

D6

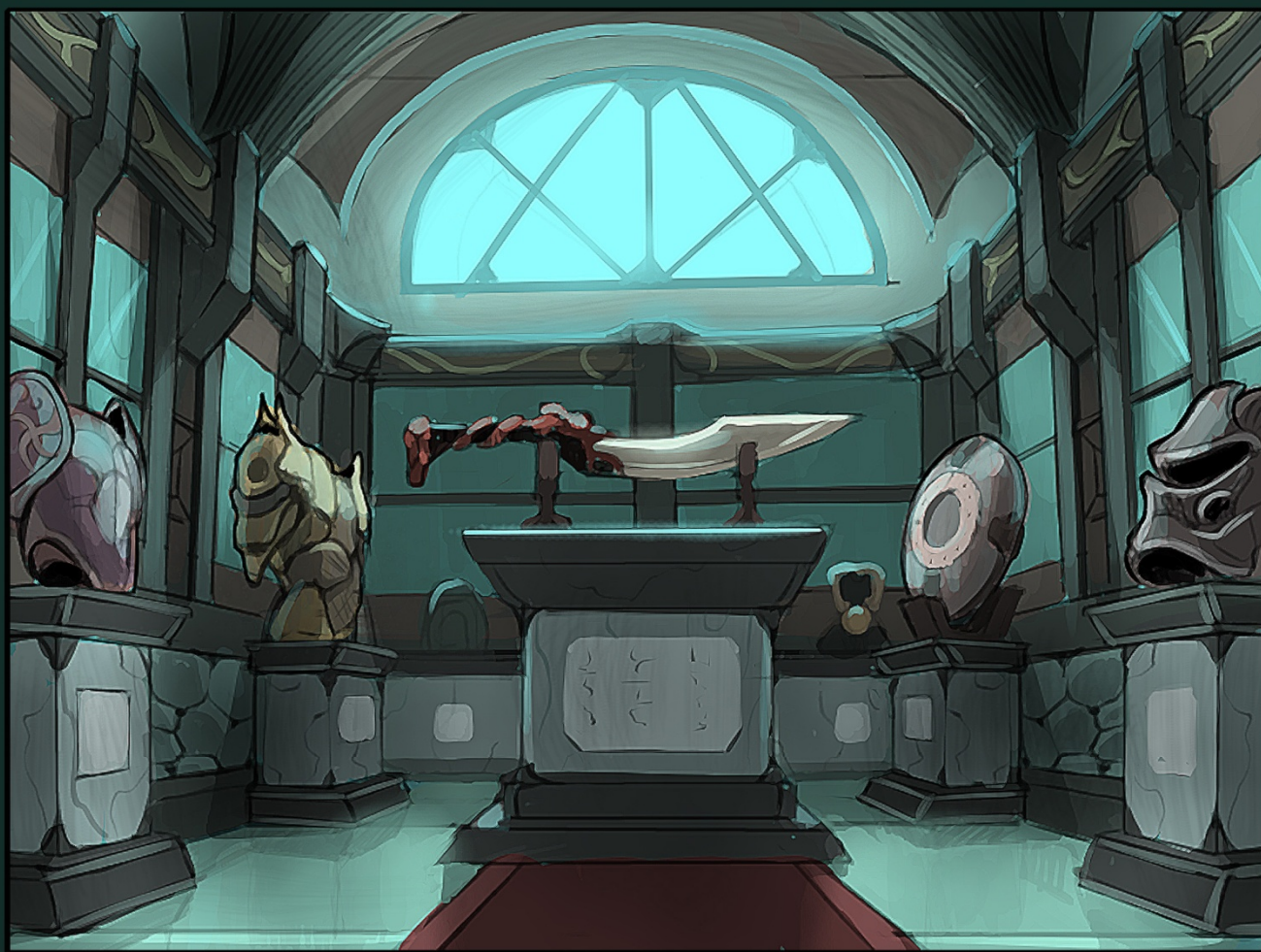
**Compatible with the
Swords & Wizardry™ game**

Mini-dungeon Module D6

The Warlord's Vault

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 6-8



Uther Grimwulf's treasures lie entombed with him in a vault with seven locks. His final resting place was designed as a challenge to find a soul worthy enough to take up his arms and continue his fight. Are you worthy?

