

Tomb of the Dragon's Heart



A four-hour adventure for 1nd-3rd level characters compatible with Labyrinth Lord and other old school RPGs and retro-clones of the greatest RPG ever.

by M. Greis

Labyrinth LordTM is copyright 2007-2011, Daniel Proctor. Labyrinth LordTM and Advanced Labyrinth LordTM are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth LordTM Trademark License 1.2, available at www.goblinoidgames.com. Design by M. Greis. Images and maps by M. Greis.

Introduction

Tomb of the Dragon's Heart is a fantasy adventure written for the the greatest RPG ever designed and contains stats and references based on Labyrinth Lord for a single session of about 4 or 5 hours for a party of level 1-3 characters. It will be an advantage to have a dwarf in the party, or least someone who can read dwarven runes.

Monsters and new magic items are described at the end of the adventure.

Background

In ancient times, before dragons became their own species, dragons were wizards corrupted by their use of scaly magic. One such creature was known as The Dragon.

For centuries, the mighty beast wreaked havoc and gathered treasures to sate its lust for wealth and power. Then perhaps a millennium ago dwarven armies marched against the Dragon, and they fought it, and they defeated it but at a great cost. Ever since those days, dwarves have been a dying people growing ever fewer.

The Dragon was defeated, but not killed. The dwarves cut its golden heart from its body, and they stored it in one of their beautiful halls dug deep into the earth. Then centuries passed, until the Dragon's powers had grown, and it broke free of its prison deep inside the palace, even though it still had no body.

An intense battle was fought between an army of dwarven knights and the Dragon in the halls of the palace. With its invisible claws, it tore the life force from the knights, who died fighting yet without any visible wounds. The remaining survivors manage to collapse the exits and reseal the underground halls. They trapped the Dragon once again, and thus they gave their lives to once again trap the Dragon.

So, it was for 500 years.

Now things have changed for recently a freak storm caused a flash flood, that tore away the earth and dirt sealing the entrances to the ruined underground palace. Sensing an opportunity to escape, the Dragon has sent its call for an ancient species of servants, the kobolds, to come serve it and free it.

Now the caves and ruins are home for carrion eaters and treasure hunters, and an army of kobolds are

marching towards the halls. Inside The Dragon waits for people to free it – and this is what the adventurers enter to, and perhaps they will be the ones to free The Dragon?

This adventure can be the origin story for a new villain in your campaign world.

Design notes

The adventure was originally designed for use at Danish RPG-conventions such as Fastaval, Viking-Con and Con2 as part of a living campaign called *Hinterlandet* ("The Hinterlands"), and it has been rewritten for use here. The adventures always begin at The Lonely Fortress – which can be placed anywhere with a sparse population, wide swaths of wilderness, and ancient ruins.

This adventure is not a balanced adventure. The encounters are not set up, so each can be beaten in a straight fight. Instead the players will have to find another way round them – trickery, stealth, negotiation, bribery – and if this is not a playstyle, your players are familiar with, you might want to warn them.

House Rule: Exploration Experience Points

If you want to play the adventure *Hinterlandet*-style, you might want to introduce the following house-rule:

- No experience for killing monsters
- Experience points are gained for exploring rooms. For each room explored the characters receive 100 XP once they leave the dungeon.

The XP-model is designed to lure the players to deep into dungeons and focus on exploring the dungeon rather than just killing everything that moves. In the same vein the players will discover, that most monsters will not attack on sight, and parlaying will solve challenges.

Hooks

A Matter of Dwarves: *Assuming a dwarf is in the party.* One day the dwarf returns to his home, he or she finds a grave party of old dwarves waiting. They are old, at least 400 years, and among them is an ancient one, over 500 years of age, and now weak and forgetful, and yet events that occurred about 500 years ago are not forgotten.

In those days, when the ancient one was merely a child, he grew up in the royal halls of king Berelas, and he still remembers that terrible night of fear and flames, when knights evacuated children and their caretakers and closed the gates behind them.

Something evil stirred inside the halls that night, and from that day the underground palace was gone, and

no one has ever heard from king Berelas and his knights.

The events were of a great shame for the families of those, who survived, but know something has changed. The ancient one has felt it in his bones, the gates to the lost palace has once again opened, and fear and flame is back. It is a matter of great importance and great honor to find the palace, discover the fate of the king and his knights, and put an end to the great evil. Only then can the family's honor be properly restored. It befalls the youngest and most able family-member to do this – and that is our dwarf character.

With this hook, the dwarf character is honor-bound to restore the family's honor by traveling to the dungeon, discover its fate and stop the evil. The dwarf community supplies the dwarf with **3 potions of healing** and a **potion of growth** as well as travel directions.

- Alternatively, the character is sent to retrieve the magical weapon Grimteinn said to be lost at king Berelas' court.

Sitting at an inn minding their own business: One lazy afternoon, where the rain keeps people indoor, in the quaint village of Colonia, everyone is bored, and the merchant who keeps offering caravan guard jobs to anyone visiting the tavern has fallen asleep at his table. Then a stranger steps in.

The stranger staggers into the room. It is a dwarf weak from illness and wounds, and as he collapses on the floor he manages to tell, that he has been sent to The Hill on the Burning Pillars to retrieve the ancient gold treasure of King Berelas, but alas he was attacked by a band of kobolds on his way, and their poison arrows infected him. The hill is three days journey from here by canoe travelling along the river Vaadskyl. Then the dwarf faints, and if not cured he will soon die – and even if his wounds are cured, the infection wracks the dwarf for the next four days, where he is unconscious and unable to help the PCs. If they stay and wait for the dwarf to get better, they will daily notice other groups of adventures setting off, among these a band of treasure hunters led by their rival Betandt.

Travelling through the wilderness: One late afternoon the adventurers see a wonderful and strange sight. In the distance towards the east they see a hill standing on glowing pillars, and between the pillars is an empty throne.

The sight is in the distance, and before they can get close, the sight disappears, and the night is upon them. If they travel a bit further in the dark, they reach the banks of a river – traveling further in the dark is dangerous; it is assumed that they set up camp and cross the river the next day and shortly after reach the hill and area #1 (for the glowing pillars, see also area #1).

On behalf of the Commander: The adventurers have been summoned to the office of the Commander at The Lonely Fortress. In his hand is a document summarizing the reports of several of his scouts.

The commander explains, that he needs the services of the adventurers. According to reports from his scouts a strange fire has been seen several times in a part of the forest rarely traversed. The scouts were in the area tracking the movements of several bands of humanoids. They were drawn to a hill near evening, when sailing in their canoes along one the local rivers diverging off from Vaadskyl river. The hill was raised upon burning pillars – and the scouts dared not approach further. Right now, the commander can spare no troops to investigate the burning hill, as a large-scale movement of kobolds is happening near the fortress, and that needs to be dealt with.

The hill must be investigated, and the adventurers must determine if the place is a threat to the Empire, and if so deal with it. For their effort, they will be suitably rewarded, once they return.

The Lonely Fortress

The Lonely Fortress is the remnants of a glorified but failed project that attempted to bring an unruly province under control of the local lords. Now a small garrison maintains the fortress

It is a five-day journey through a wilderness of rolling hills and open forests with scarce game and few travelers to The Lonely Fortress. The land just waits for farmers to arrive and settle the land but for now it lies empty.

