CCC-EX-01-01

THE CREEPY CRYPT

A 2 hour adventure for characters levels 1-4

CONTENTS

Enter the Creepy Crypt, explore its dark rooms and dangerous round abouts. Avoid its traps and bring the vampire his dinner. Then escape with the loot.

CREDITS

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PRELIMINARIES

The Creepy Crypt is an adventure for Dungeons and Dragons 5th edition, originally created for Super-Con 2020. It is set in Wizards of the Coast's Forgotten Realms and is intended and legal for play in the D&D Adventurers League. For more information please visit the D&D Adventurers League home at:

http://www.dndadventurersleague.org

RUNNING THE ADVENTURE

Before running this adventure, the Dungeon Master should read the entire adventure, including all the box text. Box text is often used to either provide important details about the environment or advance the plot, and the information it contains is often not repeated elsewhere in the text.

Combat encounters appear at the end of the chapter in which they take place. This allows them to be laid out in a way that minimizes the amount of page flipping required to find stat blocks while running the encounter. Because encounters may contain player box text and plot advancement, it may be useful to flip ahead and read the encounters as they are referenced in the text. If you plan on using miniatures to run the adventure, a list of the miniatures required is in appendix A: Adventure Summary.

ADVENTURE LENGTH

This adventure is expected to take hours to run as written. This assumes the group stays on topic, that the party is consistently moving forward at a reasonable pace, and that each turn of combat is resolved quickly. If the group has trouble staying on topic, use your position as Dungeon Master to remind the group about the adventure at hand and keep the story moving. When the game maintains forward momentum and moves forward quickly the group will find it easier to focus.

A party that is not making consistent progress and is out of options will quickly become frustrated. If the players get lost or off track, feel free to provide hints or clues to get them back on track. If the characters are unable to overcome a particular obstacle or challenge they may need to be presented with additional options for moving forward.

Combat should be tense and exciting. Once a particular battle has reached the point where the outcome is no longer in doubt, consider calling the fight. Once the parties opponents have lost the ability to meaningfully harm the party further action does not serve to advance the plot. Narrate the ending and keep the adventure moving forward.

ADJUSTING THE ADVENTURE

This adventure is meant for a group of five to six characters, of levels 1-4. It is balanced for a party of 2nd level. Parties of that level will find this adventure suitably challenging if they face the Normal version of the encounters. Larger parties, parties with higher level characters, or those that work especially well together may find the Strong Party option of the encounters more rewarding. If the party is smaller, has a lower average level, or does not have a good mix of party roles the Dungeon Master may need to use the Weak Party option to avoid overwhelming the characters.

Player skill (not character level) can make a big difference in how a party copes with challenges. Players new to the game will find easier encounters less frustrating. Experienced players will be able to tackle more difficult fights than their character level may indicate and will often enjoy the challenge.

CHAPTER 1: INTRODUCTION

The Creepy Crypt is less an adventure and more a collection of examples showing how to use Adventure-Maker to write an adventure.

ADVENTURE SUMMARY

A good adventure summary should give the dungeon master a high level view of the adventure background, narrative, and how the story will develop. It should provide a road map so that the DM knows where the adventure is headed as he reads and prepares to run it.

ADVENTURE BACKGROUND

The adventure background section is the place to talk about important places and faces for the adventure. If there is important lore or campaign history necessary to setup or understand the story it should go in the background section as well.

WHERE THE ADVENTURE STARTS

Explain a little bit about the setting. Maybe include a citation for more information about the setting. For instance, if the adventure starts in Mulmaster, you could refer the DM to *The City of Danger: Reconstruction*. You can find useful information about other areas of the moonsea in *The Moonsea* and *Mysteries of the Moonsea*.

PEOPLE THAT NEED KILLING

Is there an evil cult? This is adventure league, so there is probably an evil cult. Maybe explain a little bit about the cult. Are they really evil? They probably view themselves as alt-good. Maybe its the humans who are oppressing the gnolls? Ever think of that?

PLOT HOOKS

Plot hooks help the party come together and get "on stage" for the adventure to begin. Try to provide at least two or three so there is some flexibility in things to motivate the characters involvement.

THE FACTION PLOT HOOK

A guy wearing the same color shirt as you sends you a quest.

> Listen, your a member of INSERT FACTION HERE, and I'm in charge of INSERT FACTION HERE, so go your risk your life doing this crazy thing.

GREED

Promise them treasure. Players love treasure. **You don't actually have to deliver it in the end**. Just promise it.

> There is rumored to be a pile of gold just lying there in those caves. Tons of Gold. Mountains of Gold. Just lying there, waiting for some industrious individual such as yourselves to come haul it away. There certainly isn't an army of Kobolds dedicated to defending a dragon which is certainly not perched on top of the hoard.