The Warlord's Vault is sixth in a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



**Dungeons of
Dazegoneby**

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Writing, design, layout: Matthew E Kline
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Dungeons of Dazegoneby

Mini-Dungeon Module D6

The Warlord's Vault

Grimwulf and Shandry were a formidable fighter and wizard team. When an enemy finally laid the mighty warrior low, Shandry vowed that her friend's prized possessions would only pass to warriors of equal merit. She created a final resting place for her "warlord", a vault of seven locks; with seven challenges to serve as the keys...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Warlord's Vault is designed for 4-6 adventurers of level 6-8. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Uther Grimwulf and Rena Shandry had a long and noteworthy adventuring career. They ran with many different groups but always with each other. Nothing could separate them, not even death.

When Grimwulf's adventuring days finally came to an end, Shandry couldn't bear the thought of his favorite armor and weapons falling into the hands of the undeserving.

She created a final resting place for her "warlord", a grand tomb that would double as a vault in which to store his treasures, keeping them from the unworthy.

Shandry used a lifetime of accumulated wealth and talent to create the vault, crafting seven prismatic gates; six unlocked by a crystal key, the seventh by a test of strength. The only way to obtain the keys was by completing a series of staged encounters designed to mimic notable feats accomplished by Grimwulf throughout his life.

Ultimately Shandry was laid to rest in the tomb as well, close to her noble warrior.

The party hears of the vault and some of the treasures it holds (a demon-slaying sword, armor that protects the wearer from dragon fire, a shield that summons a lion guardian) and wonder if they're worthy enough to claim them. Only one way to find out...

The vault lies in the Valley of Heroes. The locals seem to know the way...

Set Up

The adventurers journey to Windy-Glen, a small town on the edge of the Valley of Heroes. The valley is a favored place to build monuments, memorials, and tombs to heroes who have passed on; a sort of "Elephant's Graveyard" for adventurers.

As a result there are many tombs similar to the one which holds the warlord's vault scattered across the valley.

The party can either take a chance searching the valley or inquire at Windy-Glen for directions to the vault.

The vault is a popular destination for would-be-warlords, and the town has figured out a way of capitalizing on it.

It isn't long before they're approached by a local looking to sell a ring that will point them in the right direction for 1,000gp.

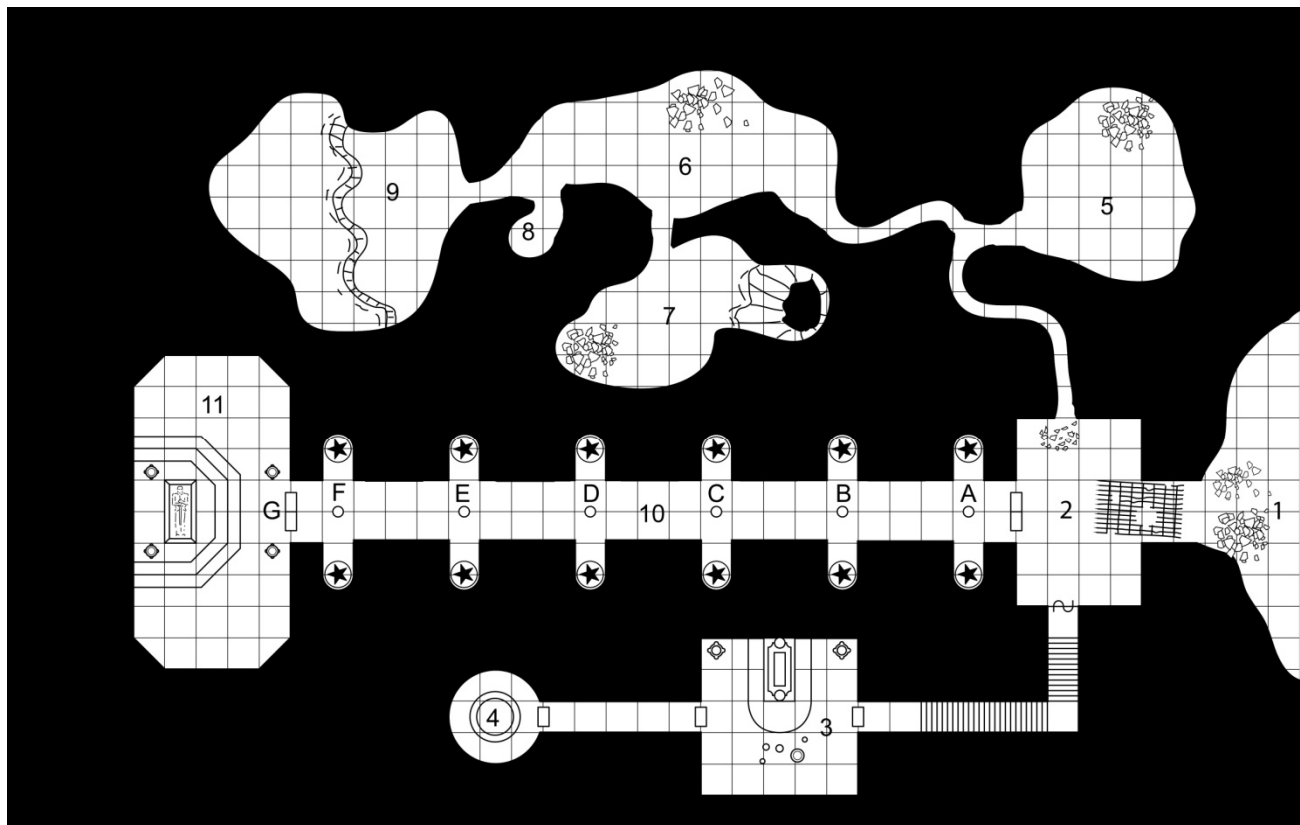
A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the party is hired to retrieve a particular item from the vault, in which case they may already have a map.

