

TOMB OF THE SLUMBERING WARLORD

Draft 1

TOMB OF THE SLUMBERING WARLORD

Adventure Background

In 529 AR a band of Kellid mercenaries scored several significant victories against the pirates besieging Absalom. The mercenaries were led by the brothers **Kar** and **Cel** and guided by **Anra**, Kar's wife and a powerful seer. At the end of their campaign the mercenaries recovered the Dreamstone, a fragment of the Starstone itself that splintered off when it fell to Golarion. In order to protect the Dreamstone, they constructed a tomb and created a dream realm, anchored by the stone, to occupy their minds as their bodies died to serve as eternal guardians of the stone. The tomb was concealed by a large slab, one of many on the hill that housed the barrow. In the centuries since the area became known as Slab Hill.

Recently, the teenage sorceress **Dorianna Menhemes** learned of the Dreamstone from **Ysondkhelir**, a denizen of Leng who had been manipulating her for years. One day ago, Dorianna headed to Slab Hill where she encountered the half-orc laborer/thief **Filruk** who was collecting mushrooms that only grow near the hill. Using her magic she convinced Filruk to enter the tomb through a crack that had formed over the years. He managed to evade the dangers of the tomb until his luck ran out and he was subdued by a giant spider warped by the ambient dream magic in the tomb. However, Dorianna had followed (even walking directly in his tracks) and was able to get past the spider and to the Dreamstone. By the time that Kel, Cel, and Anra, had realized someone had removed the Dreamstone, Dorianna was long gone. Interrogating, Filruk in his dreams only served to render him catatonic. Worse, the curse on those that would fall upon those that dared steal from the tomb seemed to have been thwarted somehow. Now they debate what to do.

Adventure Summary

This is a side-trek to be run during the adventure Dreams in Otari. It is balanced for six 5th level characters. During the adventure the characters will investigate Slab Hill, discover the tracks of Filruk, and enter the tomb. Navigating through the tomb, one of the characters most likely will be rendered unconscious by a sleep poison, if that happens they will be confronted by dream versions of the entombed Kellids and learn that the Dreamstone has been stolen. Reviving Filruk, they may learn that he was sent here by a young woman, gaining a vital clue to Dorianna's identity.

Hooks

- The heroes are sent to the hill by the local druid **Worliwynn** or the local brewer **Magiloy** to find rare mushrooms.
- The heroes are sent to the hill to look for Filruk who is missing.

Slab Hill Investigation

After arriving at Slab Hill, the characters can investigate to see what happened.

MUSHROOM SAMBA

CSI 5

MISSING PERSON

Turns Infinite

Base DC 15

Perception or Survival DC 22 (Look for Signs) A large man wearing boots has tromped all over the area, it looks like he is going from mushroom spot to mushroom spot.

Survival (Follow Large Tracks) The tracks seem to go to a clearing, stand around, and then head directly to a crack in the hill near one of the slabs.

Herbalism Lore, Nature, Perception, or Survival (Find Mushrooms) Looking in all the usual spots reveals only stems. The mushrooms have been picked recently.

Survival DC 22 (Find Tracks) There are booted footprints of a large man wandering around the area from mushroom patch to mushroom patch. Then they seem to head to a nearby clearing and from there they head to a crack near one of the stone slabs on the hill.

Perception or Survival DC 22 (Examine clearing; only after finding tracks) Looking at the clearing reveals there are two sets of tracks: a large one in boots and a much fainter, smaller one in shoes. The one in boots heads to a crack near the stone slab in the hill.

Survival DC 20 (Where smaller tracks came from) The smaller tracks are very light and difficult to follow, but they seem to have come directly from the trail leading to town.

Survival DC 30 (Where the smaller tracks went) The smaller tracks seem to disappear after meeting the larger tracks, but close examination reveals that they are carefully walking in the prints of the larger person.

