

THE LOW CRATER

A 6TH LEVEL ADVENTURE FOR D&D 5E

BY

WINGHORN PRESS



CREDITS AND ACKNOWLEDGMENTS

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WHAT IS THIS ADVENTURE?

The Low Crater is designed to not just be an enjoyable adventure, but also a fun way to show players that CR alone isn't always a good way to judge the strength of their enemies.

For much of the adventure almost every single foe they encounter can easily be wiped out with a single swipe of a sword or lazy wave of a wand, but that doesn't mean they're going to get through the scenario unharmed

Kobolds are some of the most iconic D&D monsters and are famed for their cunning and tricky ways. They love traps, ambushes and turning the environment to their advantage - all lessons that clever players should take to heart!

Don't worry about being unfair to your players in the early stages. Remember that the Kobolds of the Low Crater are fighting for their home against a vastly superior foe and will take any chance they can to even the odds.

RUNNING THE ADVENTURE

Text that appears like this is read-out text. You can either read it out exactly as it's written, or use it as a jumping-off point for creating your own descriptions.

Remember to make the adventure your own! Nothing in this booklet is set in stone and nothing cannot be modified at a moment's notice. After all, D&D is a game about shared creation - embrace the possibilities!

A few of the locations mentioned throughout the scenario have maps associated with them, but most do not. Virtually all of these scenes should be fairly straight-forward to run from the descriptions, allowing you to either sketch out your own map or narrate the encounter through theatre of the mind.

All monsters not mentioned in official D&D 5E books have stat blocks listed. Considering the subject of The Low Crater you should probably have your *Monster Manual* open to page 195 throughout!



SUMMARY:

The party comes across a group of battered and beaten knights who were tasked with clearing out a warren of tunnels in a crater rumoured to hold an abandoned dragon's lair.

They had heard that the area was only defended by a band of Kobolds and were confident that they could wipe out the pathetic beasts out with ease. However, when the knights made their assault they found themselves ambushed from the shadows and lured into deadly traps.

Dare you venture into the Low Crater in search of treasure, or will you be turned aside by the prospect of fighting Kobolds on their own turf?

ADVENTURE HOOKS

The Low Crater is very much a drop-in adventure and the only hook needed is the initial meeting with the Sable Spears.

The adventure is written assuming that the encounter occurs at the side of the road, but it can just as easily take place in a tavern, a potion shop or anywhere else travellers may run into one another.

MEETING THE SABLE SPEARS

You have been on the road for four or five hours and so far it's been quiet. The trail runs through lightly wooded hills and meadows and the sky overhead is clear.

As you round a bend you catch the glint of sunlight on metal. Half-a-dozen armoured figures are lying down or sitting at the side of



the road, apparently resting. Most have their helms off and you can see that several are nursing cuts and small injuries.

One of the men, an Elf with long blonde hair hanging down to his shoulders, seems to notice you and barks a warning to his allies. They wearily stumble to their feet and pull weapons as the Elf hails you with a yell: "Friend or foe?"

The knights resting at the side of the road are a group calling themselves the Sable Spears. They are extremely jumpy, having just suffered a major defeat, but will quickly calm down if the adventurers make it clear they don't want to start a fight.

Fraynal, the blonde Elf, will recognise the party as fellow warriors and ask them to sit