CHAPTER 2: JOURNEY INTO DANGER

In the crypt the characters can expect to find the following:

- Skeletons.

- Zombies.

- Ghouls.

- Ghosts.

- Probably not a Vampire.

- Its a crypt, not a pyramid. No Mummies.

- How unlucky would it be to run into a lich. A demi-lich is a real possibility though.

To reach the crypt the characters will need to:

1. Travel north for 20 miles.

2. Turn left at the lightning blasted oak tree.

3. Go straight until they reach the moss covered arch.

4. Follow the cobblestone path.

> ◆ **Weather** ◆
>
> The weather during the characters trip to the tower and its crypt is cloudy and overcast, but the rain does not start until the characters actually enter the surrounding graveyard. Once the characters enter crypt itself, the rain becomes torrential. Should the characters attempt to camp outside the crypt they quickly discover that the combination of cold, wet, and mud makes rest impossible.
>
> Once the characters overcome the crypt and its guardians, the storm breaks and the sun begins to shine. Of course, it will take a while the ground to dry out and so the characters will be trudging through mud all the way back to town.

THE TOWER

When the characters reach the location of the crypt, they instead find a tower. When they enter it, the discover that it is brightly light but decorated with a skull and bones motiff. A set of stairs leads up into the tower. In the center of the tower there is also a trap door, made of iron and emblazoned with a skull. The trap door has a small keyhole, and is locked. The characters will need to find the key to pass trough it.

MEETING THE GUARDIANS

On the second floor of the tower the characters will encounter the a figure dressed all in black, with a black cape lined with red velvet. If the characters do not immediately attack him he will chat happily with the characters, relating the history of the tower and explaining that he lives here mostly keeping to himself. He denies being undead, and takes exception to any such suggestion. He prefers the term alt-alive.

The vampire is stalling. He knows that he it will take thirty seconds for re-enforcements to arrive. Once either the characters attack or his allies arrive, the encounter Fight for the Tower begins.

Once the fight is over the party can loot a bag of coins worth 72 gp from the vampire. Once of the skeletons also was good quality longsword that the party can use.

SEARCHING THE TOWER

Once the party has defeated the towers guardians they will be free to search the tower. At the top of the tower is a table. On the table is the key to the crypt in the basement, and other items as determined by rolling on the table below.

WHAT'S ON THE TABLE?

d20	Contents	Value
1-5	Nick Knacks	1gp
6-10	Donuts	5gp
11-15	A Severed Head	0gp
16-20	Dinner	7gp

ENCOUNTER: FIGHT FOR THE TOWER

Weak Party		
1	Vampire Spawn	1800 XP each
2	Skeleton	50 XP each
Total XP		1900 XP
Normal Party		
2	Vampire Spawn	1800 XP each
4	Skeleton	50 XP each
Total XP		3800 XP
Strong Party		
3	Vampire Spawn	1800 XP each
6	Skeleton	50 XP each
Total XP		5700 XP

SETUP

The characters start standing around the stairs leading down to the first floor. The first vampire spawn starts in the middle of the room. Any other enemies enter from the stairs leading up. It takes six rounds for everyone besides the first vampire spawn to arrive, less one round for every five seconds the vampire was able to stall the characters.

TACTICS

The skeletons rush the characters, each skeleton taking one party member. Skeletons only double up once all party members are covered. The vampire spawn focus their collective attention on any clerics first, and then move on to other obvious casters.

CONCLUSION

The fight only ends when one side or the other is completely dead.

SKELETON

Medium undead, lawful evil
Armor Class 13 (armor scraps)   **Hit Points** 13 (2d8+4)
Speed 30 ft.   **CR** 1/4 (50 XP)
Senses darkvision 60 ft., passive perception 9

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Condition Immunities poisoned
Languages understands all languages it spoke in life but can't speak

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

VAMPIRE SPAWN

Medium undead, neutral evil
Armor Class 15 (natural armor)   **Hit Points** 82 (11d8+33)
Speed 30 ft.   **CR** 5 (1800 XP)
Senses darkvision 60 ft., passive perception 13

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Languages the languages it knew in life

