

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Tomb at the Dragon's Spine

Mini-Adventure WS1.6

by Scott Taylor

Tomb at the Dragon's Spine is a companion adventure made to go along with the events unfolding during the middle sections of Folio #14. It is designed for 1E & 5E mechanics and is for characters levels 1-3. It contains the information needed to run a side adventure during the Isle of Jade.

Many centuries ago, in an age forgotten, the last of the great sea dwarf masons died on the Isle of Jade after helping construct some of the final Corsair structures the world will ever see. Now, his tomb rests on the heights of the Dragon's Back, and evil has crept into the tomb. Only the brave few might now pass the threshold for the treasures that certainly lay within.

TOMB AT THE DRAGON'S SPINE

A mini-adventure for use with *The Isle of Jade*
Characters Levels 1–3

Dungeon Master Notes

This adventure is meant to provide a bit of experience for players before entering into the heart of the Folio #14 adventure. It will also provide a few small magic items as well as a map that could be put to use much later in the *White Ship Campaign*. When running this one, be sure to remember this is a tomb, and that a certain ‘horror factor’ can be played up once inside.

- 1. Primary Purpose:** Introduce the characters to the ancient society of sea dwarves as well as gaining experience and magic.
- 2. Secondary Purpose:** Provide the characters with a map that will be of great use to them much later in the *White Ship* campaign.
- 3. Time for running:** This mini-adventure is meant to be run **AFTER** the events of the abandoned Amazonian tower in the initial stages of the Folio #14 module.

All ‘grey blocks’ are for 5E conversions in this section.

The Dragon’s Back

Many are the legends of the ‘Dragon’s Back’, a high chain of volcanic mountains that snakes like a serpent around the inlands of the Isle of Jade. Whatever may or may not be true concerning their creation, one thing is certain, they are a hard barrier against those who wish to enter the more remote areas of the isle. One single pass is known to the villagers of the island, and it runs up a deep water cleft that is home to rockslides and other natural obstacles. It is also a place of beauty with towering waterfalls, impressive rock faces set with dangling vegetation, and all manner of small and colorful wildlife. Still, crossing is not easy, and anyone making the climb over the pass is likely to meet challenges, the worst of which is the ancient Tomb of the Sea Dwarf. Located in the crux of the pass, at the highest elevation, this small tomb has been readily avoided by the Amazons who once passed over the Dragon’s Back regularly to their southernmost garrison tower. Those moving over the heights might even miss it if not careful, as the old plinths have fallen away and the tumultuous nature of the island’s tectonics have shifted much of the above ground structure until it is now just a dark mass to the east of the main path. However, those with ties to magic will certainly feel a shift in the air and the nature of darkness lurking in the stones in that direction.

Running Combat

This adventure will be the most direct of the Folio #14 minis in that it is a straight dungeon delve, and a perfect way to test the skills of your young party, especially the piety of their holy persons and the wit of their rogues.

Telling the Story

There isn't a great deal of upfront story to be told here, but there are bits and pieces of a greater history that can be pieced together in each room of the dungeon. Once translated, it becomes an interesting tapestry of knowledge the players could lean on at a later time, so keep this in mind.

Set up from the Tomb

During the journey up the Dragon's Back, you can make it clear that the path is very ancient, and that the work involved in its creation is solid. Dwarven characters can determine that the stone steps, platforms, and arches across waterfalls are of dwarven make, although they will not be familiar with any clan marks they might discover. It should be the same with the tomb once it is discovered.

'There is a presence here, not something palpable, but an ancient aftereffect that pervades the very stonework of the hills. Crumbling stairs, moss-covered arches, and cleverly disguised passes around perilous rock faces and towering waterfalls seem to

greet you at every turn. One thing is clear, whoever created this pass knew the subtleties of stone and kept their secrets well.'

THE TOMB

Atop the final rise, on a small plateau of stone flanked by the jagged peaks of the 'Back', an overlook allows for views of both the south island swamps and the lakes and jungles of the interior. Here, amid the old stone, the sea dwarf refugee of old Uthoria made his tomb. Now, after centuries of wear and volcanic aftershocks, it looks more like the mountain than what he created, and yet his excellence at working stone remains in the tomb that is relatively unchanged.