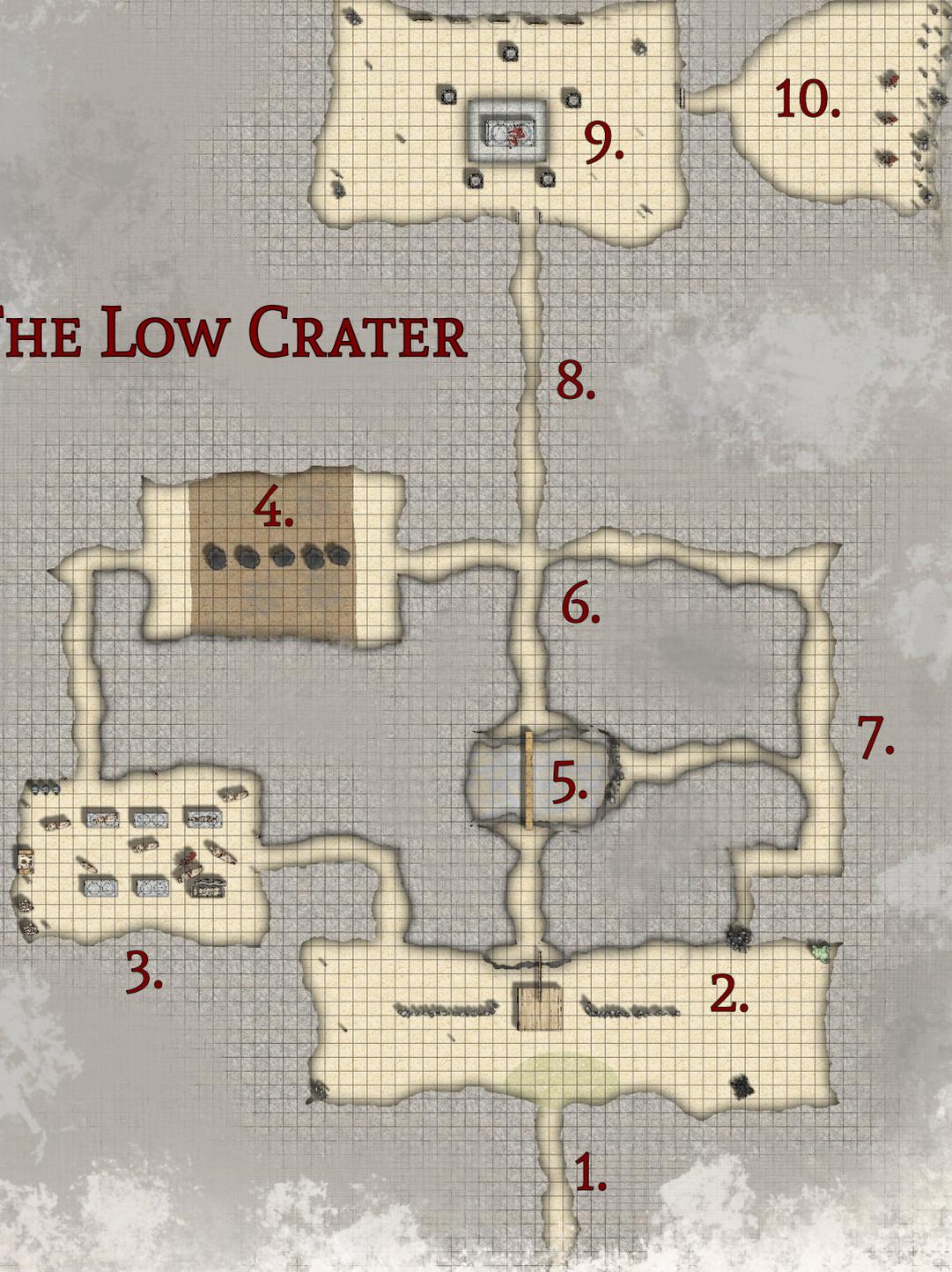
and talk a while. He explains that they could do with some distraction right now and might be able to offer the party the chance for adventure, if they're crazy enough to take it.

The Sable Spears are a brotherhood of knights sworn to protect the area from evil forces. Recently they heard that a swarm of Kobolds was infesting the Low Crater, which was formed when an Earthmote fell from the sky several years ago.

The mote was home to an abandoned dragon's lair before it crashed and it was always rumoured that the beast's horde was buried somewhere in the crater.

The knights didn't like the idea of Kobolds stumbling across the wealth or the magic items likely stashed in the horde and set out to destroy the pesky little reptiles. However, they were overconfident and as soon as they

THE LOW CRATER



made their way into the tunnels they were ambushed and led into traps. Fraynal says they must have killed well over a dozen of the wretches, but the Kobolds kept up their attacks. One of their number, a Dwarf named Milgnar, was crushed to death by falling rocks, while a human named Pitor was knocked down a deep pit and they couldn't get him out before they had to retreat.

He and the rest of the knights will be shocked that mere Kobolds treated them so roughly. They also feel terribly guilty about leaving their ally behind, but do not wish to enter back into the crater for any reason.

If the adventurers wish to try their luck with the Kobolds then the Silver Sables are more than happy to give them directions – they are actually resting at the point where the narrow path to the Low Crater meets the main road.

As far as rewards go, there are the rumours of magical items in the horde, not to mention the treasure itself. He also promises 2,000gp if they can return Pitor alive, or half as much if they can recover his body or the amulet he wears around his neck.

