

ONW1-01

Escape from Scant

A One-Round D&D LIVING GREYHAWK®

Onnwal Regional Adventure

Version 1

by Creighton Broadhurst

A desperate band of slaves, captive of the much-feared Scarlet Brotherhood, are cast into a mysterious tunnel discovered under Scant itself. With nothing but their wits they must survive many subterranean trials to escape from Scant! An adventure for 1st level characters.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

This adventure is untiered. It is for 1st level characters. Characters above this level should not be used in this adventure.

Lifestyle

The PCs start this adventure as prisoners of the Scarlet Brotherhood. They are all penniless and without equipment. Lifestyle costs do not play any role in this module.

DM's Introduction

The city of Scant, the capital of Onnwal, has been virtually besieged since the beginning of the Brewfest Rebellion in 586 CY. Within a month the rebel forces had freed much of the countryside although the Brotherhood still held a few cantreds in the west of the country and the city of Scant.

Neither side has the power or the manpower to decisively end the conflict – the Brotherhood can hold Scant but they have not the strength to destroy the rebels while the rebels do not have the manpower to break the virtually impregnable fortifications of Scant.

Almost constant skirmishing does take place however around the approaches to Scant and it was during one of these confused night actions three days ago that a portion of the wall on Gate Hill was damaged.

The population of Scant mostly exists as slaves for the Brotherhood oppressors, although those that possess Suel characteristics have been granted a modicum of citizenship. Those unlucky enough not to receive this have been formed into work gangs, used by Kuranyie's Herdsmen to repair damage done to the city in the ongoing struggle.

Whilst attempting to repair the latest damage to the cities fortifications, slaves "harvesting" stone from nearby buildings in the region of Gate Hill uncovered a passageway that seemed to run under the outer wall of the city. Work was immediately stopped and Maranefel Toktot, the Kesh of Scant, was called to the scene. (A Kesh is the Scarlet Brotherhood term for one who administers an area or large population center).

Maranefel immediately determined that this passageway constituted a danger to the security of the city and ordered it explored fully and then sealed. The next day a group of six Brotherhood agents were sent into the passageway to discover where it leads, who built it and if the Resistance is somehow involved.

This group has not returned and many in positions of power fear the worst. The hole was

sealed and a strong guard and warding magics were placed about it. Since the disappearance of his followers Maranefel has expended various divinatory spells to discover that the tunnel is very old in origin, and seemingly unlinked to the Resistance.

Maranefel Toktot was however not finished with the mysterious passageway. As brilliant as he was twisted he deemed the risks to another group of Brotherhood agents too great and so hit upon the following plan. He would select a group of slaves from among the many he commanded and cast them into the hole with orders to discover what they could of its construction and then return. The slaves would be motivated by promises of freedom, surviving individuals being permitted to live the city.

Maranefel is of course lying. He does not expect anyone to survive the rigors of the passageway. Indeed he expects to have to send several groups of slaves through the complex before all the traps and guardians have been overcome. He does however realize that even doomed people fight better when they have hope. Anyone who survives the complex below the streets, and who returns to him, will be slain after they have interrogated about their experiences.

What Has Gone Before...

Throughout the text of the module are sections entitled "What Has Gone Before..." These sections describe the actions of the Brotherhood scouting party that entered the tomb before the PCs. This section throws light on the challenges they faced, and their fates.

The Brotherhood party consisted of Turo (male human Rog1), Korvaras Van (male human Wizz/Clr1 of Syrul), Alesco Madi (male human Ftr1), Athania (female human CLr1 of Wee Jas), Brouka (male human Ftr1) and Sister Julmar (female human Mnk2) the leader of the expedition.

Spellcasting

Some PCs such as sorcerers, bards and clerics normally have spell casting abilities. As the module opens with the PCs having been imprisoned some of these abilities will operate at a reduced level of effectiveness. For more class-specific information refer to the text below.

Bards

A bard's ability to cast spells will be unaffected by imprisonment. Therefore bards will be able to cast spells as normal during this adventure. The Bard must have access to any material components required to cast desired spells.

Clerics

As clerics pray or meditate for their spells their ability to relearn spells will be unaffected by

imprisonment. clerics will have had to conceal their vocation because the Scarlet Brotherhood routinely tortures and kills clerics of non-suel origin. Due to this "disguise" clerics will not initially have access to a holy symbol. This will render the cleric unable to turn undead until a suitable holy symbol is found (or fashioned).

Druids

As druids pray or meditate for their spells their ability to relearn spells will be unaffected by imprisonment. druids will have had to conceal their vocation because the Scarlet Brotherhood routinely tortures and kills clerics of non-suel origin. Due to this "disguise" Druids will not initially have access to a holy symbol.

Sorcerers

A sorcerer's ability to relearn spells will be unaffected by imprisonment. Therefore sorcerers will be able to cast spells as normal during this adventure. The sorcerer must have access to any material components required to cast desired spells.

Wizards

Wizards have to memorise spells their spells, and this will not be possible before the beginning of the module. Have beginning wizards select which spells they would have in their spellbooks. They then may memorise from this list two O-level spells and one 1st-level spell. The Wizard must have access to any material components required to cast desired spells.

Equipment

At the start of the module the PCs will have been imprisoned for an indeterminable amount of time. On the occasion of their capture each PC would have been thoroughly searched. The Brotherhood will have taken anything remotely of value leaving their captives only ragged and dirty basic clothing. Even boots and belts have been taken.

Treasure

A perusal of the various encounters presented herein and the Treasure Summary, will reveal that there is more treasure available in this module than in other 1st-level adventures. This is simply because the PCs start with nothing. Creative and persistent PCs will not only be able to escape the tomb but also be able to equip themselves along the way.

Holy Symbols

Once access has been gained to a source of wood and a sharp instrument (and given sufficient time) crude holy symbols could be fashioned. Several holy symbols could be found in the tomb and it is possible that these could be used by PC clerics.

Vision

At the outset of the adventure the PCs' sources of vision are somewhat limited. An aid memoir is presented below detailing the effectiveness of the various light sources available to the PCs

Source	Light	Duration
Candle	5-ft. radius	1 hour
Torch	20-ft. radius	1 hour
Dancing Lights	20-ft. radius each	1 minute
Light	20-ft. radius	10 minutes
Faerie Fire	5-ft. radius	1 minute

It should be noted that Low-light Vision only works in areas of poor illumination thus will be useless in any part of the tomb barring areas 1. and 2, unless the PCs take a light source with them. Darkvision is effective throughout the tomb.

What Lies Under Scant

The builder's excavations have accidentally uncovered the entranceway to an ancient Flan tomb that was built to house a great champion who fell defending the land against Suel invaders. The traps and guardians of the tomb are still active, as the tomb has not been disturbed since it was sealed. It is these that slew the original Brotherhood adventurers.

The Sewers of Scant

Below find some general notes on the Sewers of Scant. This information can be used to add lib during this adventure if the PCs penetrate the sewers or to create further adventures beneath Scant.

The sewers of Scant have gone through several different phases of construction (and rebuilding). Sewers were first built here when the area fell under Imperial rule during the days of the Aerdi Empire. The Szek sought a place to build his castle and a town quickly sprang up to service the lord and his retainers. He built his castle on the cliffs overlooking the sheltered bay that possessed the deepest and most protected anchorage on the Onnwalish Peninsula.

The oldest sections of the sewers are those that are closest to the waterfront. An Imperial edict decreed that no sewer outlet could open directly into the harbour itself, and so engineers had to cut many miles of tunnels through the living rock of the peninsula to allow the effluence to escape up and down the coast. Since then, however, additional works, lack of maintenance, and a few nefarious individuals have created several tunnels that link the sewers with the docks. Several other passages have also been opened up, some connecting with natural caverns and sea caves.

Although cut out of the solid rock, the walls and ceiling of the sewers has been further strengthened by the addition of bricks, held in

place by special water-resistant mortar. Many of these are crumbling and the passages leak in many places where whole sections of brick and mortar have fallen away.

