

GURPS[®]

Fourth Edition

DUNGEON FANTASY ADVENTURE[™]

TOMB OF THE DRAGON KING[™]



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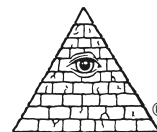
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*My armor is like tenfold
shields, my teeth are swords,
my claws spears, the shock
of my tail a thunderbolt,
my wings a hurricane,
and my breath death!*

– J.R.R. Tolkien,
The Hobbit

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INTRODUCTION

Long ago, two dragon siblings ruled a forest kingdom. No one who came against them could defeat them, but they ended up killing one another. Centuries later, a group of adventurers are sent to the ruins of their palace (the “tomb”) in order to retrieve a notable artifact. When they arrive, they discover that the palace isn’t as deserted as they’d have liked. A cult of lizard men, worshipers of one of the deceased dragon monarchs, has reopened parts of the ruined palace and found the artifact the delvers are after, *and* is working on reviving and releasing the dragon king. The heroes can choose to focus on the cultists and the dragon king, or take a chance on releasing the dragon *queen*.

When you strike at a king, you must kill him.

– Ralph Waldo Emerson

option, by picking up on clues from the cultists, the delvers could try to even the odds by making their way through a variety of *lurking monsters* (p. 34) inhabiting the *dragon queen’s court* (p. 20) to release the *dragon queen* (p. 34) herself and, in the chaos of the resulting titanic battle, steal the item and make their escape.

RECOMMENDED BOOKS

This adventure requires *GURPS Dungeon Fantasy 2: Dungeons*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Dungeon Fantasy Monsters 2: Icky Goo*, and *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*. It is assumed that characters are designed with *GURPS Dungeon Fantasy* templates, so any books relating to the desired templates may be helpful. *GURPS Dungeon Fantasy 3: The Next Level* and *GURPS Dungeon Fantasy 8: Treasure Tables* are recommended, though the GM may be able to improvise around parts of the adventure that rely on them if necessary. Also, there are references to *GURPS Dungeon Fantasy 16: Wilderness Adventures* and *GURPS Dungeon Fantasy 17: Guilds*, but these are far from necessary. This adventure is *not* a sequel to *GURPS Fantasy Adventure 1: Mirror of the Fire Demon*, and that book is not required to run this scenario.

KEY ELEMENTS

In this adventure, the heroes are recruited to travel to the ruins of a palace where they will enter the *dragon king’s court* (p. 9) and make their way to the *hall of the dragon king* (p. 16) to retrieve a lost artifact, the *Cowl of Ahten-Ahten* (p. 18). Once they arrive, they discover that this section of the ruins is occupied by a *lizard cult* (p. 28), which has revived the *dragon king* (p. 33) and taken possession of the object of their quest. They can attempt to take on the dragon king and the cultists directly, or employ a stealthy strategy to steal the item without direct confrontation. As a third

PROTAGONISTS

This adventure is intended for a group of four to six characters built using standard 250-point templates. No specific templates are expected, nor are published templates strictly required. However, adventurers *not* built on *Dungeon Fantasy* templates should have a similar mix of abilities, involving fighting, sneaking, magic use, and more fighting.

ABOUT GURPS

Steve Jackson Games is committed to full support of *GURPS* players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

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Pyramid (pyramid.sjgames.com). Our monthly PDF magazine includes new rules and articles for *GURPS*. It features systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

Internet. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers with #GURPSHook on Twitter. Or explore that hashtag for ideas to add to your own game! The web page for *GURPS Dungeon Fantasy Adventure 2: Tomb of the Dragon King* is gurps.sjgames.com/dungeonfantasyadventure2.

Gamer and Store Finder (gamerfinder.sjgames.com): Connect with other people and places playing our games. Add yourself to our database so they can find you as well!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many *GURPS* book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for *GURPS* releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

There are, though, guidelines for some scaling to parties of different numbers and levels of capability (see *N*, below).