Alternately the vault could be part of another complex the group is already exploring.





The Vault

Key to the Warlord's Vault

When the ring is worn it emits a spike of light about 3" long which points towards Grimwulf's Tomb. The journey through the Valley of Heroes is a quiet and peaceful one. It takes about an hour's march to make it to the vault's entrance. During this time the party passes several other monuments and memorials to heroes past (possibly even one or two erected to honor past alter egos.)

The tomb was excavated in the side of a cliff in a section of the valley where the walls become sheer.

A large statue of a wolf carved from granite sits 30' from the entrance. A copper plate at its base bears the inscription "HERE LIES THE WARRIOR UTHUR GRIMWULF; FIERCE WARLORD, LOYAL COMPANION."

1. Entryway

A 10' wide by 15' tall opening has been carved into the side of the valley. A closed iron gate once stood here but now it's knocked down and lies just inside the entrance. Several piles of an odd semi-transparent crystal litter the ground, as if some crystalline structure or structures had been shattered.

If the party's been lead here by the ring the light it emits will cease upon reaching the entrance. An enterprising wizard in Windy-Glen buried a ceramic frog near the entrance to the vault, then enchanted a bunch of rings with *locate object* and a slightly altered *light* spell. Some of the rings lie here on the ground, discarded once they stopped working.

The piles of crystal are fragments of shattered Prismatic Golems (see New

Monsters.) Several of them once stood guard near the entrance.

The gate looks as if it were knocked down by a battering ram or a giant fist.

2. Main Chamber

A large pair of stone doors are set in the western wall. On either side of the door bas-relief images from Grimwulf's past have been sculpted into the wall. To the south someone has marked a section of the wall with an 'X'. Across the room, on the northern wall opposite of this mark, a door sized opening has been created.

The bas-reliefs feature achievements from Grimwulf's life, chiseled into the wall by dwarven artisans. The first depicts Grimwulf standing on a beach fighting a water elemental rising up from the sea. The second shows Grimwulf fighting a flock of harpies. Their titles have been carved underneath in common and dwaven; 'Against the Tide' and 'The Harpy Queen'.

Near the 'X' on the southern wall the words "Secret Door" have been written in chalk. This door is designed to open only when a single creature with a strength of 18 or greater pushes against it. If the party lacks a character strong enough to open it, using the *potion of giant strength* found in **Area 9** will allow a character to open it. A door similar to this one sat in the northern wall as well however it's been smashed open.

The doors on the western wall are not locked however they require characters applying a combined strength of 25 to open them.

The knocking down of the gate at **Area 1** has allowed a group of owlbears to lair here.

Three corpses lay piled in the south east corner. A nobleman attempted to tour the Valley of Heroes accompanied by his bodyguards. Unfortunaltely they were slain by the owlbears and carried here.



Owlbears (4): HD 5+1; HP 26,25, 25,20 AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.