The sewers, of course, stink. The smell will pervade the PCs' nostrils, clothes, and equipment. After about an hour of exposure most PCs will no longer notice the stench. Wherever the adventurers go in the sewers they will constantly hear the sound of running water. Often things will move in the half-light of their torches and small red eyes will glare back at them out of the darkness. Walkways under foot will be slippery and treacherous, and the menace of disease will be ever present.

Several distinct kinds of cisterns and passages make up the sewers and these are detailed below for background and descriptive purposes.

Cisterns

The flow of water is controlled by a cunning system of cisterns that collect water from all parts of the city. Most were constructed in Imperial times. None have been adequately maintained and all are in need of repair. Some leak severely. The cisterns have been built at a higher level than the waterways and a series of gates and offshoot pipes feed the waterways that have been dug beneath them. The pipes that feed the waterways are uniformly steep and almost impossible to climb when water is flowing down them. Cisterns are typically forty feet deep and thirty feet wide. Some are shallower than this due to the centuries long accumulation of debris and waste.

Flow-pipes

Flow-pipes originate all over the city and direct water into both waterways and cisterns. Never more than 2 feet in diameter they are impassable to all but particularly brave halflings and small gnomes. All are steep and uniformly wet. They enter waterways through the walls or ceilings and those who stand under one long enough are guaranteed an unpleasant surprise!

Waterways

"Waterways" is the term given to the pipes roughly 20 feet in diameter that flow gradually "down hill" towards the sea. Most of these were constructed in Imperial times and all are old and in need of repair. Waterways are characterized by two walkways each about 3 to 5 feet wide between which a channel has been cut that carry water away. These walkways are normally slippery and covered in slime, detritus and other obstructions. Rats are common here. The water running between the walkways is never more than three feet deep and normally around 2 feet deep.

Encounters within the Sewers

The sewers are a living, breathing environment. To reflect this many encounters will actually occur in the waterways of the place to simulate

the movement of the inhabitants of the sewers as they search for food and valuables. A few creatures have claimed and held small areas and have actually managed to prosper.

No random encounter tables are given as this is a tournament module—all encounters should be handled as the text indicates—although the DM is free to throw in inconsequential encounters with rats, bats, mysterious sounds etc.

Disease

As previously mentioned individuals spending time in the sewers run the chance of contracting a disease. Although this is unlikely to affect the cause of play during this module disease can have the effect of reducing the PCs available time slots to adventure in. Extreme cases could result in the death of an individual. The statistics for the disease appear below. For more information on disease consult page 75 of the *Dungeon Master's Guide*.

Disease	Infection	DC	Incubation	Damage
Filth Fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con

Filth Fever can be contracted in several ways. Firstly Dire Rats spread it. Any PC injured by a Dire Rat should make an immediate Fortitude saving throw (DC 12). If unsuccessful he has contracted the disease. Filth Fever can also be contracted when an open wound is exposed to the effluent in the sewers. For example if a PC who has a slash on his arm falls into the sewer he should make a Fortitude saving throw to resist contracting the disease.

Dealing with the Affects of Disease

Before play is concluded and the players leave the table the status of any infected PC should be determined. Don't forget if a PCs Constitution is reduced to "0" he is dead. The results of the disease, and the time taken to overcome the infection, should be noted on the PCs record sheet.

Adventure Synopsis

This adventure is a not akin to normal modules because, as the action opens the Player Characters (hereafter referred to as PCs) are imprisoned by the Scarlet Brotherhood.

The PCs are selected by Maranefel as the first to have the "honour" of being the first to investigate the mysterious passage. They are marched under guard to Gate Hill, where the passageway is found and informed of their mission by Maranefel Toktot, Kesh of Scant.

Briefed, they are unceremoniously ordered into the hole by their captors. Although they may ask they are given no equipment besides a torch.

All they have to survive the tomb is the clothes they wear and their wits.

They will discover that the passageway slopes downwards in the direction of the city wall. Exploring they will come across the tomb with its attendant undead guardians and fell traps. Throughout their exploration they will discover the bodies of the original explorers who perished attempting to discover the true extent of the tomb. They will be able to loot their bodies to gain equipment and particularly clever and inventive PCs may discover other items in the tomb that can be used as weapons.

The PCs will also discover that at some point in the past one of the outer walls of tomb has collapsed into the sewers of Scant offering them an avenue of escape. PCs will have to decide whether to take this escape route or to finish exploring the tomb.

Player's Introductions

When the Players are comfortable, you have answered any initial questions they have and they have indicated that they are ready read the text below. This would be a good time for the PCs to introduce themselves to each other.

You have all been prisoners of the Brotherhood for sometime now, although none of you really know how long you have been incarcerated because for much of the time you have been kept below ground. On the occasions that you leave your cells you have been forced to become part of the work gangs repairing damage done to its fortifications by rebel forces attempting to liberate the city. Comparatively speaking however your imprisonment is mild compared to what those sent to the foreboding fortress Oblestone endure at the hands of the Brotherhoods mages.

Today is different. You (and five other prisoners) have been singled out by your guards and shackled together. You have been led through Scant to Gate Hill in the west of the city. The early morning air is cool and the wind picks at your tattered clothing as you shuffle in the direction indicated by the hafts of your captor's weapons. Escape is impossible surrounded as you are by twelve heavily armed hochebi (hobgoblin) warriors.

Hochebi Guards (12): CR 1/2; Medium Humanoid (6 ft. 6 in.); HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 Studded leather armour, +1 small shield); Atks +1 melee (longsword 1d8+1), +2 ranged (javelin 1d6+1); SA none; SQ darkvision 60'; AL lawful evil; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: +1 Hide, +3 Listen, +3 Move Silently, +3 Spot. Feats: Alertness.

Equipment: Studded leather armor small shield, longsword, dagger, javelin.

If the PCs attempt to escape, the hochebi warriors will beat the transgressors into unconsciousness and then will drag them off to their “appointment” with Maranefel Toktot. The hochebi warriors (who speak Common) do not care if the PCs speak amongst themselves (as long as they don’t discuss escape).

Unaware of the actual date you can, however, estimate by the fierce wind blowing off the Gearnat and the laden storm clouds in the air that it is sometime in the spring. The people you see on your trek across the city appear uniformly beaten and demoralised. Here and there moving through the streets can be seen groups of Hochebi who appear to be maintaining “law and order”. They appear to be assisted by strangely clad and equipped humans of obvious Suel descent who, it is whispered, hail from the steaming jungles of Hepmonaland far to the south. A strutting red-clad Brotherhood agent leads each group through its duties.

Gate Hill commands access to the Langneck—a thin sliver of land that connects Scant to the mainland and is therefore vital to the defence of the city.

Reaching what you assume is your goal you are ordered to halt and are given a small amount of stale bread and brackish water, which although almost unpalatable you wolf down. You wait thus for at least an hour until another group joins your own. Twenty-four strong and armed and armoured more heavily than your own escort you note that in the centre of this company stands but one person. Heavily cowled against the morning chill in a deep scarlet cloak “he” exudes the unmistakable aura of authority and power.

The man throws back his cowl to address you and with a start you realise that you are in the presence of Maranefel Toktot, Kesh of Scant and a butcher of many Onnwalons. His voice whip-like and powerful shatters the dawn silence:

“Onnwalon scum, you have been brought here to perform a task for me. Succeed and you will be set free, allowed to live here in Scant. Fail and you will die. Several days ago a passageway was discovered under the city. It is your job to explore this passageway and discover what lurks within it. Return with this knowledge and I will reward you.”

Maranefel will pause here, allowing the PCs to ask any questions that they might have. If they have none he will gesture to the hole and the PCs will be forced to descend a rickety wooden ladder into the passageway, which will be pulled up after them. A list of possible questions is listed below along with Maranefel’s response.

Do we get any equipment?

“No, we will not waste equipment on those who may die whilst performing their duties.”

What else is known about the passage?