HOOKS

The most common reasons for undertaking this adventure are the usual ones for a dungeon crawl: treasures obtained by killing things and taking their stuff. Some adventurers may pursue the quest not for the loot they may gather, but for pay by other parties who want someone to explore the dragon king's palace. If that isn't enough, there are numerous causes for which they might willingly undertake such a mission; *recruitment* (pp. 7-8) details a variety of groups who would want to send delvers to recover the missing artifact.

Psycho Killer

On one hand, killing everything is fairly common practice for traditional dungeon delvers. In fact, everyone and everything they meet is likely to be hostile and all too happy to kill them. Retaliating in advance only makes sense.

On the other hand, there are things to learn about the situation in this dungeon. Doing a little advance research is an excellent idea, and sneaking around a bit, eavesdropping, and even interrogating prisoners can be very useful. It's possible but difficult to survive this adventure by trying to kill everything on sight, and failure is at least likely to lead to a spectacular death. In particular, rushing into the lair of the dragon king or the dragon queen and hacking away is an excellent way of getting offed quickly. Even making a lot of noise and being slow to subdue the opposition can attract an excess of unwelcome attention, very possibly leading to delvers being overwhelmed by numbers (see the end of *Wandering Patrols*, pp. 18-19).

N

To scale opposition to the adventuring party, this supplement uses the notation "N" to indicate the number of monsters the heroes encounter. N is the number of PCs and combat-useful companions they have with them (a man-eating gryphon, armed hireling, or fighting clockwork automaton counts; a bunny rabbit familiar or a servant without combat skills or magic – who looks after the horses and cooks the meals and would run in fear from a house cat – would not). Round all fractions up. For example, if N is 7 and an encounter involves N/2 monsters, the number of monsters is 4. Experienced groups are tougher. Find the combatants' *average* point total and add 1 to N per *full* 20 points by which this exceeds 250 points.

CUSTOM FIT

It should be possible to make this adventure fit in any low-tech fantasy campaign where dungeon crawling is a possibility, even if it isn't the main focus.

Overhauling Scenery

Within the bounds of dungeon-crawling adventure, this quest places modest demands on geography. It requires

enough wilderness to contain the ruins of a palace that haven't already been ransacked by previous generations of adventurers. Though written as a forest, the precise nature of the wilderness is of secondary importance. Boreal forest, desert badlands, steaming jungle, a remote island, icy wastes (none of the lizard cult are actually cold blooded; they won't like living on a glacier, but they can do it), and even gently rolling grasslands can work so long as they're lightly populated and a hill can be found somewhere.

Using Conflicts With Your Own NPCs

This adventure assumes that the delvers and the enemies they face have no reason to fight each other beyond the obvious: the monsters are hostile and the delvers want their stuff. It's also likely that they'll never have run into one another before and will never run into one another again.

But a campaign with a more complicated social or political milieu may have links that extend into the long-lost tomb of a dragon. The lizard cult is trying not just to bring back their king, but also to bring back his kingdom, and what's a kingdom without a few allies? If the heroes have recurring enemies or just run into a particular set of bad guys again and again (demon lords, necromancer kings, goblin hordes), a handful of their envoys may be present in the ruins of the castle, consulting with the dragon king. Other returning rivals might also be in pursuit of the same artifact as the delvers, greatly complicating the task; see *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon* for suggestions on the size and composition of rival adventuring groups. And the lizard cult can be the source of a new recurring enemy group.

Major Changes

This is a basic retrieval mission: get in, get the thing, and get out. Enterprising adventurers or their employers may find alternatives. Instead of being sent to retrieve an artifact, the delvers might be sent to scout the tomb and report back on the state of the dragon king and his cult in order to plan a strategy for dealing with a resurgent dragon kingdom. Or rather than infiltrating the dragon king's tomb, they're sent to check on or even release the dragon queen while avoiding increasingly far-ranging patrols by the lizard cultists.