Around the walls of the fortress a small camp has arisen catering to the needs of adventures seeking adventure buying treasures from successful adventurers and selling needed equipment and supplies at overprices.

The commander of the fortress is the retired general Lucinius. As to why he has chosen a position at the fortress far from local courts is a bit of a mystery, but he protects the region exceedingly well given his meager resources often using the daring and lust for fame among adventurers to limit the incursions of bandits and evil monsters.

The camp outside the walls of the lonely fortress can function as a base for adventurers seeking to explore the wilderness.

Gathering Information

While at The Lonely Fortress or in the village of Colonia, the adventurers may choose to spend some time gathering rumors before leaving civilization behind and entering the wilderness.

Gathering rumors: A successful charisma check DC 10 or the expenditure of 1d6 silver pieces will allow the PCs to pick up a rumor.

- An old man at the tavern gulps down his wine, looks carefully around and then says: "Do not trust the imperial scouts. They dare not explore the wilderness, and instead most of them stick to the safe routes, while the remainder are drunk having found courage in wine, when they travel into the wilderness. From such journeys, they come back with tall tales.
- An old hag down by the well warns travelers: That area of the wilderness is dangerous, it is cursed, and more than one group of travelers killed each other, when seized by the curse's madness.
- According to soldiers from the garrison, several groups of scouts have been send out lately to follow local movements among the humanoid. They report, that they have found edgings and markings on trees and rocks depicting a burning dragon.
- At the local market place the merchants are exchanging stories picked up from the local caravans. They tell, that they have seen large groups of kobolds on the march. Several of them were seen wearing tribe-markers from several different tribes. Something is making kobolds march, something powerful enough to gather warriors from many different tribes. These are dark times.
- A blind man on the market place grabs an adventurer and tells him or her, that it has been seen, that "The Heart beats, the sleeper awakens, and if they enter the deep, one of them will forever lose his or her way.
- Heard at the smithy: It is no more than a few days since a band of treasure hunters led by Betandt passed through here. They said, they were searching for an old dwarf-mine said to lie in this region. At least Betandt and his people did not start a fight this time.

If the adventurers have access to knowledgeable sages, old dwarves or a well-equipped library, they may attempt to gather further information. Each piece of information often takes a day to gather, as

ancient chronicles must be studied, old witnesses found and sages badgered.

- Most records are silent regarding the region. It has been uninhabited wilderness for centuries leaving no chronicles or annals. However, a 200 year old chronicle quotes a passage from an older, now lost, yearbook, that mentions, that 'in this year (approximately 500 years ago) the annual parade from dwarf king Berelas did not arrive. Neither did it next year, and for the next generation no one heard from the king under the hill'.
- King Berelas was a dwarven king, who ruled about 500 years ago. Information is scarce, but he began his reign for 513 years ago, but there are no records of when his reign ended, nor as to who succeeded him. His court was famous for its many knights and fabulous gold treasures.
- Hills on burning pillars are believed by most to be tall tales, but learned people know, that they are either the home of dwarves or faeries. Hills on Burning Pillars lead to realms deep underground, rich on treasure, but also a place from which many cannot return.

The Journey

From the village Colonia or from the Lonely Fortress it is three days travel along Vaadskyl river at first and then by large streams, where river boats rarely go. Instead the adventurers must go by a smaller sailboat or by canoes.

The journey is without any events – unless you want to introduce an encounter or two with the forest's residents – until the third day, where they hear strange drums and glaring horns somewhere in the distance (it is the kobold army signaling its arrival, but it will not arrive at the hill for several hours after the adventurers arrive.

At noon, the adventurers arrive by canoe half a mile from the dungeon to the west. From here they can see the dark opening, that is area #1 in the dungeon.

Running the Dungeon

This dungeon contains relatively few treasures, as the Dragon have consumed the treasures of the dwarves. Instead treasures are mostly items brought in by later arrivals from the outside. Furthermore, Hinterlandet dungeons usually contains less treasure than normal, as most XP comes from exploration as mentioned earlier. If you play with

gold for XP, then text boxes have been added with suggestions for extra treasures.

Time is an important factor in this dungeon, as some factions arrive at random during the adventure, and the arrival of one of them signals the end of the adventure. Also, the influence of the Dragon may take some time to properly enter the play. There are thus two reasons for you to keep the adventurers for a longer while in the caves, and the many elements of dwarven culture left on the walls can be used to make them spend more time – this is not something you have to roleplay in detail, in other words just describe for instance how they spend 5-10 minutes studying the beautiful mosaics, and what they learn from these studies. In two areas, the encounter with dwarven art is considered the equivalent of a treasure and it rewards the adventurers with XP. You may want to extend this to the whole adventure playing with Wonders as XP rewarding the adventurers for learning more about their world.

The Dragon is present in the dungeon as a malign influence, and even though the adventurers may avoid its influence, you might want to depict it by showing how it influences goblins, kobolds and treasure hunters.

The Hill

The dungeon lies inside a hill, that once was part of a kingdom of dwarves. The hill is overgrown with trees and bushes, and until recently it was cut off from the world around it, but now it is attraction strange beasts and hungry undead.

Features

The dungeon is created by dwarves, and their impressive skills can be seen everywhere. The walls are finely carved with great precision and care. However, many sections have collapsed, and are now lost under tons of dirt and rock. Some parts of the dungeons were mines, and they too have deteriorated, many passages collapsing leaving just a few areas open.

Light

With the exception of the entrances, there are no light sources under the hill.

Entrances

Until recently the entrances were all sealed and hidden away under dirt and plant growth. Now four

entrances are available, and any thorough search of the hill will reveal them.

The adventure assumes, that the adventurers arrive from the west seeing the entrance at area #1 first (it is easily spotted). The other entrances are obscured by plant growth, and no entrance can be spotted by people standing at another entrance. No paths connect the entrances directly.

Factions

Four groups and some monsters have found their home in these caves, and they react differently to the adventurers and each other. And then there is the Dragon.

The Corpse Collectors

They are small, some inches lower than a halfling, and they wear brown cloaks hiding their bodies. Rarely people see more than their brown snouts and whiskers, but the stench of rotting meat hanging closely around them is missed by no one. Nobody understands Corpse Collectors, who are driven to seek out the unburied and secure them a proper burial. They handle rotting corpses with no fear, and since they often stink of the things they handle, many predators choose to ignore them.

Recently the Corpse Collectors became aware of the hill, and they have arrived to collect the bodies of the fallen dwarves and carry them to an abandoned mausoleum five days travel from here. Right now, they are having troubles with carrion eaters.

The Corpse Collectors are enemies of ghouls and other carrion eaters, living or unliving, though often too cowardly and meek to fight them off, and they often ask other stronger creatures to drive them off with payment in the few treasures they manage to collect and with promises of favors (that they rarely follow up on).

What little the Corpse Collectors know: They do not know how long, since the hall was abandoned, but they suspect that it is longer than a dwarf's lifespan (450 years). They have been unable to determine the cause of death, and though the dwarves seem to have fallen in combat, there are no signs of wounds or so. So far, they have found no treasures in the hill, but they suspect, that whoever felled the dwarves, took their treasures.

Where? The Corpse Collectors are in the western section of the caves.

