

THE WORLD OF FARLAND

HAUNTED DWARVEN TOMB:

A Prison in Eastern Orland, Near
the Ruins of Mt. Silverload

**An adventure for four player
characters of any level.**

CREDITS

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PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. This scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in italics is player information that you can read

aloud or paraphrase for the players at the proper times. For maps, see the attached folder. This adventure is keyed for characters of around 8th level, but the DM should feel free to adjust it by increasing or decreasing the strength of the challenges.

ADVENTURE BACKGROUND

Many years ago, dwarves from the Dwarfhold of Mithaud, or Mt. Silverload, prepared a site as a tomb for their venerable king. Prior to the king's death, however, the crown prince and his family were brutally slain while traveling by a band of wandering Orlandish mercenaries. Groups of elite dwarven warriors were dispatched to capture or kill the murderers, and after several months one such group returned with the leader of the mercenary company as a prisoner.

The king's wrath knew no bounds, and he ordered the human imprisoned within the king's own tomb. The mercenary was subsequently interred and a wall of magical force was erected to prevent his escape. Little did the king know that the crown prince's slayer was a man of such great evil as to be able to call upon the forces of darkness for aid in his struggle to survive being buried alive . . .

ADVENTURE SYNOPSIS

The heroes must invade the haunted dwarven tomb and unlock its mysteries. Ultimately, they must face the bodak prisoner.

ADVENTURE HOOKS

The PCs may choose to journey to the Haunted Dwarven Tomb for any number of reasons. As the DM, it is your job to decide how best to involve them in the

adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs live in Orland City and have been asked to investigate the tomb by a local wizard who is interested in the arcane secrets of the place.
- The characters come upon the tomb in their travels and are intrigued by its mysteries.
- The PC's are drawn to the tomb by rumors of treasure and danger.

BEGINNING THE ADVENTURE

The heroes must travel through Eastern Orland and the foothills of the Grand Peaks to reach the tomb. During their journey, they may face whatever encounters the DM sees fit. The adventure begins when they arrive at the tomb.

LOCATIONS—MAP 1

- 1) **Main Entrance:** The great iron doors have not weathered as well as the dwarves might have hoped, undoubtedly due to the unforeseen transformation of the surrounding terrain from gently rolling hills into a watery bog. The doors have rusted in place; the right is closed, but the left has been forced open at some time in the past. Ten feet past the doorway, the dwarves left a simple trap to discourage intruders. Loud noises, such as triggering the trap, will almost certainly alert anyone in locations 3 and 6 (Listen DC 5), locations 2 and 4 (Listen DC 10), and

possibly in location 5 (Listen DC 15).

Trap: (Encounter Level: 4)

Wall scythe trap: CR 4; Atk +20
melee (2d4 + 8 / crit x4)

- 2) **Hidden Entrance:** The current inhabitants of the tomb complex grew tired of bypassing the main entrance's trap and dug a side entrance. It is well concealed by some cleverly arranged vegetation (Spot DC 25, Search DC 15).
- 3) **Hall of Reflection:** This chamber is perfectly hemispherical. Originally, mourners would have quietly waited in this chamber until a priest of Moradin was available to escort them further. It is now used as living space by the lowliest of the current inhabitants.

Monsters (Encounter Level: 7.6)

Gnolls (10); Groll FtrI: CR 1; ECL 4; Size M; HD 2d8+2 + 1d10+1; hp 16; Init +4; Spd 30 ft; AC 15, touch 10, FF 15; BAB +2; Grapple +4; Atk: +5
melee (1d8 + 2/crit x3, Battleaxe),
+2 ranged (1d6/crit x3, or shortbow);
SA -; SQ Darkvision 60 ft.; AL CE;
SV Fort +6, Ref +0, Will +0; Str 15,
Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +0,
Listen +2, Spot +3; Armor
Proficiency (Heavy), Armor
Proficiency (Light), Armor
Proficiency (Medium), Improved
Initiative, Martial Weapon
Proficiency, Power Attack, Shield
Proficiency, Simple Weapon
Proficiency, Weapon Focus.

Treasure:

Battleaxes [*Masterwork*] (10),

Chailmail (10), shortbows (10), arrows (100)

- 4) **Lair:** This area is part of the excavations undertaken by the current inhabitants.

Monsters (Encounter Level: 6.3)

Gnoll Chieftain; Gnoll Ftr3: CR 3; ECL 6; Size M; HD 2d8+2 + 3d10+3; hp 34; Init +4; Spd 30 ft; AC 15, touch 10, FF 15; BAB +4; Grapple +7; Atk: +8 melee (1d8 + 4/crit x3, +1 *Battleaxe*), +4 ranged (1d6+1/crit x3, [+1 arrows] shortbow); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 16, Dex 10, Con 13, Int 9, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Listen +2, Spot +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Gnoll Guards (3); Gnoll Bbn2: CR 2; ECL 5; Size M; HD 2d8+2 + 2d12+2; hp 30; Init +4; Spd 40 ft (base 30 ft); AC 15, touch 10, FF 15; BAB +3; Grapple +6; Atk: +6 melee (1d8 + 3/crit x3, *Battleaxe*), +3 ranged (1d6/crit x3, or shortbow); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +7, Spot +4; Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Treasure:

Battleaxes [*Masterwork*] (2), +1 *Battleaxe*, Chailmail (3), shortbows (4), arrows (30), +1 arrows (10), 32 gp

- 5) **Lair:** As location 4, though this area contains signs that it was once used to hold prisoners by its current inhabitants.