Before they go, Fraynal makes sure to warn the adventurers to be careful.

KOBOLD WYRM-WIZARD

SMALL HUMANOID (KOBOLD), LAWFUL EVIL

Armor Class 13

Hit Points 20 (8d6-8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	17 (+3)	7 (-2)	8 (-1)

Skills Arcana +5, Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Draconic, Common

Challenge 1 (200 XP)

Sunlight Sensitivity: While in sunlight, the Wyrms-Wizard has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The Wyrms-Wizard has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't Incapacitated.

Spellcasting: The Wyrms-Wizard is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *Fire Bolt*, *Light*, *Prestidigitation*

1st level (4 slots): *Burning Hands*, *Magic Missile*, *Shield*, *Grease*

2nd level (2 slots): *Invisibility*, *Scorching Ray*.

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

KOBOLD WYRM-PRIEST

SMALL HUMANOID (KOBOLD), LAWFUL EVIL

Armor Class 13

Hit Points 20 (8d6-8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	11 (+0)	16 (+3)	8 (-1)

Skills Religion +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Common

Challenge 1 (200 XP)

Sunlight Sensitivity: While in sunlight, the Wyrms-Priest has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The Wyrms-Priest has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't Incapacitated.

Spellcasting: The Wyrms-Priest is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): *Sacred Flame*, *Light*, *Mending*

1st level (4 slots): *Cure Wounds*, *InFLICT Wounds*, *Command*, *Bless*

2nd level (2 slots): *Silence*, *Hold Person*.

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.





APPROACHING THE LOW CRATER

The path climbs slowly upwards until you are well into the high hills. Just as you begin to wonder how much further the crater can be you come to the top of a ridge and find yourself staring down into it.

From above the Low Crater looks like a bowl has been cut into the earth itself and filled with a jumble of rubble, jagged rocks and soil. Plants are slowly reclaiming the edges of the depression, but much of the land is still a mottled brown and grey.

Down below a pair of torches seems to guide the eye towards the black opening of a tunnel carved into the debris...

The path down to the **Entrance Tunnel** is steep and narrow but not incredibly treacherous. The tunnel itself is around six feet across and disappears into a large wall of compacted earth.

As the adventurers draw close, six Kobolds emerge from the tunnel and stroll confidently forwards until they are within around 30 ft. of the party.

The tallest Kobold – still only the size of a Gnome – puffs out its tiny chest and in broken Common demands that they leave or suffer the same fate as the last trespassers. If the adventurers advance or refuse, the Kobolds will wildly charge forward to attack.

They will not use any real tactics or coordination. Once three of their number have fallen any survivors will make a break for it, sprinting back towards the tunnel.

ROLEPLAYING KOBOLDS

The adventurers probably won't be having all that many drawn out conversations with the Kobolds, but they can still convey personality and character.

The tiny creatures are cowardly on their own but brave and boastful in a crowd. They also love setting traps, even if they aren't particularly effective, and will shriek and whoop with delight when one of their creations hits its mark. Not given to direct combat, they enjoy ambushes and traps.

1. ENTRANCE TUNNEL

The path descends steeply into the darkness of the crater. A smell of musty, dry passageways fills the air and torches flicker with weak light.

Straight ahead a circle of light marks the end of the tunnel.

The tunnel is perfectly straight and around 80 ft. long.

There are two traps set for the adventurers. The first is a tripwire that causes a basket of heavy rocks to fall from a hole in the ceiling, which is obscured with painted sackcloth. A creature that sets the trap off must make a DC14 Dexterity Saving Throw or take 7 (2d6) bludgeoning damage, taking half as much on a successful save.

Spotting the painted cloth requires a DC 10 Wisdom (Perception) check, while spotting the tripwire requires a DC 12 Wisdom (Perception) check, made with advantage if they are aware of the painted cloth.

The second trap is around 20 ft. further down the tunnel. It is a pit-trap lined with spikes, hidden by a layer of twigs covered over with dirt. It will not collapse under the weight of a single small creature, such as the Kobolds, but will trigger if a medium or larger creature wearing medium or heavy armour treads on it.

The spike pit is around 10 ft. deep and wide. Any creature that falls into it takes 10 (4d4) piercing damage.

Eventually the tunnel comes out into the **Welcoming Chamber**.