The Treasure Hunters

Adventurers or bandits? Who is to say with these opportunists, whose main purpose is to retrieve treasures and sell them for as much gold as possible. The treasure hunters consider themselves friendly rivals of adventurers and other cave spelunkers. They are here for the treasure, and cheating, lying and a bit of stealing is an acceptable strategy, though they are people of honor and do not go about backstabbing and assaulting others. The treasure hunters are led by **Betandt (human warrior)**, and consists of a motley crew of warriors and thieves. Their preferred style is to sneak in, retrieve items and sneak out again. They can be convinced to join forces, if the treasure is big enough, or the payment is good enough to compensate for the danger – but they are not loyal, and will slink away, when things heat up.

Where? The Treasure Hunters are in the central section and eastern section of the cave.

The Kobolds of the Dragon

The kobolds are not here yet. They are on their way. Led by a prophet of the Dragon, they know that the Dragon is about to wake, and they are ready to serve. These kobolds are warriors and hunters from many different tribes, who have gathered to serve the Dragon's Prophet and the Dragon, and they are filled with a religious fervor, making them a lot less fearless than your regular kobold.

The Kobolds main goal is to retrieve The Dragon's Heart and bring back the reign of the Dragon. They will arrive en masse and set up camp outside the caves, while scouts are sent ahead to survey the caves. Once the kobolds arrive, the PCs risk being under siege and trapped in the caves. The kobolds will march off, once they have the Dragon's Heart.

Where? The kobolds appear as wandering monsters, and they are afterwards settled outside the caves.

Grinsjak the Bugbear and his goblin allies

The bugbear has stumbled over the caves and wants to set up a lair here. Through fear and intimidation he served by a gang of goblins. The group's main purpose is to explore the caves and set up camp.

Where? Grinsjak and his goblins appear as wandering monsters, and if a section is cleared by

the adventurers, then Grinsjak will attempt to set up camp there.

The Dwarves

Dwarves build this place. Dwarves are everywhere, and they are all dead. Their pallid corpses are mummified, and life has been drained from their bodies. The weapons and armor are brittle, and many are dissolving into rust red dust. Something drained the weapons and armor as well. Their armor and weapons are worthless, and they carry nothing of value, as that has been stolen meticulously – only exception is a gold ring in area #10.

Almost everywhere the adventurers go in corridors and rooms there lies fallen dwarves. Their bodies are slowly rotting away, and they are covered with dust and cobwebs. Never before have your players explored a dungeon with bodies strewn about, and it is eerie to step over the bodies, walk between them, and entering room after room with the dead covering the floor. Keep reminding your players of the dead dwarves, and use them to create a strange atmosphere.

The Dragon

The Dragon is the main villain in this adventure, and if released it can become the main villain of your campaign. However, the Dragon was defeated long ago, and only its heart survives (as a powerful artifact) – and yet its presence suffuses the whole dungeon and infects living creatures with desire for power, greed and cruelty.

It is unlikely that the adventurers will be able to destroy the heart, but the heart cannot reveal its location (in area #18), and it is left to the players to discover it and perhaps release it. If not, the caves will most likely be home to creatures drawn here by dreams of power, and driven mad by greed.

What is the Dragon?

In Hinterlandet it is a mythical being of great power created by greed and the lust for power. Dragons are ancient dragon mages transformed through centuries into great beasts, that are almost indestructible and worshipped by kobolds and certain cults.

In your campaign, you can consider it a dragon king, a dragon god's avatar or an ancient red dragon or some such creature suitable as a long-term foe.

Wandering monsters

Wandering monsters in this adventure works a bit differently than in others. Wandering monsters are here to breathe life through their random appearance, but also to signal when certain parties arrive in the adventure and start using the caves. The table also include the presence of the Dragon and how it influences people.

1d8	Who	What
1	Ghouls on the hunt.	1d4 ghouls are responding to noise and are on the prowl.
2	Swarm of bats.	A bat swarm rushes past the adventurers. For a moment, the area is filled with a chaotic mass of bats flittering about. anyone caught in the swarm takes 1d4 damage, and must succeed a Saving Throw vs Fear or flee in panic for 1d4 rounds. There are 30% chance that torches and lanterns are extinguished.
3	Grimsjak and his goblins	<i>Mark the map the first time this event occurs.</i> This is the area, that Grimsjak tries to seize as the first area of his new domain. The bugbear and his cohorts drive off or ally with other creatures in the area if possible. The first encounter is with Grimsjak and his entire entourage, as they arrive. Later encounters will be groups of 3-5 goblins clearing the area, patrolling or trying to set up alarms. <i>There is 50% chance</i> that the goblins have succumbed to the influence of the Dragon (choose one of the effects – use it demonstrate the influence of the Dragon even if the PCs avoids the influence).
4-5	Kobold Spies (2-4 kobolds)	<i>When the kobold spies are encountered,</i> the kobold army led by the Prophet of the kobolds have arrived. They have set up camp east of the hill in cover of the trees but not hidden. With their archers and slingers they now control the eastern entrance, and as they get to know the area, they begin spreading out to control the other entrances as well. The kobolds are hostile as they believe everything they encounter is a threat to the retrieval of the Dragon. However, most important for them is to gather information and make sure it reaches their army. <i>From now on</i> the distant sound of drums and bellows of great horns can be heard. This is the army keeping their warriors vigilant.
6	The Dragons Manifestation – Greed	The party can sense the rock under their feet tremble, as if something huge and heavy is moving in its sleep. Suddenly a wave of emotions flows over them. Each must succeed a wisdom Saving Throw against difficulty 10. If it fails, greed takes control, and the DM chooses one of the following effects: <ul style="list-style-type: none"> • The greedy person assaults another being for two rounds with the intention of taking their items. • The greedy person attempts to steal a treasure unseen from an ally. Roll in secret a dexterity or pick pocket check; if it is successful, then an item has been stolen, but it will not be noticed, until it is needed. If the check fails, the attempt is noticed. • The greedy person jumps forth and declares a (seemingly) valuable for theirs, or they run off to declare ownership of some valuable lying ahead. The effect lasts for two minutes.
7	The Dragons Manifestation – Power	The party senses the mental shadow of the Dragon moving through the caves. It is huge shadow of power and might, that deepens the shadows and cools the air. A desire for power comes over them. Each must succeed a wisdom Saving Throw against difficulty 10. If it fails the victim is seized by the desire to rule other creatures and for the next 1d4+2 rounds they will issue orders, and if they are not obeyed, they will be filled with rage attacking the disobedient person, until they obey the order. If they are obeyed for the duration, their nails are permanently transformed into red dragon scales.
8	The Dragons Manifestation – Fear	The party hears a distant beating of a heart. It comes from deep within and can be felt through the rocks. The powerful beating comes from something gigantic and powerful. Suddenly a wave of fear flows over the party. Each must succeed a wisdom Saving Throw against difficulty 10. If the check fails, the victim flees in panic for 1d4 rounds towards the nearest exit. Once the panic leaves them, a strand of their hair has turned white permanently.

Western Section (#1-6)

This area of the hill is part of the ancient royal halls of the dwarves. Everywhere lie fallen dwarven knights. They fell next to each other in their struggle with the Dragon. The area is now in possession of the Corpse Collectors.

#1 The Hall (entrance)

Seen from outside during daylight

The side of the hill looks like a gaping maw, dark and empty, and your thoughts are drawn to images of large scaly monsters.