The two bodyguards are outfitted in a similar fashion. Their armor has been shredded and battered and their weapons misplaced however both still wear ornate jewel encrusted scabbards (worth 300gp each) and rings bearing the mark of the nobelman's house (worth 30gp each). The nobleman wears a gold and gem studded necklace (worth 4,000gp) and wears a ripped cloak containing hidden pouches sewn within its lining. The remaining, pouches contain 40gp and 8 gems (worth 100gp each).



3. Shandry's Tomb

As the door to this chamber swings open, two braziers in the northern corners of the room spring to life. Their light illuminates a stone sarcophagus that lies between them. Five statues of robed and hooded figures stand grouped near the sarcophagus, heads bowed in mourning.

This is the resting place of Shandry the Sorceress. Her body is held within the stone sarcophagus entombed here close to Grimwulf. The lid of the sarcophagus can be moved by applying a combined strength of 20 or more to the task for 1 round. Removing the lid unfortunately triggers a *stone to flesh* spell which reanimates a medusa hidden amongst the statues.

The largest of the circles on the map indicates the creature's position. Shandry used *charm monster* on the medusa and positioned it in such a way so that once robed and turned to stone it would resemble the rest of the 'mourners'.



Medusa: HD 6; HP 31; AC 5[14]; Atk 1 weapon (1d4); Move 9; Save 11; CL/XP 8/800; Special: Gaze turns to stone, poison.



The body of Shandry lies perfectly preserved within the sarcophagus. She clutches a **blue crystal key** tightly to her chest. It can easily be removed however if done so by a character with less than 18 strength the character becomes cursed, losing 1 point of strength. A *remove curse* spell cast by a spell caster of 10th level or higher will restore the lost strength.

An ivory scroll case by her side contains a *stone to flesh* spell.

4. The Mermaid's Riddle

A dry stone basin sits in the center of this circular room. The statue of a mermaid stands within, clutching something hidden to her chest.

Frescos on the wall depict a series of events involving Grimwulf defeating a sea serpent that was menacing an underwater merfolk village. One image shows the fighter being rewarded with a statue similar to the one in the center of the room however that one was carved from coral and studded with pearls.

A riddle has been carved into the floor, running a ring around the basin:

Three lives have I. Gentle enough to soothe the skin, Light enough to caress the sky, Hard enough to crack the rock. What am I?

The answer to the riddle is "water", however it's not enough to speak the answer. Water must be poured into the basin to properly answer the mermaid's riddle.



If the basin receives any quantity of water the mermaid will lower her hands revealing a **red crystal key** held within.

5. Manticore Lair

The tunnel opens up into a large cave. The bodies of two adventurers lie close to the cave's entrance.

A quick inspection of the bodies reveals that they were brought down by a number of iron spikes.

A manticore dwells here, charmed by Shandry to serve as a guardian for one of the vault's keys.



Manticore: HD 6+4; HP 30; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Flies, tail spikes.



In addition to an assortment of standard adventuring equipment the following can be found on the two bodies near the cave entrance: One *potion of extra healing*, a scroll case containing a scroll with 3 spells (*magic missile*, *shield*, *sleep*), a +2 battle axe, two coin pouches containing 100gp and 2 gems worth 50gp each, and a ring identical to the one offered for sale in Windy-Glen.

An **orange crystal key** is fastened to a collar worn by the manticore.

6. The Flock and the Rocks

You enter a cavern with a high ceiling illuminated by glowing fungus. A collection of strange bird women are circling in the air. They swerve from time to time as if avoiding some hidden barrier.

This cavern is home to a group of 10 harpies. They circle about 25' off the cave floor and 10' away from its ceiling. They swerve in their flight path every so often to avoid piercers that dwell among the stalactites on the ceiling.

While engaged in battle the harpies may forget about the locations of the piercers, thus the piercers have an equal chance of falling on harpy or adventurer.



Harpies (10): HD 3; HP:19,19,18,16,16,13,11,9,8,6; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

Piercers (4HD) (7): HD 4; HP: 24, 20,17,15,14,11,10; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; CL/XP 4/120; Special: None.



The harpy with 24 hit points wears a **yellow crystal key** on a rope about its neck.