They may be sent to make contact with the dragon king, which won't be easy. The lizard cultists don't trust any outsiders and certainly won't let them in. The heroes must sneak or fight their way past the cultists and present themselves to the dragon king directly, very much hoping that their letter of introduction gets read before they get eaten.

Stuff You Can Use

The monsters included in this adventure can be widely reused. Most notably, the adventure contains stats for a variety of dragons, ranging from small (roughly human-sized) to fairly large ones, as well as lizard-themed fodder monsters. Also, delvers who concentrate on the dragon king's part of the ruined palace can always come back to the dragon queen's part later.

CHAPTER TWO

THE DRAGON KING'S COURT

The palace of the dragon rulers had an extensive aboveground part: defensive wall, kitchens, stables, quarters for the servants, and so on. But it was almost completely leveled in the short, sharp battle between the siblings, and the forest reclaimed nearly all of what remained in the following years. The only part still visible is a fragment of a thick-walled keep. It's now covered in vines, but it can be seen poking above the surrounding trees.

Within the crumbled stump of the keep, the floor is made of flagstones, cracked from impacts and age, but on a successful **Vision** roll at +2, the heroes notice that obvious rubble has

been cleared away to the edges, and a significant amount of vegetation has recently been hacked away, leaving obviously cut branches on surviving shrubs and trees.

A set of bronze gates, about 12' high and 16' across, stands at one end of the keep interior. The doors are clearly battered and corroded with age, but delvers can notice that the hinges have been cleaned and oiled if they make a **Vision** roll or specifically inspect the hinges. The gates are locked, but may be unlocked easily (roll against **Lockpicking** at +3). They swing open to reveal a broad staircase spiraling down.

For an overview map of the palace, see p. 10.

HOOKS FOR THE DRAGON KING'S COURT

Once the adventurers have arrived at the hill, it should be clear that this is the only place they can go. There are no other entrances to any kind of underground complex or holes that could accommodate anything bigger than a well-fed rabbit. Very cautious adventurers may stake out the ruins of the palace to make sure there's nothing lurking in wait for them. This is unlikely to yield much in the way of results. The hill and the surrounding region are heavily forested, so it's exceptionally unlikely that they'll see anything if they don't specifically stake out the region of the gates.

If they aren't keeping an eye the gates, roll against **Observation** every day. On a critical success, they see a small dragon (p. 31) flying, eventually landing under the trees at the top of the hill. If they *are* watching the gates, on a success with **Observation**, they see a group of dragon cultists leaving the gates or coming back. It consists of N dinomen (*GURPS Dungeon Fantasy Monsters 1*, p. 11), N/2 lizard-man warriors (p. 30), N lizard-man brutes (p. 30), N/3 dragon-blooded priests (p. 29), and N/3 dragon-blooded magicians (p. 29). These forces are likely too big for delvers to attack, but should firmly indicate that this is, in fact, the place.

HOLES FOR THE DRAGON KING'S COURT

Once the adventurers have reached the entrance to the underground part of the ruins, there is, again, no other place to go. They can spend as much time as they like monitoring the entrance and little will change. If this goes on too long, the adventurers can be nudged. A lizard cultist patrol can come across whatever location they're using for a camp or observation post, which should be

good for a little action and may prompt them to move. If they absolutely refuse to budge, let events overtake them. The dragon king is freed from his buried lair and emerges to lay waste to the surface. He pops up from time to time to set forest fires here and there, and more lizard cultists stream into the area to follow him. Delvers face the same challenges, only more so now.

CONSTANTS

Unless otherwise noted, all doors are average (DR 2, HP 29) and can be picked at no penalty to **Lockpicking**. Regular doors open inward from corridors and large open spaces, though the large double doors separating sections

of the palace swing on pivots and can open either way. Also, unless otherwise noted, ceilings are 40' high. The underground chambers are all completely dark, except for those occupied by lizard cultists, which are lit by torches.