Inside the hall

The walls and the floor consists of large, precisely cut marble tiles. In the center are two rows of pillars, that ends at what seems to be a large grey throne. From the ceiling hangs wisps of webs swaying quietly in an unseen breeze. A stench of decay and death rises from the many corpses of the many dwarven warriors, whose bodies covers large areas of the floor. Dust and dirt covers them – it is a long time ago they fell.

The hall is an architectonic masterwork created by dwarves. It is, though, as one part of the hall is missing leaving the rest open to rain and wind. There are no signs of what removed the missing part, nor how large it was.

For the corpses, see the section on the dwarves.

The Throne: Carved from grey stone the surfaces are smooth and decorated with geometric carvings by a skilled hand. Parts of the throne have been torn away, parts that seems to have been metallic inlays and gems (originally the throne had inlays in gold and was decorated with valuable gems, but a mighty force tore them away).

- On the back of the throne is a hidden compartment containing a wax tablet. Written with dwarven runes is the following text: *“The Heart in the Deep. It Beats. It has awoken. Alas, for we are its guardians. It beats, it beats.”*

Scene: The Hall Burns

When the evening sun reaches the right height, it catches patterns and minerals in the pillars, and the setting sun’s rays make it seem, as if the pillars are living flame. The pillars store’s the light of the sun

for short while, so even after the sun passes the horizon, the pillars maintains the light for a while.

- This is a wonder of the dwarves, and as a DM you should try to sell the experience as best as possible. Few mortals ever get to experience this kind of artwork. Experiencing the wonder earns the characters 200 XP each.
- The Corpse Collectors are aware of the phenomenon, which they find beautiful and inspiring – and they invite the adventurers to stay and witness it.

Scene: The Corpse Collectors

While the adventurers are exploring the hall, they suddenly hear noise from the passage to the north. From the corridor (area #2) comes a group of hooded small figures. They are struggling to drag the corpses, and if not interrupted the strange procession continues towards the east (to area #4).

#2 The Northern Wing

The floor is covered with the fallen dwarves each wearing heavy armor. The skin is pallid and dry – and hidden under layers of dust. Their armors are red with rust, and in some places eaten completely through leaving not much but a layer a of red dust.

Among the many corpses stands a small group of creatures. They wear heavy brown cloaks, and though the hoods are deep, you can still see their brown snouts. A sickening stench challenges your nostrils.

A group of **7 Corpse Collectors** are working here. They are collecting the dwarf corpses, cleaning them and moving them to area #4.

Meeting the Corpse Collectors: They can offer access to area #6, as they know where the key is (behind the loose rock at area #3), but they dare not go themselves. The Corpse Collectors own a small sack with 122 tarnished silver pieces and **Bag with Powder of Silent Invisibility**.

The Carvings: The walls are covered in intricate carvings whirling in and out of each other in abstract patterns. Bards, dwarves and artists can recognize the patterns as complex music notations. The carvings exudes an aura of magic.

If the notations – a classic piece of dwarven opera is sung – then the magic of the carvings will reveal a treasure hidden inside the pattern, but this requires the players to sing a piece of dwarven opera.

Singing and Roleplaying

Yes, have the players sing. This is not something to solve with a skill check or by declaring 'my character sings'. It may be intimidating for people unaccustomed to sing to do so, and the fun is to hear the group sing, not to expose people. So here is how to do it.

Pick a simple melody with a simple text, one like 'trolololololo', and have the players start with humming the text, and then shift to murmuring the words, and from there have them increase the sound and ask them to overdo it using their best booming voices – for such is the song of the dwarves. You may want to accompany the players' singing with a description of how the carvings begin to glow with a clearer and clearer silver light.

The Hidden Treasure: Once the song is sung, a part of the patterns begins to glow with a silver light, and the light forms the figure of an axe. The pattern manifests then as an axe, that can be grabbed – it is the magical axe *Grimteinn*.

#3 The Southern Wing

The corridor leads to a long hall, yet little is left as large sections have collapsed. The air is heavy with dust. Covered with cobwebs lies fallen dwarven warriors from end to the other covering the whole floor. One after the other armed with spears and axes and dressed in heavy armors that rust is eating away. The mummified corpses must have lain here for centuries.

Along the wall runs two bands with runes carved into the wall, one at the top of the wall, and one near the floor.

The passage to the east is blocked by a solid iron gate.

More than 30 warriors lie next to each other here. Hiding among the corpses is **1 Bone Gnawer**, a skinny and cowardly creature thin enough to pass the gate without opening it.

Moving silently through the area requires a collective Stealth/Dexterity check (have the player with the poorest chances roll for the whole group – If successful, no one makes a noise, if it fails one or more accidentally touches a skeleton leaving armor and metal rattling.

The Gate: Heavy iron bars untouched by time and rust are set into the ceiling and the floor. Lifting the gate requires a difficult strength check or a combined might of 30 strength points. Hidden on the east side of the bars is a small latch, that covers a handle. If the handle is pulled, the bars will begin to

lower into the floor, but the mechanism is corroded and half way down the bars stop.

The Loose rock: Behind a loose rock the corpse collectors have hidden a pouch with a *KEY* to area #5 and a *Scroll with Charm Person and Light*.

Gold to XP: The pouch also contains a foul-smelling necklace of gold with six heart onyx pieces (worth 200gp).

The carvings: Written with dwarven runes they are long lists of master smiths and guild masters.

Anyone with knowledge of dwarven history will recognize some of the later names from king lists and chronicles of dwarf history – the younger names are at least 500 years old.

#4 The Eastern Wing

The walls are covered in diamond shaped black and white tiles, though a thick layer of dust leaves them almost grey to look at. One by one lies the dried husks of dwarven warriors in rows on the floor, many without weapons and armor, and many covered with white cloth.

Moving among the fallen dwarven knights are **2 Corpse Collectors** organizing the corpses and collecting pieces of armor and weapons.

The two corpse collectors are nervous, as they have discovered the *Rune Staff of the Dwarves*, which have surprised them, as they have found no other treasures. They have not shared their find with their fellows, and though feeling guilty they are planning to keep the treasure for themselves.

#5 The Collapsed Hall

A sickening stench hangs in the air like a faint mist. All around lies piles of rusty armor and weapons, red and dusty from the passage of time. Between the piles are spread out small bed rests made from rags and dirty straw.

Along the east, south and west the walls are cut from mighty stones, and they are decorated with two bands of runes. The northern part of the hall is gone, replaced with dirt and debris from the collapsed ceiling.

The piles contain worthless armors and weapons gathered by the Corpse Collectors.

The Corpse Collectors have their camp here, and spread out along the walls are small beds of dirty straw and rags. At regular intervals are metal canisters with burning incense. The camp contains

bundles of incense and packages of simple food stuffs wrapped in dirty bundles (14 rations).

The inscriptions: The dwarven runes are lists of kings and queens of the dwarves. Scholars can recognize some of the names. The last rulers were about 500 years ago.

The Stone Door: Built by dwarves the stone door is heavy, solid and equipped with a complex lock. The door is almost impossible to force open (extreme difficult Strength check) and the lock is difficult to pick. The key can be found in two places – behind a loose rock in area #3 hidden there by the Corpse Collectors, and the other lies forgotten in area #15.

#6 The Stone Garden

Note: The door is locked – see area #5.