“It appears to slope down under the city wall. No one who has entered the passageway has come out again.”

How many other expeditions have there been?

“One and six brave Brotherhood agents are assumed dead. Retrieve their bodies and I may reward you further.”

Will we be unshackled?

“Yes, but if you attempt to escape you will be tortured to death in front of the populace who will be forced to watch you die, and I promise you it will take days.”

Maranefel will grow tired quickly of the questioning as he sees the PCs as little more than pawns doomed to die. After a few minutes he will lose his patience and order the PCs into the hole.

From out of the dark clouds above big, heavy drops of rain begin to fall. As the rain increases in intensity Maranefel, with an upraised hand, indicates that your question time is over and shouts “Unshackle them”. A hochebi hurries forward and unlocks your shackles, while the others, with drawn weapons, watch you closely. Once you are all loose the hochebi warriors force you to towards the hole.

Note: if the PCs try to escape now you should make it plain to them that success is virtually impossible. They are surrounded by three score heavily armed veteran hochebi warriors. If they persist have the hochebi troops beat them unconscious and throw them into the passageway.

When the PCs have all indicated that they will climb down the ladder read the following to them:

As the last of you steps off the ladder a hochebi from above throws a lit torch at your feet while two others quickly haul the ladder to the surface.

You are standing in a passageway that slopes downwards towards the outer wall of Gate Hill. In the other direction the passageway rises gradually into the gloom. The spluttering light of your torch reveals that the passageway is about 10 feet wide and perhaps 15 feet high. The walls seem to be decorated in some form of writing or pictorial representation of events long past. Abruptly from above the sunlight spilling in is cut off by something being manoeuvred into place to cover access to the tunnel. Only the single lit torch that you have been given now keeps the darkness at bay. Sounds from above are muffled and all you can hear about you is the muffled sound of your comrades breathing.

The PCs are in the original entranceway to the tomb. To the east lies the rest of the complex, while to the west the capstone blocking the initial entrance can be found.

If the PCs investigate the paintings on the walls read them the following:

The walls seem to have been decorated in vividly coloured scenes of battle. Much of it is badly degraded (and in some places it seems to have been recently scratched off) but some portions are still legible. In the pictures, humans of noble countenance are depicted struggling against red-haired invaders from the sea. Towards the eastern end of the passageway a scene showing the death of a particularly noble warrior is dramatised. After this, leading to what appears to be a doorway, a funeral procession of sorts is depicted.

Up the passageway the pictures on the wall have suffered more than most and almost nothing can be made out. Some scattered fragments remain, seeming to paint the inhabitants of the peninsula as a noble, peaceful people.

On a successful Spot check (DC 16) a PC will be able to make out an earlier scene in which the noble human appears to be slaying several of the invaders with a very well crafted spear. No other information is available here and the PCs must either proceed east or west to continue.

1. The Original Capstone

A huge stone that completely seals the corridor blocks PCs progress further up the passage.

Ahead of you a massive stone completely blocks any further progress down the passageway. From what you can discern the surface of the stone is extremely smooth.

Further investigation of the stone will reveal nothing further of interest. If the PCs which to proceed they will have no option but to proceed back down the corridor to the east.

The stone is immovable, no matter how strong those who attempt this feat are. This was the original entrance/exit of the tomb.

2. Tomb Entrance

This is the entrance to the tomb proper.

Ahead of you a massive capstone partially blocks the passageway. Small amounts of earth and rocks have been dislodged from the surrounding walls by the movement of the stone and lie scattered about in front of what appears to be a doorway of ancient design. Unfamiliar sigils are

carved into both sides of the “door”. Carved into the rock above the portal appears to be a crude representation of the sun.

The stone however blocks any sight of what may lie beyond.

The gap between the stone and the “doorframe” on the right hand side is about 2 feet wide, which should be ample for the unequipped PCs to slip through. PCs who listen before continuing will hear nothing. The stone itself is not carved and quite smooth. It is quite massive and immovable. The sigils seem to have been defaced in the same fashion as some of the murals in the entrance corridor.

3. First Antechamber

This chamber is accessed from the Tomb Entrance. This is the first area where PCs will encounter evidence of earlier expeditions.

The chamber is wider than the passageway that you have just traversed. It seems to be about 20 feet wide and 30 feet long. Pillars that progress down the room in two rows hold up the roof, which is about 15 foot high. Immediately ahead of you, about 10 feet distant appears to lie three piles of bones that have obviously been brutally destroyed.

To see further into the chamber you will have to advance...

The piles of bones ahead of the party are the remains of three skeletons the Brotherhood party destroyed during their initial explorations. Each of the slender pillars is constructed of plain dressed stone. Similarly the walls here are undecorated however starting just beyond the stairs leading down to the small chapel of Beory is a faint trail of red dye or colouring of some sort that leads down the second corridor. The trail is very faded and only about 2 feet wide.

What Has Gone Before...

When the Brotherhood party entered this room the 3 skeletons guarding the room immediately beset them. These were destroyed in prompt order and finding nothing of interest the party moved on.

Treasure

The room contains no treasure as such but a resourceful party can find some makeshift weapons here. The thighbones of the skeletons could be used as impromptu clubs (1d4 points of damage) or, if cloth is tied around them torches.

4. The Chapel of Beory

This area is reached from the First Antechamber above. It was constructed to be a small chapel dedicated to the worship of Beory, The Oerth Mother.

At the foot of a short flight of stairs the area appears to open out into a small chamber. Here the walls are hewn from the living rock and little if no attempt appears to have been made to work them like the rooms encountered above.

The room itself is small, barely 15-foot square. At the far end of the chamber appears to stand a small rough-hewn altar of sorts. Strewn about the floor lie shards of pots and ceremonial items all originally made to a high ceramic finish. The altar itself has several large dents and slashes on its uppermost surface.

What Has Gone Before...

The Brotherhood party investigated this area and it is they who destroyed the ceremonial pots and other accoutrements that were originally housed here. They also slashed and bludgeoned the altar before continuing their explorations above.

Treasure

The pots are ancient and have been brutally smashed. The designs are so faded that any attempt to decipher what they represent will meet with failure. A careful Search of the chamber (DC 22) will reveal 4 small candle stubs hidden in various nooks and crannies of the wall behind the altar. If lit they give off a nauseating smell and only stay lit for 30 minutes. In addition a small, carved idol of Beory survived the orgy of destruction. This small idol can be found at the base of the altar (DC 19). A representation of this idol can be found below and on Player's Handout 1.

§ Small idol (Small, lb., Pottery, 5gp) This idol has been fashioned to represent an overweight female. Symbols, worn with age and use appear to have been carved into it. These are no longer discernible.



5. The Second Corridor

This corridor leads directly out of the First Antechamber. It leads from there to a second antechamber.

Beyond you, another corridor stretches into the darkness. It appears to be roughly 10 feet wide, but it is substantially lower than the previous chamber being only about 7 feet high. About 10 feet down the corridor a body appears to lie sprawled upon its back.

What Has Gone Before...

The body is in fact one of the members of the Brotherhood exploration team. This unfortunate individual, Korvaras Van, was a multi-talented wizard/cleric of Pyremius. He was slain when the lead member of the expedition stepped on the trigger for a portcullis trap that dropped from the ceiling onto him, killing him instantly. Korvaras' possessions are noted in the section "Treasure" below. The surviving members of the group reset the trap before they continued, ignoring the body of their fallen comrade.

Treasure

Korvaras' equipment (listed below) makes up the sum total of the treasure found in this area. These possessions also appear on the Player's Handout.

Korvaras' Equipment

Longsword, whip, light mace, dagger, holy symbol of Syrul (female lips with forked tongue), back pack, 4 torches, flint and steel, 1 belt pouch containing 34 golden gulls, 23 silver geese and 67 copper ducks), 1 oil flask, 1 piece of chalk, whetstone, small metal mirror, scroll case with 3 pieces of parchment, quill, 1 oz vial of ink, low soft boots, red pantaloons.

