

DUNGEON AGE



SOLOMON'S SCREAMING TOMB

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Like all tombs, it is full of magical treasure and crawling with deadly creatures.
But unlike other tombs, this one is screaming.

This adventure is intended for characters levels 5 to 7. It includes a desert wilderness area, an oasis, the tomb exterior, the tomb interior, and a cave system below the tomb to explore. Each area contains various NPCs, new monsters, old traps, shiny treasures, and strange magical items.

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a 5e adventure for levels 5-7

Written and illustrated by Joseph Robert Lewis © 2018

INTRODUCTION

In the eastern desert stands the ancient tomb of Solomon III. Like all tombs, it is full of magical treasure and crawling with deadly creatures. But unlike other tombs, this one is screaming.

Years ago, soldiers and wizards went in to silence the screams, and they succeeded, but they never returned. Now Solomon’s tomb is once again screaming out across the dunes, and no one knows why. Solomon’s treasure is still down there, but then, so is whatever is screaming.

DESIGN NOTES

This adventure is intended for characters levels 5 to 7. It includes a desert wilderness area, an oasis, the tomb exterior, the tomb interior, and a cave system below the tomb to explore. Each area contains various NPCs, new monsters, old traps, shiny treasures, and strange magical items.

There are many opportunities for (deadly) combat, and a few of them may be inescapable, but it is possible for players to have complex interactions and to experience very different consequences, depending on their choices.

■ The DM’s read-aloud text looks like this.

Items that are explained in their own section have [**brackets**] around them.

OBVIOUS NOTE IS OBVIOUS

The names and settings used in this adventure are drawn from the world of Dungeon Age. Obviously, you can change whatever you want to fit in your campaign setting.

The creatures in this adventure range in challenge rating from trivial (1) to very dangerous (7). Obviously, you can adjust the stats and numbers of creatures to meet the skills of your players.

But you already knew that, right?

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MAP OF THE REGION



BACKGROUND

One thousand years ago during the First Dynasty, Solomon III was the fifth varajah to sit on the jeweled throne of... just kidding! You don't want lore, you want useful adventure information.

Several years ago, the **master thief Uriel** broke into the tomb of Solomon III to plunder its riches, but he never returned. Shortly thereafter, merchant caravans traveling the nearby road reported the sounds of screams coming from the tomb, day and night, without end.

Uriel the thief had fallen through the floor of the tomb into a network of caves and discovered a black ooze known as the **Dolorous Ichor**, which devoured the thief. The ichor then wanted to attract more prey, so it copied the last sound it had heard: Uriel's screams.



The local beyar sent his soldiers to investigate the screaming, along with a respected wizard, **Master Barnabas**. While one group guarded the entrance, the second group accompanied the wizard inside to explore the lower chambers. A battle ensued, the screaming stopped, and the wizard sealed off the ichor, but only one soldier escaped, and he refused to speak of the horrors he saw.

The soldiers sealed the tomb's entrance and returned to town, and the merchants resumed their caravans along the nearby road, and the entire matter became a story told to frighten children. And thieves.

TODAY

A month ago, the **devil Kerakuul** crawled up into the caves under the tomb of Solomon III. The demon broke the seal of Master Barnabas, freeing the ichor to flow up into the tomb. The demon is trapped in the caves, but the ichor is once again screaming.

This time, the local merchants did not wait for soldiers or wizards, they simply packed up and left the area. And with the sudden absence of people in the area, curious **predators** from the deep desert have come much closer to the tomb, the **oasis**, and the road.

The beyar has sent another investigator, a young wizard named **Master Azzan**, escorted by **two soldiers**. If those soldiers were more perceptive, they might have noticed that they were followed by a lone woman, the **young thief Layla**, in search of her lost mentor.

THE CATCH

No catch here. This is a tomb full of dangerous creatures and unique treasures. The NPCs will provide some history and help the players to explore the tomb, defeat monsters, get loot, and escape. Hopefully.

Players will also be able to choose whether to help the wizard or the thief, or perhaps even both if they are very clever indeed. They will often have to choose between avoiding danger and foregoing some obvious treasure, or risking life and limb for wealth and power. Literally.

STORY HOOK

You can start with the **frightened gem merchant** on the road, or at the **abandoned oasis (p6)**, or in the **howling dunes (p8)**.

FRIGHTENED GEM MERCHANT

Up ahead, you see a man in white robes and a red turban riding swiftly toward you on a single-humped camel. You see no weapons on him, but small sacks jostle on either side of his saddle. He waves at you, calling out, "Turn back! It's too dangerous! Turn back!"

This is the gem merchant Gaius Eolian.

- **WANTS:** To get to the town of Sardesh safely.
- **FEARS:** Being robbed of his precious jewels.
- **WILL:** Lie to protect his jewels.
- **If the party does nothing**, the merchant will continue past without stopping.
- **If the party attacks**, the merchant dies quickly and easily. The sacks on his saddle contain 88 lapis lazuli stones, all cut to resemble human eyes, worth 10 gp each.
- **If the party talks to him**, you have some **Dialogue Options**.

DM's Note: No one with normal hearing can hear the ichor's screaming yet from this location.



DIALOGUE OPTIONS

Who are you?

- "I am Gaius Eolian, my friends. A painter, by trade. It is a pleasure to make your acquaintance. Should you ever be in Sardesh and wish to commission a portrait, I would be most humbly honored if you should call upon me and my services."

What's in those bags on your saddle?

- "Just provisions for the road, my friends. Dates, almonds, and the like. And water, of course. I am returning home to Sardesh from visiting my ailing father. But had I known of the screaming tomb, I never would have come this way, and certainly not alone!"

What danger? What screaming?

- "Haven't you heard? Can't you hear it now? The tomb of Solomon III is screaming again!"
- "You've never heard of Solomon III? They say he was the wealthiest varajah and most powerful wizard ever to sit on the throne! Who knows what was buried with him?"
- "The screaming? It sounds like hundreds of people crying out in pain. And it's happened before! Just a few years ago, we heard the screams coming from the tomb, and it didn't end until twenty men died to stop it!"
- "Back then? The beyar sent poor Master Barnabas to investigate, and neither he nor his soldiers ever saw the sun again!"
- "If you stay on the road, you'll come to the oasis in an hour or so. The tomb stands a few miles due east of the water. It's a huge stone tower in the desert. You can't miss it."

ABANDONED OASIS

Shimmering in the distance, you see the blue flash of water just off the road. Tall green grasses and date palms skirt the edges of the shallow pool. Three vultures circle above.

Dusty, tattered tents lie all around, flapping in the wind. A lone white tent stands, and beside it sits a man in black robes. [**Deaf Cobbler**, p7]

On the eastern wind, you hear hundreds of voices quietly screaming without end.

- If any creature drinks the oasis water (or refills its waterskin and drinks it later), it must succeed on a DC 11 CON saving throw or else instantly fall asleep.
- If any creature approaches a date palm, roll 1d4. On a 4, a **salt viper** drops from the tree and lands on the creature.
- All of the grasses around the water are creatures called **snare grass**.



