



THE WORLD OF
FARLAND
**HAUNTED
DWARVEN TOMB**

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INTRODUCTION

This is a mini-adventure for four to five 11th to 12th-level characters set in the World of Farland (www.farlandworld.com). You (the DM) need the D&D rulebooks, including the Player's Handbook and the Monster Manual to run this adventure; the Dungeon Master's Guide will help. This scenario utilizes the D&D 5E rules. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation and plot (maps are in the appendices).

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, while traveling, were brutally slain 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 mummy lord prisoner.

ADVENTURE HOOKS

The PCs could get involved in this adventure in one of a number of ways. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks if you see fit.

Tasked by a wizard. 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.

Chance discovery. The characters come upon the tomb in their travels and are intrigued by its mysteries.

Into the Thieves' Guild. If you are playing the World of Farland adventure series, the PCs may have discovered the map to the haunted dwarven tomb and are following up on it.

PART I: BEGINNING THE ADVENTURE

THE JOURNEY THROUGH ORLAND

To reach the tomb, it is very likely that the PCs will have to travel through Orland, unless they have some other means of reaching it, such as teleporting there or heading west over the Grand Peaks from the southern kingdom of Farland. The Grand Peaks are tall mountains that are difficult to traverse, however, and any journey should reflect that.

ORLAND ENVIRONS

Geographically, much of Orland consists of grasslands or lightly wooded, rolling hills. There are many dangers involved in traversing Orland, however. The Lord of Envy has decreed that being about during the day without a special permit is against the law. This law is enforced by roving bands of orcs and other dark folk, who will surely challenge any human seen during the day who is not known to them.

There is a 50% chance per day that the PCs will be spotted by an orcish patrol. If they

are, the patrol will demand their papers, their business, and their ultimate destination. If anything seems suspicious to the orc commander, he will attempt to disarm the PCs and place them under arrest so that he can bring them before his superiors. Any resistance will be met with brutal and potentially lethal force. If the PCs escape from any orcish patrols while leaving some of the orcs alive, they will be tracked and hunted by an orc war party, which is double the size of the initial patrol and which also contains two wolf spider abominations.

Orc Patrol

10 orcs (see MM p. 246)

1 orc war chief (see MM p. 246)

Orc War Party

20 orcs (see MM p. 246)

1 orc war chief (see MM p. 246)

2 wolf spider abominations (see <http://www.farlandworld.com/monsters.html#wolf>)

In any case, much of the journey through Orland will likely have to be handled by the DM.

PART 2: THE TOMB

The Site of the Tomb

The tomb is in the foothills of the Grand Peaks in Orland. It is a forested, hilly region with a backdrop of high mountains. The tomb is located in a remote, swampy valley between two tall hills. Only animals make the valley their home; there are no human or demi-human settlements in miles. Locating the tomb is not difficult once the PCs enter the valley in which it is located; its entrance is visible in the side of a hill, although it is overgrown with weeds and slightly buried by dirt.

Inside the Tomb

There is no natural light inside the tomb. The walls and ceilings are made of rock, with arches buttressing the ceiling. The ceilings are fifteen feet high unless otherwise notes. Maps of the tomb are in the appendix.

Map I Locations

I 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 a dry valley 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 (Wisdom [Perception] check DC 5), locations 2 and 4 (Wisdom [Perception] DC 10), and possibly in location 5 (Wisdom [Perception] DC 15).

Wall Scythe Trap: DC 20 Wisdom [Perception] to detect the trap, DC 20 Intelligence [Investigation] to disarm it; Stepping on the trapped section of floor causes a blade to scythe out of the wall. It attacks any target in the trapped section with a +10 bonus; a target that is hit takes 50 (10d10) slashing damage.

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 and can only be located with a successful Wisdom (Perception) check DC 20.

3 Hall of Reflection

This chamber is perfectly hemispherical. Originally, mourners would have quietly waited in this chamber until a priest of Khuldul was available to escort them further. It is now used as living space by the lowliest of the current inhabitants, some gnolls. The gnolls will seek to ascertain if the PCs are more powerful. If they deem they are not, they will attack. Otherwise, they will seek to manipulate the situation to their advantage and attack with surprise and on their own terms. You should randomly generate treasure possessed by the gnolls.

3 gnoll fang of Yeenoghu (see MM p. 163)

8 gnolls (see MM p. 163)

4 Gnoll Lair

This area is part of the excavations undertaken by the current inhabitants. The gnoll tribe uses this as their main living area, and their leader can generally be found here. You should randomly generate treasure possessed by the gnolls.

