

Crypt of Promise

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Christopher Reed

Asked to investigate an ancient Dwarven vault recently found by Ulek scouts, you must find and return any treasure to Oldid Silverbeard, the noble of Irongate. Will you be able to find the vault and the treasure, let alone survive? An adventure for characters levels 1-6.

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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

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor 43 sp	-1	
Common	12 gp	0
High	250 gp	+1

Adventure Summary and Background

This is the third scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the goals of this scenario are to introduce the players to the Principality of Ulek. Please emphasize the following areas:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars, a good deal of anti-elf sentiment exists in the nation. Half-orcs are, at best, treated as second class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native the Principality of Ulek, and are treated well.

Oldid Silverbeard is the noble of the Irongate province and Eastpass is located within that province. He has asked his assistant, Emerald Gemsplitter, to request that the PCs undertake a mission. A mission motivated by new intelligence Oldid has gathered.

From Principality of Ulek Scenario *Spies Like Us* the PCs had a chance to learn of an ancient dwarven crypt that was found by three halfling scouts (Bray Burrowfoot, Lurich Longlegs and Turk Toughtoe). The PCs did not get a chance to search out this crypt, but some PCs may have been given a map that will help them locate it in the future. This is a certified item identified as the "Dwarven Crypt Map." As the judge for this event, you should see if any PC at the table possesses this item. This will help them in this event, so please look for areas that can be bypassed if any PCs own the map.

Oldid Silverbeard would like for the PCs to find and explore this ancient dwarven vault returning any treasure found within it to Emerald Gemsplitter. The treasure will help pay for more troops for the war against the Pomarj. With these troops Oldid plans on stopping the invading humanoids and then forcing a push into the disputed territory, driving the humanoids back into the Pomarj.

Oldid and Emerald know very little about the location of the ancient dwarven vault, except that it sits within the hills in the northwest of Corond Province, within the hills.

There is an old tale about a legendary dwarf, Rudd Rockcutter's and his vault. As the story goes, if his vault is ever found the treasure Rudd willed it to rid the world of the evil humanoids, such as the orcs and goblins. Oldid and Emerald believe the vault the halflings spotted was Rudd's.

Rudd Rockcutter was a dwarf and a wealthy merchant of Irongate and due to several thefts that had occurred decided to hide his remaining treasure in the hills, so it could aid his nation one day. He was assisted by only his most loyal aids. However, while placing a vault door near the entrance to the cave, the entrance collapsed leaving Rudd Rockcutter and his assistants trapped. They attempted to dig their way out, but they were unsuccessful. Before their death, Hance Hearthstone, a priest of Vergadain who was with them asked each of the dwarfs if they would allow him to animate their bodies after they died so they could protect the treasure here forever. Each of them agreed and now they are undead. Since they had kept the location secret, no one every found them or the treasure they had guard.

While the PCs are being gathered to search for the crypt, some of the orcs from the disputed territory discover the vault. The orcs had been sent by one of the warlords in the disputed territory to search the hills of the Principality of Ulek.

The orc wizard of the group polymorphed himself into a bug, an entered a small crack and into the tomb. He was able to fly around and investigating the crypt while avoiding the danger that within.

He eventually came upon the treasure room. At this point, he changed back into his original form, pulled out a *bag of holding* and placed the treasure into it. Next, he changed back into a small bug and left the crypt with most of the crypt's treasure in tow, leaving most of the crypt undisturbed.

Luckily for Oldid, Emerald and the PCs, the orc wizard did not find the secret treasure room and the treasure that was hidden within it.

The map of the crypt is located at the end of the adventure, DM Map #1.

Player's Handout #1 contains the 'Dwarven Crypt Map' that was certified in *Spies Like Us*. Only PCs with this cert should get this handout.

Adventure Synopsis

This adventure when the PCs receive a note asking them to go to the Pig and Roost in the city of Eastpass.

Once there they will meet up with Emerald Gemsplitter, who works for Oldid Silverbeard. He will ask the PCs to partake in a mission to find the lost vault. He hopes the PCs can find the vault and return any treasure found within it back to him.

Some PCs may have the Dwarven Crypt Map from Principality of Ulek Scenario *Spies Like Us*, which can aid them.

Additionally, some PCs may even think to visit the two halflings that some of them may have saved in Principality of Ulek scenario *Spies Like Us*. If they do this,

Lurich Longlegs will be able to provide some additional information.

After heading out on their mission, the PCs will encounter three half-orcs, which they may have come across in Principality of Ulek Scenario *Spies Like Us*. The half-orcs are looking for the same vault that the PCs are looking for. Any mention by the PCs about the map could lead to either interesting role-playing or a fight.

After leaving the half-orcs, the PCs will find the vault. They will soon realize that they will need to do some additional digging to get inside.

Once the PCs start to go deeper inside, they will disturb some skeletons, remains of those who were trapped here. The skeletons will rise and attack until they are destroyed.

Moving further along, the PCs will come to a hallway filled with several statues of dwarven gods. In this hallway there are several concealed foot-sized holes filled with sharp glass.

In the next area are several zombies (and possibly a wight), further remains of those who were trapped here, which will attack until they are destroyed.

One side room off chamber with the zombies is a kitchen and the other is a barracks. And the next door leading further into the vault has an arrow trap upon it.

Behind the door is the main treasure area, while a hidden treasure area exists behind a well-concealed secret door.

After the PCs have had a chance to investigate the vault, they will eventually return to Eastpass and Emerald Gemsplitter with or without the hidden treasure in hand.

Player Introduction

A note was delivered to you early one morning. The note was from Oldid Silverbeard, the noble of the Irongate province. In this note, Oldid asks you to go to the city of Eastpass for an important mission.

The note instructs you to meet with Emerald Gemsplitter, one of Oldid Silverbeard's personal assistants, at the tavern, the Pig and Roast.

You have made the voyage to Eastpass. For some of you, the voyage was quick and swift but for others it was long and hard.

You arrive in the city of Eastpass and eventually find yourself at the Pig and Roast.