SALT VIPER

50 XP

Tiny beast ▪ AC 15 ▪ 5 HP ▪ 30 ft

STR	DEX	CON	INT	WIS	CHA
-4	+5	+1	-5	+0	-4

Bite. Melee +7. 1 piercing damage. Target must succeed on a DC 13 CON saving throw or take 3d4 poison damage and become Poisoned.

This white snake has a habit of spitting venom in its enemies' eyes, and its hiss sounds like running water.



SNARE GRASS

50 XP

Small plant ▪ AC 10 ▪ 20 HP ▪ 5 ft

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	-5	+0	-2

Lash. Melee +3. 1d4+3 bludgeoning damage. Target must succeed on DC 15 DEX saving throw or else be knocked Prone and Grappled by the snare grass.

- At the beginning of its turn, a Grappled creature takes 2d6+3 acid damage as the snare grass begins to digest it alive. At the end of its turn, a Grappled creature must succeed on an Athletics or Acrobatics check contested by the grass's Strength check to escape.

The snare grass flashes blood-red as it feeds.

DEAF COBBLER

Swaddled in black, an elderly man holds a plump date in his thin hands. Half-hidden between his white turban and shaggy beard, his squinting black eyes stare at the still waters. He yawns loudly.

Jubal the cobbler is completely deaf and illiterate. If left here alone, he will survive two more days before the sabercats find and kill him.

- WANTS: To go to his family in Sardesh.
- FEARS: Dying alone at this oasis.

LOOT: Jubal has 1 blanket, 37 copper pieces, and 1 set of Cobbler's Tools.



DIALOGUE OPTIONS

Who are you?

- “Hm? Ah, hello there. You’ll have to forgive me. I’m afraid I can’t hear you. My old ears aren’t what they used to be. My name is Jubal. I’m a cobbler, or was, anyway. My old hands aren’t what they used to be either.”
- “I was traveling with a caravan to Sardesh, to live with my sister’s family. We stopped here for the night, but when I woke the next morning, everyone was gone. They took everything, except me. That was four mornings ago, I think.”

What do you know about the screaming tomb?

- “Solomon’s tomb? It’s that way, I think. To the east.”
- “Screaming? What screaming?”

Seen anything lately?

- “Just an hour ago, I saw a man riding toward Sardesh. He wore a red turban, I think. I called out to him, but he didn’t stop.”
- “Yesterday, I saw three riders. They stopped to refill their waterskins on the far side of the oasis, and then rode off east.”

Can you guide us to the tomb?

- “No, no. I’m not going into the desert.”

HOWLING DUNES

As you head east, the burning wind whips thin streams of dust off the crests of the dunes. Each step you take upward sinks half a step back down in the soft sand. And all the while, the distant screams of countless men and women grow louder.



Solomon's tomb is eight (8) miles from the oasis.

- At a fast (forced) pace, the journey takes 2 hours. (-5 to Perception rolls)
- At a normal pace, the journey takes 3 hours.
- At a stealthy pace, the journey takes 4 hours.

DESERT SUFFERING

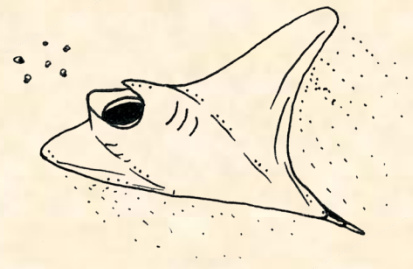
For each hour in the desert, roll 1d6 to choose a random encounter from the list below:

- 1) DC 12 DEX save. Creatures that fail slip and tumble down a steep dune and take 1d6 bludgeoning damage.
- 2) DC 12 CON save. Creatures that fail succumb to the desert heat and take 1d6 fire damage.
- 3) DC 12 WIS save. Creatures that fail succumb to the constant screaming and take 1d6 psychic damage.
- 4) DC 15 DEX save. Creatures that fail pass through a swarm of horseflies. A **dune ray** bursts up from the sand and sails through the air to eat the flies. The ray blindly collides with the creatures and knocks them prone, causing 1d6 bludgeoning damage.
- 5) **Sabercat Ambush (p9)**. This can only happen once. After the ambush, a roll of 5 becomes "None".
- 6) None.

DUNE RAYS

These flat-bodied reptiles have thin tails and no legs. Virtually harmless, these gentle creatures burrow just under the sand and then leap up, gliding on their wide flat "wings", to swallow insects. Very old adults can grow to be 6 feet across and weigh up to 30 pounds. At most, they might accidentally collide with another creature as they glide through the air in search of insects.

Their meat is delicious.



SABERCAT AMBUSH

An enormous tiger appears on the dune crest to your left, followed by another on your right.

Standing five feet tall at the shoulder, these two hulking predators have claws the size of sickles, sabertooth fangs as long as short swords, and manes full of glittering obsidian shards. They roar and come bounding down toward you.

DC 15 Perception check to notice that the ground ahead is covered with flat leathery creatures. Six of them [**Venak leg trap**]. If no creature notices the traps, they might step on one at any time. Once a Venak moves, it is no longer hidden.

VENAK LEG TRAP

750 XP

Medium beast ▪ AC 12 ▪ 40 HP ▪ 5 ft

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	-2	+0	-2

Leg Trap Chomp. Melee +3. The target creature must succeed on a DC 13 DEX saving throw, or else the Venak lunges up and envelops the creature's leg, causing 1d6 piercing damage. The leg trap immediately begins digesting the creature's captured leg.

- While being eaten by a leg trap, a creature's **movement is halved** and all attacks made against that creature have **advantage**.
- The leg trap **cannot be removed**, it can only be destroyed.
- For all damage dealt to the leg trap, the **trapped creature takes half**. At the beginning of the trapped creature's turn, it takes 3d6 acid damage as it is slowly digested while still alive.

SABERCAT

2,000 XP

Large beast ▪ AC 14 ▪ 110 HP ▪ 40 ft

STR	DEX	CON	INT	WIS	CHA
+5	+3	+2	-2	+1	+0

Multiattack. Against one enemy, the sabercat makes two attacks: one with its claw and one with its bite.

Area Effect. When surrounded or flanked, the sabercat makes an obsidian burst.

Claw. Melee +8. 2d6+5 slashing damage.

Bite. Melee +6. 3d6+5 piercing damage.

Obsidian burst. All creatures within 10 feet must succeed on a DC 14 DEX saving throw or take 2d8 piercing damage when the sabercat shakes its mane, hurling obsidian shards in every direction.



OUTSIDE THE TOMB

The cracked foundations of the ancient tomb nestle in the shifting sands. The structure's round stone layers resemble the petrified ribs of a dead giant. High above, the tower narrows into a marble spire that casts an uneven crimson light across the dunes.

From the tomb, you hear screams without end, as though hundreds of people were trapped inside it, desperate and terrified.