The gnoll pack lord possesses a message written on what appears to be human skin. The message is written in dark speech and

commands the gnolls to journey to the town of Hestor in Zeland, to a place called the Troll Pits. The message indicates that a force is being prepared there that should help crush Kelerak once and for all. It is signed "Dargon Skullcrusher." This is a hook to get the heroes involved in the next adventure in the World of Farland adventure series, "The Troll Pits of Hextor."

2 gnoll fang of Yeenoghu (see MM p. 163)

10 gnolls (see MM p. 163)

1 gnoll pack lord (see MM p. 163)

5 Gnoll's Allies

This area is another part of the excavations undertaken by the current inhabitants. This is where some current allies of the gnoll tribe live. You should randomly generate treasure for the ogres. The dire wolves have no treasure.

7 ogres (see MM p. 237)

2 dire wolves (see MM p. 321)

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.



Spiked Pit. This pit trap is a hidden pit trap with iron spikes at the bottom. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is 40 feet deep. A creature falling into the pit takes 16 (3d10) piercing damage from the spikes, in addition to 13 (4d6) bludgeoning damage from the fall.

If the PCs decide to check the bottom of the pit (either after falling or just by chance), a DC 18 Wisdom (Perception) check will enable them to find a small aquamarine amid the debris (worth roughly 500 sps, or gold pieces in a non-Farland campaign world).

Map 2 Locations

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 is placed here on the pedestal, a magical shield. The north,

west, and south secret doors are relatively easy to locate (Wisdom [Perception] DC 15), but are guarded by well-concealed pits: A successful DC 20 Wisdom (Perception) check discerns a strange look to the floor over the pits. A successful DC 20 Intelligence (Investigation) check is necessary to confirm that the trapped sections of floor are actually the covers of pits. Besides being more difficult to spot, the pits are identical to the one described in area 7. The east door is much harder to find (Wisdom [Perception] DC 25), and the short hallway beyond is magically warded.

Magical Blaster trap. This trap is activated when a creature steps into the area marked "x," triggering a magical blast of energy from the floor under his feet. Creatures can spot the faint magical glyphs that make up the trap with a DC 18 Wisdom (Perception) check. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic on that section of floor. A successful DC 18 Intelligence (Investigation) check reveals how to disarm the trap, and a successful DC 18 Intelligence (Arcana) check actually allows a creature to disarm it. If the trap is triggered, each creature in the blast must make a DC 18 Dexterity saving throw, taking 50 (10d10) force damage on a failed save, or half as much damage on a successful one.

The shield is the fabled *Shield of Tbetak*.

Shield of Tbetak

Armor (shield), legendary (requires attunement)

This storied magical steel shield is enruned and engraved with fierce Dwarven warnings.

These warnings blaze on command, allowing its user to cast *bold monster* as a 5th-level spell. The save DC for this spell is 15. This spell cannot be cast from the shield again until its bearer has completed a long rest.

Also in the room, in an unlocked chest, are 15,000 silver pieces (gold if in a non-Farland world), 1300 gold pieces (platinum in a non-Farland world), a *potion of superior healing*, and a *potion of gaseous form*.

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: any creature attempting to fight, take the dash action, or take any action involving sudden or violent movement in this room must succeed at a Dexterity (Acrobatics) check DC 15 at the beginning of each round or fall to the floor before taking any action. The walls are carved with scenes from the dwarven king's middle years. A victory against a goblinoid host is the predominant feature. Two vrock were magically imprisoned in this area long ago, and they are very angry about it. Because of their clawed feet, the vrock have advantage on Dexterity (Acrobatics) checks in this room to avoid slipping. The vocks possess no treasure.

2 vocks (See MM p. 64).

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.

Map 3 Locations

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 into a pool that lies 100 feet below; the water makes the west hallway very slippery; any creature attempting to fight, take the dash action, or take any action involving sudden or violent movement in this room must succeed at a Dexterity (Acrobatics) check DC 15 at the beginning of each round or fall to the floor before taking any action. The rough walls are rather difficult to climb or navigate; more so on the slippery west side (Strength (Athletics) check DC 20 to climb the west side and DC 15 to climb the east side).

Map 4 Locations

14 Reflecting Pool

This pool was originally intended to be used as a receptacle 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. The creature who has touched the pool must succeed on a Wisdom saving throw DC 18. If it fails, the target must make a Wisdom saving throw at the start of each of its turns during combat. If it fails, it

wastes its action that turn doing nothing. The curse lasts for 24 hours. Touching the pool also awakens the tomb guardians in locations I5 and I6.

I5 Guardian Chamber

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. If wraiths in one of the areas I5 enter combat, the wraiths from the other area I5 will also join the fight.