Monsters (Encounter Level: 8.6)

Dire Wolf: CR 4; ECL 8; Size L; HD 8d8+24; hp 62; Init +3; Spd 50 ft; AC 15, touch 12, FF 12; BAB +6/+1; Grapple +17; Atk: +13/+8 melee (1d8 + 10, Bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +9, Will +6; Str 25, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Survival +2, Listen +7, Move Silently +7, Spot +7; Alertness, Run, Track, Weapon Focus.

Gnoll guardians (5); Gnoll Ftr2: CR 2; ECL 5; Size M; HD 2d8+2 + 2d10+2; hp 26; Init +4; Spd 30 ft; AC 15, touch 10, FF 15; BAB +3; Grapple +6; Atk: +7 melee (1d8 + 3/crit x3, *Battleaxe*), +3 ranged (1d6/crit x3, or shortbow); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +4; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Ogre, fiendish; Ogre Ftr2: CR 5; ECL 10; Size L; HD 4d8+8 + 2d10+4; hp 50; Init +3; Spd 20 ft (base 30 ft); base speed 40 ft.; AC 16, touch 8, FF

16; BAB +5; Grapple +14; Atk: +10
melee (2d8 + 7, Greatclub), +3
ranged (1d8 + 5, or javelin); SA -,
Smite Good; SQ Darkvision 60 ft.,
low-light vision, darkvision, DR
5/magic, resistance to cold, fire 5; SR
10; AL CE; SV Fort +9, Ref +0, Will
+1; Str 21, Dex 8, Con 15, Int 9, Wis
10, Cha 9.

Skills and Feats: Intimidate +1,
Listen +2, Spot +2; Armor
Proficiency (Heavy), Armor
Proficiency (Light), Armor
Proficiency (Medium), Blind-Fight,
Improved Initiative, Martial Weapon
Proficiency, Power Attack, Shield
Proficiency, Simple Weapon
Proficiency, Toughness, Weapon
Focus.

Treasure:

Battleaxes [*Masterwork*] (5),
Chainmail (5), Greatclub, Javelins
(10), Shortbows (5), arrows (50),
potion of levitate

- 6) **New Excavation:** The pit trap at location 7 has frustrated the current inhabitants' efforts to explore the complex further, but they are convinced that there is treasure to be had in there somewhere. They have started a tunnel to bypass the pit.

- 7) **Pit Trap:** The dwarves created a more serious trap in this location to deter any intruders undaunted by the trap at the main entrance.

Trap: (Encounter Level: 6)
Pit Trap (60 ft.): CR 6 (6d6, No
Attack)

Treasure:

If the PCs decide to check the bottom of the pit (either after falling or just by chance), a DC 20 Search check will enable them to find a small aquamarine amid the debris (worth roughly 500 gp).

LOCATIONS—MAP 2

- 8) **Winter Hall:** The walls are carved with scenes from the dwarven king's later years. The birth of his grandson is the predominant feature.

- 9) **Autumn Hall:** The walls are carved with scenes from the dwarven king's middle years. A victory against a goblinoid host is the predominant feature.

- 10) **Treasure Chamber:** The king's most valued item would have been placed here on the pedestal, a magical shield. The north, west, and south secret doors are relatively easy to locate (Search DC 15), but the pit traps are especially well concealed (Search DC +5). The east door is much harder to find (Search DC 25), and the short hallway beyond is magically warded.

Traps: (Encounter Level: 7.5)

Spiked pit trap (40 ft. deep): CR 5; (4d6 falling damage) + 1d4+4
Pit Spikes: +10 melee (1d4 damage each)

Glyph of warding trap (greater blast): CR 6; CL 6; 3d8 sonic damage

Treasure:

Spined Shield: This +1 *large steel shield* is covered in spines. It acts as

a normal spiked shield. On command up to three times per day, the shield's wielder can fire one of the spines. A fired spine has a +1 enhancement bonus, a range increment of 120 ft, and deals 1d10 damage (19-20/x2 critical). Fired spines regenerate each day.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *magic missile*; *Market Price:* 2,670 GP; *Cost to Create:* 1,420 GP + 10 XP.

- II) **Summer Hall:** The surviving walls are carved with scenes from the dwarven king's youth. No predominant feature can be determined. A rockslide has destroyed part of the room and allowed water to seep in continuously, making the floor very slippery (Balance DC 15). This is an excellent location for an ambush by smaller creatures capable of flying past the previous traps. (The fiendish ogre's vargouille pets have taken to dwelling here.)