NO REST FOR THE HEARING

It is impossible for any hearing creature to rest within 300 feet of the tomb, where the sounds of the screams are so clear, and so hideous.

BASE CAMP

Huddled near the tomb's entrance, two white-and-red striped tents shudder in the wind and three camels kneel in the sand. Two **soldiers** in red cloaks stand in the shade, watching you.

SOLDIER

1,750 XP

Medium humanoid ▪ AC 16 ▪ 90 HP ▪ 30 ft

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+1	+2

Multiattack. The soldier makes 2 melee attacks.

Scimitar. Melee +5. 2d6+2 slashing damage.

Shield Shove. Melee +7. 2d4+4 bludgeoning damage. The target must succeed on a DC 14 STR saving throw or be knocked Prone.

The two middle-aged soldiers wear red cloaks over sand-scored scale armor. Bleary-eyed and scruffy, they lean on their dented shields. One spits on the ground and calls out, "All right, that's close enough. Who are you and what do you want?"

Matthew and Levi are competent fighters, but they care more about money and safety than honor or glory. Also, they didn't get any sleep last night.

- **WANT:** To go home, safe and sound.
- **FEAR:** Getting killed in the tomb.
- **WILL:** Defend themselves. Also, brag.
- **WILL NOT:** Enter the tomb for any reason.

LOOT: They each have 57 gp.

DIALOGUE OPTIONS

Who are you? What's going on here?

- "We're from the Third Regiment, here on official business, by order of the beyar of Sardesh. Just arrived yesterday."
- "Don't worry about the screaming. Master Azzan is taking care of it."
- "As long as no one goes inside, everything will be fine. Move along, move along."
- "We've handled worse. Why, just last year the two of us killed a whole pack of ghуuls over near Geshin."

Eventually, the conversation attracts the attention of the wizard, and he emerges from his tent. [**Master Azzan, p11**]

MASTER AZZAN WADI

1,800 XP

Medium humanoid ▪ AC 12 ▪ 40 HP ▪ 30 ft

STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+3	+1	+0

Spellcasting. Spell save DC 14, +6 to hit. Spells:

Cantrips: fire bolt, light, mage hand, prestidigitation

Lvl 1 (4 slots): detect magic, comprehend languages, magic missile, shield

Lvl 2 (3 slots): misty step, locate object

Lvl 3 (3 slots): counterspell, haste

A young man steps out of the far tent, carefully adjusting his glasses and smoothing down his parted hair. His blue robes shimmer with silver sigils. Clutching a book to his chest, he approaches you, and trips over his own feet in the sand. “Y-yes? Hello?”

This stuttering young wizard is fastidiously precise and socially awkward. Book smart, not street smart. He tries to appear to be in command, but is easily intimidated. He didn’t get any sleep last night either.

- **WANTS:** To stop the screaming, prove his intelligence, and earn respect.
- **FEARS:** Failure and embarrassment.
- **WILL:** Stay near the entrance, struggling to open the tomb. On his own, it will take him two more days to open the door. Once inside, he won’t survive long by himself.

LOOT: 76 gp and a gold bracelet set with emeralds worth 200 gp.

DIALOGUE OPTIONS

Who are you?

- “Azzan Wadi. That is, *Master Azzan Wadi*, of the Verdant Tower in Sardesh.”
- “I was sent by the beyar himself to investigate the cause of these horrid wails. It’s terribly important work, and I mustn’t be disturbed. Please return to the road. Please.”

What is this tomb? Can we help?

- “Well, as the resting place of Solomon III, or Solomon the Great, it’s an excellent example of First Dynasty burial architecture, and remarkably well preserved given the-- but nevermind that! No time for history lessons now. I have work to do.”
- “Surely you know that the tomb has screamed before? Several years ago? Master Barnabas was sent to deal with it, and deal with it he did, but the poor man died doing his duty.”
- “I’m certain that I can manage here, and I doubt there’s anything you can do to assist. Please leave. Now. Please.”

If the party opens the tomb entrance:

- “Oh my! Most impressive! Well, since you’re all such capable persons, I suppose I should allow you to accompany me into the tomb.”
- “I hope I can trust in your professional discretion, that you won’t disturb the tomb any more than necessary? No looting or other shenanigans?”

If Master Azzan sees the party looting or recklessly damaging the tomb, he will attack the party.

SOLDIERS' TENT

The shady interior contains two cots and two **trunks** separated by a shaky folding table. A dirty gray rug covers the sandy ground.

- **Left trunk.** Unlocked. Contains 11 rations, 1 set of spare clothes, 2 daggers, 1 healer's kit, and 1 scroll of saucy drawings.
- **Right trunk.** Unlocked. Contains 13 rations, 1 set of spare clothes, 2 daggers, 1 set of gaming dice, and 3 bottles of cheap whiskey.



WIZARD'S TENT

Three lanterns brightly illuminate the cramped interior. Beside the cot and folding table, there are three large **chests**.

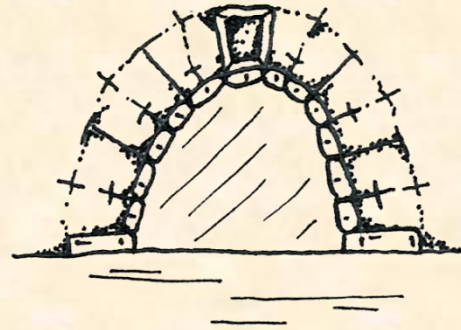
- **Left chest.** Unlocked. Contains 17 rations, 3 sets of spare clothes, 1 herbalist's kit, and fine paper and ink worth 100 gp.
- **Center chest.** Locked. DC 18 to open. Contains 7 books of local history and lore about Solomon III and tomb construction. Also 3 scrolls: Knock, Silence, and Identify.
- **Right chest.** Locked. DC 18 to open. Contains 40 flasks of acid, carefully packed in straw.



TOMB, WEST SIDE (DOOR)

Within a sand-scoured archway, the **entrance** is blocked by a plain stone slab marred by deep sabercat claw gashes.

- **Entrance.** Magically sealed. Requires Knock or Dispel Magic to unseal the door, after which it can be physically pushed (DC 18 STR) to open the passage. Alternately, the enchanted door can simply be broken down with 100 points of magical damage attacks. Entering leads to [**Room 1, p13**].



TOMB, EAST SIDE (CRACK)

The screams are louder here. Several chunks of clear quartz lay partially buried in the sand. The curved walls are covered in hundreds of criss-crossing claw marks leading up.

About 30 feet above you, several blocks in the wall are missing, leaving a crooked gap to the interior. A silk **rope** hangs down from the opening, swaying in the wind.

- **Rope.** Climbing leads to [**Room 3, p15**].

TOMB OF SOLOMON III

Inside the tomb, the screams are so loud that they overwhelm most other normal sounds. All Stealth checks receive a +3 bonus here, but all Perception checks relying on hearing have a -3 penalty. People must shout to talk over the noise.