2 wraiths per area (see MM p. 302)

I6 Guardian Chamber

These sarcophagi were built for the dwarven king's honor guard, but have not been modified or defiled. The secret door is cunningly concealed (Wisdom [Perception] DC 20 to find it). Two shield guardians, which look like giant dwarves, stand against the walls of this room. Just beyond the door lies the decayed corpse of a less fortunate adventurer. The corpse wears a *ring of resistance* to psychic damage. The ring can be found with a DC 15 Wisdom (Perception) check.

2 shield guardians (see MM p. 271)

Map 5 Locations

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 I8.) The wall is tied to the prisoner's life force, and will collapse upon his permanent death. It is otherwise a normal *wall of force*. The wall is invisible but is located in area I7 halfway between the stairs and area I8.

I8 Prison

The prisoner begged Vornoth the Dark Walker 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 mummy lord. After centuries alone in the dark, he is starved for conversation, but he is also vicious and stark raving mad

I mummy lord (see MM p. 229, but cannot use *lair powers*)

In the corner of the room, in a rotten backpack, are 1100 silver pieces (gold if in a non-Farland world) and 30 gold pieces (platinum in a non-Farland world).

CONCLUDING THE ADVENTURE

THE END OF THE PRISONER

Once the PCs have dispatched the prisoner, the Mummy Lord, the *Wall of Force* drops and they are free to leave the tomb.

FURTHER ADVENTURES

If the gnoll pack lord has escaped, you could spin him into a recurring villain. Perhaps one of the gnolls slain by the PCs was a close friend of the gnoll pack lord and he wants to gain revenge against the PCs.

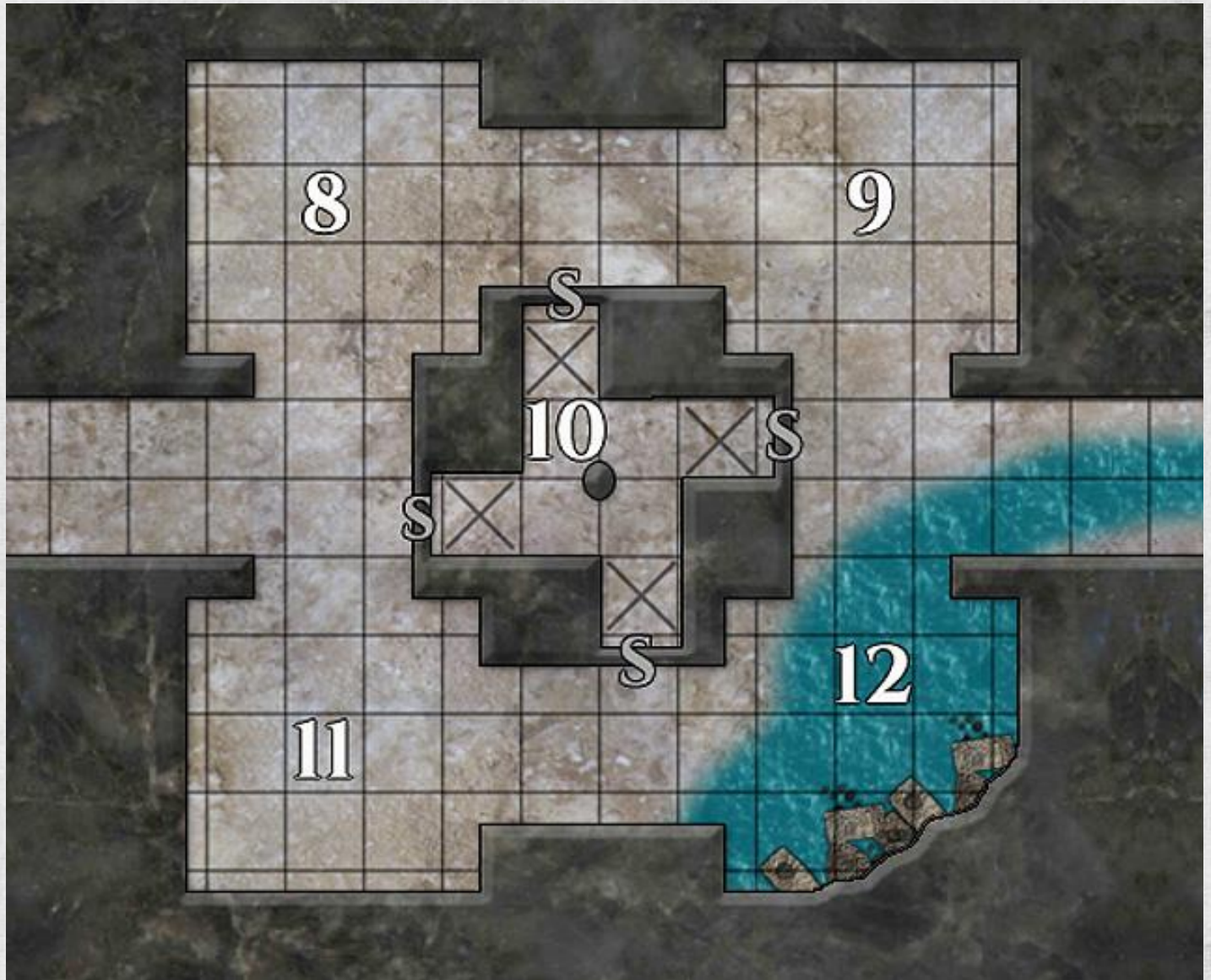
If the PCs found the message in the gnoll lair summoning the gnolls to Hestor, they may wish to journey to Hestor themselves to investigate and possibly eliminate the danger posed by the Troll Pits. This would lead them into the next adventure in the World of Farland adventure series, “The Troll Pits of Hestor.”