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

TOWER OF ZORAMADRIA

One square = 5 feet

Floor Three

Floor Two

Floor One
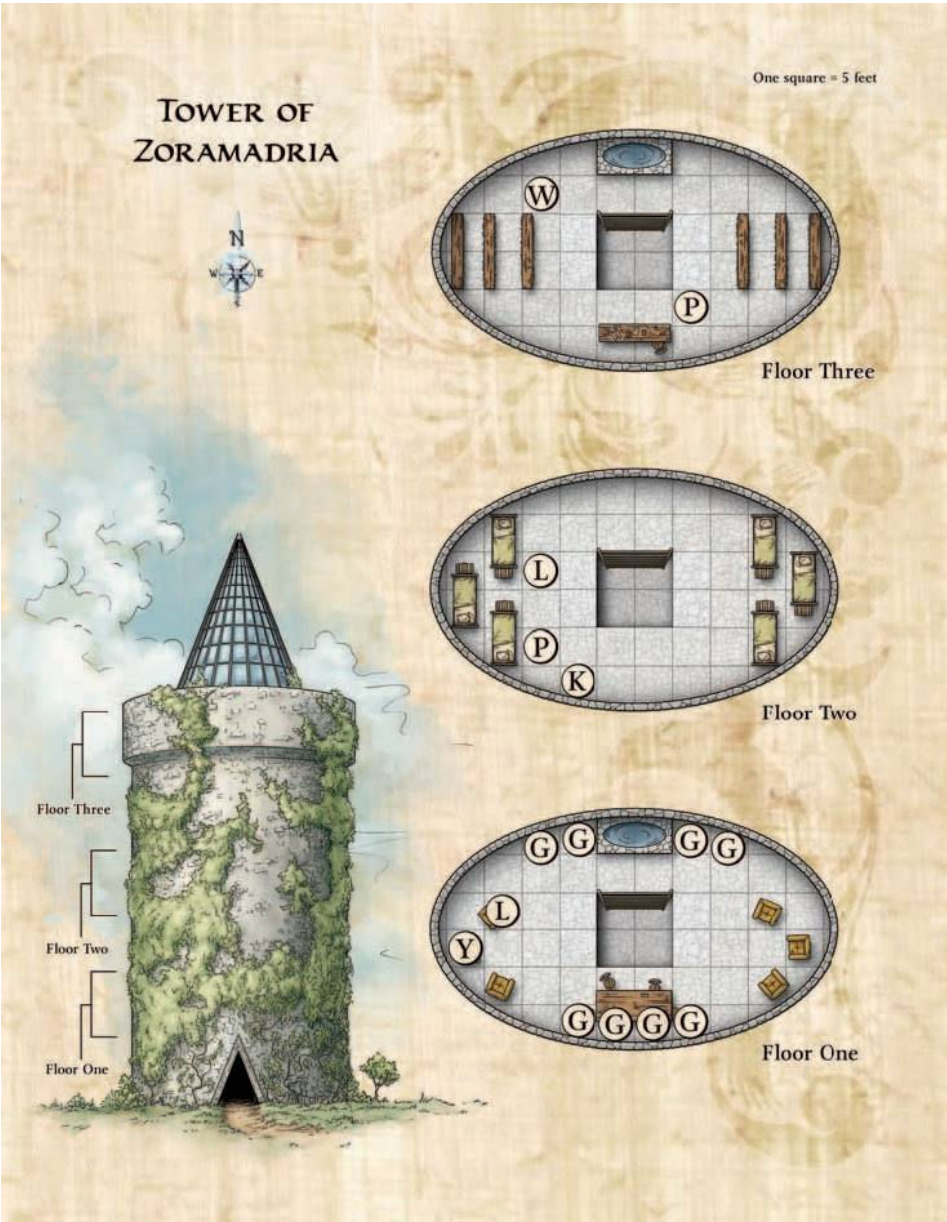
CHAPTER 3: THE CRYPT

Once the characters find the key on the third floor they may unlock the trap door and descend to the crypt. There they find their adversary, the Black Knight, and his squad of elite kobolds. Maxwell Truss is bound and gagged in the back corner.

When the characters first enter the room the Black Knight will attempt to monologue about his evil plans. We will go on and one about raising the dead, raiding the country side, and funding it all by kidnapping and ransoming hapless peasants. As long as the party lets the knight talk the kobolds will be stretching, sharpening weapons, and rolling their eyes at their boss. The Big Boss Fight only begins when the party tires of his ranting and attacks.

> ### Using NPCs
>
> NPCs are defined in separate NPC files. For an example, look at npcs.example.json. The manual contains the full details on using NPCs rosters with AdventureMaker.

LOOTING THE CRYPT

The Black Knight, once defeated, is wearing magical chain mail. The pockets of the kobolds can be search to turn up 14 gold pieces and 5 silver pieces. There is also an ebony statue on the altar worth 75 gp.