ROOM 1. SCORCHED FOYER

The stone **floor, walls, and ceiling** are all black in this corridor. Two charred **skeletons** in melted scale armor lie huddled on the floor together. Every step kicks up a cloud of ash.

- **Floor, walls, and ceiling.** Every inch of this chamber is covered in char and ash. It flakes away like powder when touched. The air is chokingly dry. In between every third set of stones in the walls, there is a circular gap. Inside each gap lies a thin metal tube, its mouth slightly melted.
- **Skeletons.** They wear the same armor as the men outside. Near the skeletons' feet, one tile in the floor sits half an inch lower than the others. The mechanism does not move.

DM's Note: The flame trap has already been triggered and exhausted.

ROOM 2. WARRIORS' VAULT

This chamber is brightly illuminated from a checker board pattern of quartz blocks in the ceiling. Four slender **pillars** rise up in the likeness of herons to support the roof. On the walls are stylized carvings of warriors battling sabercats and giant scorpions.

- **Pillars.** If a pillar is broken (10 damage), then ceiling tiles fall on everything within 10 feet. A creature within range must make a DC 15 DEX saving throw or take 3d6 bludgeoning damage.

Four stone **sarcophagi** lie to either side of the central walkway. On the south wall, an iron **ladder** leads up to an opening in the ceiling. Near the east wall, a shallow black **puddle** covers the floor. Beyond the puddle, a **doorway** stands open and dark.

- **Sarcophagi, north side.** These sarcophagi are all open, their stone lids lying in the dust. One is empty, and inside the other three are the skeletal remains of three men in golden scale armor with golden scimitars. Each one's skull has been smashed.
- **Sarcophagi, south side.** These sarcophagi are all closed. DC 15 STR to remove each stone lid. Upon opening any one, the skeleton inside awakens and attacks, while the remaining three begin smashing their way out of their graves, which will take 1 round. [**Skeleton Warrior, p14**]
- **Ladder.** This iron ladder is warm to the touch. It rattles against the wall, but the rungs are solid. Looking up, one can see a brightly lit chamber at the top of the ladder [**Room 3, p15**].

- **Puddle.** (This is the Dolorous Ichor!) An oily black puddle blocks the exit, screaming. In the puddle lies a skeleton with golden scale armor and a golden scimitar. Tiny black tendrils rise from the puddle, pointing at the nearest creature. If a creature attacks the ichor with anything other than acid, the ichor swarms over the bones of the dead soldier, animating the **Ichor Warrior**, and attacks.

DM's Note: The ichor's size and placement is shown on the maps. Each square of ichor can be dissolved using 1 flask of acid, or 1 Acid Splash scroll, or 1 other acid spell.

- **Doorway.** Stairs descend into darkness. Leads to [**Room 4, p17**]. The second step is trapped. DC 12 to find it, DC 14 to disarm it. A puff of jasmine perfume fills the passage and any creature within 5 feet takes 2 levels of Exhaustion.

SKELETON WARRIOR 500 XP

Medium undead ▪ AC 14 ▪ 70 HP ▪ 25 ft

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	-2	-1	-3

Vulnerabilities. Bludgeoning.

Immunities. Poison.

Multiattack. The skeleton makes 2 melee attacks.

Scimitar. Melee +6. 2d6+3 slashing damage.

Shield Shove. Melee +5. 2d4+2 bludgeoning damage. The target must succeed on a DC 14 STR saving throw or be knocked Prone.

Feature. These skeletons fight side by side, which gives them an additional +2 bonus to AC. Separating them by at least 5 feet removes this bonus.

ICHOR WARRIOR

1,500 XP

Medium undead ▪ AC 17 ▪ 110 HP ▪ 30 ft

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+0	+0	+0

Vulnerabilities. Acid, Psychic.

Resistances. Fire, Cold, Poison, Bludgeoning.

Multiattack. The warrior makes 3 melee attacks.

Scimitar. Melee +7. 2d6+4 slashing damage.

Searing Embrace. Target must succeed on a DC 15 DEX saving throw or be Grappled and suffer 4d6 acid damage.

Rasping and shrieking, this undead creature's soft oily flesh sloshes up and down its bony limbs as it moves.

Golden scale mail. Value: 250 gp.

Golden scimitar. 100 gp.



ROOM 3. BLOODY SOLARIUM

This chamber is walled in milky white quartz, allowing the sunlight to pour inside. But the light is mostly red as the walls are smeared with blood. The floor is a checker board of yellow stone and white quartz, littered with **bones, feathers, and fur**.

- **Bones, feathers, and fur.** Bits of birds and small mammals cover the floor. No meat or organs remain. One of the kills is only one day old.

IF THEY CAME UP THE LADDER:

A 3-foot wide **crack** in the east wall stands open.

- **Crack.** Wedged in the bottom of the crack is a grappling hook tied to a sturdy silken rope. Below, you can see blocks of quartz half-buried in the sand, and footprints leading east across the dunes.

DM's Note: If they came up the ladder, then the thief flees the area and will not return today.

IF THEY CAME UP THE ROPE:

On the far side of the room, an iron ladder leads down to another chamber [**Room 2, p13**]. Crouched over the ladder is a hooded figure [**Layla Crest, p16**].

RANDOM ENCOUNTER

Roll a d4. On a 4, a ghuul climbs up the outside wall and attacks everyone in the room.

DM's Note: A ghuul is a human cursed and deformed to resemble a hyena, driven insane, constantly hungering for dead flesh.

A creature covered in matted hair and corded muscle creeps into the room, hunched forward with massive shoulders and ape-like arms. Yellow eyes stare hungrily over its canine snout. A dead vulture dangles from its bloody teeth. It whines hungrily.

GHUUL

800 XP

Medium humanoid ▪ AC 13 ▪ 60 HP ▪ 35 ft

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+0	+1	+0

Resistances. Non-magical Bludgeoning, Piercing, and Slashing attacks.

Multiattack. The ghuul makes 2 melee attacks.

Claw. Melee +6. 2d6+1 slashing damage.

Bite. Melee +4. 3d6+3 piercing damage.

Howl. All creatures that can hear must succeed on a DC 12 CON saving throw or be Deafened as blood runs from their ears. This effect lasts until the creature finishes a short or long rest.

LAYLA CREST

500 XP

Medium humanoid ▪ AC 16 ▪ 55 HP ▪ 35 ft

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+2	+0	+2

Skills. Stealth +10, Sleight of Hand +10.

Multiattack. Layla makes 3 melee attacks.

Dagger. Melee or Ranged +7. 1d4+4 piercing damage.

Whip. Melee +7. 1d4+4 slashing damage.

Dressed in sand-colored trousers and tunic, this stranger turns toward you with a dagger in each hand. Her hood falls back to reveal short black hair and a tanned face with a thin white scar running straight across her nose and cheeks, just below her dark eyes.