'Frost holds heavy to the dark earth along the bluffs to the east. There, amid a collection of tumbledown stone, the remains of several ancient plinths stand at odd angles. Somewhere beyond, a darkness lurks in the mists that collect amongst the stone.'

1.

The Entry Passage

Stone doors, carved in relief with dwarves and waves, give way to the icy air of the interior. Here, a long hall stretches out, fifteen feet high and forty feet deep until the light of the exterior fades into darkness.

The doors are not locked, but a successful Open Doors check is required to push the stone slabs apart [DC 14 Strength]. There are two torch sconces just inside the door that still hold unlit torches. Otherwise, just the tendrils of blue-white frost are of note within the entry.

Twenty feet into the hall, a giant scythe blade trap awaits unwary intruders. It will slash out, doing 1d10 points of damage to anyone within a 10' area of the eastern wall. A Search check, 2 in 6 [DC 15 Perception], will reveal the trap, as will a Detect Traps if a thief is present. The trap cannot be disarmed, but the pressure plate that activates it can be avoided once it is detected.

2.

The Grand Hall

Rising another ten feet above the height of the entry hall, this grand hall runs eighty feet to a set of bronze double doors set in the north wall. Four halls, two east and two west, lead into darkness at intervals, and a great carving of a hammer has been set into the floor with jade blocks.

A Detect Magic will produce a glow from the stones that make up the jade hammer in the floor. Otherwise, a thief detecting traps can discern something 'not right' about the stones [DC 15 Perception]. If the stones are touched, a grating sound will be heard from above, and 10 skeletons will drop into the chamber, their first attack doing double damage as they swing at the characters during their fall.

10 Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1–8 (Longswords), ½ damage vs. blades, ¼ damage vs. piercing]

TREASURE

ONE OF THE SKELETONS HAS A JADE NECKLACE THAT HAS THE POWER TO DIMENSION DOOR 1/DAY.

10 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +1, #AT 1, Hit +4, Dam Longsword 5 (1d8+2), Vulnerability (bludgeoning)]

3.

The Chamber of Hammers

The smell of oil is heavy in this room as you enter. Three chests rest against the western wall, two open and one closed.

The sea dwarf locked three shadows in these chests. Over the centuries two chests have been opened and the shadows released, the third shadow still lurking within the last closed chest. The chest is locked [DC 13], and the shadow will slither forth to attack whoever opens the chest.

Other than the chests, which are filled with bottles of weapon oil, there is nothing in the room. However, one of the oil bottles holds a magical 'Oil of Combat', which when placed on a metal weapon will enchant it to a +2 bonus for 5 rounds. There is enough oil for 3 applications (double that for arrows or bolts).

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2–5 (Touch), Target takes damage in Strength points only. +1 or better weapon to hit.]

TREASURE

NONE

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce targets Strength by 1d4]

4.

The Hall of Waves

Giant waves, similar to those on the entry door, decorate the walls of this chamber. Frost hangs heavy here and your breath can be seen as it slips from your lips. Two halls, one to the east and one to the south, exit from this chamber.

Other than the dropping temperature, there is nothing in this chamber.

5.

The Coral Chamber

The walls of this room are decorated with a painted relief of deep azure, and coral has been placed along the floor to give it the effect of stepping into the ocean.

One of the shadows from the chests in the Chamber of Hammers has taken up residence

here, and will slither across the floor through the coral to attack.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2–5 (Touch), Target takes damage in Strength points only. +1 or better weapon to hit.]

TREASURE

NONE

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce targets Strength by 1d4]

6.

The Chamber of the Broken Blade

A single raised dais stands in the center of this room. Upon it a broken blade, likely that of a short sword, rests.

The blade was once a +4 Short Sword called ‘Narwallan the Dark Tide’, but now acts as a +1 Dagger. If taken and re-forged (by a highly skilled bladesmith), it will return to its original form and enchantment.

7.

The Hall of the 5 Kings

Five stone crowns, half the size of a man, have been carved into the stone walls of this room. Dwarven runes, including names and histories of ancient kings, are listed below each crown.