7. The Pit and the Troll

This cavern is lit by more of the strange glowing fungus. Along the eastern wall a 15' wide pit drops off into darkness. An odd looking bed or nest consisting of scraps of leather and discarded harpy feathers has been formed atop some rubble to the southwest.

A troll dwells within this room guarding another crystal key. There's a 2 in 6 chance it will be sleeping on the bed it's made in the southwest corner.

The pit descends 50' to the floor of an underground chamber. This chamber is home to 10 giant bats. Loud noise, such

as that associated with combat, will disturb the bats causing them to fly from the chamber, through the troll's lair, and towards the exit at **Area 8** (taking out their anger at being disturbed on any convenient targets along the way.)

There's a possibility that the bats could return to their home after a couple of rounds, attacking targets on the return flight. Bats that are attacked during either flight will stay and engage their attackers.

The troll may try to use the pit to its advantage, attempting to back opponents towards it or toss a character into it. A character that falls into the pit takes 5d6 damage, gets covered in guano, and disturbs (or re-disturbs) the bats if they're there.



Troll: HD 6+3; HP 31; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

Giant Bats (10): HD 4; HP 15,15, 15,14,13,13,13,12,12,10; AC 7[12]; Atk 1 bite (1d10); Move 4 (fly 18); Save 13; CL/XP 5/240; Special: 10% chance of disease.



The troll wears a **green crystal key** on a rope around its neck.

8. Natural Shaft

Light descends down a shaft here that opens to the surface. The sky is visible high above.

This is a natural passage that opens to the surface allowing the harpies in **Area 6** and the bats in the pit in **Area 7** access to the outside. The shaft ascends 40' before ending atop a cliff that overlooks the Valley of Heroes. There's no real purpose in climbing the shaft other than to take in the view...

9. Underground Lake

A small wooden chest sits near the edge of an underground lake.

Characters that approach the chest will come under attack from a water elemental that dwells in the lake.

The lake is relatively shallow, gradually tapering off to a depth of 3' from shore and maintaining that depth until it drops off near the western wall to a depth of 15'.

The elemental will attempt to move the battle into the lake and towards the western wall where it will try to drown its opponents at the "drop off".



Water Elemental (8HD): HD 8; HP 40; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats.



The wooden chest contains a crystal skull (worth 400gp) sitting on top of 2,000gp. A *potion of giant strength* and an **indigo crystal key** are fastened to the underside of the chest's lid with a series of leather straps.

10. Prismatic Locks

Opening the stone doors reveals a long hallway leading west. Progress is blocked however by a translucent wall of red energy which stems from a crystal pillar in the center of the hall and vanishes into an alcove at either side of it.

This hallway is blocked by a series of walls created by trapping the magic from a *prismatic sphere* spell into several crystal pillars and a pair of crystal doors.

The walls are created by bouncing the energy between the crystal pillar and a pair of prismatic golems of the same color standing in the alcoves to either side.

Turning the crystal key of the corresponding wall color in a pillar's keyhole deactivates the wall and allows safe passage down the hall.

Alternatively, each wall can be negated using the method described in the *prismatic sphere* spell description or the crystal pillar can be shattered. However negating the wall or shattering the pillar triggers the prismatic golems standing in the alcoves across from it.

Keep in mind that the golems listed after each lock description are only encountered if the prismatic energy for that wall is negated by spell or the crystal pillar is shattered. The golems remain inactive if the lock's key is used.

Lock A

A copper keyhole set in a crystal pillar filled with a red light. The pillar generates a wall comprised of the red layer of a prismatic sphere. The wall deals 12 points of damage if touched. The wall stops any magic arrows or missiles (including the spell *magic missile*). The wall can be deactivated by using the **red crystal key** on the pillar or negated by casting *ice storm* or using any other cold-based attack on the wall.



Prismatic Golem (red) (2): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: pain touch (1/per day, inflicts 12 points damage), half damage unless negated.

Lock B

A copper keyhole set in a crystal pillar filled with an orange light. The pillar generates a wall comprised of the orange layer of a prismatic sphere. The wall deals 24 points of damage if touched. The wall stops arrows and any other non-magical missile. The wall can be deactivated by using the **orange crystal key** on the pillar or negated by casting *lightning bolt* or using any other electrical attack on the wall.



Prismatic Golem (orange) (2): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: pain touch (1/per day, inflicts 24 points damage), half damage unless negated.