This young thief trained with her uncle Uriel. Several years ago, Uriel left to raid the tomb of Solomon III, but never returned. Recently, when Layla heard that the tomb was screaming again, she came alone to Sardesh, and then followed Master Azzan to the tomb.

- **WANTS:** To find her uncle Uriel, and to get the treasure.
- **FEARS:** Scorpions.
- **WILL:** Work with the party for a large cut of the treasure.
- **WILL NOT:** Work with Azzan or any “official” person.

LOOT: 19 gp, 9 sapphires worth 50 gp each, and a Vicious Whip.

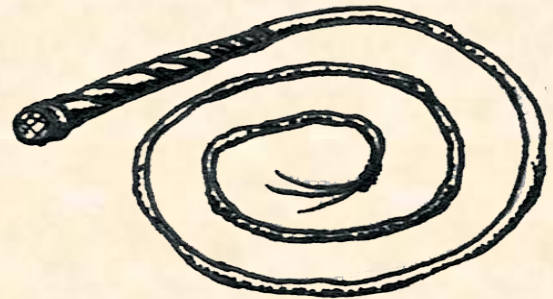
DIALOGUE OPTIONS

Who are you?

- “No one. Are you here to kill me? Well, you can certainly try.”
- “You can call me Layla. I’m looking for my uncle Uriel. He went missing in here a few years back. But I’m also curious about the treasure. Aren’t you?”
- “I just got here. This room was already like this. No idea why.”

Can we work together?

- “Are you soldiers? Legally, you have to tell me if you’re soldiers. You working for the beyar? You got papers?”
- “If you stay out of my way, then maybe you can come with me. But I take half of whatever we find. I don’t care about magic crap, I want cold hard gold. And if we find my uncle, none of you losers so much as looks at him, you got that? No one lays a hand on his body!”



ROOM 4. SPIDERSILK LIBRARY

Silvery spidersilk stretches at every possible angle from floor to ceiling like clinging drapes. Through the **webs**, you can just barely see the shapes of bookcases and racks full of **scrolls**.

Over the relentless screaming, you hear chittering and clicking above. The webs twang and shudder. A narrow **path** curves through the center of the room, clear of the webs.

There is no light here.

- **Webs.** Highly flammable.
- **Path.** The path through the webs winds around a few shrouded tables and pillars, but it is clear from floor to ceiling.
- **If Azzan is present**, he identifies the room as Solomon's library, full of ancient magical knowledge, a precious historical treasure that must not be damaged. He tries to prevent any attempt at burning the webs.
- **If Layla is present**, she suggests burning the webs to kill the spiders. She doesn't care about the scrolls, and she knows any gold or magic items will survive the flames.
- **If the webs are burned**, they are consumed quickly, filling the room with noxious smoke. Any creature that breathes the smoke suffers 2d4 poison damage. Ten charred spider carcasses fall to the floor. All furniture and scrolls are destroyed, including a **tapestry** on the south wall, which reveals an alcove containing an **iron box**. Any creature inside the room when it is burning suffers 6d6 fire damage. One surviving creature drops to the floor and attacks. [**Empress Spider, p18**]

- **If the webs are cut**, the chittering noises above you grow louder. Just as you reach the first rack of scrolls, the spiders descend all around you. [**Silk Sniper x6, Glass Weaver x4, Empress Spider, p18**]
- **If the webs are left alone**, you can follow the path around the room. Overhead, the chittering and clicking rise and fall. But you reach the far side without incident.
- **Tapestry.** This dark red cloth covers a portion of the south wall from floor to ceiling, and depicts Solomon III wearing his golden regalia, sitting on his throne, dispensing judgments to the masses. Behind the tapestry is an alcove containing an **iron box**.
- **Iron box.** Unlocked. Contains a **jade necklace**.

Solomon's jade necklace

Attunement. A creature that wears this cursed necklace has advantage on all Persuasion checks, but must always speak the truth or else suffer 2d4 psychic damage. It can only be removed by using a Remove Curse spell.

Value: 350 gp.



Scrolls in the Library

Scroll of Acid Splash (x6)

Scroll of Speak with Dead (x3)

Scroll of Cure Wounds (x3)

Scroll of Mass Healing Word (x1)

Scroll of Resurrection (x1)

SILK SNIPER**50 XP**

Small beast ▪ AC 13 ▪ 15 HP ▪ 40 ft

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	-3	+0	-2

Spider Climb. Web Sense. Web Walker.

Bite. Melee +4. 1d6+3 piercing damage. Target must succeed on a DC 12 CON saving throw or take 2d6 poison damage.

Hard Silk Spit. Target must succeed on a DC 13 DEX saving throw or else suffer 1d10 piercing damage to the leg and their movement is halved until they finish a short or long rest.

**GLASS WEAVER****200 XP**

Medium beast ▪ AC 15 ▪ 30 HP ▪ 35 ft

STR	DEX	CON	INT	WIS	CHA
+2	+4	+1	-1	+0	-1

Spider Climb. Web Sense. Web Walker.

Bite. Melee +5. 2d6+2 piercing damage. Target must succeed on a DC 14 CON saving throw or take 3d6 poison damage.

Glass Silk Spray. Ranged +7, 15 foot cone. Targets must succeed on a DC 15 DEX saving throw or take 4d4 piercing damage and be Blinded.

EMPRESS SPIDER**750 XP**

Large monstrosity ▪ AC 16 ▪ 45 HP ▪ 30 ft

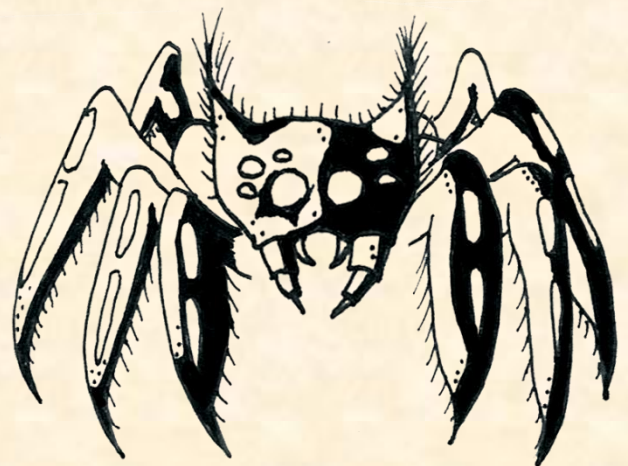
STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	-1	+1	-1

Spider Climb. Web Sense. Web Walker.

Bite. Melee +6. 2d6+3 piercing damage. Target must succeed on a DC 14 CON saving throw or take 4d6 poison damage.

Imperial Infection. One target within 10 feet must succeed on a DC 14 CON saving throw or be infected by the Empress's miasma. The infected creature grows six black spider eyes on their forehead and their vision is reduced to 5 feet. The effect lasts until the Empress dies.

Eight Eye Stare. All targets within a 15 foot cone must succeed on a DC 13 WIS saving throw or be charmed by the Empress. On its turn, a charmed creature protects the Empress and attacks her enemies. At the end of its turn, a charmed creature repeats the saving throw to try to end the effect. Otherwise, the effect lasts until the Empress dies.