APPENDICES

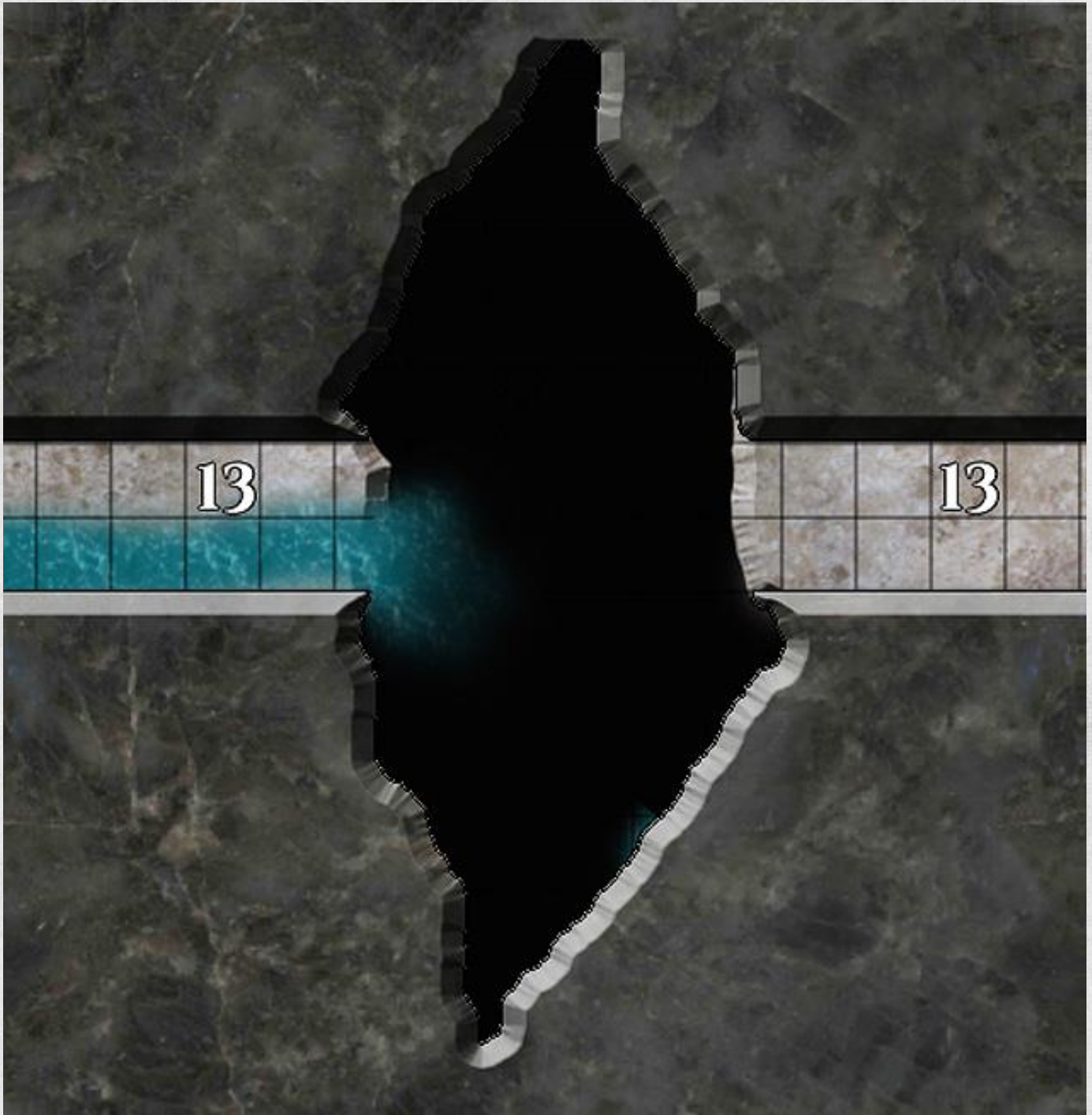
MAPS (Map I, 1 square=5 ft)