Lock C

A copper keyhole set in a crystal pillar filled with a yellow light. The pillar generates a wall comprised of the yellow layer of a prismatic sphere. The wall deals 48 points of damage if touched. The wall blocks all breath weapons. The wall can be deactivated by using the **yellow crystal key** on the pillar or negated by casting *magic missile* or firing a magic arrow at it.



Prismatic Golem (yellow) (2): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: pain touch (1/per day, inflicts 48 points damage), half damage unless negated.

Lock D

A copper keyhole set in a crystal pillar filled with a green light. The pillar generates a wall comprised of the green layer of a prismatic sphere. The wall causes death if touched (saving throw

allowed.) The wall blocks any scrying and detection-type spells from seeing beyond it. The wall can be deactivated by using the **green crystal key** on the pillar or negated by casting *passwall* or any other earth-moving magic.



Prismatic Golem (green) (2): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: death touch (1/per day, saving throw allowed), half damage unless negated.

Lock E

A copper keyhole set in a crystal pillar filled with a blue light. The pillar generates a wall comprised of the blue layer of a prismatic sphere. The wall turns flesh to stone if touched (saving throw allowed.) The wall blocks all divine (Clerical) magic from passing through. The wall can be deactivated by using the **blue crystal key** on the pillar or negated by casting *disintegrate*.



Prismatic Golem (blue) (2): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: immune to clerical magic, half damage unless negated.

Lock F

A copper keyhole set in a crystal pillar filled with an indigo light. The pillar generates a wall comprised of the indigo layer of a prismatic sphere. The wall Causes death and destroys the soul utterly if touched (saving throw allowed.) The wall can be deactivated by using the **indigo crystal key** on the pillar or negated by casting *dispel magic*.



Prismatic Golem (indigo) (2): HD 4 (20 HP); AC 5[14]; Atk 2 fists

(1d8+1); Move 6; Save 13; CL/XP 7/600; Special: death touch (1/per day, saving throw allowed), half damage unless negated.

Lock G

A copper plate bearing the imprint of a hand is set in the center of a pair of crystal doors. The doors are with the energy of the violet layer of a prismatic sphere. The doors cause insanity in a character for 1d6 days if either are touched before the violet energy's been deactivated or negated. The doors unlock and deactivate if a character with a strength greater than 18 presses their hand against the imprint or by or casting *continual light*.

11. Grimwulf's Tomb

This room resembles a cross between a tomb and a museum. Three wide steps lead up to a dais containing an ornate sarcophagus. False windows are set into the walls, illuminated to create the illusion of daylight. Pedestals to the north and south hold formidable looking weapons and armor.

There are a total of six pedestals in this room, 3 to the north and 3 to the south upon which are perched item that once belonged to Grimwulf. Removing an item from its resting place will cause it to be replaced by a semi-transparent duplicate image of itself, projected from its pedestal (Shandry wished Grimwulf's possessions to remain on display even after they were claimed.)

Touching the weapons, armor, or sarcophagus causes Shandry's last guardian to animate. The lid to the sarcophagus shatters and a mummy emerges from within.

In 1d4 rounds Grimwulf's true sarcophagus rises from beneath the dais and locks up into place, nested within the mummy's sarcophagus.



Mummy: HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.



Six of Grimwulf's possessions are displayed upon pedestals within this room. Each pedestal bears a nameplate indicating the item that rests on it. Pedestal #1: *Nulldrang, the demon cleaver* (see New Magic.) Pedestal #2: *Ghost Armor*. A suit of *ethereal armor* with 20 charges left. Pedestal #3: *Lion Shield* (see New Magic.) Pedestal #4: *Helm of Giantkind* (see New Magic.) Pedestal #5: *Phoenix Charm* (see New Magic.) Pedestal #6: *Dragon Slayer's Armor* (see New Magic.)



Wrapping Up

On the way out of the tomb entrance the party passes a group of seven dwarves heading in.

The dwarves are from a nearby village of artisans tasked with maintaining upkeep on the various monuments found within the Valley of Heroes. They were alerted to the fact that Grimwulf's vault had been opened through magical means and were basically sent to tidy up.