ROOM 5. SOLOMON'S VAULT

The chamber lies in ruin, full of cracked stone blocks and sand. Half-buried in the wreckage are countless skeletons, dull gray armor, and broken scimitars.

A single **pillar** with a gleam of gold supports the cracked ceiling. Beyond the pillar is a massive stone **sarcophagus**. And on top of this sarcophagus is an oily black puddle around a **screaming corpse**. Near the southern wall, there is a 5-foot wide **hole** in the floor.



- **Pillar.** Sand falls in tiny trickles around this pillar. One of the blocks in the center of the pillar is a solid gold **collar (p20)** inlaid with rubies. Dangling from one side of the collar is a golden chain 5 feet long. A creature must make a DC 18 STR check to pull the collar out of the pillar. The pillar and ceiling will collapse and every creature in the chamber suffers 8d8 bludgeoning damage.
- **Sarcophagus.** This stone vault is covered in golden sigils depicting the life of Solomon III. DC 20 STR check to lift the lid. Inside lies the mummified remains of the dead varajah, including his royal **regalia (p20)**.

DM's Note: The party must remove the screaming corpse before they can open the lid.

- **Hole.** The sides of this hole in the rock are smooth and rounded. The sound of the screaming is even louder here. A faint blue glow ripples below. Leads to **[Room 6, p20]**.

SCREAMING CORPSE

In the pool of wailing ichor, a human torso lies on its side, half-melted into the puddle. The black eyes stare at you, unblinking. The mouth stretches open, screeching without breathing.



The man has been dead for years. He is animated only by the ichor. If the ichor is dissolved, it will reveal a silver **wedding ring (p20)**.

If the spell *Speak with Dead* is cast, the man will speak to the party.

- His name is Aaron Lee. His wife is Sarah. His brother is Asher. He comes from the farming town of Tenadim, just north of Kalahar.
- He was a soldier with the Third Regiment, sent with Master Barnabas to investigate the screaming tomb.
- He was killed by the ichor, along with the rest of his fellow soldiers.
- He doesn't know what happened to Master Barnabas, but he knows the wizard went down into the caves.
- He doesn't know what made the screaming stop all those years ago.
- The ichor is the source of the screaming, and it seems to be coming up from the caves beneath the tomb.

Collar of Humility

This heavy golden collar has a simple clasp and no lock. When this collar is placed around a creature's neck, the creature's Intelligence becomes 3 and it can no longer speak or understand any language. The creature also behaves like a dog, walking on all fours, barking, and eating from the floor.

Value: 1,000 gp.

Regalia of Solomon III

Attunement. (Counts as a single attunement.)

This matching set of golden items includes a breastplate, crown, bracers, and scepter. All items have a hawk motif, decorated with small rubies. When worn together and with the scepter held in one hand, the wearer's AC is 20 and the wearer has advantage on all Wisdom saving throws. Worn separately, the breastplate is standard medium armor (AC 16) and the other items provide no benefits.

Value: 5,000 gp.



Aaron's wedding ring

Attunement. This simple silver band has been cursed by the owner's longing for home and his agonizingly violent death. When a creature puts on this ring, the creature has advantage on all Charisma-based checks and disadvantage on all Constitution-based saving throws. It can only be removed by using a Remove Curse spell.

Value: 250 gp.

ROOM 6. CHILLY CAVE

Your breath mists before you. The cave floor lies under a foot of water. Thin fragments of ice float around you. In the center of the chamber, a **dagger** lies under the water. At the east end of the cave, a faint blue glow illuminates two passages under the water, to the north-east [**Room 7, p21**] and the south-east [**Room 8, p22**].

- **Dagger.** This magic obsidian object is cold to the touch. **If Layla is present**, she identifies this as her uncle Uriel's dagger "Shadow" and she takes it for herself.



Uriel's dagger "Shadow"

Attunement. This obsidian stiletto dims all lights within 15 feet by half and gives the wearer advantage on Stealth checks. If used in combat, the blade shatters and all benefits are lost.

Value: 350 gp.

DM's Note: While under water in the passages that connect the rooms, a creature must succeed on a DC 12 CON saving throw or take 2d4 cold damage.

ROOM 7. WATERY GRAVE

In this pitch-black chamber the water is 3 feet deep, and the jagged stone ceiling is only 1 foot above the surface. Cold, heavy **masses** drift and collide along the floor. Glowing blue algae reveal tunnels to the north [**Room 9, p24**] and to the east [**Room 8, p22**].

- **Masses.** Seven human skeletons in rusted armor and rotten clothes.
- **If Layla is present**, she identifies one corpse as her uncle Uriel, and takes his 3 items.
- **If Layla is not present**, then it is a DC 13 Investigation check to find Uriel's 3 items.

ICE LEECH SWARM

1,000 XP

Medium swarm of tiny beasts ▪ AC 15 ▪
75 HP ▪ 20 ft

STR	DEX	CON	INT	WIS	CHA
+1	+4	+1	-4	-2	-4

Resistances. Bludgeoning, Piercing, Slashing

Swarm. The swarm can occupy another creature's space. Target automatically takes 2d4 cold damage at the start of its turn.

Bite. Melee +5. 0 ft. 4d6 piercing damage.

Leech. Melee. 0 ft. Target must succeed on a DC 11 CON saving throw or have their max HP reduced by half until they finish a long rest.



Uriel's thieves' tools

These refined lock picks enhance any attempt to open a lock or disarm a trap. The user receives an additional +2 to any skill check using these tools.

Value: 600 gp.

Uriel's uncanny candle

This enchanted candle sheds dim blue light up to 10 feet when lit, but will only stay lit as long as it is held in a living creature's hand. It gives off no heat, and will never consume itself. It requires no air to burn (yes, it will burn under water). It can only be snuffed by letting go of it. Also, the creature holding the candle hears a deep, gravelly voice chanting continuously, giving them disadvantage on all Intelligence-based checks.

Value: 400 gp.

Uriel's complaining compass

This scratched wooden compass case contains an enchanted copper needle. The needle swings uselessly, never pointing to anything, but it speaks with the voice of the user's least favorite parent. When the compass is open, the voice makes general complaints about the user's clothes, friends, and relationships. If there are no hostile creatures within 100 feet, then the voice speaks loudly. If there are hostile creatures within 100 feet, then the voice whispers. Closing the compass silences the voice.

Value: 150 gp.

ROOM 8. BLACK WELL

The tunnel turns upward and you emerge from the water onto a broad stone ledge. The floor is covered in **ichor**, and its screams are deafening.

A human **skeleton** lies against the south wall. The east end of the chamber is a solid wall of amber. At the south corner, there is a **dark figure** sealed inside the amber. At the north corner, there is a crack where the ichor is oozing out. Also emerging from the crack is a huge white **arm**.

In the water, the glowing algae reveal tunnels to the west [**Room 7**] and south [**Room 6**].