The Warrior's Dream

Anyone who falls asleep or is rendered unconscious in the tomb wakes up in the warrior's dream. They are unarmed, unarmored, and surrounded by men with shield and spears. Leading the men is the warlord **Kar**, pacing impatiently is Kar's hotheaded brother **Cel**, and sitting regally is Kar's wife **Anra**. Nearby a half-orc (**Filruk**) is curled into a fetal ball, praying. Dealing with them is an influence challenge. The characters have two rounds to make their case but that can be extended to four. However, Cel will likely become impatient and leave on round 2.

Time is somewhat flexible in the Warrior's Dream; however, if in combat rounds in the waking world and the warrior's dream the rounds should line up (so on a characters initiative they may make an influence check).

THE DREAMING WARRIORS

INFLUENCE 6

CN MEDIUM HUMAN HUMANOID

Ancient Kellid mercenaries upset about the theft of the Dreamstone from their tomb.

Perception +14

Will +14

Discovery DC 18 Warfare Lore, DC 16 Siege Lore, DC 21 Perception, DC 19 Society

Influence Skills DC 21 Diplomacy, DC 21 Deception, DC 18 Intimidation (to challenge; doesn't grant influence point but initiates **ritualized combat**), DC 20 Performance (epic tale/ritualized boast)

Influence 2: They agree not to attack immediately, and give two more rounds to make case.

Influence 4: They agree to let you and the half-orc go back to the waking world, and will not attack.

Resistances Any attempt to intimidate or belittle Anra will cause the brothers to immediately launch attacks in the waking world.

Weaknesses They do not want the Dreamstone used for evil, if the PCs convince them they will hunt down and return the Dreamstone, the DCs of further checks are reduced by 2.

Background These warriors were part of a confederation of mercenaries that broke the pirates siege of Absalom. In the pirates treasure they found the Dreamstone and realizing its power, vowed to guard it forever.

Penalty If two rounds pass without getting four victory points the Cel leaves in impatience (he is the wight).

Ritualized Combat

Characters may engage Kar or Cel in ritualized combat. This is victory point challenge. The character has one round to prepare using precombat skills and then engages in combat using the listed combat skills until the victory conditions are met. If in combat, this should all occur on the same initiative that the initial intimidation check to invoke the challenge.

RITUALIZED COMBAT **INFLUENCE 5**

CN **MEDIUM** **HUMAN** **HUMANOID**

You are surrounded by warriors creating a beat by banging spears on shields. Ahead of you the leader of the warriors strips off his shirts and flexes, preparing for combat.

Precombat Length 1 round

Precombat DC 18 Warfare Lore (to strategize), DC 21 Perception (spot a weakness), DC 22 Intimidate, DC 18 Perform (Ritualized Boast)

Critical Success +2 to all rolls in the combat.

Success +2 on the first roll in the combat.

Critical Failure -2 on the first roll in combat.

Combat Length two rounds

Combat Skills Athletics DC 20, Unarmed Strike DC 20.

Points 2 You narrowly lose. Your good showing impresses the performance impresses the warriors. You gain 1 influence point.

Points 3+ You win the combat gaining the respect of the warriors. Gain 2 influence points.

The Tomb

For centuries the tomb has been sealed. However a recent earthquake has created several cracks in the hill, one by the entrance slab and one much higher near the crown. Several years ago a young giant spider entered through the hole near the crown and as it grew it was warped by the tombs magic into a unique creature known as a Slumberbite Spider. The tomb is lit by flickering magical purple torches (evocation school). The torches wink out if removed from their places on the wall.

Whenever someone falls asleep in the tomb (whether naturally, from the dart traps, or through the effects of the spiders bite), they will enter a lucid dream where they have a chance to communicate with the tombs defenders and try and convince them not to attack.

C1. Crack in the Hillside

A small crack, maybe a foot and a half wide and six feet tall pierces the exposed stone of the hillside.

As the character move through they see an eerie flickering purple glow.

Medium and smaller creatures can move through the crack as if it were difficult terrain. Large creatures must Squeeze through the crack with a DC 15 check.