Map 2 (West is Map 1, East is Map 3)

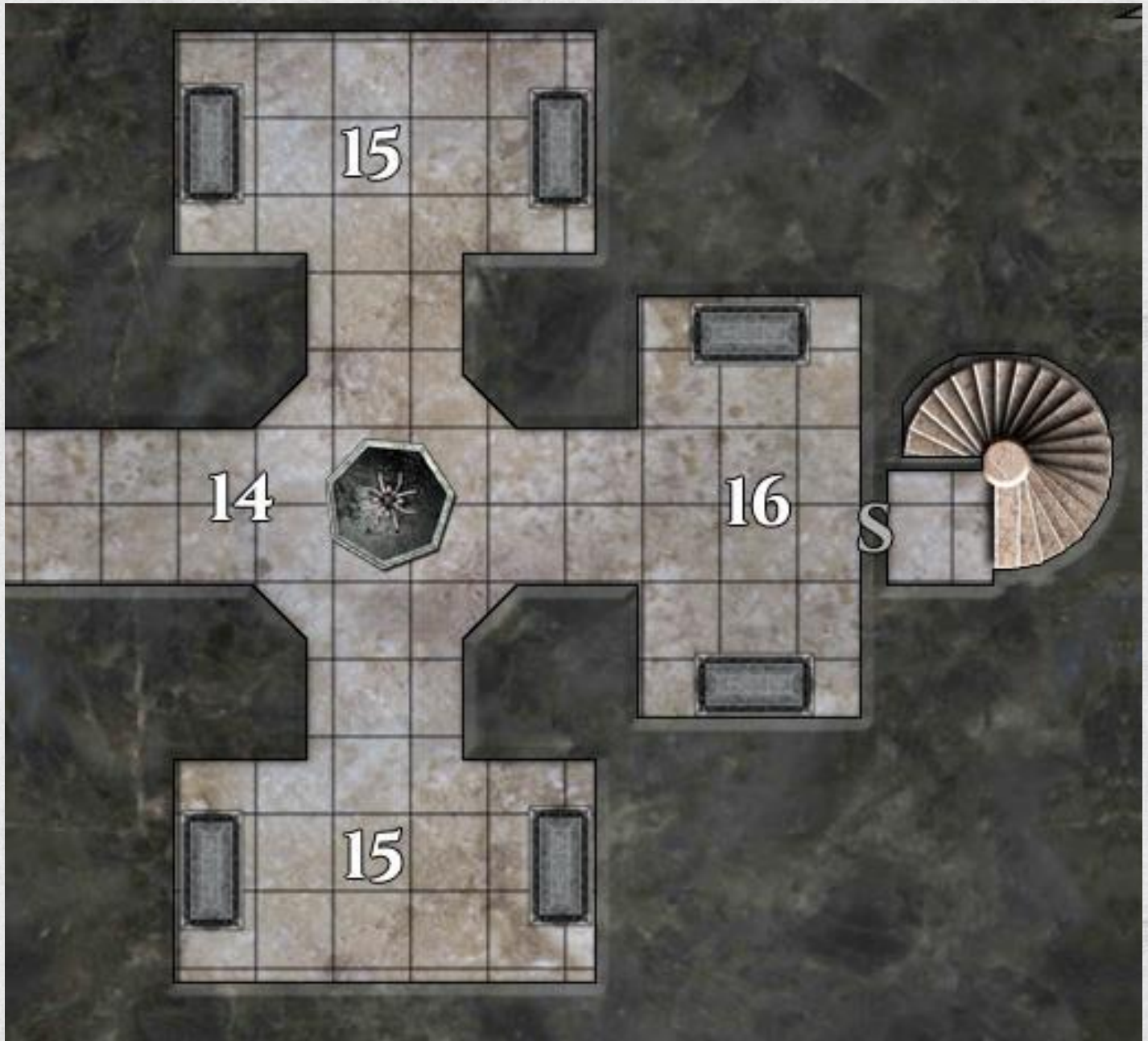


Map 3 (West is Map 2, East is Map 4)



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Map 4 (West is Map 3, Down is Map 5)



Map 5 (Up is Map 4)



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