There is a trap laid into the floor of this room which will release a 'frost gas' that will do 3d4 damage to everyone in the room if triggered. A thief can detect the trap [DC 14], as well as disarm it if so desired.

At the pinnacle of each crown a gem has been placed, each worth 50 GP.

8.

The Chamber of Ingots

This odorous chamber is dominated by a large, nine feet by eight feet, pile of rusting iron ingots, each the size of a housing brick.

The smell is from an Amazonian ghoul, one of the warrior women who chose to prove herself many centuries ago only to end up being turned by the inhabitants of the tomb. Anyone approaching the pile will disturb her, and she will rush to attack.

1 Ghoul [AC 6, HD 2, HP 16, #AT 4, D 1-3/1-3/1-6 (Claw/Claw/Bite/Bite), Paralyzation]

TREASURE

BOOTS OF SPEED

1 Ghoul [AC 12, HD 5d8, HP 22, Initiative +2, #AT 2, Hit +2 (+4 Claws), Dam Bite 9 (2d6+2), Claw 7 (2d4+2), Multiattack, Paralyzed (DC 10 Constitution)]



9.

The Grand Receiving Chamber

Great bronze doors, each set with the bearded face of a dwarf, stand before you.

The doors are locked **[DC 15]**. Once opened, you can read the following.

A grand chamber opens before you, the vault some twenty five feet high and pinpricked with a thousand holes that allow light from the outside to shine through like a constant star-scape. On the northern wall a great throne has been recessed into the wall, and upon it, surrounded by skulls and weapons, is the corpse of a mighty dwarf, still in his armor.

This is, of course, the skeleton of the old sea dwarf Olrik, who helped build the structure of the Corsair society below. If he brought the curse of undeath upon himself or if it was laid here by some other dark force is unknown, but it enchants him still with undead power.

1 Greater Skeleton [AC 6, HD 9, HP 56, #AT 2/1 (+2 to hit), D (1-8)+4, ½ damage slash, ¼ damage piercing]

TREASURE

MACE +2, DWARVEN CHAIN +1

1 Greater Skeleton [AC 14, HD 9d10+18, HP 67, Initiative +2, #AT 2, Hit +7, Dam Mace 10 (1d8+4), Vulnerability (bludgeoning)]

10.

The Sacred Forge

A large forge, cold from ages of disuse and fingered with frost, stands in the northwestern side of this chamber. An anvil rests at the room's center, and a single chest is housed against the southwest wall.

This was the old forge of Olrik, and although he was better known as a stonemason, he was still adept at his forging. There are no enemies in this room, and the chest is locked **[DC 14]** but not trapped. Inside are the trappings of Olrik's smith career that will provide anyone using them with added bonuses to smithcraft (this can be at the DM's discretion). If sold to a smith, they would likely fetch up to 1000 GP, weighing only a quarter of that in encumbrance.

11.

Olrik's Throne

This large seat has been fashioned from dark volcanic stone, coral, and jade. It rests on a small platform flanked by two stone monoliths that are covered in old cobwebs.

Directly behind the throne is a heavy iron chest. It is locked [DC 14] and trapped [DC 15] with an acid jet that will inflict 3d4 damage as well as causing a permanent loss of 1 point of Charisma due to burning flesh (unless healed via magic immediately) to anyone who opens it.

Inside the chest are 200 platinum pieces minted in old Uthoria, as well as a Lantern of the Deep, which is an enchanted lantern that will not go out if submersed.

Also, lurking behind the throne is the final shadow from the Chamber of Hammers. It will wait for someone to begin working on opening the chest and then attack from behind.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2–5 (Touch), Target takes damage in Strength points only. +1 or better weapon to hit.]

TREASURE

NONE

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce targets Strength by 1d4]

12.

Well of Deep Water

This chamber opens up to reveal a large fountain dripping icy cold water into a pool below. Several hundred silver coins have been scattered around the pool below the surface.

This is a magical fountain, and any dwarf who drinks from it will gain a permanent point of Strength and Constitution. However, any non-dwarf doing the same will lose 1 point from a random ability score permanently.

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