C2. Barrow Entry

The crack in the hillside emerges into a long, low stone corridor, maybe ten feet wide and thirty feet long with a ceiling height of only seven feet, illuminated by flickering purple torches.

Immediately, next to the crack is a large, shut stone door. Shallow niches line the sides of the passage and in each one a body rests, swaddled in cloth and long since reduced to skeletons. At the far end of the hall, an arch leads to a larger chamber. The floor is covered in a thin layer of dust through which a recent set of tracks are plainly visible, first leading to the stone door and then through the arch. Above the arch is carvings of many figures in repose.

The stone door opens outward but is currently blocked by several feet of earth.

C3. Hall of Darts

This large 40 by 70 foot hall has arches opening to the north, south, and east and a large closed stone door to the west. Torches illuminate the room with unnatural purple flame. Six irregularly placed stout pillars hold up the ceiling, each carved with images of warriors sleeping. Through the dust on the floor tracks lead a circuitous route through the room. You can faintly hear someone desperately praying for salvation from the gods. It seems to be coming from the east passage.

The stone door is double barred from the other side (Force open DC 35, Hardness 14, HP 56, BT 28). It leads to area C4.

Hazard: These six pillars are each enchanted to defend the tomb from intruders. The magic causes poisoned darts to puff out from the pillars in all directions.

DART PILLARS TRAP **HAZARD 5**

MAGICAL TRAP

Stealth DC 22 (expert), spot magical energies reverberating in the pillars or see the small holes the darts will emerge from.

Description These six pillars are each 15 feet high and carved with the likeness of warriors resting. When activated, darts will spit out from the pillar in all directions, though cover granted by other pillars will stop them.

Disable DC 21 Thievery (expert; jam up the darts air mechanism) or dispel magic (4th-level, counteract DC 21) on any four of the six pillars disables the entire trap. A DC 30 Acrobatics check allows one to tumble through the hail of darts without being hit.

AC 22 Fort +15, Ref +9

Pillar Hardness 12; Pillar HP 14 (BT 7) Immunities critical hits, precision

Puff ☞ (arcane, evocation) If a living creature moves within 10 feet of a pillar, that pillar makes one poison dart trap attack against every creature in a ten foot burst.

Ranged Poison Dart Trap +19 (range 10 ft.) **Damage** 1d6 piercing plus Sleep Poison

Sleep Poison (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 8 hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3** Unconscious with no perception check to wake up but can be woken up by damage (1 hour)

Reset The trap resets after one round.

C4a. East Passage

This low ceiling passage runs east for about 5 feet before turning sharply north. You can here desperate prayers being recited from up ahead.

Around the bend in the passage, there is an open stone door, through which C5 is visible.

C4b. North Passage

This low ceiling passage runs north about 15 feet before turning to the east. At the bend is a single torch flickering with purple flame.

Around the bend the corridor runs another 5 feet before ending in a closed stone door. The door is not locked but it is stuck. It takes a DC 15 Athletics check to force open.

C5. Honored Dead – Phase 1

Through the door you can see a 30 foot square room with a raised dais in the center with an upright sarcophagus set against the wall in the center of the dais. Flickering purple torches are on either side of the sarcophagus mix with dim daily filtering in from above. Many bundles wrapped in something white hang from slender threads on the ceiling. The bundles range from tiny to human-sized, and the largest of the bundles twitches occasionally. The sound of praying seems to be coming from it. Lying near the east door, is a basket of mushrooms and a black-iron mace.

The ceiling of this room is 30 feet high and a thin crack at the top leads to the surface. 20 feet up from the floor a giant spider web spans the room. Climbing the walls is DC 15.

The bundles are creatures wrapped in silk, mostly animals. The largest is **Filruk**, who is praying in his sleep, his voice hoarse and dry (see Reviving Filruk on page 7).

Hazards: There is a recently constructed entrapping web ball trap at the open southern door.

Secret: Hidden by shadows about 20 feet up in the room is a narrow, dark passage (C7).