Encounter One Pig and Roast

Currently you are within the tavern called the Pig and Roast. It is definitely not the nicest place you have been in, but this is where you were asked to meet Emerald Gemsplitter.

There are other folks around you that you guess are here for the same reason. They are all looking around the place and are mostly dressed in the fashion of adventures.

The tavern is run by Grudge Pickaxe, a dwarf who does not think highly of half-orcs or elves. He will serve them, but after all others have been taken care of. He will also act rudely toward them, belligerent may be a better way to describe his demeanor. He will also insist that elves and half-orcs keep their distance from the other patrons unless they are approached first.

Have the PCs describe and introduce themselves at this time.

Within the Pig and Roast are a total of eight round tables. Six of these tables seat four people, while the other two seat eight.

The bar has stools for twenty patrons. Currently in the tavern are roughly forty dwarves, who are here for their evening meal.

Common Dwarves (40), male dwarf Com1: Medium-Size Humanoid (4 ft. tall); HD 1d8; hp 4; Init +0; Spd 30 ft; AC 10; Atks +1 melee (1d4+1 [crit 19-20], dagger); SA none; SQ Dwarven traits; AL CG; SV Fort +2, Ref +0, Will +0.

Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8.

Equipment: dagger.

One of the dwarves is Emerald Gemsplitter. Emerald is very thin for a dwarf, and has thin grayish beard. He wears green nicely pressed robes.

After the PCs have described themselves to each other, he will approach the PCs and introduce himself.

Emerald Gemsplitter (male dwarf Exp2; Bluff, +5, Diplomacy +5, Sense Motive +5) negotiates small matters for Oldid Silverbeard.

He has been instructed to meet the PCs and ask them to partake of an extremely important mission for Oldid Silverbeard.

The mission is to find an ancient dwarven vault located in the hills of the Corond province. After the PCs find the vault they are given permission to enter it so that they can locate any and all treasure and return with it to Eastpass. Additionally, if any dwarf bodies are found, Emerald requests that they are either given a proper dwarven burial, or left undisturbed if they lie peacefully in the vault.

Emerald can give the PCs the general location of where the vault is located, but the PCs may have a 'Dwarven Crypt Map.'

Since the PCs are heroes they should be more than willing to jump at the opportunity. If they ask about payment, Emerald Gemsplitter will lecture that often the best payment is not in the form of gems and jewels or even coinage, but he will offer a portion of any treasure the PCs find as payment. He will not go into further detail on this. If any PC refuses Emerald Gemsplitter's offer, the scenario is over.

Emerald Gemsplitter has the following information for the PCs:

- Names and descriptions of the three halflings, which accidentally found the crypt:

- Bray Burrowfoot is a small, thin halfling who loves to collect pressed flowers. He has black hair and black eyes. He is currently undergoing another mission for Oldid Silverbeard.
- Lurich Longlegs is an average halfling who has a keen eye. He has black hair, sideburns and black eyes. He is currently recovering from a broken leg and Emerald can provide directions to his home if the PCs would like to talk to Lurich.
- Turk Toughtoe was a heavy-set halfling who had good set of ears for listening even for his kind. He was killed in the past mission.
- The basic route that the halflings took on their last mission. This information can be found in Player's Handout #2 and should be given to the PCs. He will also inform the PCs that the halflings had stopped at Fort Stonewall to stock up on supplies before moving into the disputed territory. But they did not plan to take any roads after arriving at the fort. He suggests that they should go directly to the vault instead of going to Fort Stonewall to ensure a speedier mission.
- The PCs should be on the lookout for any savage humanoids in the disputed territory. This could include kobolds, goblins, orcs or far worse.
- An old tale about Rudd Rockcutter's vault and that if it is ever found the treasure found should be used to rid the world of the evil humanoids, such as the orcs and goblins. Emerald believes the vault the halflings found was Rudd's and does not believe that removing the treasure would disrespect the dead within.

If the PCs accept this mission, Emerald Gemsplitter will pay for their drinks and meal plus a room for the night, if needed. He will suggest they rest up and leave in the morning.

Encounter Two

Additional Information

If the PCs decide to talk to the halfling scout, Lurich Longlegs read the following:

Following the directions given to you by Emerald, you make your way to Lurich Longlegs' home.

You find that Lurich lives in a nice, but small, home.

As you approach, you hear a voice cry out, "Hello travelers, how may I be of service to you today?"

Lurich will be a little unsure about answering any questions the PCs have about the location of the crypt. But he can be convinced if any PC possesses his necklace from *Spies Like Us* or if the PCs can convince him that they were summoned by Oldid Silverbeard to find the crypt.

You may wish to have the PCs make an appropriate skill such as Diplomacy to persuade Lurich. (DC 15) Even with a successful roll, the PCs must roleplay their arguments.

He will be able to draw them a descent map that will resemble Emerald's map (Player's Handout #2).

He will indicate that his friend Bray actually found the crypt by accident. Bray was searching around in the hills when he discovered a sizeable hole in the ground, which he promptly investigated. Bray learned that the hole led into what seemed like a dwarven burial place, so the three of them (Bray, Lurich and Turk) decided to leave it alone and move on.

Lurich can also enlighten the PCs that Turk was killed during their mission and Bray is currently on another mission for Oldid Silverbeard and is not expected to return for several weeks.

Encounter Three

Moving Out

When the PCs depart on their mission, read the following:

You depart Eastpass heading toward the location of the vault. The first day passes uneventfully and you finally stop to rest.

Have the PCs decide what watches if any they will set up. Also, allow spell-casters a chance to reselect spells.

When they are ready to proceed, continue with the following:

You awake having encountered nothing during your sleep. Nine days pass before you see three humanoid figures off in the distance.

On the PC's ninth day of travel through the hills, they will encounter three half-orcs who are also searching for the ancient dwarven crypt.

These scouts have heard that the crypt is full of riches. They like riches. They have heard the treasure includes gems and jewels and perhaps some ancient magical items—all dwarven, and dwarven treasure is always worth more gold than most other treasure.

The PCs have a few options here. They could:

- Attack the half-orcs.
- Turn around, avoided the half-orcs.
- Talk to the half-orcs.