Magical Equipment

- *Spell book*: A slim (60-page book) with a red-stained leather cover. 0 lvl-read magic, light, mending, detect magic, disrupt undead; 1st lvl- magic missile, true strike, mage armour, spider climb.
- *Spell Scroll 1.*: 0 lvl- read magic, disrupt undead; 1st lvl- magic missile, true strike.
- *Spell Scroll 2.*: 0 lvl- detect magic, light; 1st lvl- cure light wounds, detect undead, sanctuary.

Trap

This corridor houses a portcullis trap designed to stop invaders fleeing the tomb if they should reach this deep into the complex. The actual trigger for this trap is set onto the floor of the corridor roughly 20 feet beyond the site of

Korvaras' body. Anyone standing over the body must make a reflex save to avoid the portcullis.

Portcullis Trap: CR 2; +10 melee (2d6/*3 crit); Reflex save (DC20) avoids; Search (DC18); Disable Device (DC 20). *Note:* trap actually sprung 10 feet behind the trigger stone.

6. Second Antechamber

This chamber is accessible from the Second Corridor. Half way along the right hand wall of the Second Antechamber is a corridor that leads toward a stoutly made wooden door, warped with age and moisture.

Once again the corridor you have been following seems to open out into a larger chamber. It is about 20 feet wide and slightly higher than the corridor you are in. The ceiling is perhaps 3 or 4 feet above your heads at the entrance and is slightly domed towards the centre. Only silence greets you from the room beyond.

As soon as the party enter the room the remaining guardian of the area—a skeleton—will move from its hiding place at the far end of the room and attack. When this occurs read the following:

As you step into the room more of it becomes apparent to you. There seem to be alcoves set into the left hand wall starting about 5 feet distant from you and thereafter occurring every 5 feet out to the limit of your vision. Is that a clicking sound you can hear emanating from the darkness in front of you?

There are two exits from this room. One leads deeper into the tomb complex while the other allows access to a mass burial chamber, in which the fallen followers of the tombs main occupant.

Skeleton (1): CR 1/3; Medium Undead (6 ft. tall); HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 melee (2 claws, d4 damage); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ—Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. Immune to anything requiring a Fort save (see MM for more info). Immune to cold damage. Suffer only half damage from piercing and slashing weapons.

What Has Gone Before...

When the Brotherhood breached this chamber they were immediately set upon by skeletons

which issued from cubby-holes in the walls to the left of the party. The groups other priest, Athania, was extremely alert and turned the skeletons before they could reach the party. The skeletons returned to their cubby-holes and were destroyed in place by the fighters of the group. In their haste the group missed the final skeleton positioned at the far end of the room. It is this that will attack the party when they enter the room.

Treasure

The only "treasure" readily apparent in the room is the remains of the skeletons that can be found in the aforementioned cubby-holes. The cubby holes are otherwise unremarkable.

7. Trapped Corridor

The main encounter in this corridor is the activated trap located roughly half way down its length.

Ahead of you the corridor extends into the darkness. It is lower than before, and narrower than the others before it. To discern more you will have to continue...

Once the PCs are able to see to a point 25 feet away from the entrance to the corridor read them the following:

Roughly 20 feet distant and grotesquely held up by 2 spears thrust into it hangs a body. The body appears to have been that of a human male dressed in now ruined leather armour. The spears were wielded by 2 statues stationed either side of the corridor. The statues, that occupy their own niches, appear to depict bare breasted warriors of flan descent wielding spears of an antiquated design.

The spears have been pushed through the man's sides transfixing him. A large pool of dried blood has collected under the man, in which lies a discarded dagger.

If the PCs state that they are examining the statues in more detail read the following:

Each statue has been placed in a small alcove that juts off from the main corridor. The statues seem to be identical. They both depict muscular, bare-chested warriors of obvious Flan descent. Each stands a little over 6 feet in height, their head almost touching the ceiling. They both have a serene, almost beatific countenance, in stark comparison to the carnage that they have wrought. Each figure stands on a low pedestal perhaps half a foot high. The recesses that they occupy are roughly 4 feet deep and as high as the main corridor. The alcoves are otherwise unremarkable.

What Has Gone Before...

After their only thief, Turo, was slain by the statue trap the Brotherhood party decided against further exploration in this direction. Afraid that other traps may be concealed in the corridor they left their companion to die and retraced their steps back to the Second Antechamber.

Trap

As should be obvious this trap is currently activated. This trap functioned perfectly slaying kuro without any warning. However the spears collided with each other inside Kuro's body and their barbed heads locked together. This bizarre chain of events stopped the trap from resetting. To reset it the PCs would literally have to cut Kuro's body away and muster the strength to lift the stone-shafted and metal-tipped spears off one another.

Only a thin individual or a person not bothered about stepping into the pool of blood can get past the body.

Treasure

Once again the only treasure to be recovered in this area is to be found on the body of the fallen Brotherhood agent. His possessions are listed below and also appear on the Player's Handout.

Turo's Equipment

Rapier, 2 daggers, holy symbol of Pyremius (fiendish head with winglike ears), back pack, large belt, 3 belt pouches (one of which contains 1 sea eagle, 34 golden gulls, 2 electrum waders, 23 silver geese and 14 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 torches (1 half used), 30 feet of hemp rope, thieves tools and 2 small finger-joint sized pearls (each worth 50 golden gulls).

8. Doors to the Hall of the Dead

This area is accessible via the Trapped Corridor or through the sewers where erosion and flood-action have opened a passageway into the tomb.

The area in front of the doors (and indeed the rest of the corridor) is untrapped. The doors are however swollen with moisture and are jammed in place.

Ahead you stand a pair of obviously ancient wooden doors. Closer examination reveals that the doors are very snugly fit into the surrounding wall and look quite difficult to open. The placement of the hinges reveals that they will open inwards when enough pressure is applied.

On a successful Spot check (DC 15) relate to the PCs that the doors appear swollen into place and that a slightly nauseous smell emanates from behind the doors. A successful attempt to force the doors (DC 22) will allow further progress. Once the doors have been open proceed to the Halls of the Dead below.

9. Hall of the Dead

Once the Doors to the Hall of the Dead have been opened the PCs will be able to access this area.

Ahead of you stretching into the darkness are 3 rows of stone biers. Upon each rests an (apparently) unanimated skeletal warrior. The dust of centuries is upon this place. It lies thick upon the floor and occupants. Here and there criss-crossing the floor are many small animal tracks, although no animals are currently visible

The stench of faeces and rubbish hangs in the air here although the source of this is not immediately discernible.

Once the PCs are in a position to study the room more closely read the following:

There are three rows (each four deep) of biers in this chamber. The walls are decorated with various scenes of battle much like those you discovered in the entrance tunnel. However these images are even more badly degraded than those found earlier.

They do not seem to have been defaced though. Each of the occupants of the biers appears to have been a human male. All exhibit signs of violent death and have been interred here with their weapons and other accoutrements. Many of the weapons are broken and all are unusable as actual weapons. Armour (if any) has long since deteriorated and only scraps of leather now remain.

The PCs may spend sometime examining the biers and their occupants once they muster the courage to enter this area. Whilst they accomplish this relate to the individual closest to the sewer entrance the following:

Low down by the rear wall of the burial chamber lies a small pile of rubble. The preponderance of animal tracks and the earlier-encountered stench rises alarmingly here. The moisture and damage to the wall has obliterated the wall-art in this area. A strange rushing noise seems to emanate from the base of the wall.

If the PCs concentrates on the rushing sound relate to him that it could be the sound of running water. Any cursory examination of the wall or the rubble will reveal a small cave-in that allows access to the sewers of Scant.

Treasure

There is nothing of value in this room. All the grave goods here have been severely affected by their exposure to moisture.

10a. The Main Tomb

The PCs can reach this portion of the tomb from the Second Antechamber. Areas 10a. and 10b. are inter-linked and the DM should be fully conversant with both before continuing.

