

# 5E TOMB OF THE GRAVE KNIGHT

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**FIFTH EDITION COMPATIBLE**

Seek out a cursed tomb and defeat the horror within in this 5th-level adventure for the world's greatest roleplaying game

# The Tomb of the Grave Knight

## Background

In ancient times, the land was ruled by an evil king named Zagren the Ruthless. When he was eventually overthrown, he was buried with his closest allies in a tomb built to hold his rage forever. Over the centuries, tales of his brutality faded into myth, and became nothing more than ghost stories to tell misbehaving children. He would have been lost to the annals of history had it not been for his overwhelming and deep seated anger. That rage corrupted his soul and those of his allies turning them into undead horrors. Now, the undead king stirs in his tomb. His knights roam the land raising the dead as soldiers and preying on the living wherever they might meet. Unless someone defeats Zagren once and for all, darkness will consume the land.

## Adventure Hooks

**Treasure Map.** The characters discovered a map that supposedly leads to the resting place of an ancient king.

**A King's Plea.** The characters heard of the darkness spreading across the land and answered the king's call for help.

**Cold Hard Coin.** The characters heard of the reward being offered to whoever could banish the undead from the land and plan on collecting.

## The King's Court

The halls of King Fulgrim are lined with tapestries depicting his family's great victories in wars past. The king himself sits on a throne of iron with golden accents. Despite his station, he wears practical armor and carries a beautiful blade. "Greetings adventurers. I am glad to see that you've arrived safely in these troubling times. The dead walk the land and assail the living. I've sent my best men to investigate the undead incursion, but none have returned... not alive anyway. My court wizards have determined that the source of the necromantic energies at work is an ancient crypt deep in the wilderness. I would ask you to travel there, find whoever is responsible for this, and bring me their head. For this task I can offer you 1,000 gold pieces. What say you?"

The characters are welcome to haggle for more money or provisions. King Fulgrim will agree to provide them with rations and travelling gear if they request it. If they want more money they'll need to succeed on a DC 15 Charisma (Persuasion) check. If they do, the king will go up to 1,250 gp.

Once the party agrees to a price and gets outfitted properly, they're free to start the journey to the tomb.

## On the Road

As the party travels the road from the king's castle to the forest's edge that leads to the tomb, they see the destruction being wreaked by the undead soldiers. Bodies lie by the side of the road, the stench of death fills the air, and the towns and villages they pass through are mostly abandoned as everyone has sought shelter in the cities from the undead hordes.

## Graveyard

Ahead, a graveyard can be seen through the mist. Silhouettes humanoid in shape move about and it seems as though they're carrying tools and lights.

**Encounter: Graverobbers.** The men are a gang of bandits that have come to rob the graves of the recently risen dead. They consist of a **bandit captain**, his pet **blood hawk**, two **thugs** handling two **mastiffs**, two **Scouts**, and three **Bandits**. They accost the characters as soon as they see them and try to extort them. The ruffians are not looking to die. They'll surrender or flee if the fight doesn't go their way.

**Treasure: Pilfered Loot.** The bandit captain has a fancy silvered scimitar. The group as a whole has 79 gp, 125 sp, and 465 cp.

## End of the Road

The road ends here at the edge of a vast forest. No signs of animal life can be heard. Suddenly, a twig snaps in nearby. From that direction, a corpse shambles forward out of the brush. It's followed by another and another, until half a dozen or so corpses stand ready to fight. One of them raises its sword and emits a shriek from its long dead lips.

**Encounter: Corpses on the Road.** There are six **skeletons** being led by a **wight**. While the wight lives, the skeletons fight using basic tactics. Once it is destroyed, they fight mindlessly.



# The Tomb of the Grave Knight

The tomb is ancient. It hasn't been opened in centuries until recently. Cobwebs and dust cover nearly everything. The entrance, a large slab of stone, has been cracked and broken from the inside. The stench of death is strong here.

## General Features

**Ceilings.** The ceilings are made of worn stone and rise 10 ft. above the floor.

**Floors and Walls.** The floors and walls are made of cobbled granite. Cobwebs hang from the walls and dust covers much of the floor.

**Doors.** The doors are made of thick oak and are held together by iron bands. They're all unlocked unless stated otherwise.

**Lighting.** The tomb is dark as pitch.

The following rooms are keyed to the included map and numbered for ease of use.