The stone swings open without a sound revealing a strange room. For a moment, it feels as if you have stepped into a natural grotto, almost a primordial cave, as most the room is filled long slender dripstone columns in bright red, yellow, green and blue patterns reaching from the ceiling to the floor. They catch the light from your torches and reflect as if sending rainbow colored rays back and forth between them illuminating the whole room. For a while, you lose all sense of time, as you are caught up in the sight. Then the continuous sound of dripping water brings you back – it is the only sound.

Around the room you also notice carvings in the walls, that seem to be reliefs of mountains.

Reliefs: The walls are covered with reliefs of mountains carved into the stone walls. The mountains are not local mountains, but any dwarf can recognize these as the legendary Ginnun Mountains, where the first underground kingdoms of the dwarves originated.

The art of the Dwarves: This room is an artificially created drip cave – known as a *stone garden* among dwarves – where the dwarves lead water across certain minerals and then down through numerous small openings in the ceiling slowly creating thin columns of dripstone. The minerals are chosen to give columns specific colors enabling the dwarves to create specific colorations and visual impressions. Stone gardens takes centuries to grow. Now, this stone garden is 'blooming' with multicolored thin columns reaching from the ceiling to the floor. Slightly moist they catch and reflect light in many colors creating auras of rainbows swirling among the stones. It is almost hypnotic to stare at,

and most viewers easily lose 5+1d10 minutes before gathering their wits.

Try to describe this as a great piece of art created by dwarves. It is a part of their hidden or rather private culture, that few outsiders ever get to see.

Experiencing this grants the characters 100 XP.

Note – the columns have grown to fill the whole room, and it is impossible to walk around without destroying several of the fragile columns. Especially if one wants to reach the opposite wall.

Southern Section (#7-12)

The halls in this area were all once great works of art, but now they are hardly intact, and much lies in the ruin. Here too lies dead warriors everywhere, and the Corpse Collectors have not begun their work here yet.

#7 The Larder

When approaching the room:

As you move down the corridor you hear the sounds of flesh being torn loose of bones, and bones being cracked (for their marrow). Somebody is eating.

At arrival:

Everywhere the floor is covered with cadavers, most are torn to pieces with broken bones and pieces of mummified flesh littering the floor. Here and there lies scattered parts of rusty armor and weapons, and amidst all this, crouches five grey figures wearing ragged clothes and having large sores, that do not bleed, around a corpse. They are tearing into the cadaver, pulling flesh and bone loose.

The sounds originate from a pack of **5 ghouls** eagerly consuming the corpses. They sit in the distant corner and are not paying attention – sneaking past them is done with *advantage* on the die roll. The ghouls are not overtly hostile, as there are plenty of corpses to sate their hunger, and they are willing to let timid creatures leave unharmed.

The inscription: Someone has scratched dwarven runes on one of the walls reading "*It has awoken. It is now our task to put it to rest, so that the world by sleep safely*".

#8 The Niche

Corpses of fallen dwarven knights has been stacked in the niche on purpose. Behind them hides **1 ghoul** ready to surprise its living prey. The ghoul will push the corpses towards the adventurers and for a moment create an impression of the corpses coming to life, hoping its victims will waste their initial attacks on the corpses, while it jumps forth and attacks.

Gold to XP: The ghoul carries a silver wristband decorated pink quarts and patterns depicting roses (worth 50gp).

#9 The Half Hall

As you step into the hall, you sense, that you have stepped into something that once was a huge hall, but now is merely the collapsed remains. Huge finely cut stone blocks have come tumbling down, and in several places, you can see bits and pieces of mosaics and wall paintings on the stones. Only the wall to north is smooth and untouched by the destruction. Everywhere lies the corpses of dwarven warriors, but they seem to have been moved about recently. Their armors are torn apart, the flesh torn off their bones, and many bones lies broken and cracked.

The area is empty, but there tracks in the dust revealing other creatures moving through the area, including two treasure hunters.

The treasure hunters: In the adjacent corridors or perhaps in the hall, when the adventurers arrive, are the **two treasure hunters** *Gerrick* and *Gradiga*. They are part of Betandt's party (see area #12). Both have fallen under the influence of the Dragon and are smitten with greed. They are moving stealthily about trying to avoid the monsters in the hall and searching for treasures, they won't share with their allies – they keep wondering why they cannot find anything. They will consider the party to be friendly rivals.



#10 The Collapsed Chamber

The passage leads to chamber or perhaps a hall, it is difficult to say, as the southern end has collapsed. The walls are decorated with dusty paintings. Here too lies fallen dwarves, but these mummified corpses are not warriors. They are dressed in moldy remains of expensive robes with fading colors all hidden away under a grey layer of dust. They do not seem to have fallen in combat, rather it is as if their lives were snuffed out, and they simply fell to the ground.

The dwarves in here were not warriors or knights, but master artisans, who fell as the last, while they were sealing the hill and trapping the Dragon.

The wall paintings have faded, but they reference dwarven myths and legends – famous recurring characters can be recognized such as Raun Sortsmed, who invented the anvil, and Tyveri Grovguld, who fooled the gods twice – as well as famous scenes from various myths, especially the scene, where Konge organizes dwarf society into the different clans. Any bard, dwarf or learned character can recognize this.

Etched into the wall are dwarven runes: *“The heart in the deep beats, and we can no longer contain The Great Greed. Our knights have sworn to give their lives, so that we may trap it in our realm and seal the place from within. We give our lives to trap it. If you are reading these words, then the world is no longer safe, as our realm can no longer contain it.”*

The Northern corridor: Large stones have fallen, but any closer look will reveal, that there is an open space opposite the stones. With strength checks and 30-90 minutes of work, a passage can be created.

The last dwarven treasure: One of the dwarves clenches his hand tightly, and it hides a gold ring (carries the inscription in dwarf runes: “Baligor made this” and decorated with tiny depictions of hammers; worth 75gp – or twice to a dwarf). Once the gold ring is revealed (and perhaps picked up) the following event occurs, unless the Dragon has already been released (see area #18):

Suddenly a powerful gust of wind rushes through the corridors with great speed. Its sudden and fast approach can be felt by the adventurers – ask the players, what they will do – and what they do with the ring. Do they keep it, store it, throw it away? Give them merely a moment to decide, then a fiery red shadow comes thundering.

It is as if a huge beast comes thundering towards you. But there is nothing to see. At least not at first, but then something becomes visible. An invisible force surrounded by fiery sparks, whose shape revealed by the sparks seems to be a huge scaly body with enormous jaws and gigantic claws. Reflected on the wall you see the invisible force's shadow, and it takes the form of a dragon. The force flows past you in an instant, flinging and pushing you about. Your mouths fill with the taste of blood and gold – and then it is gone leaving you in the darkness and the silence.

As the rush of heat and dragon spirit rushes past the adventurers, light sources are extinguished, and the ring is taken by the Dragon dissolved by intense dragon heat:

- *If thrown away*, there is merely a hot spot cooling fast, where the ring was.
- *If stored*, then the container is damaged from the great heat (a pocket has a hole burned in it etc.).
- *If held*, then the intense heat burns the carrier for 1d6 damage and leaves a ring-shaped burn mark (and until treated by magic or 3 days has passed, the burn mark hurts, when using the hand – activities using the hand are with *disadvantage*).

#11 Southeastern Hall

The hallway leads you to a large dark hall. Dust hangs in the air, and carries a musty stench of rot. Everywhere you see fallen warriors in rust red armors, their skin is pale and mummified, and bony hands grasps weapons slowly turning to rust and dust. The walls in the hall reflect your light from thousands of glazed tiles, that are part of huge mosaics depicting mountains and other landscapes.