If attacked, the half-orcs will fight back with no mercy.

If the PCs decide to talk to them, they will answer any questions the PCs have, but they only have limited information. Some of the PCs may have met one of the half-orcs, Yeogh, and already spoken with him in *Principality of Ulek* scenario *Spies Like Us*. The PCs may also have attacked and 'killed' Yeogh in that scenario but due to the valuable information he has collected in the past, Yeogh was found on death's door and healed to so he could continue to gather information in the contested area. Now he travels with his cousins, Skarrta and Burthra.

They will ask the PCs if they have any information that may help them in their search, especially the exact location of the crypt.

If the PCs mention that they are also looking for the crypt, the half-orcs will insist that the PCs tell them everything they know. If the map is mentioned, the half-orcs will demand that the PCs hand it over. If the PCs refuse to give it (or one) up, the half-orcs will attack.

It is possible for multiple PCs to have the 'Dwarven Crypt Map.' So they could give one up and still have one on them.

Tiers 1-3 (EL 5)

Skarrta, Burthra, Yeogh, male half-orc Bbn3: CR 3; Medium Humanoid (6.5 ft. tall); HD 3d12+12; hp 36; Init +1 (Dex); Spd 40 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +6 melee (1d12+3 [crit x3], greataxe); SA Bbn rage 1/day; SQ Bbn uncanny dodge; AL CN; SV Fort +6, Ref +2, Will +1.

Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills: Intuit Danger +6, Jump +6, Listen +6, Wilderness Lore +6; Feats: Toughness, Power Attack

SA: Rage (Ex)—temporarily gains +4 to Strength, +4 Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

SQ: Barbarian Uncanny Dodge—retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Equipment: studded leather armor (each), greataxe (each), small leather pouch with 55 sp (total).

Encounter Four Lost?

This encounter will only occur if the PCs **do not** have the 'Dwarven Crypt Map' or lost it to the half-orcs. If the PCs have the map, skip to Encounter Five.

The day after meeting up with the half-orcs, you continue your travel hoping to find the vault at any time, as it should be very near.

Looking up overhead, you can see the black clouds of thunderstorms rolling into the hills.

If the PCs do not possess a map, it will take an additional day of travel to find the crypt.

You should have them make some tracking and/or spot checks to increase the tension of the situation but eventually they will find the location of the crypt.

At about mid-day, it will start to rain with the winds picking up dramatically. Check to see what the PCs are doing at this point in time. A couple of hours later, the winds will pick up significantly causing branches, dirt and other debris to start flying wildly around.

Any PC, who has not taken cover at this point, will take 1d4 points of damage per tier.

After a few hours, the rains and winds will subside but the dark clouds will linger for the remainder of the day.

At this point continue on to Encounter Five.

Encounter Five Found It

You rise the next morning and continue your search. After several hours of travel, [one of the PCs] notices a hole in the ground to just to the left of him or her.

The hole looks like a small cave entrance and is hidden slightly by rocks and other debris.

If the PCs decide to investigate the cave entrance, they will see that it is big enough even for humans and half-orcs to squeeze through.

If any PC investigates the ground thoroughly for tracks, they may have a chance to find some (Wilderness Lore, DC 30 with Tracking feat). If the PCs are successful, they will notice some footprints of several medium-sized humanoids (orcs).

Ten days ago some of the orcs from the disputed area discovered the crypt. They raided a portion of the treasure and then, to the best of their ability, covered their tracks before returning to the disputed territory.

Since only the orc wizard, polymorphed into a bug, into the crypt, there will be little, if any, signs of their presence inside.

When the PCs enter the crypt through the hole, continue with the next encounter.

Encounter Six The Crypt

Having found the vault, your adventure has just begun. You are now ready to search for the legendary treasure.

Before you is a small and narrow pathway that slopes further into the ground.

Looking down the pathway, you see that, it is blocked with a huge pile of rocks. You will have to dig, or find some other way into the crypt.

When Rudd Rockcutter and his aids were here, they caused a cave-in, which blocked the only way out of the crypt. Despite their efforts to escape, they were unable to do so before food and air ran out.

Over the years small cracks and holes in the rocks formed. It was through one of those cracks that the orc wizard gained entrance into the crypt.

The PCs will need to make the small cracks bigger so they can squeeze through. If this is done with by hand, it will take approximately four hours for a hole just big enough for a human to gain entrance into the crypt. If they wish to make the hole so they can walk through it will take an additional two hours.

When the PCs get past the rocks and debris, continue with the next encounter.

Encounter Seven

Bones

Having made a tunnel big enough for you to fit through, you make your way through the to the other side and deeper into the vault.

Determine what the 'marching order' of the PCs within the vault, and through the narrow space.

As you squeeze through your entrance you see several short and stocky skeletons with picks at their side lying on the floor across this circular chamber. In the middle of this room is an altar.

As the first member of your party, moves through the tunnel into the room, the skeletons rise, their bones crackling as they shamble to their feet and toward you. A small cloud of dust fills the room, disturbed by the awakening undead.

The fine dust cloud creates a circumstance similar to light fog (i.e., One-quarter concealment) for the first three rounds of combat. The cloud will envelop a 30-foot square area around where the skeletons rise. The skeletons will attack the PCs, and will not stay in the dust cloud to do so. Their instructions are simple: attack all that enter. They will attack until destroyed.

Only the first three PCs will be able to attack in the first round, as the others will need to continuing crawling to get into the room.

Unless the PCs take precautions, the skeletons will attempt to have one of their number on each of the PCs. Otherwise, they will concentrate on the PC who entering this area first.

Tier 1 (EL 2)

Skeleton (6): CR 1/3; Medium-Size Undead (4 1/2 ft. Tall); HD 1d12; hp 6 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4 [x2], claws); 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—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; Immunities—skeletons have cold immunity. Because they lack flesh or internal organs, they are not damaged by piercing weapons and take only half damage from slashing weapons.