Monsters (Encounter Level: 8.6)
Vargouilles (5): CR 4; ECL 5; Size S; HD 5d8+5; hp 26; Init +6; Spd 30 ft, (6 squares); AC 13, touch 13, FF 11; BAB +5; Grapple +1; Atk: +7 melee (1d4 plus poison, Bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 5, Wis 12, Cha 8.
Skills and Feats: Hide +14, Intimidate +3, Listen +13, Move Silently +13, Spot +10; Improved Initiative, Stealthy, Weapon Finesse.

Treasure:

A DC 26 Search check means the characters manage to find a small leather pouch under the water, containing seven bloodstones and a fire opal.

- 12) **Spring Hall:** The walls are carved with scenes from the dwarven king's childhood. His presentation as heir to the dwarven community is the predominant feature.

LOCATIONS—MAP 3

- 13) **Rift Cavern:** When the dwarven engineers encountered this obstacle to their plans, they chose to incorporate it into their design. A magical portal links the two hallways, but it may only be activated by an individual of dwarven blood who speaks the proper (long forgotten) command phrase. The water from location II flows through here and cascades off the edge, making the west hallway very slippery (Balance DC 15). The rough walls are moderately difficult to navigate; more so on the slippery west side (Climb DC 20 west and 15 east).

LOCATIONS—MAP 4

- 14) **Reflecting Pool:** This pool was originally intended to be used as receptacles for mourners' offerings, but centuries of evil beneath it have corrupted the waters. Any who touch or drink from the pool suffer a magical

curse. (A *bestow curse* magical trap was used in the original adventure.) Touching the pool might also be used as a trigger for awakening any tomb guardians in locations I5 and I6.

- I5) **Guardian Chambers:** These sarcophagi were built for the dwarven king's honor guard, but were modified to accommodate an "honor guard" for the prisoner beneath. The lids have been removed from each sarcophagus and the carvings have been defaced so that they are no longer identifiable. Wraiths now lie in wait here for anyone able to get this far into the prison.

Monsters (Encounter Level: 7)
Wraiths (2): CR 5; Size M; HD 5d12; hp 32; Init +7; Spd 60 ft. (12 squares); AC 15, touch 15, FF 12; BAB +2; Grapple +0; Atk: +5 melee (1d4 plus 1d6 constitution drain), Incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str 0, Dex 16, Con 0, Int 14, Wis 14, Cha 15.
Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Treasure:

There are a few platinum pieces scattered amid the debris in this room – five in all. (Search DC 23)

- I6) **Guardian Chamber:** As location I5.

The secret door is cunningly concealed (Search DC 25). Just beyond the door lies the decayed corpse of a less fortunate adventurer.

A greater shadow lurks here.

Monsters (Encounter Level: 8)

Greater shadow: CR 8; Size M; HD 9d12; hp 58; Init +2; Spd 40 ft. (8 squares); AC 14, touch 14, FF 12; BAB +4; Grapple +0; Atk: +6 melee (0 plus 1d8 str, Incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str 0, Dex 15, Con 0, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

Treasure:

The corpse bears a *ring of chameleon power*. (Search DC 18)

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Faint illusion; CL 3rd; Forge Ring, disguise self, invisibility; Price 12,700 gp.

LOCATIONS—MAP 5

- I7) **Wall of Force:** The dwarves trapped the prisoner in location I8 by erecting a *wall of force* here. (This

particular *wall of force* acts as a one-way barrier into location 18.) The *wall* is tied to the prisoner's life force, and will collapse upon his permanent death.

- 18) **Prison:** The prisoner begged the dark gods to allow his survival and his prayers were answered. While still imprisoned by the *wall of force*, he was granted undeath instead of death, and he was transformed into a Bodak. After centuries alone in the dark, he may be starved for conversation, or perhaps simply stark raving mad . . .

Monsters (Encounter Level: 10)

Bodak: CR 10; ECL 13; Size M; HD 13d12; hp 100; Init +7; Spd 20 ft; AC 21, touch 13, FF 18; BAB +6/+1; Grapple +7; Atk: +8/+3 melee (1d8 + 1, Slam) or +9/+4 melee (1d8+3, x2 *Mace of Terror*); SA Death gaze; SQ Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +4, Ref +7, Will +9; Str 13, Dex 16, Con 0, Int 10, Wis 12, Cha 12.

Skills and Feats: Hide +11, Listen +11, Move Silently +11, Spot +11; Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus(Slam).

Treasure:

The bodak bears but one material item - a jet black heavy mace. The haft is wrapped in black leather and ends in an abstract carving of a skull, its jaw open wide as if in a scream.

Mace of Terror: On command, this +2 heavy mace causes the wielder's clothes

and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a fear spell (Will DC 16 partial). They take a -2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, fear; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

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