



OP19 – KALAR'S CRYPT

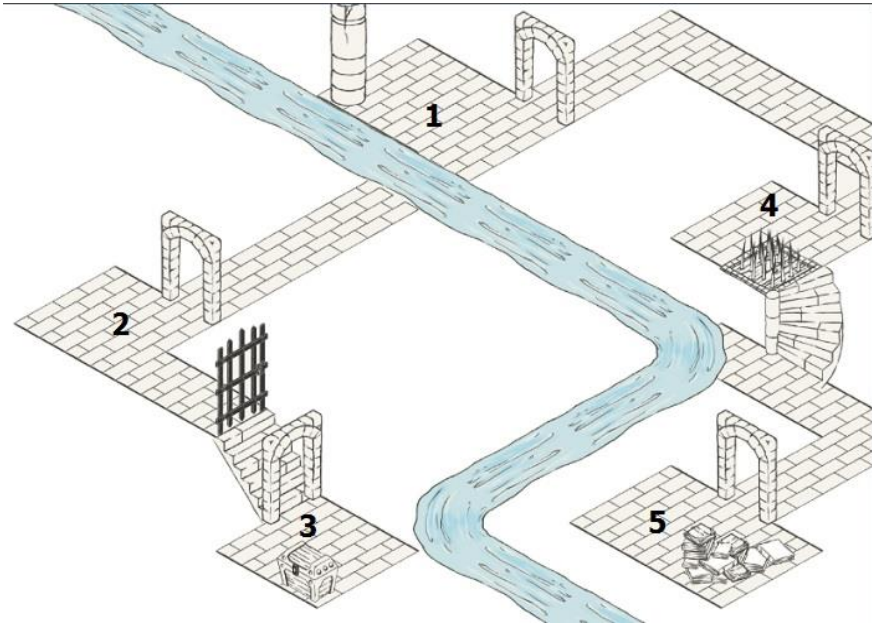
An Adventure in Filbar™

You and your associate have discovered the recent rains have opened a sinkhole into an old chamber. Does the room hold lost wealth? Powerful magic? Only a dungeon delve will uncover those answers!

A scenario for a two, 2nd level PCs & a DM for 5th edition rules!

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OP19 – KALAR’S CRYPT



Player’s Info: The region has been inundated by heavy rains recently but it has uncovered a strange sinkhole leading to an old stone room. Seeking fame and fortune, you and your best friend gear up to investigate!

DM Info: The monsoon rains have created swollen rivers and dismal conditions, but it has also weakened a section of a forgotten crypt belonging to the warlord Kalar. The 2 PCs will have obtained the information from a young shepherd boy that lost a member of his flock to the sinkhole. The flood waters has also cut through a Bullywug clan and the crypt itself cutting off several chambers. The years, and environment, have not been kind to the old crypt and there is a great deal of smelly mold covering the walls, ceiling, and floor of the old tomb. This scenario was designed to be a short, side quest for a pair of 2nd level players from the 5th edition ruleset. It can be easily altered for different rulesets.

- 1. Entry** – After following the directions given by the young shepherd, the PCs will find the sinkhole. Once visual acuity has been obtained, the adventurers will spot a dead sheep lying on the floor of a mud covered cobblestone chamber. A pillar will be close to the opening and may be used to climb down safely. A **Swarm of Insects** is feasting on the corpse and will need to be dealt with to continue exploration. A fast moving stream blocks the western chambers and a DC13 vs. Dexterity will be required to cross it with a failure landing them between chamber #4 & #5 after suffering 1d6 of damage. **Swarm of Insects** AC12 HP25 D+3 4d4 (bite) -4/+1/-0/-5/-2/-5 The pillar will outline the heroic deeds of “Warlord Kalar” several centuries earlier.
- 2. Antechamber** – Heavy strands of spider webs will be present in this room along with several mummified bodies. It is currently home to a pair of **Shadows** that will emerge from two of the mummies when examined. Once the undead have been defeated, the PCs will locate a copper key that will allow passage through the copper portcullis (100gp value). **2 Shadows** AC12 HP16 D+4 2d6 +2 (necrotic) lose 1d4 Strength points until next short rest -2/+2/+1/-2/-0/-1
- 3. Kalar** – This small chamber has a carving on the wall above a small alcove stating “Kalar”. Inside the alcove are the remains of the fabled warlord in a gold gilded pot worth 75gp. A wooden trunk sits on the floor of a sidewall and is unlocked. Inside the trunk, are several items including **Animated Armor** and a pair of **Flying Swords**. These three items will animate and defend the trunk until defeated. Resting at bottom of the trunk is a +1 buckler shield, and a leather eyepatch that holds a Gem of Seeing. Each of the animations will have a 25gp gemstone for the taking upon defeat. **Animated Armor** AC18 HP33 D+4 1d6 +2 (slam) +2/+0/+1/-5/-4/-5 and **2 Flying Swords** AC17 HP17 D+3 1d8 +1 (long sword) +1/+2/+0/-5/-5/-5
- 4. Webbed Chamber** – The tunnel leading to this chamber had a high density of cobwebs but this room is coated in the sticky strands. The easiest way to clear the room is through fire. This approach will cause the Giant Spider to burst through the entry way and gain advantage on initiative. If the party attempts to move through the strands, they will automatically be attacked the first round and then the creature will roll advantage (initiative) on the succeeding round. There is also a pressure plate trap that will cause 1d6 +2 if a DC17 vs. Investigation is missed. Among the broken urns is a copper necklace with agate stones worth 50gp. **Giant Spider** AC14 HP26 D+5 1d8 +3 (bite) & DC11 vs. Constitution or 2d8 poison (save for half) +2/+3/+1/-4/+0/-3. Can shoot web +5 requiring struck target to DC12 vs. Strength or be captured.
- 5. Repository of Knowledge** – This room is in poor condition and appears to have suffered from environmental shifting. Broken shelves housed books and scrolls that are now piled on the floor. Searching the damage are six, small amphibians armed with crude spears. If the adolescent **Bullywug** can be defeated, the moldy papers can be searched and an ivory scroll case containing 2 first level mage spells and one 2nd level spell will be located. The case is worth 40gp. **Bullywug (6)** AC14 HP15 D+3 1d4 +1 (bite) and +3 1d6 (spear) +2/+2/+1/-1/-0/-1