Ahead of you stands a pair of double doors. But 8 feet high these doors are far more ornate than any encountered previously. The left-hand door appears to have been slightly opened towards you. From behind the door what appears to be torchlight wells.

Once a PC looks through the partially open door read the following:

The space behind the door is in fact a large room feebly lit by torchlight. The light seems to be emanating from behind a chariot which is located in the centre of the room along with two mummified horses placed as if to pull it. About 10 feet in front of the door stands a pillar, about 4 feet high, of roughly hewn rock carved into the vague humanoid likeness. The pillars "back" is to you. The pillar stands in the centre of a section of floor that appears to be composed of gravel. 2 human corpses of Suel descent also lie on the sand, their bodies smashed and pulped by some great force.

If the PCs have approached here quietly and without their own source of light the inhabitants of the room will not notice their approach. However if they have approached in a noisy fashion, or have brought their own light to the door all those inside their room will be aware of their presence.

If a PC studies the above scene carefully he may note the following:

- The pillar has had two great chunks of rock knocked off it, roughly where a humans stomach would be.
- The gravel area is churned up as if a great combat took place here.
- Both of the humans are definitely dead. One appears to have been a priest. The other was a fighter.
- There is blood on the stone floor beyond the gravel area. It appears to lead behind the chariot.
- The gravel is quite compacted and is only 2 feet deep.

What Has Gone Before...

The last four survivors of the Brotherhoods scouting mission investigated this chamber and awoken the guardian earth elemental, which slew two of the invaders and trapped the other two in the rear portion of the room. Here they have remained, too scared to face the elemental again. The elemental has returned to its eternal vigil content to stop their escape.

Earth Elemental (1): CR 1; Small-sized Elemental (4 ft. tall); HD 2d8+2; hp 11 (19); Init -1 (-1 Dex); Spd 20ft.; AC 17 (-1 Dex, +7 natura, +1 size); Atks +5 melee (slam 1d6+4); SA Push, Earth Mastery (see below); SQ Elemental (see below); AL neutral; SV Fort +4, Ref -1, Will +0.

Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11.

Skills: Listen +5, Spot +5. Feats: Power Attack.

SA—*Earth Mastery*: Gains +1 attack and damage bonus if both it and its foe touch the ground. Suffers a -4 to attack and damage rolls if the opponent is airborne or waterborne.

SA—*Push*: Can start a bull rush without provoking an attack of opportunity. Combat Modifiers for Earth Mastery also apply to an elemental's opposed Strength checks.

SQ—*Elemental*: Immune to poison, sleep, paralysis and stunning. They have no clear front or back and are not subject to critical hits or flanking.

SQ—*Darkvision* 60'

Tactics

The primary mission of the elemental is to deny interlopers access to the main burial area (the rear of the room). However the Flan druid who originally summoned and bound the creature confined it to the gravel area of the chamber. He did this to safeguard the fragile tomb goods that could easily be destroyed in a general melee. It will attack without hesitation any person who enters the gravelled area. If it is presented with a choice of targets it will also attempt to strike those trying to get to the rear of the room. If attacked with missile weapons it will attempt to get out of the attacker's field of fire while still covering the double doors.

Treasure

The elemental has no treasure as such but PCs will be able to loot the bodies of the two fallen Brotherhood agents if they deal with their killer. These possessions also appear on the Player's Handout.

Brouka's Equipment

Splint mail, small metal shield, longsword, 2 daggers, spear, holy symbol of Wee Jas (skull against a ruby background), back pack, large belt, 2 belt pouches (one of which contains 24 golden gulls, 12 electrum waders, 20 silver geese and 14

copper ducks), 3 torches, flint and steel, 2 full water flasks and 1 day of trail rations.

Athania's Possessions

Quarterstaff, 2 daggers, back pack, grey robes, large belt, 2 belt pouches (one of which contains, 11 golden gulls, 2 electrum waders, 17 silver geese and 19 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 vials of unholy water, 3 torches (1 half used) and an iron holy symbol of Wee Jas (a black skull surrounded by flames) on a silver chain.

§ Holy symbol of Wee Jas (Small, 1lb., Iron, 40gp). A black skull is surrounded by surprisingly lifelike flames which have been coloured red and yellow in some way. The whole is supported by a fine silver chain cunning threaded through the flames.

10b. The Inner Sanctum

This area is located within the Main Tomb and is accessible after the earth elemental in 10a. has been dealt with.

Two horses stand rigid and erect in death in front of a wide chariot obviously designed for war. All now look extremely fragile and old. The dust of ages lies deeply here. The finery that once adorned the horses barding has long since perished and only scraps now survive.

Beside the chariot the mummified body of a warrior lies on a plain stone bier, raised about 2 feet off the floor. He lies with his hands clasped over his spear and he appears to have been mummified. He was once clad in leather armour but his has now fallen apart under the weight of the centuries through which he has lain here. Around the bier no doubt laid out in some significant fashion lie many vases, jars and pots containing who knows what.

What Has Gone Before...

The two survivors of the fight with the earth elemental took refuge here after their comrades were slain in an ill-conceived attack on the earth elemental. They do not understand why the elemental does not finish them off and have laid low since then not wishing to anger it by poring through the grave goods stacked all around them. They also suspect the skeleton will animate (it won't) if they try and wrest the spear from its grasp and (being in no shape to keep fighting) have left it alone.

Sister Julmar, female human, Mnk2: Medium humanoid (5' 2in. tall; HD 2d8+2; hp 8 (15); Init +1 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 Wis [+1 dodge against 1 opponent]); Atks +2 melee (Unarmed 1d6+2); SA Unarmed

strike, Stunning Attack; SQ Evasion, Deflect Arrows; AL LE; SV Fort +3, Ref +3, Will +4.

Str 14, Dex 13, Con 12, Int 13, Wis 15, Cha 14.

Skills: Listen +6, Climb +3, Move Silently +6, Tumble +6, Jump +4, Escape Artist +5, Hide +5, Swim +6, Balance +6. **Feats:** Improved Unarmed Strike, Dodge, Improved Initiative, Deflect Arrows.

SA—Stunning Attack:—Usable twice a day. Declare intent before attack roll is made. A struck foe saves makes a Fortitude saving throw (DC13). Failure indicates opponent is stunned for 1 round.

SQ—Evasion—Avoid magical and unusual attacks with great agility. A successful Reflex saving throw against an attack that deals half damage on a successful save indicates the monk escapes without any damage.

Equipment: red robes, belt, pouch, 1 water skin, backpack, small sack, flint and steel, 2 torches.

Totally dedicated to the cause Sister Julmar will sacrifice almost anything to achieve her mission. She was the leader of the Brotherhoods ill-fated expedition to explore this tomb. As others have found out that included them! Brave to a fault the PCs find her in a fragile state of mind. For the first time her monkish abilities have not seen her through a difficult situation.

She is quite skinny although this belies her impressive physical strength. Her (short) hair is blond and her eyes violet – a legacy from her mother. In combat she will rely on her martial arts, disdaining the use of weapons. If she is clearly outmatched she will attempt to flee leaving Alesco to his fate. She will not surrender to slaves.

Alesco Madi, male human Ftr1: Medium Humanoid (5 ft. 11in. tall); HD 1d10+2; hp 5 (12); Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +6 Splint mail, +1 shield); Atks +2 melee (bastard sword 1d10+2) +1 ranged (dagger 1d4+2); SA None; SQ None; AL LE; SV Fort +4, Ref +1, Will +1.

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Swim +5, Ride +4, Climb +4, Spot +1. **Feats:** Exotic Weapon (bastard sword), Weapon Focus (bastard sword).

Equipment: Splint mail, large metal shield, Masterwork bastard sword (full description below), 2 daggers, holy symbol of Wee Jas (skull against a ruby background), back pack, flint and steel, water flask (empty), water flask (full), 1 days rations, large broad belt, light weight cloak, pantaloons, light weight vest, belt pouch, 12 Golden Gulls, 3 Electrum Waders, 43 Copper Ducks.