2. THE WELCOMING CHAMBER

You emerge from the small tunnel into a wide, high-ceilinged chamber seemingly carved out of the mud and stone.

A ramshackle wooden tower made from broken planks and fallen branches stands in the centre, with a flimsy rope bridge connecting it to a ledge high up on the rear wall.

To the left and right of the tower are two small walls, only a few feet high. Behind each of them is a passageway, though the one on the right is blocked by a mound of fallen rocks.

As you take in the view you catch an odd smell, and realise that the ground around you is covered in a thin layer of oily greenish liquid.

Suddenly, a chitterling fills the air and a row of small Draconic heads peek over the crude ramparts.

There are 12 Kobolds hidden behind the rocky walls on the ground and four Kobolds carrying pots of Alchemists' Fire (PHB p148) up in the tower, which will all begin their attack as soon as they see the adventurers. The Kobolds will rely on their ranged attacks and stick to cover as much as possible, focussing attacks on unarmoured targets.

If the adventurers get too close or kill most of their allies the Kobolds will flee.

The ground within 15 ft. of the entrance has been covered with slippery oil. Creatures trying to move through the oil must succeed on a DC12 Dexterity saving throw or fall prone. In addition, if the oil is ignited the entire area will burst into flame, and any creature that starts its turn in or enters the fire takes 7 (2d6) fire damage.

The tower is around 20 ft. tall. There is no ladder but it is relatively easy to climb. Alternatively, the tower has 10AC and 40 hp. It is vulnerable to fire damage and resistant to piercing damage.

The ledge is also 20 ft. tall and leads to a narrow passage towards the **Bridge**.

The passageway to the left of the chamber leads to the **Mortuary**.

If the adventurers investigate the blocked passageway to the right of the chamber, they find that it is thoroughly filled with rocks. There is a glint of silvery metal underneath the dirt, which turns out to be a gauntlet still worn by the late Milgnar.

RETRIEVING MILGNAR

Digging the dead dwarf out of the rubble would take one adventurer four hours, with the amount of time reduced as more adventurers help (it would take two adventurers two hours, three of them one hour and twenty minutes, etc.).

For every hour that adventurer spends working on this must make a DC12 Constitution saving throw or suffer one level of exhaustion.

3. MORTUARY

As you make your way through the passage it curves round to the left and the scent of death, decay and fresh blood fills the air.

Ahead, it opens out into a dimly-lit chamber, maybe 30 ft. across, with a crude mural of a great dragon etched into the wall.

It's hard to take much notice of the décor, however, as you take in tall the dead Kobolds. Maybe 20 of the creatures lie there, some laying on stone slabs or wrapped in cloth decorated with Draconic sigils, while others still wear the leather scraps they died in.

While a handful of the corpses are at least a few days old, most of the bodies show recent injuries. As you glance around your eyes take in hewn limbs and shattered skulls.

You hear a hiss from the shadows as a quartet of red-robed figures wielding small sticks emerge from the gloom.

This is the Kobold's crude mortuary, filled with victims of the Sable Spears' abortive invasion. A DC10 Intelligence (Religion) check will reveal that both the mural and the sigils decorating the grave-sheets honour Tiamat, the evil goddess of dragons.

The four figures wandering the darkness are **Kobold Wurm-Priests**. As well as this, eight of the **Kobolds** on the floor are actually just feigning death and are waiting for the chance to ambush unwary adventurers.

If they are not spotted, the cunning creatures will wait until the adventurers are distracted by the priests' magic and attempt to swarm lightly-armoured members of the party in a surprise round.

Spotting the hiding Kobolds requires a suspicious adventurer to make a DC14 Wisdom (Perception) check or a DC10 Wisdom (Medicine) check.

If the adventurers take the time to loot tall the bodies, they will find 35cp stuffed into pockets and pouches.



4. MUD BATHS

As you round the corner you are hit by a wave of warm, wet air and a damp, earthy smell.

Ahead of you, crude stone steps lead down into a huge pool of bubbling brown mud that completely fills the center of the chamber.

The only way across the pool seems to be a series of round, grey stones that dot the surface every 5 ft. or so.

Through the steam haze you notice a small figure lying back in the mud with its eyes shut and elbows resting on the stone steps, seemingly asleep.

The chamber is roughly 30 ft. wide and 60 ft. long. There are several stones peeking out from the mud, each of them only a foot across and around a foot clear of the pool.

