adventure assumes no extended rests. When the adventurers attempt to rest, they are harried by hordes of skeletons or wraiths. They are able to fight off these hordes without losing resources (no combat is required) but it prevents them from any meaningful rest.

Life in the kingdom of Talemvor was green and beautiful until the dwarves in the mountains dug too greedily and too deep. They uncovered something, an ancient evil that poisoned the land and spread a cloud of blackness to the far reaches. Creatures from the black pits of nightmare ravaged the land.

Only a small band of adventurers, heroes who traveled the world and returned hoping for an easy retirement and finding only death and horror, dare to step into the heart of darkness and root out this evil once, and for all.

Encounter 1: The Guardians of the Vault

Mount Talon stands in front of you like a claw of an ancient dead god. Hordes of the undead army lay slain at your back all of them whispering "Kraal" with their last cry. An icy cavern leads to a barrier of twisted steel and arcane etched stone now blocks the entrance to the dwarven vaults. Undead horrors, powerful guardians of the ancient ruler of these halls, stand in your way.

Monsters: 2x Skull Lords (MM 236), 3x Battle Wight Commander (MM 262)

Map: Ice cavern map. The PCs begin on the treasure pile. The two Skull Lords stand on the two farthest icy pillars (DC20 athletics or acrobatics to get on top). The three battle wight commanders begin between the second two pillars near the door.

Encounter 2: Cracking the Vault

The doorway to the vaults below Mount Talon stands in front of you. Twisted spikes of enchanted steel and huge blocks of arcane stone stand in the way. Intricate symbols swirl on the stone. Only your wits will allow you to pass.

Skill Challenge: 6/3

Base DC: 18

Primary Skills: Dungeoneering, Religion, Arcane, Insight, Athletics, Endurance

Success: Gain an additional Action Point

Failure: Lose two healing surges

Encounter 3: The Inner Sanctum

The smell of death, rot, and decay assail you as you enter the vaults of the dwarves. A large chamber once served the dwarf king as an audience hall, now the bones of a thousand dead dwarves decorate the grim room. A large figures wrapped in ancient rags move towards you flanked by two skeletons with four scimitar-wielding arms.

Monsters: Mummy Lord (MM 192), 2x Skeletal Tomb Guardians (MM 235)

Map: Bone hall. The PCs begin at the door opposite of the bone stairs. The Two mummies begin on each side of the doorway. The ghouls stand to either side of the stairs and wait for the mummies to engage first.

Encounter 4: Throne of Kraal

The dwarven catacombs lead to the breach into the ancient vaults that had been better left undisturbed. Climbing a rope down into the darkness, you follow the halls of the vaults to a stairwell leading to a series of adorned rooms. You hear a roar echoing in one hall and the crackling laughter of ancient insanity echoing in another. Kraal the Lich King hunts you.

Monsters: Lich (Human Wizard) (MM 176), Flesh Golem (MM 142)

Map: Blue Platform map. The PCs begin at the center stairwell. The Lich begins on the center platform. The golem begins in the alcove opposite the back wall of the stairwell. Do not place the lich or the golem on the map until the PCs see them. The lich and the golem have spent centuries in these halls. They are aware of every step the PCs make, but the PCs are not aware of their enemies until they come within sight. The lich uses his golem to engaged before using his own hit-and-run tactics.

Encounter 5: The Phylacteries

Two large balls of energy encased in orbs of glass contain the life-force of the lich. Only your skills can help you break the powers of these terrible vessels.

Skill Challenge: 6 successes before the party loses all surges.

Base DC: 21

Primary Skills: Endurance, Athletics, History, Arcana, Religion, Dungeoneering, Heal

On failures, the character attempting the skill check loses one healing surge. If a character is reduced to 0, they fall unconscious. If the entire party loses consciousness this way, they are defeated. Kraal reforms in 10 days, turns the party into battle wraiths and skull lords, and continues his conquest.

On success:

With your final bout of determination, the orbs shatter into millions of pieces. White energy explodes outward and in the back of your mind you hear the voice of Kraal screaming. Instantly you feel the black cloud of undeath rise up from the land around you. Once again Talemvor is free.