HALL OF THE DRAGON QUEEN

The abode of the dragon queen was initially much the same as the abode of the dragon king. The unstable mouth of the tunnel leading to the outside collapsed, trapping her inside. However, her hall hasn't seen the recent work that Vestitius' has. No minions are here, digging out the tunnel. Moreover, when Vestitius struck, the magic he used created a barrier that prevented Ataban from escaping long enough for his additional spells to finish her off.

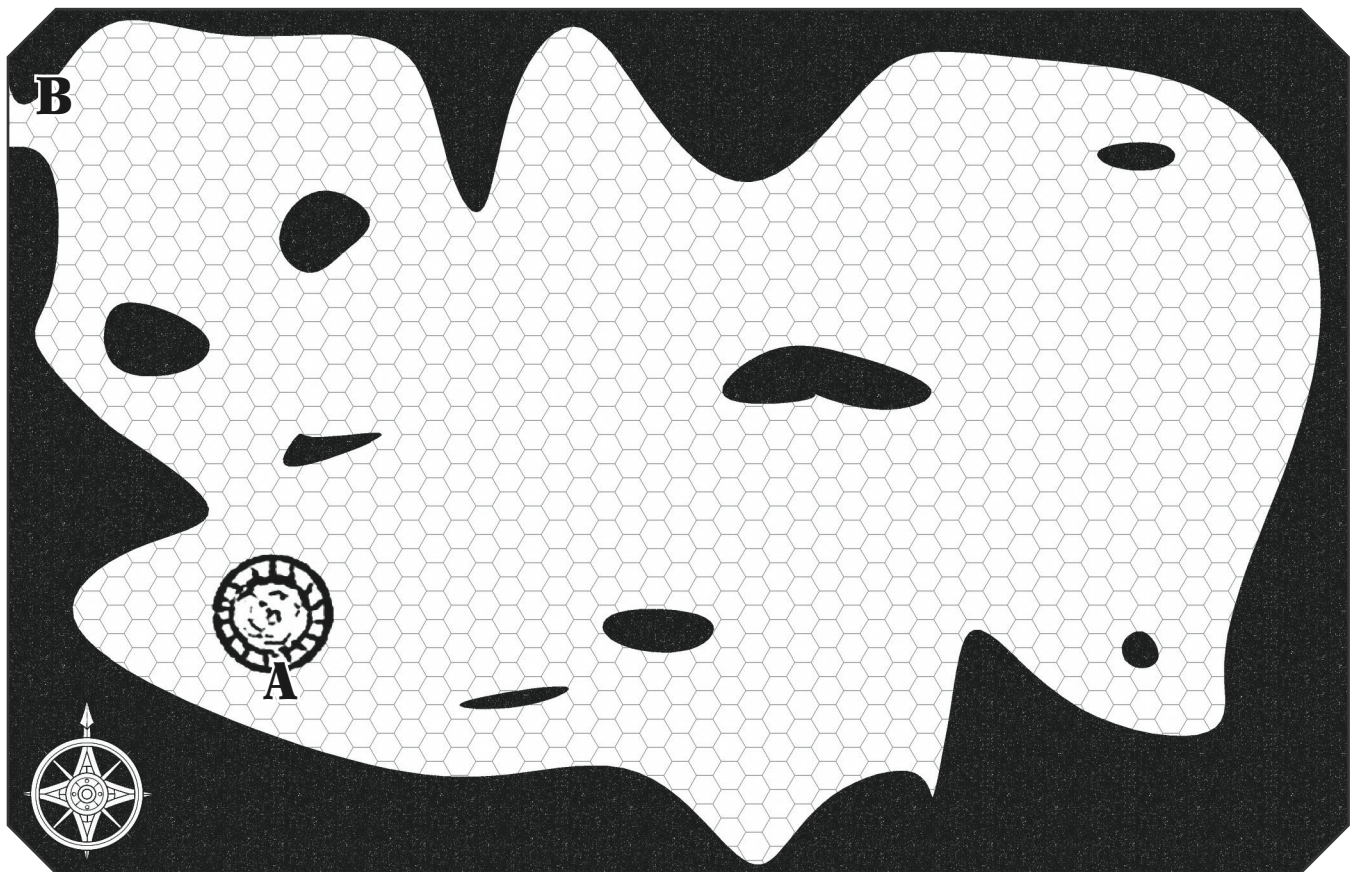
A large pool (A) toward the western end of the cavern shows definite signs of mystical activity. A faint, deep green glow comes from the surface of the water, and a network of brighter red lines crisscrosses it like a spider web. The magical force lines have small gaps between them; someone SM -1 or smaller could squeeze through.