- Masterwork Bastard sword (Medium, 10lbs., Steel, 335gp). The pommel of this sword has been worked out of blackened iron to represent a pouncing lion. The hilt is similarly of blacked iron while the

blade itself is highly reflective. The master weaponsmith's who made this weapon: Viddo of Kro Terlep placed his sigil on the "head" of the striking lion. His sigil consists of the outline of the Tilvanot peninsula within which a large "V" has been stamped.

Alesco is a professional warrior who has been in Scant since the end of the Greyhawk Wars. He had grown tired guarding slaves and jumped at the opportunity for a bit of adventure. A tall man with blond hair tied back in a pony tail Alesco is physically impressive. He has light gray eyes. Not particularly intelligent he nevertheless believes that the Brotherhoods destiny is to rule the Flanaess. To this end he will obey Sister Julmar's without hesitation.

Tactics

Sister Julmar and Alesco Madi will observe the PCs, once they are aware of their presence, from behind the chariot. Both are injured and unwilling to face the earth elemental again. Once they have ascertained the identity of the PCs (escaped slaves) they will not respond to any hails and will attempt to stay out of sight.

If a general melee breaks out they will observe but not join in. Their plan will be to then kill any survivors and escape the tomb.

If however the PCs seem inclined to leave without investigating the chamber they will call out in Common and attempt to bribe the PCs to rescue them. They are desperate and will offer practically anything if escape seems likely. They will, of course, renege on any deal made and immediately try and slay their rescuers.

Treasure

The treasure here consists of two main parts; Sister Julmar's and Alesco Madi's personal possessions and the grave goods of the tomb. Sister Julmar's and Alesco Madi's equipment can be found with their statistics. Their possessions also appear on the Player's Handout. The grave goods are detailed below.

Grave Goods

The following items can be found arrayed around and on the bier.

A small earring lies beneath the skull of the interred hero. Only a diligent Search (DC21) or a particularly lucky Spot check (DC22) will reveal this item.

- Small earring (Tiny, .5 lb., Platinum, 50g). The earring has been fashioned to represent some form of hunting dog in mid-leap).

Clasped in the skeletons hands lies a short spear, which can be easily pried from its grip.

- +1 *Short Spear* (Large, 4lbs., Wood/Iron, 1302gp). The shaft of this antiquated weapon is constructed out of a heavy, black colored wood that has resisted the affects of aging remarkably well. About the last half foot of the shaft is actually a polished and carved length of horn. The carvings upon it show a series of stylized idyllic landscape scenes that include exquisitely carved animals and birds. These scenes run the length of the horn. The blade of cold iron has a long tapered point that seems to glisten when exposed to natural sunlight. At the very opposite end of the shaft diligent searchers can find a small holy symbol carved into the wood and stained with a brown pigment: the holy symbol of Beory.

Two beaten silver plates.

- Two beaten silver plates (Small, 2lb., Silver with gold inlay, 35 gp each). These plates are a matching set. Each is inlayed with minute quantities of gold (missing in places) that depicts (on one plate) the Gearnat in summer and (on the other) during an autumn storm.

Sundry clay jars and pots used to hold food, drink and other things the deceased would need in the afterlife. Needless to say the food has since rotted away, the wine evaporated and the other goods degraded in a like fashion.

The chariot is in a very poor condition, as are the horses "pulling" it. All are liable to crumble if any attempt to move them is made. The chariot and the horses' leather accoutrements were obviously once well made and quite ostentatious. Now they are a shadow of their former glory and worth nothing as it is impossible to remove them intact. (The chariot was brought into the tomb piece by piece and rebuilt in place to give the hero a way to reach the afterlife).

11. The Sewers of Scant

The sewers are accessed from the Hall of the Dead in the flan tomb.

Two things immediately assail you: the stench of faeces coupled with unidentifiable rubbish and the sound of running water – a lot of running water. The tomb appears to have broken through into the sewers (or vice versa) that run under Scant. Perhaps this unexpected development could herald an avenue of escape from the clutches of the Brotherhood...

The sewers do indeed provide the PCs with their only realistic chance of escape. Hopefully the PCs will realise this. Initially they only have two

avenues open to them if they wish to explore the sewers further. When they indicate that they wish to enter the sewers read the following:

Your light banishes the darkness from around you revealing to your eyes what your nostrils have known for sometime—you now stand in the Sewers of Scant. You stand clustered on a walkway 3 feet wide, next to which, but 2 feet below, has been cut a channel for water, possibly 5 feet wide. The water is currently running very fast and actually washes over the ledge in some places further down the passage. Beyond that lies a similarly sized ledge to that, on which you stand. The walls and the ceiling (about 15 feet above) are covered with rough, mould-covered bricks, which in some places have fallen away revealing bare rock. The roof above you is curved, reaching its highest point above the watercourse. Underfoot the going is slippery and wet. Small piles of detritus are heaped along the walkway, making progress difficult. The water flows in what you could assume, is the direction of freedom!

The water does indeed flow in the direction of freedom! Progress on the ledges will be difficult and anyone moving faster than half their normal movement rate will have to make a successful Dexterity check (DC16). If they fail they fall into the water, suffering 1d6 points of subdual damage, as the water is only five feet deep. Those injured must also make a Fortitude saving throw to avoid contracting Filth Fever. Progress will be otherwise uninterrupted.

12. Weir

This encounter area is reached by proceed up stream from the cave-in for about 40 feet. It is designed to halt the upstream exploration of the party at this point. Encounter areas deeper into the maze of sewers under Scant are beyond the purview of this module.

Ahead of you the sound of running water is joined by the sound of a continuous dull roar. The water here seems to be flowing faster than where you entered the sewers.

The dull roar is the sound of water passing over the weir ahead and falling to the lower water level. When the PCs reach a point where they can observe the weir read them:

Ahead of you water cascades over a kind of weir obviously designed to control the flow of water down this tunnel. It must be raining above as the sheer volume of water, and the ferocity of its flow would seem to preclude all hopes of advancing in this direction. The ceiling seems to have been lowered above the weir and for a goodly portion of the tunnel behind it, perhaps as

a method of controlling the water dumped on Scant by the seasonal storms roaring out of the Gearnat.

This is indeed correct. The flow of water is so great here that no attempts to climb either the weir itself or the walls or ceiling nearby will be successful (even if magic is employed). The walls and ceilings are slick with moisture and at the top of the weir the water reaches nearly to the roof.

13. Rats! (Optional)

This encounter is optional and can be used if the PCs have performed exceptionally well and have exited the tomb with a lot of time left. It can be placed anywhere in the sewer section of this module. Adventurous DMs could even place it in the Hall of the Dead if the PCs fail to notice the significance of the cave-in.

As this encounter could be placed anywhere no read aloud text appears for it, apart from a description of the rats themselves.

These rates are huge! Easily as long as a grown mans forearm their red eyes stare malevolently at you out of the shadows. Their furs true colour is indiscernible, but must be, at the least, a dark shade of brown. Their teeth and claws flash in your torch light as these denizens of the sewer scurry towards you intent on feeding on your blood!

Dire Rats (2) CR 1/3; Small Animal; HD 1d8+1; hp 5 (each); Init +3 (Dex); Spd 40, climb 20; AC 15 (+1 size, +3 Dex, +1 natural); Atk: bite +2 (1d4); Face 5 ft. * 5ft; Reach 5 ft; SA disease; SQ scent; AL N. SV Fort +3, Ref +5, Will +3;

Str 10 Dex 17, Con 12 Int 1 Wis 12 Cha 4;

Skills: Climb +11, Hide +11, Move Silently +6.

Feats: Weapon Finesse (bite).

SA—Disease—Filth-Fever: bite, Fortitude saving throw (DC12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

SQ—Scent—detect creatures within 30' and can discern direction as a partial action.

14. Escape!

This is the final encounter of the module. If the PCs reach here they have been successful and managed to escape the Brotherhood's tyranny.