The mosaics reveal motives from the ancient dwarf kingdom Ginnun. Dwarves recognize the motives from tales told, when they were children, about a wondrous kingdom, where dwarves lived in harmony and yet had all kinds of exciting adventures.

- As the characters study the mosaics roll for wandering monsters.

Is it a map?

If you have a hidden valley adventure, you want to play, these mosaics can be used as a map pointing the adventurers to the lost valley of the kingdom of Ginnun.

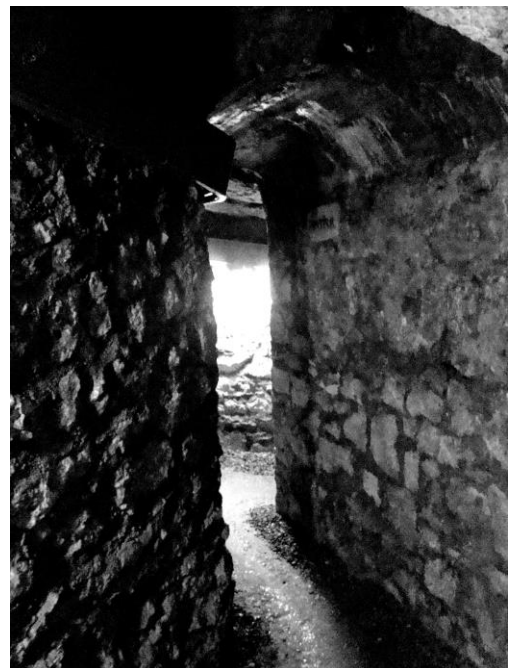
#12 Mosaic Room

The walls are covered with thousands of colored glazed tiles forming a gigantic mosaic depicting dark forests with shadowy mountains in the horizon and with armies of dwarves marching towards a burning hill. However, your attention is quickly diverted towards a group of humans

In here is the **Betandt and his Treasure Hunters** and beautiful mosaics.

The mosaics: They tell a story. The mosaics cover the walls all around, and consists of small glazed tiles. In the background of the huge mosaic is mountains covered with forests, In the foreground come two armies of dwarves marching towards a central point being a tall hill, from which burns a dark and evil flame. Amid the flame is a black silhouette of a fearsome beast with a scaly body and large wings. A huge maw with sharp teeth portrays a wicked smile, and there is a vicious glimmer in the eyes.

- Seeing the eyes fills the viewer with a deep and instinctive dread, and it feels as if a deep, rumbling roar echoes through the halls. A cold shiver runs down the spine.



Eastern Section (#13-17)

The caves in this section are all part of an ancient mining complex, where the hard-working dwarves found gold and jewels. Since then dust has settled everywhere, and the timber keeping the passages intact has rotted away leaving just the few corridors and rooms stable enough to survive without any support. The rest has collapsed. Here too lies the corpses of dwarven warriors, but fewer and farther between them.

#13 Lair of The Crying Ogre

A vague stench of sweat and rot reaches your nostrils, as you reach an unusual room. Half the place has walls neatly carved with great precision, while the other half have roughly hewn and uneven cave walls. There are several exits, but the southern seems to have collapsed. A few fallen dwarven warriors lies dusty and rust-covered on the ground. Your attention is turned towards the huge figure wearing dirty rags sitting on the floor. Even though it is sitting down, its face is still level with yours. Its bloodshot eyes and yellow sallow skin tells you, it is an ogre. It seems lost in thought for a moment, then you catch the reflection of a tear in its eye.

The area was once the entrance to the mines, and most of the room has collapsed into huge piles of rock and dirt. In this grotto is the **ogre Rrefsni** crouching in the corner.

The ogre Rrefsni: Along with four siblings Rrefsni entered the caves from the east and entered the large cave (area #17), and here they met the basilisk. After a brief struggle Rrefsni's siblings were petrified, and Rrefsni fled the scene. Now crying and cursing under its breath, the ogre desires revenge, and angrily asks people to leave it alone. If offered the opportunity to avenge its siblings, Rrefsni will gladly join the adventurers, while they are exploring the caves. Rrefsni will keep asking 'when are we going there?'

Gold to XP: Rrefsni carries two lumps of gold (300gp), that he will pay for assistance.

The southern corridor: Large stones have fallen, but any closer look will reveal, that there is an open space opposite the stones. With strength checks and 30-90 minutes of work, a passage can be created.

#14 Mine and Corpse Consumer

The uneven mine corridor leads to a cave. Here too lies the corpses of dwarven warriors, their armor rusting away, and their moldy bodies torn to pieces and partially consumed. In the midst of all this stands a statue on a small dais of a dwarf.

This area is what is left of the mines. Most has collapsed as the timber rotted away, but this section is stable. Now a thick layer of dust covers most of the section.

The statue: The dwarf carries a lantern in one hand and a cup in the other, and wears the traditional clothing of a miner. Clerics, miners and dwarves easily recognize the statue as *Draiborigal, the Guardian of Miners*. If a gift of wine is into the mouth or into the cup of the statue, anyone performing mining work or digging is blessed, and they perform 25% faster.

The Monster: The partially devoured corpses are the victims of **1 Corpse Consumer**, that enters the room from a corridor shortly after the adventurers entered. It is hungry, and the dwarf corpses does not satisfy it.

Among its victims is the corpse of *Taberluns*, one of Betandt's Treasure Hunters, who under the Dragon's influence wandered off looking for treasures. On the corpse of Taberluns can be found a leather armor, hand axe, dagger, broken lantern and a backpack containing a bottle of wine, a flask of oil and a tinderbox. In the pouch are 15gp, hidden under his armor is a jade amulet shaped as boar with eyes of amber (60gp), and in a hidden compartment in the backpack is a pale green crystal statuette of a faceless dancing goddess (150gp), which is easily noticed by anyone lifting the pack.

Gold to XP: Taberluns has hidden in his boot a sharp silver knife with a handle with inlaid garnet (200gp).

#15 The Western Grotto

The passage leads to a small grotto, whose walls seems to have formed from the ceiling collapsing burying parts of the room under stone blocks and dirt. Yet one section of the original walls seems to remain in the western end of the room.

The area is empty, except for the KEY to room #6, which lies forgotten in one corner of the room. For an explanation of the western wall see area #18.

#16 North Cave

Two broad passages merges into a cave. Its walls carry the marks of pickaxes chasing gold and gems. Loose rocks and fallen dwarf warriors fills the floor – you notice perhaps six rotten corpses in armors turning to rust. The ceiling is covered with stalactites, and the shadows between them seems alive.

The corridor is an ancient mine. A few dwarf knight corpses are here as well. The ceiling is about 15 feet above the floor, and it is covered in stalactites. Among them hides a large **swarm of bats**. If disturbed, the whole flock becomes agitated and flutters around the party – anyone caught in the swarm takes 1d4 damage, and must succeed a Saving Throw vs Fear or flee in panic for 1d4 rounds.



#17 The Hollow

The corridor opens into a large cave. Its ceiling disappears in the darkness above you, and its distant walls are almost out of reach of your light sources, but they reflect small glimmers back at you. You notice several exits but except the northern exit, they are all several feet above the floor. In one area, you notice four large figures, each at least 10 feet tall and swinging a huge club. They are perfectly created statues of ogres, and they are crafted with such detail, that you have a feeling, that they may spring to live at any moment.