- **Ichor.** This black mass screams so loudly that no creature can hear anything else. Tendrils 5 feet long reach out toward the party.
- **Skeleton.** A human skeleton in simple iron scale mail. A tattered leather satchel lies under it, containing 4 flasks of acid and 3 healing potions.
- **Dark figure.** A humanoid shape appears frozen in the amber, arms raised, with a **jeweled rod (p23)** in its right hand. 50 HP of magical damage will break the figure free of the amber. He is an elderly bearded man, dead, but perfectly preserved. **If Azzan is present**, he identifies this as Master Barnabas (**p23**). The Resurrection spell can restore him.
- **Arm.** This alien limb is 10 feet long. Pale thin flesh is stretched taut over dark corded muscle. Bone spurs pierce the skin, forming festering wounds. If touched, the arm attacks. If the arm is removed, the crack in the amber is large enough for a Medium creature to squeeze through. Leads to [**Room 9, p24**].

ICHOR

A creature within 5 feet of the ichor must succeed on a DC 15 DEX saving throw or be Whelmed by the ichor (Grappled, Prone, Blind, Deaf, and Suffocating). At the beginning of its turn, a Whelmed creature takes 2d6 acid damage. At the end of its turn, a Whelmed creature must succeed on a DC 15 Athletics or Acrobatics check to break free.



DEVILISH ARM

450 XP

Large fiend ▪ AC 12 ▪ 45 HP ▪ 0 ft

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+2	+1	+2

Immunities. Fire.

Blind Swipe. Melee +5. 10 feet, one target. 3d6+3 slashing damage.

Blind Thrash. Melee +3. 10 feet, all targets within range. 2d6+2 slashing damage.



MASTER BARNABAS

2,000 XP

Medium humanoid ▪ AC 12 ▪ 45 HP ▪ 30 ft

STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+4	+0	+2

Spellcasting. Spell save DC 16, +8 to hit. Spells:

Cantrips: acid splash, dancing lights, minor illusion, ray of frost

Lvl 1 (4 slots): identify, thunder wave, magic missile, shield

Lvl 2 (3 slots): acid arrow, shatter

Lvl 3 (3 slots): sleet storm, lightning bolt

Lvl 4 (3 slots): ice storm, blight

Lvl 5 (1 slot): cone of cold

This physically frail old wizard came from Sardesh to investigate the tomb the first time it began screaming years ago. He succeeded in sealing the Dolorous Ichor behind an enchanted wall of amber, but accidentally sealed himself inside the amber as well.

- **WANTS:** To destroy the ichor and the devil at any cost.
- **FEARS:** That innocent people will be hurt.

LOOT: 13 cp and the **Radiant Rod**.



DIALOGUE OPTIONS

- “Hello, hello! Heh heh. I’m Master Barnabas of the Verdant Tower, in Sardesh. You may have heard of me.”
- “Hey, where are my men? My soldiers? Are any of those guys left?”
- “Who are you? How long have I been frozen? Who sits on the throne? Is that hack Rufus Zibar still writing comedies? What day is today? It feels like a Tuesday...”
- “I was sent to silence this screaming tomb, which I did. I sealed away the Dolorous Ichor! A lot of good men died that day, but it was worth it.”
- “My spell of sealing went a bit screwy, I admit. I did seal away the Dolorous Ichor, but I seem to have sealed myself away, as well. Not sure what I did wrong there...”
- “Holy moly! What is that giant white arm?! A devil? We definitely gotta destroy that!”

Barnabas’s Radiant Rod

Attunement. This curved copper rod is set with sapphires, emeralds, and a jagged purple crystal that glows faintly. The bearer gains advantage on all Intelligence-based checks and saving throws, and also has resistance to all magical damage.

Action. Once per day, the bearer can say the word “Refulgent” and the purple crystal will flash. All creatures (except the bearer) within 30 feet are Paralyzed for 1 minute (yes, really). The effect ends on all of the affected creatures if any one of them is touched or harmed in any way.

Value: 3,000 gp.

ROOM 9. AMBER PRISON

The space is filled with hundreds of jagged amber spears pointed in every direction. In the center stands a huge one-armed **devil** with two dead black eyes set in its pale bloodless face. A thin black tongue slips in and out between its needle-thin fangs. It smiles at you.

Only its head and torso are visible, as its lower body is currently crushed within a crack in the floor, from which the ichor oozes up into the chamber. More ichor drips from the devil's severed arm.

KERAKUUL

3,500 XP

Large fiend ▪ AC 16 ▪ 90 HP ▪ 40 ft

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	+2	+1	+2

Devil's Sight.

Resistances. Cold. Non-magical bludgeoning, piercing, and slashing.

Immunities. Fire. Poison.

Multiattack. The fiend makes two melee or ranged attacks on each turn.

Claw. Melee +7. 10 feet, one target. 3d6+3 slashing damage.

Fang Spray. Ranged +5. 15 foot cone. 2d6 piercing damage.

Ichor Splatter. Ranged +5. 15 foot cone. 2d6 acid damage.

DM's Note: The devil's speed is 0 unless he is freed from the crack in the floor.

This fiend spent centuries crawling up through the cracks in the earth only to be trapped in this cave one month ago when the floor crushed him. He punched through the amber, allowing the ichor to flow into the tomb above.

- WANTS: To feed, to reach the surface.
- FEARS: Nothing.