Creatures: A Slumberbite Spider is lurking on its web in the corner of the room. When the trap goes off, it use Spring Upon Prey to get above the characters. It then uses its lunging bite to poison the characters while trying to stay out of reach. Once all the character in the room are sleeping. It will pick them up, wrap them in webbing and hang them to eat later.

C5. Honored Dead – Phase 2

This happens as soon as someone tries to pry open the sarcophagus, a creature dies in room C5, or Cel decides to return to the waking world (one turn after combat starts if no one is distracting him in the dream).

Glowing purple cracks spread across the lid of the sarcophagus. Dim at first, they grow brighter and brighter as they spread, until the lid explodes in a burst of light and a spray of stone. A cadaverous figure pulls itself from the now open sarcophagus, a rusted but still functional falchion clasped in its hands. It opens its mouth and lets loose a terrifying roar.

Hazards: The sarcophagus lid will explode outward in a spray of rubble when Cel awakens.

Creatures: Cel will attack anyone in the room (including the spider) attempting to combine his superior mobility with the sweep property of his sword. Reinforcements may arrive from C6.

Treasure: The mace is a normal mace, blackened to prevent rust. The mushrooms are those that the characters were seeking.

ENTRAPPING WEB BALL **HAZARD 5**

TRAP

Stealth DC 23 (trained), spot the trip lines shadow.

Description A fragile web sac hangs suspended by a thin strand of webbing that runs to a trip line. Breaking the line causes the sac to fall, burst, and fill a 20' radius area with entrapping webbing.

Disable DC 21 Thievery (expert; gently lower the ball or wrap it in something to contain the burst)

AC 22 **Fort** +15, **Ref** +9

Sac **HP** 2 (BT 1) **Immunities** critical hits, precision

Web Explosion ⤴ (arcane, evocation) **Trigger** When the trip line is tripped or the sac is burst. **Effect** Web covers a twenty foot burst from the sac. The ground (and walls) covered becomes difficult terrain and any creatures in the area must make a DC 22 reflex save or become immobilized (restrained on a critical failure) with webbing until they make a DC 22 Escape check. The webbing is flammable, any fire damage inflicted to it causes it to ignite, dealing 2d6 fire damage to anyone in the area and destroying it.

SLUMBERBITE SPIDER **CREATURE 5**

N **LARGE** **ANIMAL**

Perception +13; darkvision, web sense

Skills Acrobatics +13, Athletics +13, Craft +8 (+13 when using webbing), Stealth +13

Str +6, **Dex** +4, **Con** +4, **Int** -5, **Wis** +2, **Cha** -4

Web Sense The spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

Web Walker The spider is unhindered by webs and can move along even sticky webs with no reduction in speed.

AC 24; **Fort** +15, **Ref** +13, **Will** +9

HP 70

Spring Upon Prey ⤴ (attack); Requirement Initiative has not yet been rolled. **Trigger** A creature touches the spider's web while the spider is on it. **Effect** The spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 30 feet, climb 30 feet

Melee ⤴ lunging bite +17 (reach 10 feet), **Damage** 2d6+6 plus slumberbite spider venom

Ranged ⤴ web +13 (range increment 30'), **Effect** web trap

Descend on a Web ⤴ (move) The spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 4, 10 HP) severs it, causing the spider to fall.

Slumberbite Spider Venom (poison); **Saving Throw** Sleep **Poison** (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 8 hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3** Unconscious with no perception check to wake up but can be woken up by damage (1 hour)

Web Trap A creature hit by the spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 22).

EXPLODING SARCOPHAGUS **HAZARD 3**

TRAP

Stealth DC 23 (expert),

Description Glowing cracks form along the lid of the sarcophagus which then explodes in a shower of stone.

Disable DC 23 Thievery (expert)

Explosion ⤴ (arcane, evocation) **Trigger** A humanoid or large creature dies in the room, someone tries to pry the lid open, or Cel returns to waking world. **Effect** The sarcophagus lid explodes. Everyone in a 20 foot cone takes 4d6+10 Bludgeoning damage (DC 20 basic reflex save).