You have trudged through the filth of the sewer for what seems an indeterminable amount of time. The stench, once so repugnant, is now barely detectable so accustomed have you become to it. Wait, what's that? Is that your imagination or can you hear the sound of the sea – eternally

battering the coasts of the Dragonshead somewhere up ahead?

Ask the PCs if they wish to continue. If they indicate that they do read the following:

As you continue the tunnel seems to grow lighter, until you can make out what you think could be stars in the night sky. Eagerly you press forward but your progress is bared by a set of bars set vertically across the sewer.

Outside you can hear the sounds of the sea crashing against the shore and smell the salt in the air. There can be no doubt freedom is at hand!

When the PCs investigate the bars read the following:

On closer investigation the bars seem to be pitted and corroded perhaps by the salt in the air and by constant immersion in effluent. The bottom portion of the bars seems particularly weak.

These bars will bend sufficiently to allow escape on a successful Strength check (DC 17). The PCs should have no problems gaining access to the beach. Once on the beach escape is easy: a small path to the right wends it way up the gentle cliffs here. From thence the PCs can escape east into that portion of the land known as Free Onnwal.

With a final effort the bar begins to bend before your onslaught. Slowly it gives, but give it does! Surprisingly quickly a gap is made that is big enough (with a squeeze) to allow the escape of you all. Leaving the sewers behind is liberating. You stand as freemen on the shores of Onnwal. To your right the sky is unnaturally bright – that must be Scant groaning under the oppression of the Brotherhood.

To your left a small path seems to wend its way up the cliffs away from Scant. Hopefully it will take you east, away from the Brotherhood and into that portion of the country known as Free Onnwal.

Consequences

The module is concluded when the PCs indicate that they will not be returning to the sewers, or when three hours of playing time have elapsed.

The PCs are Successful and Escape

If the PCs are successful and escape Maranefel will send another group of slaves into the tomb the next day. After they fail to return (for whatever reason depending on if the PCs killed the minor earth elemental) he will again use his divination magics to ascertain the fates of “his” explorers. Discovering the entrance to the sewers he will have the tomb fully explored and then sealed against any future access by rebel forces.

Sister Julmar’s and Alesco Madi will be eventually rescued by subsequent Brotherhood expeditions.

The PCs Die in the Tomb

If the PCs die in the tomb Maranefel will send more explorers into the tomb. The subsequent party will not return, escaping into the countryside. As above Maranefel will Scry the tomb again and discover the access point to the sewers. The tomb will be sealed. The main difference here is that the rebels will never hear of the tomb (or its origins). Sister Julmar and Alesco Madi will die in the tomb, either of starvation or during a desperate attempt to flee the elemental.

The PCs are Trapped in the Tomb

This state of affairs can come about in one of two ways. Either the PCs are still in the tomb when playing time runs out or they never find the exit to the sewers. If this comes about the PCs have failed and will likely be recaptured by the Brotherhood. They will be returned to their “quarters” where Maranefel will interrogate them before having them executed. Sister Julmar’s and Alesco Madi will be eventually rescued by subsequent Brotherhood expeditions.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Each PC receives this total. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters. Due to the special challenges of this module the amount of experience available for roleplaying has been slightly upweighted.

Award the total value (objectives plus roleplaying) to each character.

5. The Second Corridor	
Surviving the trap	100 xp
6. Second Antechamber	
Defeating the Skeleton	50 xp
10a. The Main Tomb	
Defeating the Earth Elemental	75 xp
10b. The Inner Sanctum	
Defeating Sister Julmar	100 xp
Defeating Alesco Madi	75 xp

13. Rats! (Optional)

Defeating the Rats	50 xp
Total experience for objectives	450 xp
Discretionary roleplaying award xp	50 xp
Total possible experience	500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

4. The Chapel of Beory

§ Small idol (Small, lb., Pottery, 5gp) This idol has been fashioned to represent an

overweight female. Symbols, worn with age and use appear to have been carved into it. These are no longer discernible.

5. The Second Corridor

- § Longsword, whip, light mace, dagger, holy symbol of Syrul (female lips with forked tongue), back pack, 4 torches, flint and steel, 1 belt pouch containing 34 golden gulls, 23 silver geese and 67 copper ducks), 1 oil flask, 1 piece of chalk, whetstone, small metal mirror, scroll case with 3 pieces of parchment, quill, 1 oz vial of ink, low soft boots, red pantaloons.
- § *Spell book*: A slim (60-page book) with a red-stained leather cover. 0 lvl-read magic, light, mending, detect magic, disrupt undead; 1st lvl-magic missile, true strike, mage armour, spider climb.
- § *Arcane Spell Scroll*: 0 lvl-read magic, disrupt undead; 1st lvl-magic missile, true strike.
- § *Divine Spell Scroll*: 0 lvl-detect magic, light; 1st lvl-cure light wounds, detect undead, sanctuary.

7. Trapped Corridor

- § Rapier, 2 daggers, holy symbol of Pyremius (fiendish head with wing-like ears), back pack, large belt, 3 belt pouches (one of which contains 1 sea eagle, 34 golden gulls, 2 electrum waders, 23 silver geese and 14 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 torches (1 half used), 30 feet of hemp rope, thieves tools and 2 small finger-joint sized pearls (each worth 50 golden gulls).

10a. The Main Tomb

- § Splint mail, small metal shield, longsword, 2 daggers, holy symbol of Wee Jas (skull against a ruby background), spear, back pack, large belt, 2 belt pouches (one of which contains 24 golden gulls, 12 electrum waders, 20 silver geese and 14 copper ducks), 3 torches, flint and steel, 2 full water flasks and 1 day of trail rations.
- § Quarterstaff, 2 daggers, backpack, grey robes, large belt, 2 belt pouches (one of which contains 11 golden gulls, 2 electrum waders, 17 silver geese and 19 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 vials of unholy water, 3 torches (1 half used) and an iron holy symbol of Wee Jas (a black skull surrounded by flames) on a silver chain.
- § Holy symbol of Wee Jas (Small, 1lb., Iron, 40gp). A black skull is surrounded by surprisingly life-like flames which have been

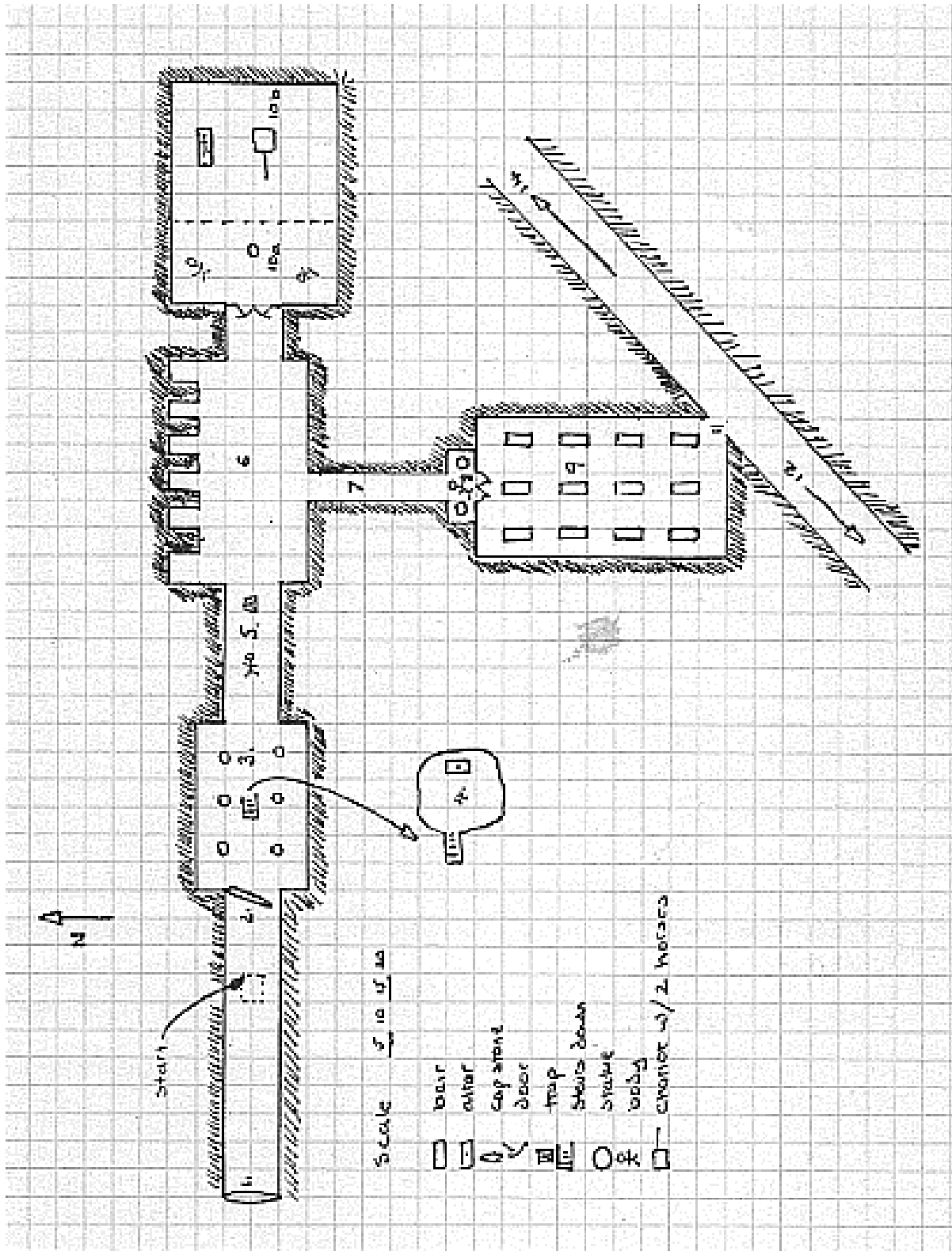
coloured red in some way. The whole is supported by a fine silver chain cunning threaded through the flames.