If the adventurers take a closer look at the mud itself they will find that it is warm and sticky, but doesn't burn. It's pretty obvious that swimming in it would be incredibly difficult, if not impossible.

Safely leaping across the stones is simple, but safely landing on their slippery surface requires a DC10 Dexterity save. Each character only needs to pass this once rather than repeating it for every stone.

Should they fail they slip forward and plunge into the mud, requiring a DC15 Strength (Athletics) check to pull themselves free from the pool.

While most of the stones are fairly sturdy, the central stone is trapped. The moment that a medium creature - or a small creature in heavy armour - steps on it the stone drops into the mud with a loud plop that wakes up the napping Kobold if he is still alive.

If the character dropped into the mud tries to swim to a stone they need to pass a DC20 Strength (Athletics) check.

If they fail the check or choose to stay still they will slowly sink into the mud over the next six seconds.

When roused the Kobold will flee to the next room, yelling for help in Draconic. Shortly afterwards he will return with seven other **Kobolds**, and a pair of **Kobold Wyrms-Wizards**, which will begin pelting the adventurers with their slings and spells.

"YOU MUST ALWAYS REMEMBER THAT THERE IS NO SUCH THING AS WEAKNESS, ONLY POOR PLANNING AND WEAK TACTICS.

"I REALISE IT MAY BE HARD TO KEEP THIS LESSON IN MIND WHEN A BAND OF BURLY ORCS IS KICKING YOUR HEAD IN, HOWEVER."

- CAPTAIN PLINNO DUMBLE OF THE STRONGHEART BORDERERS

5. THE BRIDGE

The rocky chamber ahead of you is cool and you can feel a slight breeze on your face. A few feet before you there is a deep crack in the earth, while a thin shaft of daylight filters down from high above.

An extremely narrow wooden bridge spans the yawning gap. Despite being maybe one foot wide and lacking anything resembling a guardrail it looks sturdy enough to take your weight.

To the east of the chamber is a small ledge that overlooks the bridge. A small wall of piled stones traces the rim of the ledge.



Six **Kobolds** and four **Kobold Wyrms-Wizards** are hiding on the ledge. Noticing them requires a suspicious adventurer to make a DC15 Wisdom (Perception) check.

The crevice in the middle of the chamber is around 40 ft. deep. Any creature that falls into it takes 14 (4d6) bludgeoning damage.

There are two ways to cross the bridge. A creature can choose to move safely at half speed, or to attempt a DC15 Dexterity (Acrobatics) check move at full speed. If they fail the check they fall.

Any creature that takes damage while crossing the bridge must make a DC12 Dexterity saving throw or fall.

There is no ladder or rope set up at the bottom of the crevice, but there are plenty of hand-holds. Climbing up requires a DC10 Strength (Athletics) check. A character that fails takes 7 (2d6) bludgeoning damage as they slide back down.

The Kobolds will try and wait until several adventurers are crossing the bridge at once before they make their attack.

6. CROSSROADS

The low tunnel comes out at a crossroads. The dirt floor slopes away to the North.

This is one of the few chambers that is not trapped, though if the adventurers take a rest in they might set up a simple tripwire or dig a shallow pit lined with spikes.

7. EASTERN TUNNELS

As you enter the passageway you feel your lungs clog with dust. At the far end of the tunnel you can see the scattered stones and crumbled masonry left behind when the entrance was collapsed.

To your right is a small, steep passageway maye only two-and-a-half feet high.

This narrow, non-descript tunnel is set with a simple concealed hunting trap (see *PHB p152*) The route through to the **Welcoming Chamber** is completely blocked, while the small tunnel to the right leads to the ledge overlooking the **Bridge**.

Medium creatures trying to get through the tunnel will have to crawl on hands and knees.

8. BOULDER RUN

After descending for so long it almost comes as a surprise when the tunnel begins to head steeply upwards.

The passage seems to be carved right into the rock and its walls are strangely smooth.

The only other feature you can see is what appears to be a rope tied across the tunnel at ankle height. If it's meant to be a trap, it's a very obvious one by Kobold standards...

The tunnel forms the basis of a crude boulder trap. A group of six **Kobolds** is waiting at the top of the passage, ready to push an enormous round stone down onto the invaders.

If the adventurers take a look at the rope they will see that it's been tied between two small iron hooks. The hooks look extremely battered and a DC13 Intelligence (Investigation) check will allow a character to see that they have been bent back and forth several times.