Tier 2 (EL 4)

Skeleton (10): CR 1/3; Medium-Size Undead (4 1/2 ft. Tall); HD 1d12; hp 6 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks

+0/+0 melee (1d4 [x2], claws); 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—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; Immunities—skeletons have cold immunity. Because they lack flesh or internal organs, they are not damaged by piercing weapons and take only half damage from slashing weapons.

Tier 3 (EL 5)

Skeleton (14): CR 1/3; Medium-Size Undead (4 1/2 ft. Tall); HD 1d12; hp 6 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4 [x2], claws); 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—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; Immunities—skeletons have cold immunity. Because they lack flesh or internal organs, they are not damaged by piercing weapons and take only half damage from slashing weapons.

Skeletons are the animated bones of the dead, mindless automatons who obey the orders of their masters.

These undead creatures are garbed in nothing more than the rotting remnants of armor they were wearing when they died. Pinpoints of red light smolder within their empty eye sockets.

Additionally, there are several rusty and broken picks, daggers and axes lying on the ground. They too have no value.

The skeletons are part of the Rudd Rockcutter's dwarven group that died many years ago. Hance Hearthstone, after gaining their approval for the act, animated them to serve as defenders for the vault and its treasure.

The circular room is skillfully cut and those with knowledge of stonework or dwarves (Appraise (stonework), DC 15 for the former or Stonework DC 10 for the latter) will know that the chamber is dwarf crafted, of the design favored in Rudd Rockcutter's lifetime.

The altar in the middle is the type used to pray to the gods of the dwarven pantheon (Knowledge (local or architecture), DC 10).

If the PCs go to investigate the walls, they will find that the wall on the left side of the room is covered in runes (ancient dwarven). If anyone has the ability to read them, the runes will read as blessing to the gods of the dwarven pantheon and prayers to those gods that ask that the world be rid of evil humanoids.

The wall on the right side of the room has no markings. The dwarfs that were trapped inside here did not have a chance to complete their work.

There are no other passages into this room. However, if any PC goes to the altar and kneels down upon it, the altar will start to slowly move downward into the ground.

This passage can also be detected by a successful check with the following abilities:

- Search (DC 30); elves will get this with a +2 bonus just by passing within five feet of it.
- Dwarf's Stonecutting ability (DC 20)

If the PCs descend with the altar continue with the next encounter.

Encounter Eight Statues

Heading further down into the hole created by the lowering altar, you come to a lower level.

This next level is about fifty feet down and was mined by dwarves many years ago.

The ceiling is about twenty feet high.

Before the PCs is a tunnel ten feet wide that goes thirty feet before it widens to about thirty feet.

In the area that widens out, there are 10 nine-foot tall statues of some gods of the dwarven pantheon. Please see **DM Aid #2** for a more detailed map of this area.

The statues represent the following dwarven gods (with numbers relating to the map provided):

1. **Dumathoin** – Keeper of Secrets under the Mountain, the Silent Keeper, the Mountain Shield
2. **Vergadain** – God of Wealth and Luck, the Merchant King, the Trickster, the Laughing Dwarf, the Short Father
3. **Berronar Truesilver** – Revered Mother; Mother Goddess; Matron of Home and Hearth; Mother of Safety, Truth, and Home.
4. **Clangeddin Silverbeard** – Father of Battle, Lord of the Twin Axes, Giantkiller, Goblinbane, Wyrmslayer, the Rock of Battle.
5. **Moradin** – The Soul Forger, Dwarffather, the All-Father, the Creator.

The statues are exquisitely done and are very life-like. If the PCs are worried that the statues will animate and attack, inform them that it seems like the statues are watching them. The statues are not the problem. The problem is:

Holes filled with sharp glass: Damage as below; Reflex save to avoid (DC 20); Search (DC 25 on initial but DC 20 afterwards); Disable Device (DC 20).

Also locating in the room, but unbeknownst to the PCs, there are several holes (about the size of a large human's

foot) that have been dug out and covered with a thin piece of slate and filled with shards of sharp glass. The entire floor is covered with slate tiles, so determining which is floor and which are the small pit traps will be very difficult (Search, DC 20, such searching will take 5 minutes per 10 ft. section). These holes are randomly scattered about the room. The only way to definitely safely pass these holes is to walk straight up to the first statue on the right side, then walk across the hallway to the first statue on the left and proceed back and forth until the last statue has reached.

If the PCs do not do this, each PC will have a 50% chance per statue passed (11 in total) of stepping onto a thin slate of rock that is over the hole breaking it, driving their foot into the shards of glass.

The amount of damage depends on the tier and the rate at which the PC was moving. See the chart below for details:

	Slowly Walking	Walking	Running
Tier 1	1d2-1	1d3	1d4+1
Tier 2	1d4-2	1d4	1d6+2
Tier 3	2d4-3	2d4	2d4+3

Do not forget that the PCs will need to deal with this area on their return.

On the far end of the hallway is an oak door that is slightly ajar.

Encounter Nine Flesh

When the PCs continue through the oak door read the following:

Having made it past the dwarven statues, and through the oak door, you peer into the next room. You smell the rank odor of death.

In there room there are several half-decayed corpses, inching toward you.

The zombies are the remaining part of the Rudd Rockcutter's dwarven group that died many years ago.

The zombies will attack until destroyed.

There are several rusty and broken picks, daggers and axes lying on the ground. They too have no value.

Tier 1 (EL 3)

Zombies (6): CR 1/2; Medium Undead (4.5 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ Partial Actions Only, Undead; AL N; SV Fort +0, Ref -1, Will +3
Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—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; *Partial Actions Only* (Ex)—zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but not both in the same round.

Tier 2 (EL 7)

Zombies (7): CR 1/2; Medium Undead (4.5 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ Partial Actions Only, Undead; AL N; SV Fort +0, Ref -1, Will +3

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—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; *Partial Actions Only* (Ex)—zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but not both in the same round.

Wight (1): CR 3; Medium Undead (4.5 ft. tall); HD 4d12; hp 28; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 natural); Atks +3 melee (1d4+1, slam plus energy drain); SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight

SQ: *Undead*—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; *Energy Drain* (Su)—living creatures hit by a wight's slam attack suffer one negative level. The Fortitude save to remove the negative level has a DC of 14; *Create Spawn* (Su)—any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Tier 3 (EL 8)

Zombies (10): CR 1/2; Medium Undead (4.5 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ Partial Actions Only, Undead; AL N; SV Fort +0, Ref -1, Will +3

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—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; *Partial Actions Only* (Ex)—zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but not both in the same round.