ENCOUNTER: BIG BOSS FIGHT

Weak Party	
1 Black Knight	700 XP each
Total XP	**700 XP**
Normal Party	
1 Elite Kobold	25 XP each
1 Black Knight	700 XP each
Total XP	**725 XP**
Strong Party	
6 Elite Kobold	25 XP each
1 Black Knight	700 XP each
Total XP	**850 XP**

CUSTOM MONSTERS

The Black Knight and Elite Kobolds are custom monsters. See the file *monsterdb.example.json* for how they defined. They serve as examples of how to create your own monsters.
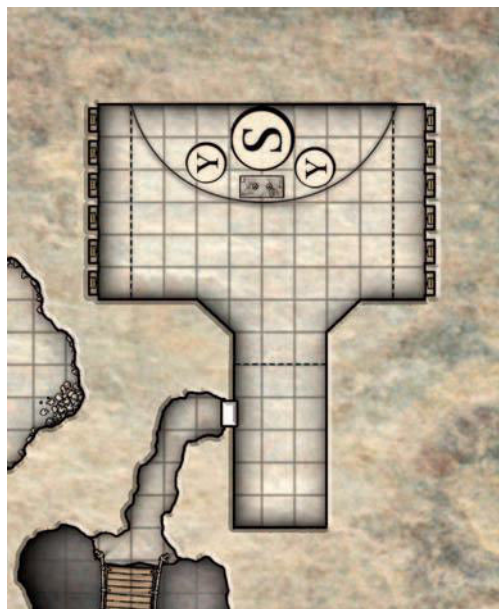
ELITE KOBOLD

Small humanoid (kobold), lawful evil
Armor Class 12 (none) **Hit Points** 7 (2d6+0)
Speed 30 ft. **CR** 1/8 (25 XP)
Senses darkvision 60 ft., passive Perception 8passive perception 8

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	8 (-1)	7 (-2)	8 (-1)

Languages Common, Draconic

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

BLACK KNIGHT

Medium humanoid (any race), any alignment
Armor Class 18 (plate) **Hit Points** 52 (8d8+16)
Speed 30 ft. **CR** 3 (700 XP)
Senses passive perception 10

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Languages any one language (usually Common)

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Legendary Actions

The Black Knight can take 3 legendary actions. They can take only one legendary action at a time and only at the end of another creature's turn. The Black Knight regains spent legendary actions at the start of its turn.

Onguard. The knight regains his reaction.

Have at Thee. The knight make one melee attack.

Appendix A: Adventure Summary

Figures Needed

If you plan on using miniatures to run the combat encounters in this adventure, you will find it useful to have the following figures on hand. It may be possible to run the adventure with fewer figures of some type, but you will not need more than is shown in the table so long as the party does not attempt to take on two encounters at once.

Figures Needed

Figure	# Required
Black Knight	1
Elite Kobold	6
Skeleton	6
Vampire Spawn	3

Experience Tables

The following table gives the experience for each encounter, by encounter difficulty. The final row gives the experience earned by a party if they defeated every encounter at the same difficulty level.

Encounter Experience by Difficulty

Encounter	Weak	Normal	Strong
Fight for the Tower	1900	3800	5700
Big Boss Fight	700	725	850
Total XP	**2600**	**4525**	**6550**

If the party completed every encounter at the same difficulty level, the following table gives the experience earned by each member of the party, based on party size.

Experience by Party Size

	3	4	5	6	7
Weak	866	650	520	433	371
Normal	1508	1131	905	754	646
Strong	2183	1637	1310	1091	935

Regardless of monsters defeated, objectives accomplished, and party size the **minimum XP award is 400** and the **maximum XP award is 1650**.

Treasure

Treasure By Value

Bag of coins	72.0
Ebony statue	75.0
Kobold Pocket Change	14.5
Total Value	**161 gp, 5 sp**

If the party earned, found, looted, or otherwise acquired all cash rewards in the adventure, the table below gives the split of the treasure based on party size.

Treasure By Party Size

Party Size	3	4	5	6	7
Total GP	53.83	40.38	32.30	26.92	23.07

Magic Items

Chain mail Armor +2

Magical Armor (Very Rare)

You have a +2 bonus to AC while wearing this armor.

This chain mail is gleaming, the villain kept it well oiled. Always try to include a description with the items you hand out.

Notable Items

Mundane Items

The following mundane items are present in the adventure, and may be kept or distributed by the party if found. They have no meaningful cash value if sold.

- Longsword

Adventurers League Rewards

Downtime and Renown

For successfully completing this adventure, each character receives 5 downtime days and 1 renown.

DM Rewards

For running this adventure the Dungeon Master may add 150 experience, 75 gold, and 5 downtime to one character of their choice.

Story Awards

The party earns this story award if they saved Maxwell Truss from the Black Knight as the end of the adventure.

> ### EX01
> ### Saved Maxwell
>
> Maxwell Truss, lighthouse keeper and proprietor of the rest stop and tavern known as "Hofstead's Beacon" owes you his life. In gratitude, he will give you a 50% discount on your ale whenever you are at his establishment.

Appendix B: Important Non-Player Characters

Maxwell Truss
Human, Male, Lighthouse keeper
Maxwell is stocky, with a bushy beard that was once black but is now almost entirely gray. He is a jovial man, and when time permits he loves to chat and swap stories with travelers passing through Hofstead's Beacon.

Appendix C: Waterdeep

Appendix D: Bibliography

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