Ataban is here as well. Vestitius managed to trap his sister in her room, but he hadn't prepared adequately for the response she had prepared and triggered. Both died in the battle. His cultists brought Vestitius back. Ataban came back under her own power, but only part of the way. She's not quite a lich, and not quite a ghost – rather, a spirit of great power, lasting malevolence, a semi-corporeal form, and not much intelligence. She has spent the past centuries doing the draconic equivalent of pacing back and forth,

sometimes roaring and snarling loud enough to shake the rocks and be heard outside. She kills anything unwise enough to come through the *door from the labyrinth* (B) and not leave again immediately.

The red web over the pool is Vestitius' trap. The lines of the web are impenetrable magical force. Ataban can't fit between them and isn't a shapeshifter, so she couldn't become something small enough to slip through the gaps. The lines originate from a set of a dozen stylized arrows, each about 2" long, atop spikes driven into the ground around the edge of the pool. The arrows rotate freely, like the needle on a compass. Turning one exactly the opposite direction of the water deactivates several of the lines (requires a successful **DX** roll); turning them all deactivates the web entirely. Ataban isn't smart or patient enough to figure this out.

As in the hall of the dragon king, the gleaming points of light through the cave are the scattered remains of the dragon queen's hoard. For each minute spent digging, roll on the *Lesser Treasure Table* (p. 19) for a maximum of 50 rolls on the table. Alternatively, for every minute spent looking more carefully for larger items, roll against **Observation**, to a maximum of 20 rolls. On a success, roll on the *Greater Treasure Table* (p. 19).



MAP OF THE HALL OF THE DRAGON QUEEN

Scale: 1 hex = 1 yard.

Lizard-Man Brute

Save for the near-feral dinomen, these form the bottom rung of the lizard cult. Big, strong, and not very bright, they usually serve as front-line troops in battle.

ST: 17 **HP:** 17 **Speed:** 6.25
DX: 13 **Will:** 9 **Move:** 7
IQ: 9 **Per:** 9
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry/Block:** 11 **DR:** 6/4

Axe (15): 3d+1 cutting. Reach 1.
Bite (14): 1d+1 cutting. Reach C.
Kick (12): 1d+2 cutting. Reach C, 1.
Punch (14): 1d+1 cutting. Reach C.
Tail (12): 1d+3 crushing. Reach C.

Traits: Bad Temper (12); Bloodlust (12); Disturbing Voice; Fit; High Pain Threshold; Nictitating Membrane 2; Peripheral Vision; Temperature Tolerance 3; Terrain Adaptation (Swamp).

Skills: Axe/Mace-15; Brawling-14; Gesture-9; Observation-8; Shield-14; Stealth-13.

Class: Mundane.

Notes: Brutes are competent enough to follow their leaders into battle. Without smarter officers in charge, they tend to lose patience and make frontal assaults. Notable gear includes:

- *Axe*, \$50, 4 lbs.
- *Mail Armor Suit (covering all locations except the face)*, \$645, 58 lbs.
- *Small Shield*, \$40, 8 lbs.

Lizard-Man Warrior

The warriors are the most dangerous of the cult's fighters. They're not particularly bright, but they are very strong and very tough.