The cave is a part of the dwarf mines, and small flecks of crystals can be seen all around, though none of a size worth anything. The passage from the north slopes down into this cave. In the north-western corner near the ledge hides **1 basilisk**.

Statues: On the floor are four stone statues of ogres in dramatic poses as if they are attacking an invisible foe. Of the ogres only one survived the basilisk (see area #13).

The ledges: Each of the ledges are 10ft tall with many handholds, but with sharp ridges. If a climbing check fails by 1-4, the climber fails to reach the top, if it fails by 5 or more the climber falls and suffer 1d6 damage. If a natural 1 is rolled, the climber is cut by the sharp ridge for 1d8 damage and/or climbing gear is damaged. The ledges are perfect areas to avoid the basilisk and stay safe.

Treasure: lying unseen behind a statue is a large sack containing five rations, 319 bend and tarnished silver pieces (the ogres liked to bend the coins as a test of strength), **2 Potions of Healing**, **1 Potion of Levitation** and one gold ring (depicts small waves and a clumsy figure that may be a ship or an island; human craft; worth 75gp – but only half to a dwarf, who grumbles about the poor craftsmanship).

Gold to XP: The sack also contains 100pp and a glass box containing a rose made from silk, gold thread and rare woods (100gp).

Central Section (#18)

#18 The Final Chamber

This room has no entrance, and never had any. The dwarves chose this area to hide the Dragon's Heart and the build the walls around it – thus there are no traces of blocked doors or entrances, as there never was any.

It is up to the players to figure out, that there is a hidden room and tear down a wall to access it.

Working on the wall for 20-30 minutes will create a small opening allowing the party to peek into the room and help a halfling to enter. Further work will allow others to enter as well.

The air is dusty and a strange stench permeates the room. It is almost empty. From the center of the room flows a golden light. Here stands a simple pedestal, and on top of it is a golden ... thing. It is about 2 feet in diameter, unshapely, and seems to be made of or plated with gold. It radiates a golden light, and as you look at it, you sense a powerful force awaken and perceive you. In the distance, you hear a heart beating. Then you realize that you are staring at a huge golden heart.

The room is almost empty. Hidden on the walls are magical dwarven runes designed to trap the heart. In the center is a simple pedestal carved from stone and with no decorations. On top of it rests *The Dragon's Heart*.

The Dragon was defeated in ancient time but not killed. It was too powerful for that, so instead its heart was cut out and trapped in this chamber, where it has resided for more than millennia. The dwarves dedicated their lives to guard the heart.

The adventurers have very few options. Unless they own a Dragon Slayer weapon or powerful destructive spells (level 7 and upwards), they are unable to destroy the artifact. Instead they will have to hide it or bring it along exposing themselves to the influence of the Dragon.

The Dragon knows the kobolds are on their way, as it has called them. However, the Dragon prefers to stay with the adventurers, preferably an arcane spellcaster, as it wants to be near power rather than being worshipped by kobolds. It will lure, ask or threaten the adventurers to take it along – and it will

tempt magic-users to enter a pact with it. If a character enters a pact, give the player the description of *The Dragon's Heart*.

Design Notes

Some parties find the room, others do not.

The players finding the room always end up picking up the **Dragon' Heart** and tries to run with it, and they often succeed, but just as often a player chooses to enter the pact, and often ends up as a herald of the Dragon marching off with the kobolds to become a villain, while the rest of the party is given a chance to escape.

Now what?

You can continue the exploits of the adventurers in the adventure **The Flooded Temple** found at DrivethruRPG as they race the Cult of the Dragon to an ancient artifact, that may be used against The Dragon.

New Monsters and NPCs

Rrefsni – The Ogre

Rrefsni is the youngest of his siblings, and even though he is huge compared to humans, he is small by ogre standards. Of his siblings he is the last, as the rest have been petrified, and for this he carries a grudge against basilisks and other creatures turning people to stone.

AC 5; HD 4+1; HP 17; THACO 16; Attack Club; Dmg 1d10; Save F4; ML 9 (7 when facing the basilisk)

The Corpse Collectors

These strange creatures are smaller than halflings and hide their bodies under heavy and dirty robes with deep hoods. Sometimes their brown snout and whiskers can be seen, at other times their large brown eyes reflect light.

Though friendly, talkative and cowardly few can stand them due to the intense stench surrounding them from the rotting remnants and juices from corpses, they work with.

No one knows from where they come, or why they do, what they do – travelling around the wilderness searching for corpses in need of a burial, and then they bury them as fitting as possible. Anyone buried by a corpse collector does not return as restless undead.

AC 8; HD 1-1; HP 4; THACO 20; Attack Weapon; 1d4; Save Cl 1; ML 6

Resist necromancy: Corpse Collectors saves as Cl9 against any necrotic or necromantic attack.

Carcass stench: An intense stench of rotting flesh emanates from the corpse collectors making eyes water and people sick. Anyone within 10ft must succeed a saving throw vs poison or be sick for 10 minutes with a -4 penalty to physical activities. The corpse collectors are unaware of their own stinking clothes and bodies.

Talkative: Corpse Collectors are chatty creatures, and any attempt to talk with them gain a +2 reaction bonus.

Cowards: Corpse Collectors gain +4 AC bonus, when fleeing from combat.

Treasure Hunters

Mercenaries and opportunists seeking fortune in ancient graves and forgotten ruins. Their preferred style is entering and exiting dungeons unseen.

AC 7; HD 1; HP 5; THACO 19; Attack Weapon; 1d6; Save F1; ML 8

Betandt – Leader of the Treasure Hunters

Betandt is a former officer in the Imperial Armies, but the rewards were nothing compared to, what he could steal from battlefields and battlegrounds, and he has turned this into a career gathering like-minded people around him. Pragmatism and cheating are his operating keywords.

AC 5; HD 4; HP 21; THACO 16; Attack Weapon; 1d8+1; Save F4; ML 9

Bone Gnawer

These cowardly beings are often mistaken for ghouls or for undead creatures, but they are alive. Bone Gnawers are skinny creatures with pale skin filled with sores. Their teeth and nails are filed sharp and used for consuming the flesh of the dead. The glimmer in their eyes reveal, that they are still alive. Bone Gnawers are former humans, who are slowly being transformed from living to dead through their consumption of dead creatures and rotting corpses.

AC 6; HD 3; HP 14; THACO 17; Attack bite, 2 claws; Dmg 3d4/d6/d6

Bone Gnawer infection: If bitten the target must succeed a saving throw vs poison or become infected. The infected begins to lose their appetite, their skin becomes pale, and their find sunlight painful. Each day the victim lose 2 points of Charisma, and if it reaches 0, they are transformed into a bone gnawer. As long as they are infected, the charisma damage cannot be healed. A cure disease spell grants the victim a new saving throw against poison. Once cured, the victim's charisma heals 2 points a day.

Terrifying Gaze: Any living creature looking into the eyes of a bone gnawer must perform a saving throw against fear as they instinctively recognize the fate of the creature and that they too may suffer this fate. If the saving throw fails, they must flee in fear for 1d4+2 rounds.