Wight (1): CR 3; Medium Undead (4.5 ft. tall); HD 4d12; hp 28; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 natural); Atks +3 melee (1d4+1, slam plus energy drain); SA Energy

Drain, Create Spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight

SQ: *Undead*—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; *Energy Drain* (Su)—living creatures hit by a wight's slam attack suffer one negative level. The Fortitude save to remove the negative level has a DC of 14; *Create Spawn* (Su)—any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Zombies are corpses reanimated through dark and sinister magic. These mindless automations shamble about.

Zombies are not pleasant to look upon. Drawn from their graves, half-decayed and partially consumed by worms, they wear the tattered remains of their burial clothes. A heavy, rank odor of death hangs heavy in the air around them.

A wight's appearance is a weird and twisted reflection of the form it had in life. Wild, frantic eyes burn with malevolence. They leathery, desiccated flesh is drawn tight across its bones and his teeth have grown into sharp, jagged needles.

At the back of the room is a wooden door that has been warped slightly. The orc wizard was able to pass this door through the warped spaces and without having to move it.

This room also has doors on each side wall. The door on the right leads to the barracks for the men, while the door on the left leads to a kitchen and resting area.

Barracks

The barracks have nearly a dozen bunk beds and several iron chests, some of which are locked. The chests are filled with clothes. If the PCs carefully search each of the dozen chests, they will find 45 sp total.

Lying on one of the beds are the skeletal remains of Hance Hearthstone, the priest of Vergadain who animated the undead. The clothes are now rags and there is a silver holy symbol of Vergadain around his neck. The PCs should make a Knowledge (religion) Check (DC 10) to determine that it is a holy symbol of Vergadain. Dwarves gain a +2 circumstance bonus to this roll.

If the PCs use *speak with dead* to talk to Hance Hearthstone, he will give little information unless spoken to in dwarven. He is still bound to give the information requests (he does speak common), but will be more cryptic with his answers.

He has the following information, which may be of interest or help to the PCs:

- This place was originally built to be a vault for Rudd Rockcutter's treasure. Rudd wanted to keep his treasure safe from the multitude of thieves in

Eastpass so he brought a large sum of it here to hide it.

- The vault was nearly completed but their attempts to safely seal the vault were unsuccessful and caused a cave-in near the entrance. Their tried to escape but their attempt was in vain.
- Before each of the dwarfs died, he asked for their permission to animate them and forever guard the vault.
- He knows that this place has several traps.

Kitchen

The kitchen and resting area has several wooden chairs and a large oak table. Most of the chairs have been warped by the years of decay.

There is also a fire pit with a small hole (roughly 6 inches wide) on the ceiling leading upward to a clogged hole that once reached to the surface. There are pieces of normal kitchenware (spoons, knives, forks, etc.) now rusted and worthless.

Encounter Ten Arrow in the Back

Having dealt with the zombies, you open the warped door. Beyond is a small room about ten feet wide and ten feet long with another door on the far side.

The second door has a one-foot long crack at its base.

When the second door is pushed open, several arrows will fire out toward the door hitting anyone standing in front of it.

Arrow trap: +5 ranged (see below); Search (DC 22), Disable Device (DC 20).

If any PC does trigger the trap on the second door, they will risk the chance of taking damage as follows:

	# of Arrows	Total Damage per arrow
Tier 1	1	1d4/x3 crit
Tier 2	2	1d6/x3 crit
Tier 3	4	1d6/x3 crit

The trap will reset each time the door is closed, but can easily be forced to stay open.

There are several possible ways to avoid the trap, which include:

- Throw something heavy at the door, forcing it open.
- Crawl through the hole on the base of the door.

The orc wizard entered the room beyond by way of the crack in the door.

Encounter Eleven Treasure Room

As you peer into the next room, you see that a large stone table dominates the room. The table appears both strong and sturdy but nothing rests on top of it.

The dust on the floor is nearly half an inch thick. There are no other doors leading into this room.

If the PCs search the table and the area around it, have them make a Spot check (DC 10). Those PCs who are successful will discover that the dust just around the table on the floor has been disturbed. It appears that a human-sized bipedal creature has recently been here (ten days ago). As well, the table has some places where dust rests but in other parts there is no dust what so ever.

The orc wizard found the treasure and quickly changed back to his normal form. He stood around table gathering the treasure, putting it into a bag of holding and than switched back into a bug and left the crypt.

If the PCs continue to search, and make a successful Search check (DC 15), they will be able to determine that there was a sizeable amount of treasure, but exactly what it consisted of cannot be determined.

Also, in the far right corner of the room is a secret door, which leads to Encounter Twelve.

The secret door spotted in the following instances:

- Search (DC 30); elves will get this with a +2 bonus just by passing within five feet of it.
- Dwarf's Stonecutting ability (DC 30)

Encounter Twelve Secret Treasure Room

You open the secret door in the empty treasure room to find another room about ten feet wide by ten feet long.

If the PCs look for another secret door and are successful, continue with the following:

You find another secret door located on the far side of this small room. Opening the door and looking through it, you find some of what you have been looking for.

Before you lies a pouch filled with some coins, some silver bars plus several beautiful gems and even a leather book and an exotic dwarven waraxe.

The PCs will find the following here:

- Ten plated silver bars worth 10 sp each
- One large flawed ruby worth 50 gp
- Five small flawed rubies worth 10 gp each
- 100 pp
- Dwarven waraxe, Orcsplitter
- Spellbook

The total value of the material treasure is worth 2,500 gp. **It is not intended for the PCs to keep any of this.** They must return it to Emerald who will then give it to Oldid Silverbeard.

Keeping any of the treasure from the crypt (except what is given to them) will have dire consequences for the PCs.