CEL, WIGHT BLADEDANCER CREATURE 5

LE MEDIUM UNDEAD WIGHT

Perception +10; darkvision

Languages Common, Hallit, Necril

Skills Athletics +13, Deception +10, Intimidation +12

Str +4, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +2

Kip Up ♦ Cel stands up without triggering reactions.

AC 25; **Fort** +12, **Ref** +14, **Will** +10

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Attack Of Opportunity ↻

Horrifying Roar ♦ **Trigger** Cel rolls initiative **Effect** Cel makes a single intimidation check to demoralize and compares the results to all enemies within 30 feet.

Final Spite ↻ **Trigger** Cel is reduced to 0 Hit Points. **Effect** Cel makes a Strike before being destroyed. He doesn't gain any temporary HP from drain life on this Strike.

Speed 30 feet

Melee ♦ falchion +15 (forceful, sweep), **Damage** 1d10+10 slashing plus drain life

Melee ♦ claw +15, **Damage** 1d6+10 slashing plus drain life

Mobility Cel doesn't trigger reactions when moving.

Spring Attack ♦ **Requirements** Cel is adjacent to an enemy and suffering a multiple-attack penalty **Effect** Cel strides up to his speed, but must end the movement adjacent to an enemy. Cel then makes a melee Strike against that enemy.

Quick Reversal ♦ **Frequency** once per turn **Requirements** Cel is flanked and suffering a multiple-attack penalty **Effect** Cel makes a melee Strike against one of the flanking enemies and then makes a second Strike with the same weapon or unarmed attack against a different enemy that is flanking him. The second Strike has the same multiple attack penalty of the initial attack and doesn't count toward the multiple attack penalty.

Drain Life (divine, necromancy) When Cel damages a living creature with his claw or falchion Strike, he gains 6 temporary Hit Points and the creature must succeed at a DC 19 Fortitude save or become drained 1. Further damage dealt by Cel increases the amount of drain by 1 on a failed save to a maximum of drained 4.

Wight Spawn (divine, necromancy) A living humanoid slain by Cel's claw or sword Strikes rises as a wight after 1d4 rounds. This wight spawn is under Cel's command. It doesn't have Drain Life or Wight Spawn and becomes clumsy 2 for as long as it is a wight spawn. If the creator of the wight spawn dies, the wight spawn becomes a full-fledged, autonomous wight; it regains its free will, gains Drain Life and Wight Spawn, and is no longer clumsy.

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C6. The Tomb Guard

A large hall, fifteen feet wide and thirty foot long ends in a pair of stone thrones on a small dais flanked with purple torches. On one throne sits a slight skeleton clad in golden jewelry, crown, rings, bracelets, armllets, and belt. It looks like one of her hands had been holding something. (On the other sits a warrior holding a long-spear). Lining the hall are niches. (In each niche stands a skeletal warrior armed with rotting shields and spears).

Creature: A skeletal troop lead by the remains of the warlord Kar rests here. They attack any creature that enters the room.

Hazard: Anyone attacking or stealing from the slight skeleton risks her curse.

Secret Door: On the north side of the hall, in one of the alcoves there is a hatch in the ceiling that leads to C7.

Developments: When Kar decides to return to the waking world (the same turn after combat starts unless someone is distracting him in the dream realm), the skeletons spring to action. Unbarring the door, they move towards the C5 until they encounter opponents. By default they, move along the east corridor.

Treasure: The jewelry, except for the belt, is worth 100 gp and weighs 1 bulk; the belt is a *belt of good health*.

C7. Secret Passage

This incredibly narrow passage leads from C5 to C6. It is unlit. A DC 15 Perception or Survival check reveals that someone passed through this way recently.

NIGHTMARE CURSE

CURSE 8

CURSE ENCHANTMENT MAGICAL

Anra's curse punishes you for stealing from her tomb. The curse can be removed by returning the stolen items to her.