ST: 17 **HP:** 17 **Speed:** 7.00
DX: 14 **Will:** 9 **Move:** 8
IQ: 9 **Per:** 9
HT: 14 **FP:** 14 **SM:** 0
Dodge: 11 **Parry/Block:** 12 **DR:** 6/4

Bite (15): 1d+1 cutting. Reach C.
Bow (15): 1d+3 impaling. Range 255/340.
Kick (13): 1d+2 cutting. Reach C, 1.
Punch (15): 1d+1 cutting. Reach C.
Sword (16): 3d cutting *or* 1d+3 crushing. Reach 1.
Tail (13): 1d+3 crushing. Reach C.

Traits: Bad Temper (12); Bloodlust (12); Combat Reflexes; Disturbing Voice; Fit; High Pain Threshold; Nictitating Membrane 2; Peripheral Vision; Temperature Tolerance 3; Terrain Adaptation (Swamp).

Skills: Bow-15; Brawling-15; Broadsword-16; Gesture-9; Leadership-10; Observation-8; Shield-16; Stealth-13; Tactics-10.

Class: Mundane.

Notes: With their poor intelligence, lizard-man warriors aren't the greatest tacticians, but they *are* capable of the leading

troops into battle and the occasional clever maneuver, so it's dangerous to underestimate them. However, young dragons often lead the warriors instead. Notable gear includes:

- *Arrows* x20, \$60, 3 lbs.
- *Broadsword*, \$500, 3 lbs.
- *Mail Armor Suit (covering all locations except the face)*, \$645, 58 lbs.
- *Regular Bow*, \$100, 2 lbs.
- *Small Shield*, \$40, 8 lbs.

Hatchling Dragon

Other monsters may have "dragon" in their names, but this is the smallest *true* dragon. These stats represent the draconic equivalent of a teenager, old enough to do something other than just run away screeching when attacked, but not yet a truly fearsome monster. Its body isn't much bigger than a large dog's, but its long neck, tail, and broad wings increase its size considerably.

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 12 **Will:** 11 **Move:** 6 (Ground)/13 (Air)
IQ: 11 **Per:** 13
HT: 14 **FP:** 14 **SM:** +1
Dodge: 9 **Parry:** 9 **DR:** 2

Bite (13): 1d+1 cutting reach C, 1.

Breath (13): Costs 2 FP per use. Most dragons have *one* kind of breath weapon from the list below, each of which comes with an additional defense. Unless otherwise indicated, these are all jet attacks (1/2D 5, Max 10; see p. B106).

Acid: A spray of acid does 1d-1 corrosive damage in a 1-yard radius in front of the dragon's head *and* the target must make a HT roll to avoid being blinded. Double dragon's DR against corrosive damage.

Cold: 1d+2 burning, but does not start fires. Double dragon's DR against cold damage and switch the Temperature Tolerance range to -21°F to 118°F.

Fire: 1d+2 burning. Double dragon's DR against fire attacks.

Lightning: 1d+2 burning; metal armor provides only DR 1. Double dragon's DR against lightning.

Poison Spray: A spray of contact poison in a 1-yard radius in front of the dragon's head. Roll vs. HT – on a success, 1d injury; otherwise, 2d injury. Dragon has Immunity to Poison.

Claws, Front (13): 1d+1 cutting. Reach C, 1.

Claws, Back (11): 1d+2 cutting. Reach C, 1.

Horn (13): 1d+3 cutting. Reach C, 1. May also parry!

Tail (11): 1d+2 crushing *or* double that for knockback-only damage. Reach C, 1, rear hexes only.

Wings (13): 1d+1 crushing *or* double that for knockback-only damage. Reach C, 1.

Traits: Bad Grip 2; Extra Attack 1; Greed (12); High Pain Threshold; Horizontal; Nictitating Membrane 2; Night Vision 9; Peripheral Vision; Temperature Tolerance 6 (7°F to 146°F); Unfazeable.

Skills: Brawling-13; Innate Attack (Breath)-13; Tactics-11.

Class: Mundane.

*At this age,
a dragon is
dangerous, but
inexperienced.*

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