Conclusion

Ending A

If the PCs did not fully explore the crypt (i.e. not making it to Encounter Eleven), read the following:

You return to Eastpass without completing your quest. You are thanked, but questioned about your lack of treasure and where you think that treasure might be. You can only hope that the treasure will one day be found so it can be used to help rid the disputed territory of those foul humanoids.

The PCs will receive nothing for their partial effort.

Ending B

If the PCs located the treasure room and found that it was empty but did not discover the secret treasure room; read the following:

You return to Eastpass having completed your quest, but not with the result you had hoped. You are thanked, but questioned on the where you think the treasure may have gone.

The PCs will be given 50 sp each for their help in this mission.

The PCs will also be allowed to keep the silver holy symbol of Veradain if it was found.

Ending C

If the PCs found and returned all of the secret treasure; read the following:

You return to Eastpass with only a portion of the valuable gems, jewels, and coins that you thought you would find. Still you are not empty handed and this treasure will help to achieve the Principality's goals

You are thanked, but questioned on where you think the remaining treasure may have gone.

The PCs will be given 100 sp each for their help in this mission, plus the *Favor of Oldid Silverbeard*.

The PCs will also be allowed to keep the following items:

- Dwarven Waraxe, Orcsplitter
- Spellbook
- Silver holy symbol of Veradain (if found)

See the Treasure Summary for a description of these items.

Ending D

If the PCs located the secret treasure room, but decided to keep some of treasure for themselves, read the following:

You return to Eastpass having completing your quest with some coins and valuables in your pocket.

You have decided not to turn them over to Emerald or Oldid Silverbeard but no one seems to notice.

You are thanked, but questioned on the where you think the treasure may have gone.

The PCs will be given nothing for their help in this mission, plus any PC who kept (stole) some of the treasure or knowingly let others keep it will receive the *Rebuff of Oldid Silverbeard*. PCs may use three *Favors of Oldid Silverbeard* to rectify the situation, thus removing the *Rebuff* (rip up the cert). Anyone with the *Rebuff of Oldid Silverbeard* may not use any *Favors of Oldid Silverbeard* for any other reason until it has been countered.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. 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.

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

Encounter Three

Peacefully dealing with half-orcs 25 xp

Encounter Seven

Defeating skeletons 75 xp

Encounter Eight

Defeat the broken glass trap 25 xp

Encounter Nine

Defeating zombies (& wight) 125 xp

Encounter Ten

Defeating arrow trap 25 xp

Encounter Twelve

Finding the secret treasure room 50 xp

Conclusion

Burying the undead dwarfs 25 xp

Discovering that someone had found the crypt and informing Emerald of that discovery 50 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 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 200 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 it later finds unreasonable but which were allowed at the time.

Encounter Two:

- 55 sp

Encounter Two:

- 45 sp

Encounter Twelve:

Please note the following four treasure items are only if the PCs stole the treasure.

- Ten plated silver bars worth 10 sp each
- One large flawed ruby worth 50 gp
- Five small flawed rubies worth 10 gp each
- 100 pp

The following items here were found in the crypt but will be given to the PCs for their help in this matter:

- Dwarven Waraxe, Orcsplitter (Value 330 gp, weight 15 lb.), masterwork dwarven waraxe.
- Spellbook (1/4/2/1) (Value 100 gp, weight 1lb.): This spellbook holds the following arcane spells: 0—*resistance*; 1st—*fear*, *enlarge*, *protection from evil*, *true strike*; 2nd—*protection from arrows*, *bull's strength*. Note that learning spells from this book requires the normal expenditure of time units.
- Silver Holy Symbol of Veradain (Value 50 gp, weight 1 lb.): This holy symbol of Veradain is finely crafted with the purist of silver.

Conclusion:

- 0, 50 or 100 sp each - depended on the ending used.

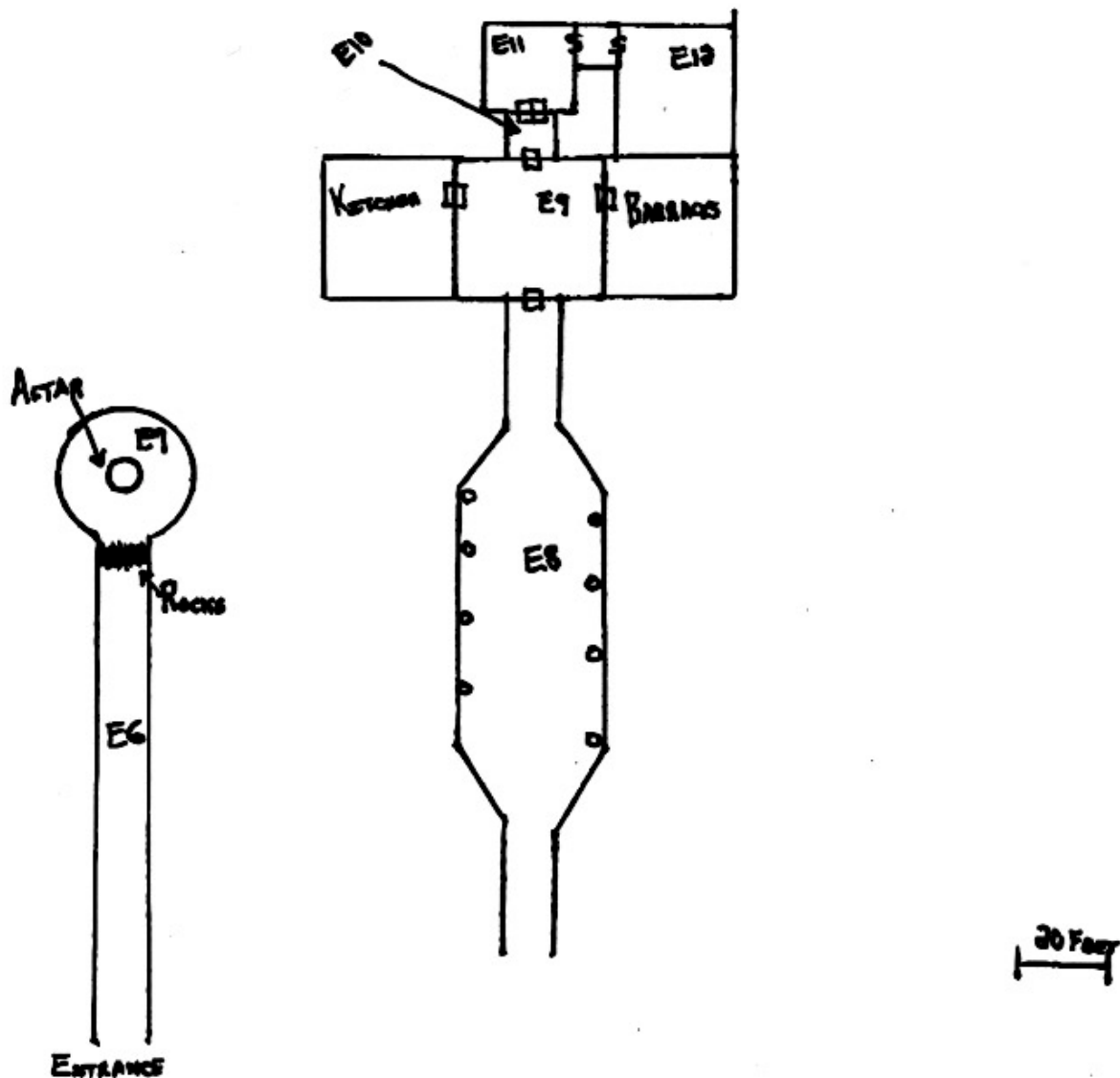
For each PC using Ending Three:

- Favor of Oldid Silverbeard (one per PC): This favor will be usable at a future date and time for several opportunities including possible attainment of mundane items such as armor and weapons.

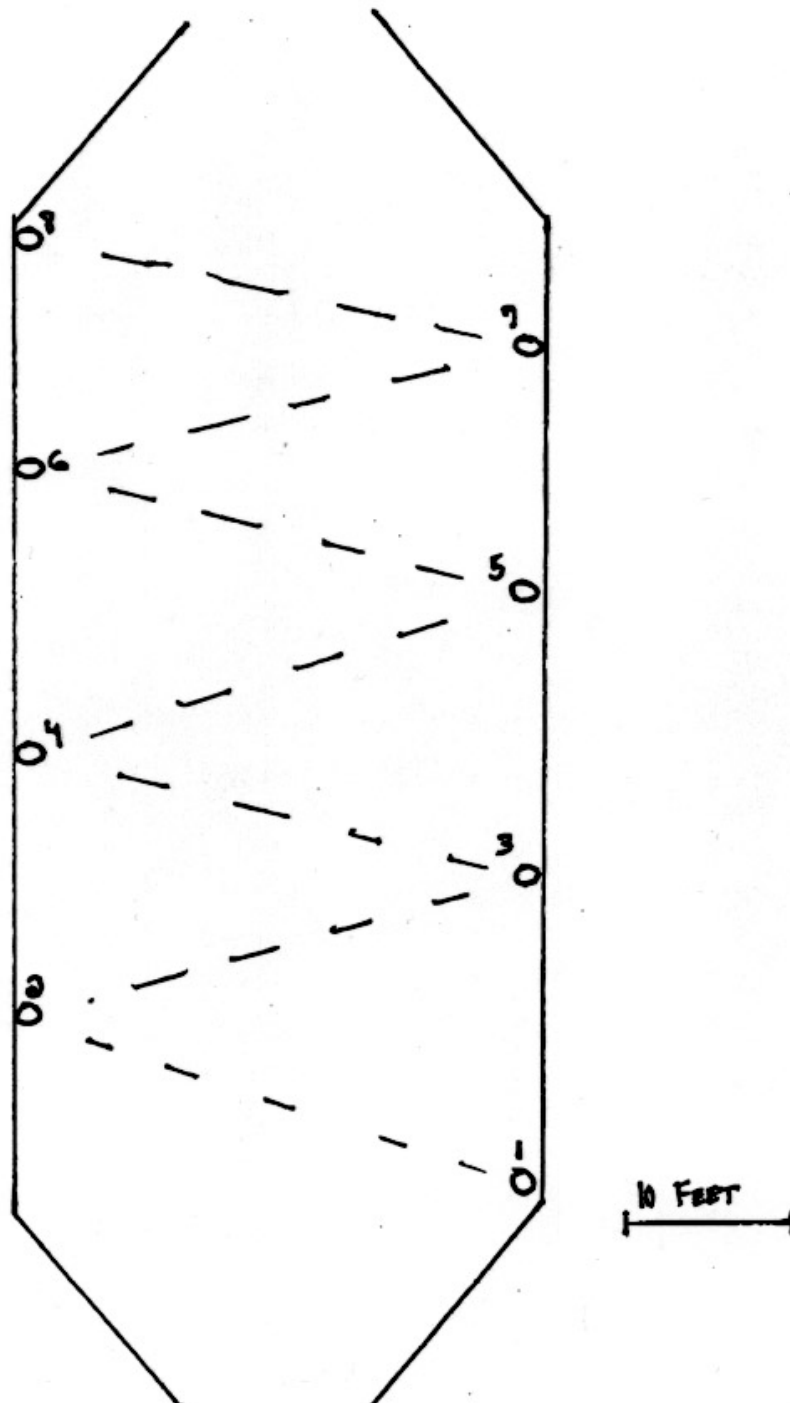
For each PC who it applies to in Ending Four:

- Rebuff of Oldid Silverbeard (per PC who desires it): The PC noted on this cert will have to pay twice the price for any item or service they purchase in Eastpass. Anyone with an active Rebuff of Oldid Silverbeard may not use any Favors of Oldid Silverbeard for any other reason until the *Rebuff* has been countered. This *Rebuff* can only be removed/rectified by giving up three Favors of Oldid Silverbeard from the PC listed on this cert.