10b. The Inner Sanctum

- § red robes, belt, pouch, 1 water skin, back pack, holy symbol of Wee Jas (skull against a ruby background), small sack, flint and steel, 2 torches.
- § Splint mail, large metal shield, Masterwork bastard sword (full description below), 2 daggers, holy symbol of Wee Jas (skull against a ruby background), back pack, flint and steel, water flask (empty), water flask (full), 1 days rations, large broad belt, light weight cloak, pantaloons, light weight vest, belt pouch, 12 golden gulls, 3 electrum waders, 43 copper ducks.
- § Masterwork Bastard sword (Medium, 10lbs., Steel, 335gp). The pommel of this sword has been worked out of blackened iron to represent a pouncing lion. The hilt is similarly of blacked iron while the blade itself is highly reflective. The master weaponsmith's who made this weapon: Viddo of Kro Terlep placed his sigil on the "head" of the striking lion. His sigil consists of the outline of the Tilvanot peninsula within which a large "V" has been stamped.
- § Small earring (Tiny, .5 lb., Platinum, 50g). The earring has been fashioned to represent some form of hunting dog in mid-leap).
- § +1 *Short Spear* (Large, 4lbs., Wood/Iron, 1302gp). The shaft of this antiquated weapon is constructed out of a heavy, black colored wood that has resisted the affects of aging remarkably well. About the last half foot of the shaft is actually a polished and carved length of horn. The carvings upon it show a series of stylized idyllic landscape scenes that include exquisitely carved animals and birds. These scenes run the length of the horn. The blade of cold iron has a long tapered point that seems to glisten when exposed to natural sunlight. At the very opposite end of the shaft diligent searchers can find a small holy symbol carved into the wood and stained with a brown pigment: the holy symbol of Beory.

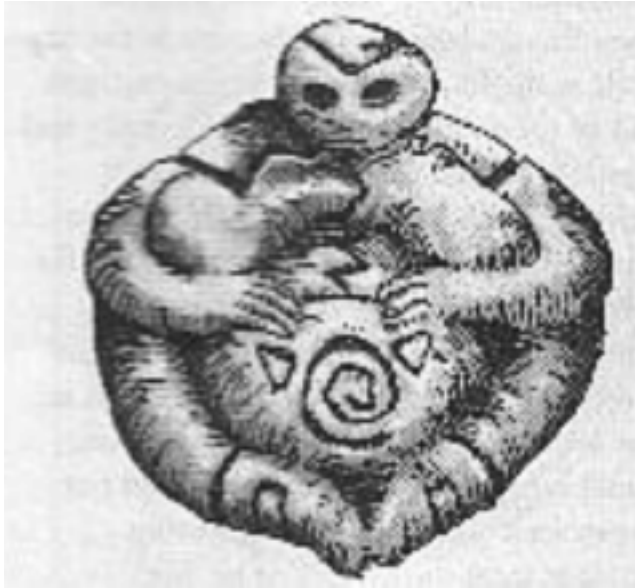
Two beaten silver plates (Small, 2lb., Silver with gold inlay, 35 gp each). These plates are a matching set. Each is inlayed with minute quantities of gold (missing in places) that depicts (on one plate) the Gearnat in summer and (on the other) during an autumn storm.

DM Aid: The Tomb



Player's Handout 1

Small Idol



Players' Handouts 2-5: Equipment

Found within the Tomb

Cut out the various sections below and distribute them at the appropriate juncture. Equipment lists below have had some details removed.

These handouts are intended to speed up play and their use is recommended.

5. The Second Corridor

§ Longsword, whip, light mace, dagger, holy symbol (female lips with forked tongue), back pack, 4 torches, flint and steel, 1 belt pouch containing 34 golden gulls, 23 silver geese and 67 copper ducks), 1 oil flask, 1 piece of chalk, whetstone, small metal mirror, scroll case with 3 pieces of parchment, 2 scrolls, 1 thin book with a red leather cover, quill, 1 oz vial of ink, low soft boots, red pantaloons.

7. Trapped Corridor

§ Rapier, 2 daggers, holy symbol (fiendish head with wing-like ears), back pack, large belt, 3 belt pouches (one of which contains 1 sea eagle, 34 golden gulls, 2 electrum waders, 23 silver geese and 14 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 torches (1 half used), 30 feet of hemp rope, thieves tools and 2 small finger-joint sized pearls.

10a. The Main Tomb

§ Splint mail, small metal shield, longsword, 2 daggers, holy symbol (skull against a ruby background), spear, back pack, large belt, 2 belt pouches (one of which contains 24 golden gulls, 12 electrum waders, 20 silver geese and 14 copper ducks), 3 torches, flint and steel, 2 full water flasks and 1 day of trail rations.

§ Quarterstaff, 2 daggers, holy symbol (skull against a ruby background), backpack, grey robes, large belt, 2 belt pouches (one of which contains, 11 golden gulls, 2 electrum waders, 17 silver geese and 19 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 vials of unholy water, 3 torches (1 half used).

§ Holy symbol (Small, 1lb., Iron). A black skull is surrounded by surprisingly lifelike flames which have been coloured red in some way. The whole is supported by a fine silver chain cunning threaded through the flames.

10b. The Inner Sanctum

§ red robes, belt, pouch, 1 water skin, back pack, holy symbol (skull against a ruby background), small sack, flint and steel, 2 torches.

§ Splint mail, large metal shield, Masterwork bastard sword (description below), 2 daggers, holy symbol (skull against a ruby background), back pack, flint and steel, water flask (empty), water flask (full), 1 days rations, large broad belt, light weight cloak, pantaloons, light weight vest, belt pouch, 12 golden gulls, 3 electrum waders, 43 copper ducks.

§ Masterwork Bastard sword (Medium, 10lbs., Steel). The pommel of this sword has been worked out of blackened iron to represent a pouncing lion. The hilt is similarly of blacked iron while the blade itself is highly reflective. A strange sigil has been placed on the "head" of the striking lion. It consists of the outline of the Tilvanot peninsula within which a large "V" has been stamped.

§