Two dwarves use a series of ladders to carve "THE TREASURES ARE GONE BUT THE HERO REMAINS" with hammers and chisels above the door in common and dwarven, as a message to other would-be treasure hunters. They then set about sweeping up the remains of the shattered prismatic golems outside the entrance and repairing the gate. The rest head inside where they begin the process of moving Shandry's sarcophagus to its final resting place next to Grimwulf within his tomb. The final task will be to wall up the north and south exits from the main chamber (**Area 2**) transforming the vault into the museum/tomb Shandry envisioned as a fitting memorial to her companion.

The dwarves, of course, will whistle while they work...

Continuing the Adventure

Here are some suggestions for further adventures:

✕ The skull retrieved from **Area 9** begins to grow, turning into a full size crystal pirate skeleton in three night's time. "Captain Skull" leads the party on a treasure hunt for the pearl encrusted coral mermaid statue pictured in **Area 4**.

✕ The team of dwarven artisans who cleaned up the tomb seek the party's help in dealing with a red dragon who's taken up residence in or around another memorial within the Valley of Heroes.

✕ The party is approached by a fighter of some renown; a "warlord" in his own right. He feels that the party's unworthy of Grimwulf's treasures and challenges the strongest member to a very public duel in order to decide their rightful owner.

✕ A group of mercenaries hired by the house of the noble in **Area 2** are tasked with tracking down the errant nobleman. They possess a magical device that lets them track the whereabouts of the necklace worn by the nobleman and the rings worn by his bodyguards. There may be some ugly allegations made if the trail leads to the party.

NEW MONSTERS

Prismatic Golem

A prismatic golem is a crystalline human-like form created through a process involving a lengthy ritual and at least one *prismatic sphere* spell. High level spell casters often create them to serve as protectors or guardians of their treasure.

A prismatic golem is filled with the energy from a single layer of a prismatic sphere. Each manifests a different power dependent on its color. A prismatic golem is immune to the effects of a prismatic sphere layer of the same color.

All damage inflicted upon a prismatic golem is halved unless the energy from the sphere layer it contains is successfully negated by the means described in the *prismatic sphere* spell. A 'negated golem' takes full damage from attacks, loses its color, and cannot use its special abilities.



Prismatic Golem (blue): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: immune to clerical magic, half damage unless negated.

Prismatic Golem (green or indigo): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: death touch (1/per day, saving throw allowed), half damage unless negated.

Prismatic Golem (orange): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: pain touch (1/per day, inflicts 24 points damage), half damage unless negated.

Prismatic Golem (red): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: pain touch (1/per day, inflicts 12 points damage), half damage unless negated.

Prismatic Golem (violet): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: immune to arcane (magic user) spells, half damage unless negated.

Prismatic Golem (yellow): HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+1); Move 6; Save 13; CL/XP 7/600; Special: pain touch (1/per day, inflicts 48 points damage), half damage unless negated.

New Magic

Dragon Slayer's Armor

This armor function as *plate mail* +1/+2 *against dragons*. It's comprised of a series of interlocking scales from a variety of dragons. The first time each day that the wearer is hit by a dragon's breath weapon they automatically succeed at their save vs. dragon's breath.

Helm of Giantkind

Once a week this helm can be donned to grant it's wearer a boost in strength. This ability functions as though the character drank a *potion of giant strength*.

Lion Shield

A shield bearing the image of a lion's head. Once per day the wielder may use the shield to summon a lion. The lion will fight by its owner's side for 2d4 rounds before it vanishes. If the lion is slain before it vanishes the wielder will not be able to summon it again for one month.

Nulldrang, the Demon Cleaver

A *two-handed sword* +1/+4 *against demons*. Each time the wielder successfully hits a demon the wielder is healed for 4 hit points. The sword is intelligent and will communicate telepathically with any who hold it, urging them to seek out demons and slay them.

Phoenix Charm

A circular amulet bearing the image of a phoenix. If its wearer is reduced to zero hit points or less they will immediately regain half their hit points. This amulet will only function one time for each wearer.

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost.

Shaman Stock Art provided the Vault image for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. Available on <http://game-icons.net>

The page 2 ring image was provided by Outland Arts, © William McAusland, used with permission.

Our ferocious looking Owlbear on page 4 was provided by Dave Allsop at Ironhead Arts.

The Troll on page 6 was provided by One Monk Miniatures.

The Lion Shield on page 10 was provided by Black Hand Source.

Gary Dupuis with Purple Duck Games was responsible for our Prismatic Golem on page 11.

The map for our "old school" Vault was provided by Oone Games.

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