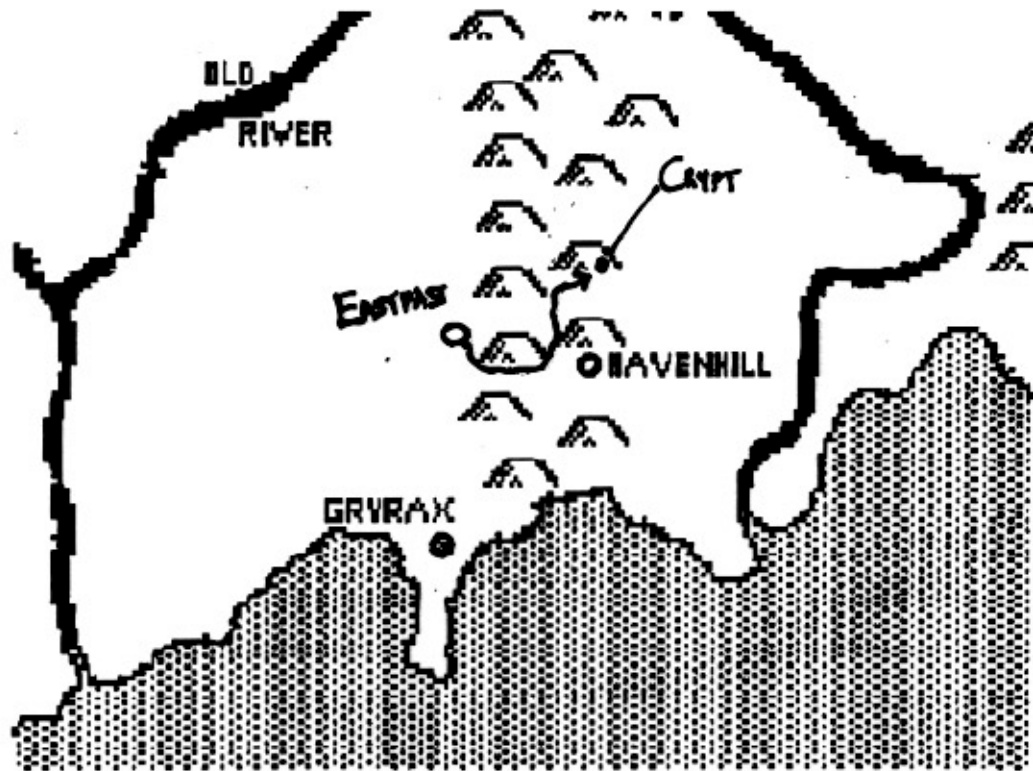
DM A_{ID} #1 (MAP OF DWARVEN CRYPT)



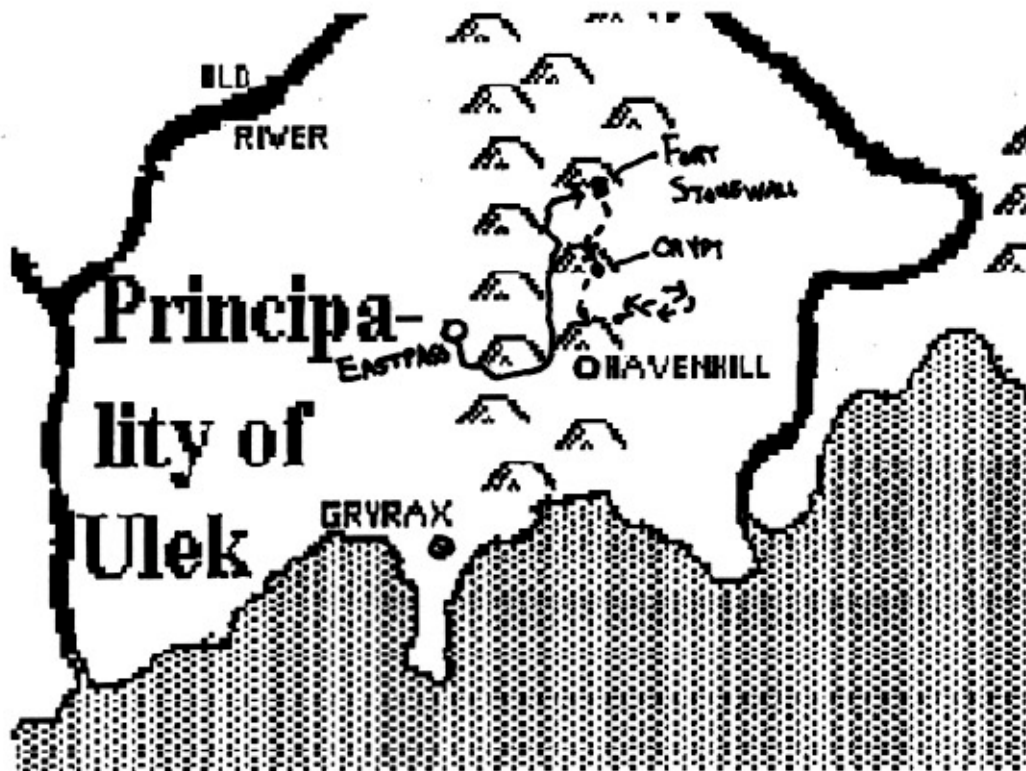
DM AID #2 (ENCOUNTER 8)



PLAYER HANDOUT #1 (DWARVEN CRYPT MAP)



PLAYER HANDOUT #2 (HALFLINGS GENERAL ROUTE)



STORY SUMMARY

for use at all conventions held in the year 2000.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

1. Were any of the three half-orcs killed? YES NO
 a) If so, which ones? _____
2. Did the PCs figure out that the treasure had been stolen?
 YES NO
3. Which conclusion did you use? A B C D
4. Which PC received the Dwarven Waraxe, Orcsplitter?
 Real Name: _____ PC Name: _____ RPGA #: _____
5. Which PC received the Spellbook?
 Real Name: _____ PC Name: _____ RPGA #: _____
6. Which PC received the Silver Holy Symbol of Veradain?
 Real Name: _____ PC Name: _____ RPGA #: _____
7. Did any PCs receive the Rebuff of Oldid Silverbeard? YES NO
 a) If so, who?
 Real Name: _____ E-mail: _____ RPGA #: _____ PC Name: _____