Stepping over the tripwire is completely trivial.

Once the adventurers get around 60 ft. up the passage they come into view of a group of grinning Kobolds peeking around a large boulder, almost as big as the tunnel itself.

With wild whoops of delight the creatures will immediately push on the stone, sending it barreling towards the party.

The adventurers can each make one action before the boulder reaches them. Unless they somehow stop the stone they must make a DC18 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save and half as much on a success.

Adventurers further down the passage when the boulder is released may be able to dodge it entirely with the dash action, but must succeed on a DC12 Dexterity saving throw to leap the tripwire while sprinting.

Any character that trips automatically fails their save to reduce the damage from the boulder.

Once they have released the boulder, the Kobolds will flee into the darkness behind them.

9. TEMPLE

The tunnel ends in front of a pair of battered and broken stone doors, flanked with chipped and pitted pillars. Through the doors you can see a large, high-ceilinged chamber lit by burning braziers.

In the very center of the room you can see a humanoid figure lying prostrate on an altar, clad in battered silvery armour. Dark blood appears to be dripping down the stone slab, but you can hear the figure moaning slightly.

Five crudely-carved draconic statues with wide open mouths are arranged on round plinths set around the altar.

A huge red statue sits furthest away from the door. Clockwise from it is a blue statue, then green, white and black.

You notice that the wall directly behind them is decorated with a series of large banners that together form the image of a five-headed dragon. Each of the heads has its own banner woven with gruesome details showing them

feasting on the torn bodies of men, elves and dwarves. The banner to the far left is red, followed by blue, green, white and black.

Over to the right you notice another large stone door, though this one is intact and firmly closed.

The figure lying on the stone altar is **Pitor**, the lost member of the Silver Sables. He has been horribly tortured by the Kobolds, who tore out his heart and replaced it with a ruby infused with draconic magic as part of a dark ritual to create a half-dragon hybrid.

Each of the statues is trapped, and when a creature gets within 30 ft. of them it will turn on its plinth and unleash a breath weapon appropriate for its colour (see Breath Weapons). If a creature gets within range of two or more statues at once they will all attack.

However, they will not fire their breath weapon within the pentagon enclosed by the statues. The statues do not detect creatures flying more than 15 ft. off the ground.

A DC15 Intelligence (Arcana or Religion) check will allow a character to be fairly certain that the statues are enhanced by some sort of divine magic. However, they will also be pretty confident that the Kobold priests or magicians will have some way of turning the attacks off.

This mechanism to deactivate the statues lies behind the banners displaying the five heads of Tiamat. Each banner shows a different coloured dragon head and conceals a small switch that deactivates the corresponding statue.

THE TEMPLE



HALF-DRAGON PITOR

MEDIUM HUMANOID (HUMAN), CHAOTIC EVIL

Armor Class 18 (plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Str +7, Dex +3, Con +6

Damage Resistances Fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 5 (1,800 XP)

ACTIONS

Multiattack: Pitor makes two greatsword attacks.

Greatsword: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage

Fire Breath (Recharge 5-6): Pitor exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

STATUE BREATH WEAPONS

Each of the statues uses a different type of breath weapon based on its color.

Red: Fire

Blue: Lightning

Green: Poison

White: Cold

Black: Acid

All the attacks are 15 ft. cones and are used once per round. If more than one target is within range a statue will attempt to hit both. If this is not possible it will prioritise the closest target.

Creatures within the cone must make a DC15 Dexterity saving throw or take 7 (2d6) of the appropriate damage type.

If attacked, the statues have AC20, 50hp, resistance to piercing and slashing damage, and vulnerability to bludgeoning and force damage.

"KOBOLDS AIN'T STUPID LIKE BEASTS AND THEY DON'T GET BY ON CUNNING LIKE GOBLINS. NO, THEY'RE ACTUALLY INTELLIGENT.

"LUCKY MOST OF 'EM ARE CRAZY AS A WILD FROG OR WE'D BE IN TROUBLE."

- DANGO HAMMERJAW, HEAD OF SECURITY AT TAZ'LODE SILVER MINE

If the adventurers approach the young man on the altar, they witness a hideous transformation.

The figure lying on the slab slowly twists its head and your eyes meet those of a young blonde man seemingly stricken with agony.