Ghoul

AC 7; HD 2; HP 9; THAC0 18; Attack 2 claws, 1 bite; 1d3/1d3/1d4 + paralysis; Save F2; ML 9

Paralysis: Target must succeed a saving throw vs Paralysis or be paralyzed for 2d4 turns. Elves and huge creatures are immune. Cure Wounds spells cures the paralysis.

Undead: Ghouls are undead creatures and can be turned.

Basilisk

AC 4; HD 6+1; HP 28; THAC0 14; Attack Bite; Dmg 1d10; Save F6; ML 9

Gaze: The gaze can petrify living creatures. Anyone whose gaze meets the basilisk must save vs petrification or be turned to stone. The gaze can be avoided by averting one's eyes or using a mirror – attacks suffer a -4 penalty, when doing this. The basilisk can be turned to stone by its own gaze (when using a mirror against it, there is 30% chance, that it must do a saving throw).

The Kobold Prophet: Speaker for the Dragon

The prophet receives visions from The Dragon and has felt its call. With stories promising power and grandeur in the service of the Dragon the prophet has gathered a small army of kobolds from many different tribes.

The prophet has abandoned its name, and mainly calls itself for Speaker for the Dragon.

AC 7; HD 2; HP 9; THAC0 18; Attack Weapon; Dmg 1d6; Save Cl 2; ML 10

Inspire: The prophet can inspire and instill kobolds with fervor for the Dragon. This raises their morale to 10 and grants them +1 attack and damage.

Kobolds

AC 7; HD ½; HP 2; THAC0 20; Attack Weapon-1; Dmg 1d4; Save LV 0; ML 6 (serving the Dragon 10)

Grimsjak – The Bugbear

AC 5; HD 3+1; HP 16; THAC0 17; Attack Weapon; Dmg 1d8+1; Save F3; ML 9

Goblins

AC 6; HD 1d6; HP 4; THAC0 20; Attack Weapon; Dmg 1d6; Save LV 0; ML 7

Corpse Consumer

A ten feet long, multi-legged insectile creature with a mouth full of tentacles or feelers of two foot in length.

AC 7; HD 3+1; THAC0 17; HP 15; Attack 8 tentacles; Dmg 0 + paralysis; Save F3; ML 8

Paralysis: Any successful attack forces its victim to save vs paralysis or be paralyzed for 2d4 turns. Any cure spell can remove the paralysis

Climb: The Corpse Consumers many legs and clawed feet allows it to crawl on walls as an insect, and it often drags its victims off to a hiding spot under the ceiling to consume them.

New Magical Items

Rune Staff of the Dwarves

The rune staff is about 16 inches long, 2 in diameter and made from silver. The sides are decorated with powerful and enchanted dwarven runes, that hurts the eyes of anyone trying to read them.

The Staff possess the following powers:

Fall of the Dragon: Once pr. day the staff can enchant an enemy of dragons and grant them a +2 attack and damage bonus, that lasts for 1 hour.

Ward against Dragon Magic: When holding the staff, it grants the holder a +4 bonus to saving throws against Dragon Breath and dragon spellcasting. A cold silver fire blazes in the runes, when it protects the holder.

Key to Dwarven Secrets: The owner has +2 bonus to checks regarding dwarven history, myth and legend, and can decipher non-magical dwarven runes. The staff glows with a warm golden light, when used in this manner.

Legacy of the Dwarves: Anyone brought up in a dwarven community has heard myths and tales of the staff, and they recognize it, when they see it. Dwarves consider the staff the property of dwarves, and they often show hostility towards any non-dwarfs using the staff.

Powder of Silent Invisibility

This fine, glittering white powder usually comes in a cloth bag containing 1d3 potions. When thrown in the air it turns all creatures in 10ft diameter circle invisible for as long, as they are silent, or until they attack. Once turned invisible the creatures do not need to stay together to remain invisible. Any creature who speaks, immediately become visible, and this applies to the players too! Any player who does not merely neutrally describe their character's actions will see their character turn visible again (in some instances you might even want to have the players write down their actions, as they may difficulty coordinating their actions, when unable to speak).

Grimteinn

Grimteinn is a dwarven made enchanted warhammer. It is a large and heavy weapon designed to crush foes and topple giants – and yet it does not feel that heavy when grasped. It is gleams of silver, and it is decorated with intricate patterns hiding small images of dwarf gods.

Magic Hater: Grimteinn hates black magic, and it grants its owner +2 attack, +2 armor class and +2 to saving throws against hostile magic-users.

Ogre Biter: Grimteinn hates ogres, and deals +4 damage against ogres, and any critical hit (natural roll of 20) deals +10 damage instead and force the ogre to do a saving throw against death or be slain.

Dwarf Craft: Grimteinn was made by dwarves for dwarves, and in the hands of a dwarf, Grimteinn has +2 attack bonus.

Dwarves can immediately recognize Grimteinn as a legendary dwarven weapon, when they see it, and any non-dwarf carrying the weapon is questioned regarding their right to carry Grimteinn.

Grave Guardian: If Grimteinn follows its owner into the grave, Grimteinn will defend its owner grave by summoning a specter, if the grave is disturbed.

Grimteinn's Urge: Grimteinn demands respect and to be honored. If the owner mistreats Grimteinn, speaks poorly of it, or does not openly display the weapon, when in a public space, then Grimteinn withholds its powers.

The Dragon's Heart

The Dragon's Heart was cut from its still smoldering body more than 1000 years before. The huge heart is about 2 feet in diameter, and it is shaped like a gold-plated overgrown human heart. The presence of a powerful and invisible force can be felt, when near the heart.

The heart grants the following powers to anyone entering a pact with it (referenced below as the owner). Only one being at a time can be in a pact with the heart.

Strengthens Dragon-magic: Any dragon or fire-based spell is cast, as if the caster is 3 levels higher.

Will of the Dragon: The Dragon does not tolerate anyone else influencing the will of its owner, who therefore is granted advantage (or a +4 bonus) to saving throws, that charms, frightens, suggests, dominates, hypnotizes or likewise influences his or her free will.

The Dragon Heart's Beat: If the owner is brought to 0 (or -10 or negative CON or whatever variant you play with) HP, then the heart begins to beat on behalf of the owner keeping him or her alive. On the following round life force flows into the owner, who is immediately restored to 10 HP (if this more, than the character has, the extra HPs are temporary HPs). This effect can be used once pr. day.

Foes of the Dragon - Dwarf Hater: The Dragon hates dwarves, and its hatred poisons dwarves. Any dwarf in the vicinity of the heart must daily succeed a Saving Throw against Poison. If the saving throw fails, then the dwarf suffers 2d8 poison damage.

Once pr. day the owner can focus the hatred of the Dragon's Heart as a spell and force a dwarf within 30ft to make Saving Throw against Poison-2 or suffer 2d8 poison damage.

Will of the Dragon: The Dragon's Heart has a strange effect on magic items influencing people. If any are carried by the owner, the Dragon's Heart can utilize these to its own benefit, and resisting these is more difficult – the owner must succeed saving throws with disadvantage (or a -4 penalty).

The Dragon's Heart's Urge: The Dragon's Heart has its own will. It wants its owner to rule, and every

time the owner is contradicted or given an order by a friend or ally, the owner must succeed a Saving Throw against Death. If it fails, the owner must immediately refuse, gainsay or lash out.

With time, the Dragon will regrow its body around its heart. The process will be sped up by placing the heart on a pile of treasure.