Saving Throw DC 26 Will save **Effect** You are plagued by nightmares, usually involving Anra commanding her to return her items. These nightmares are so real that they can inflict physical damage. Each time you sleep you must make a DC 28 Will save.

Critical Success You suffer nightmares but no other ill effects. If you are drained or fatigued you can recover normally.

Success The nightmares leave you fatigued. You do not get a nights rest and cannot recover from the drained condition.

Failure The nightmares leave you fatigued and you become drained 1, or if you are already drained you increase the value of the drained condition by 1.

Critical Failure The terrible nightmares causes you to spasm and twist in your sleep. You suffer the effects of failure and take 6d6 mental damage.

SKELETAL TOMB GUARD **CREATURE 5**

NE **GARGANTUAN** **MINDLESS** **SKELETON** **TROOP** **UNDEAD**

Perception +12; Darkvision

Skills Athletics +14

Str +5, **Dex** +0, **Con** +3, **Int** -5, **Wis** +1, **Cha** -2

Items decayed shield, barely functional spear

AC 22; **Fort** +14, **Ref** +9, **Will** +11

HP 75 (16 squares); Thresholds 50 (12 squares), 25 (8 squares); negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5 **Weakness** area damage 5, splash damage 2

Troop Defenses

Speed 25 feet; troop movement

Spear Stabs ◆ to ◆◆◆ **Frequency** once per round; **Effect** The skeletons stab at any enemies in their squares or within 5 feet (DC 18 basic Reflex save). The damage depends on the number of actions.

◆ 2d6 piercing damage

◆◆ 2d6+5 piercing damage

◆◆◆ 2d6+8 piercing damage

Form Up ◆

Tomb Guard While in their tomb, the distance limit of form up is 30 feet instead of 15 feet.

Troop Movement

KAR, SKELETAL COMMANDER **CREATURE 5**

NE **MEDIUM** **SKELETON** **UNDEAD**

Perception +10; Darkvision

Languages Common, Hallit, Necril

Skills Acrobatics +13, Athletics +13

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** +3

Items longspear, rusted armor

AC 22; **Fort** +15, **Ref** +9, **Will** +11

HP 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ↻

Troop Commander The skeleton commander may occupy the same space as an allied troop.

Speed 25 feet

Melee ◆ longspear +6 (reach 10 feet), **Damage** 2d6+7 Piercing plus Knockdown

Melee ◆ claw +6 (agile, finesse), **Damage** 1d6+7 Slashing

Tactical Reposition ◆ (auditory) An allied troop may use its reaction to form-up. If it does so the skeletal commander may Stride up to its speed but must end it's movement in a space occupied by that allied troop. Neither movement triggers reactions.

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Reviving Filruk

Filruk is alive but he is severely dehydrated and his mental state is great. A medicine check (DC 15) can save his life and he will wake several hours later (or immediately with a DC 25 medicine check). Once he is revived Filruk is very confused but he will reveal the following information:

- He was at Slab Hill to gather mushrooms to sell to the alchemists in Otari.
- He heard a young woman calling and went to investigate.
- He found a short, blonde in her late teens (Dorianna was using disguise magic).
- She told him she was a scholar from Absalom whose research had discovered a great treasure hidden in a tomb nearby but she couldn't get to it because of the traps. She needed his help and was willing to split the proceeds 80/20 in his favor, provided he told her everything in the tomb so she could write it up.
- For some reason he trusted her (the result of a charm spell) and went into the tomb.
- He was able to determine the function of the pillars (he is a member of the Osprey Club) and walked around them with no problems.
- He saw the spider web and was carefully entering the room, without disturbing the web, which would alert the spider.
- The next thing he remembers he was in a horrible nightmare, where he was being interrogated by ancient warriors.
- He knew that he had lived his life and sin, and in his last minutes called out to Sarenrae for another chance.
- He intends to go to Vandy and ask her what to do now that his prayers were answered.