### 1. Entryway

This large circular room has two large double doors to the north and hallways to the east and west. Four large stone pillars stand at the center of the room.

**Encounter: Undead Knights.** Each of the four rooms off of the hallways to the east and west contain a single **wight**. They do not rise unless disturbed.

### 2. West Wing

A long corridor with numerous alcoves leads off to the west towards a large open room.

**Encounter: Western Skellys.** The alcoves contain eight **skeletons** that rise up and attack the characters once they reach the center of the large room.

### 3. Burial Preparation

Two rooms sit off of the hallway to the west and east. They contain old wooden tables that appear to have been used in the preparation of those who were buried.

**Encounter: Unwanted Growth.** There is a **shambling mound** growing in the western room. It tried to eat anyone who enters.

**Secret Doors: Storage Rooms** There are two secret doors in the eastern room. They can be located with a DC 16 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check. Behind the north one is a statue of an unknown figure. Behind the south one is a chest.

**Treasure: Hidden Belongings.** The statue's eyes are rubies worth 50 gp each. They can be pried out with a tool or blade. The chest contains a silvered dagger, a vial of alchemist's fire, a vial of acid, and a vial of holy water.

### 4. Ceremonial Bath

This room is dominated by a large pool of water in the center. Four stone pillars sit at the corners of the room. The water in the pool is a black color.

**Encounter: Oozes.** There are two **black puddings** in the pool. They remain still until disturbed, then they attack mindlessly. If the characters flee the room, the oozes do not pursue them once they're beyond their sensory range.

### 5. East Wing

A long corridor with numerous alcoves leads off to the east towards a large open room.

**Encounter: Eastern Skellys.** The alcoves contain eight **skeletons** that rise up and attack the characters once they reach the center of the large room.



## 6. Hall of Remembrance

This massive room contains numerous thick stone blocks 5 ft. thick and 10 ft. high. Inscribed on them are what appear to be names. At the far end of the room, a large statue of a warrior stands.

**Trap: Lighting Bolt.** If anyone comes within 15 ft. of the statue, it emits a wave of lightning. Anyone not standing directly behind one of the large stone blocks must make a DC 16 Dexterity saving throw taking 8d6 lightning damage on a failure or half as much on a success.

## 7. The Tomb of the King

This chamber contains six large stone pillars that reach from floor to ceiling 50 ft. up. On an elevated platform at the northern end of the room, a large sarcophagus can be seen standing upright. The outside of it is carved to resemble a man screaming.

**Encounter: The Undead King.** Inside the sarcophagus is **Zagren the Ruthless**. He uses the included stat block for a **grave knight**. Once the characters approach the sarcophagus, Zagren bursts out of it and engages them in combat. He fights like a man enraged, roaring and swinging his weapon about. He will prioritize whoever he deems to be the biggest threat. Despite his undead state, he still retains enough of his mind to fight intelligently.

**Treasure: The Dead King's Blade.** Zagren's spirit inhabits his +1 greatsword, *Bloodreaver* once his body has been destroyed. It curses the item, but gives its wielder enhanced combat abilities.

### **Bloodreaver**

Weapon (greatsword), rare (requires attunement)

You have a +2 bonus to attack and damage rolls with this weapon while attuned to it. Whenever you reduce a creature to 0 hp with an attack using this weapon, you must immediately make another attack with this weapon against a target in your melee range.

**Cursed:** Once attuned to this weapon, you may not wield another. You refuse to let anyone else hold it, and if it is taken from you, you will stop at nothing to recover it.

## Aftermath

With Zagren finally laid to rest, the undead his rage summoned collapse into piles of bone and dust. King Fulgrim pays the reward happily and the characters are treated as heroes by the locals going forward. If one of the characters attuned to Zagren's sword, the next adventure could be finding a way to break the curse.

## Grave Knight

*large, neutral evil*

**Armor Class** 18 (plate)

**Hit Points** 136

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

**Saving Throws** Strength +7, Constitution +6

**Skills** Perception +4, Stealth +5

**Damage Immunities** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** the languages it knew in life

**Challenge** 8 (3,900 XP)

### Actions

**Multiattack.** The grave knight makes two greatsword attacks. It can use its Life Drain in place of one greatsword attack.

**Life Drain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**+2 Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 6) slashing damage