As you glance down to his chest you can understand why - a jagged rent has been cut into his plate armour and the flesh below has been sliced open. You can see something shining and pulsating in the ruined mess, but it's far too big to be a human heart.

The man holds out a blood-stained hand and whispers a single word.

"Run..."

As soon as the word leaves his lips, the knight begins to twitch violently. He shudders and shakes as his eyes roll back. His skin appears to ripple and tear as crimson scales erupt across his face. Long, fanged teeth force their way between his lips and claws spring through the leather of his gauntlets.

With a roar, the creature that was once human - now something much worse - jerks upright. It grabs a long, glittering greatsword from the rocky floor and glares at you with eyes that seem to burn with an infernal fire.

The **Half-Dragon Pitor** will fight until he is killed. A silver amulet emblazoned with the crest of the Sable Spears hangs around his neck and he wields a +1 Greatsword. The amulet can be presented to the Sable Spear knights to receive half the amount promised.

The door to the east of the chamber leads to the **Nest**.

10. NEST

The stone doors swing back silently to reveal a huge semi-circular chamber. The far edge is made up of sheer wall of fallen stones and compacted earth.

The stark white bones of an enormous dragon peek out from the rubble, but only two taloned feet and a vast, toothy skull are visible. The rest of the once-great creature's body is lost forever in the wreckage of its lair.

A half-dozen Kobolds stand in front of the skull. Three are in ragged red robes and are chanting as they hold wicked daggers to the throats of the others. Before you can react they make their cuts.

As the sacrifices fall to the ground you see the priests' eyes roll back in their sockets and with a gentle sigh they also collapse, seemingly dead.

In the darkness, the long-dead bones begin to twitch. Slowly, the massive skull and bone-

white claws shudder and shake their way into the air.

The vast mouth opens impossibly wide and lets out a deafening roar as it drifts through the air towards you, flanked by floating claws.

The chamber is around 60 ft. deep and 120 ft. across at its widest point. Small tunnels only 2 ft. high burrow into the walls, and lead to winding Kobold nests. Most of the creatures are either already dead or hiding and will not interfere with the adventurers.

As the **Dracohusk Skull** and two **Dracohusk Claws** move towards the adventurers they will be able to make out a

DRACOHUSK CLAW

MEDIUM UNDEAD, LAWFUL EVIL

Armor Class 17 (Natural Armor)

Hit Points 55 (6d10 + 24)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 2 (2,900 XP)

Magic Resistance: The Dracohusk Claw has advantage on saving throws against spells and other magical effects.

ACTIONS

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DRACOHUSK SKULL

LARGE UNDEAD, LAWFUL EVIL

Armor Class 17 (Natural Armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 4 (2,900 XP)

Magic Resistance: The Dracohusk Skull has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Necrotic Breath (Recharge 5-6): The Dracohusk exhales an necrotic blast in a 30 ft. cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

heap of glittering gold and fiery red gems lying under its shattered ribs, half-buried in the rubble and fallen stones.

The huge undead creature will attempt to drive the adventurers away, firing blasts of its necrotic breath weapon and sending out its claws to rake the adventurers hiding in the back lines.

All three parts of the Dracohusk will fight until they are destroyed.

The dead dragon's horde is mostly buried under the fallen stones, but a few minutes work will allow the adventurers to collect a tidy sum.

There is around 1,850 gp in coins and 250 gp worth of rubies, as well as Cloak of Protection seemingly woven out of silver scales and a Ring of Resistance set with a red garnet – feel free to switch these items out for others if you wish.

There may potentially be more gold buried in the rocks, but it will take a huge amount of effort to dig away at the fallen wall without collapsing it.

Any remaining Kobolds will not even approach the adventurers as they try to leave the Low Crater.

ENDING THE ADVENTURE

As the adventurers leave the Low Crater they encounter the remaining Sable Spears coming down the path towards them. Fraynal greets the party enthusiastically and asks how they fared.

If they succeeded in retrieving the Dracohusk's horde the knights will be extremely impressed. Tentatively, Fraynal will ask if they found any trace of their fallen comrades.

He will be upset by any news, but will pay the adventurers as agreed if they return the bodies or their amulets.

The remaining Sable Spears say they will secure the crater and drive off any remaining Kobolds, which they should be able to deal with easily enough. They will also try to dig out their comrades' bodies if they have not been retrieved already.

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