DEAL WITH THE DEVIL

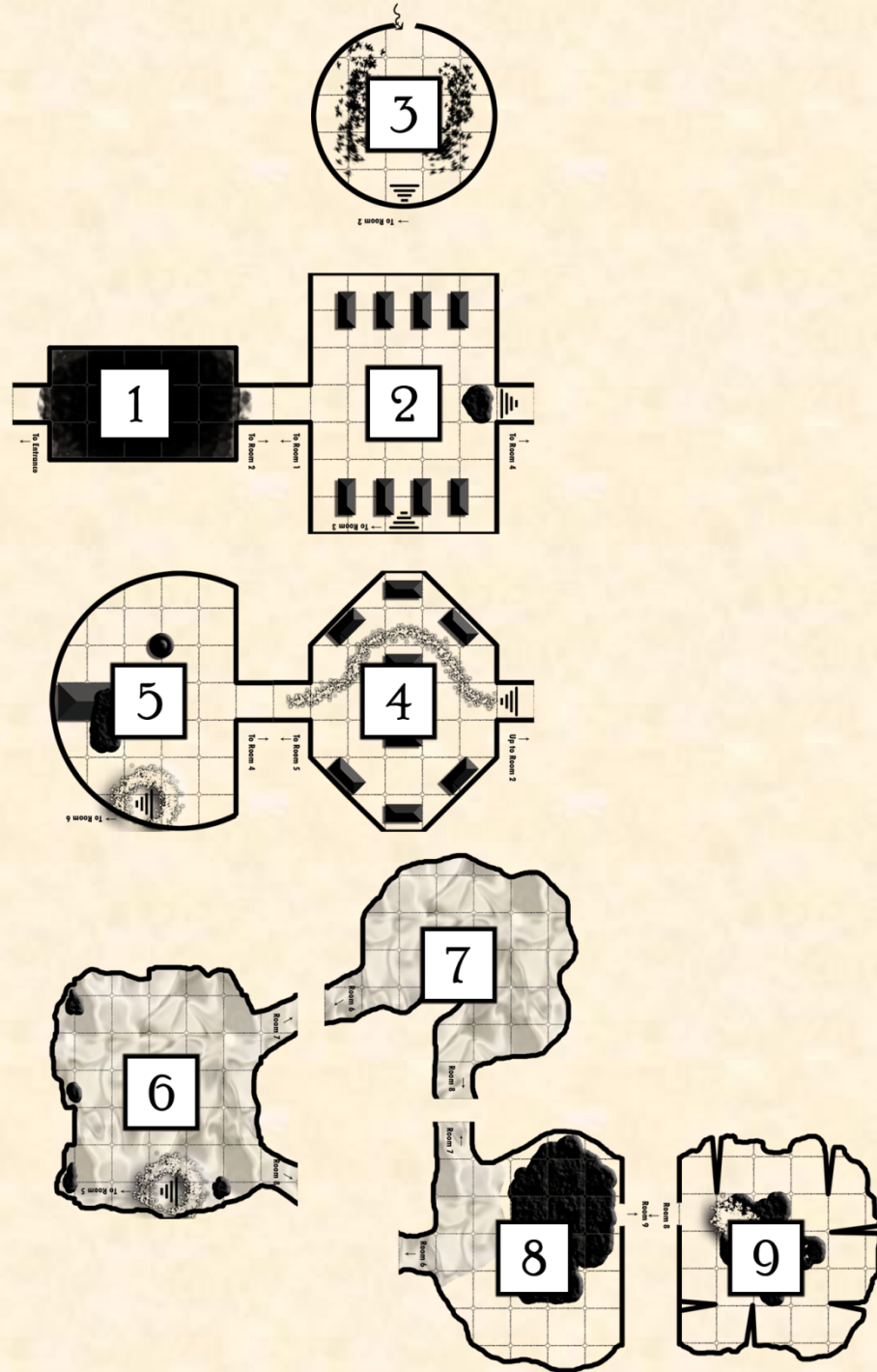
Kerakuul makes the following offer: "Whoever lets me devour one limb of their living flesh shall receive the blessing of Kerakuul, a gift of strength beyond what any mortal has ever known!"

If a creature accepts the bargain, then Kerakuul will bite off their arm. This limb can never be regrown or replaced by any means. In return, the creature's eyes turn entirely black and it receives the "Blessing of Kerakuul":

- +2 bonus to Constitution.
- Advantage on all Death saving throws.
- Resistance to fire, cold, and poison damage.
- Darkvision up to 60 feet.
- Ability to speak and read Infernal.

This gives Kerakuul the strength to free his legs from the crack in the floor, but he does not attack the party unless they attack first.

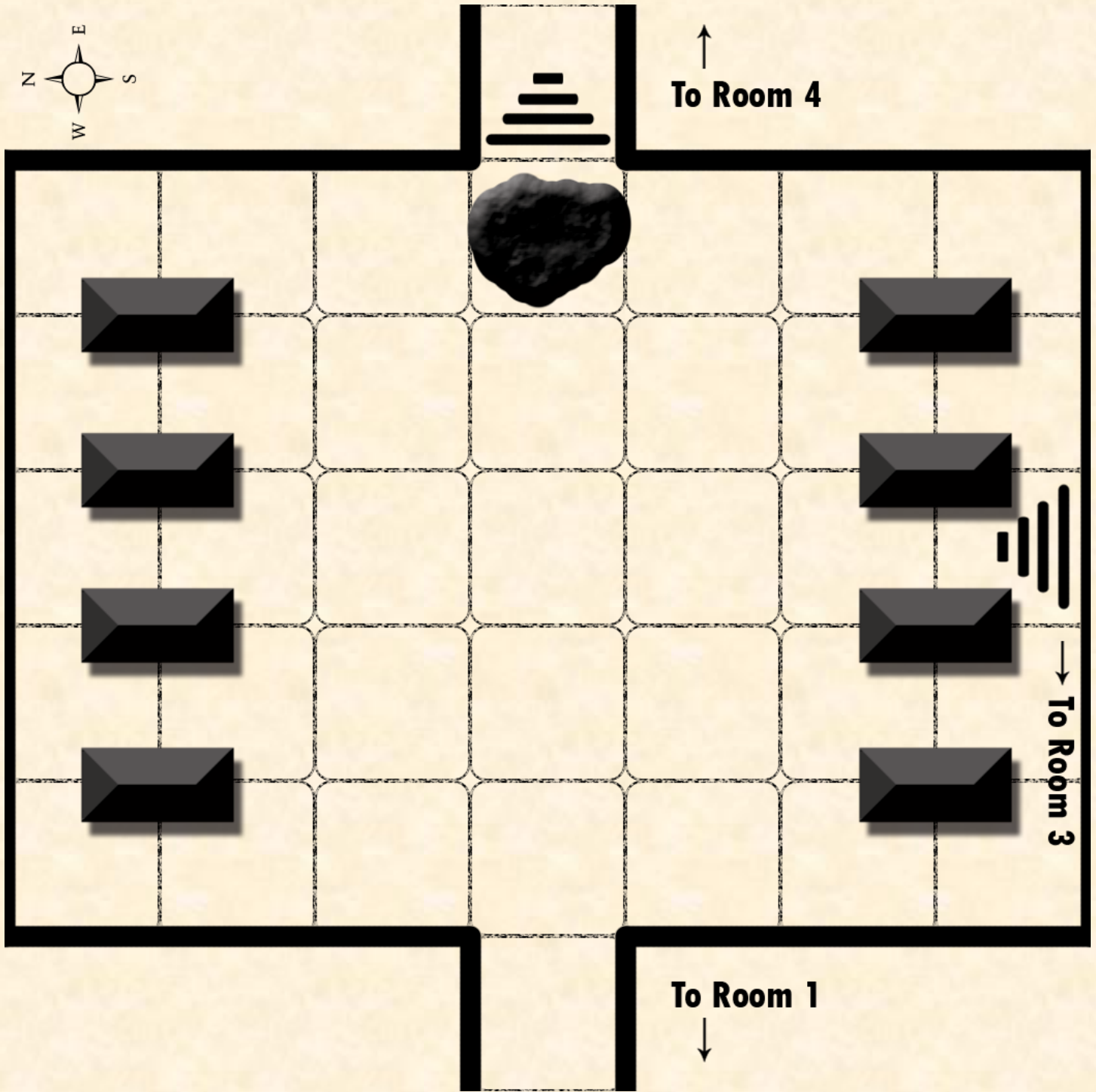
ALL ROOMS



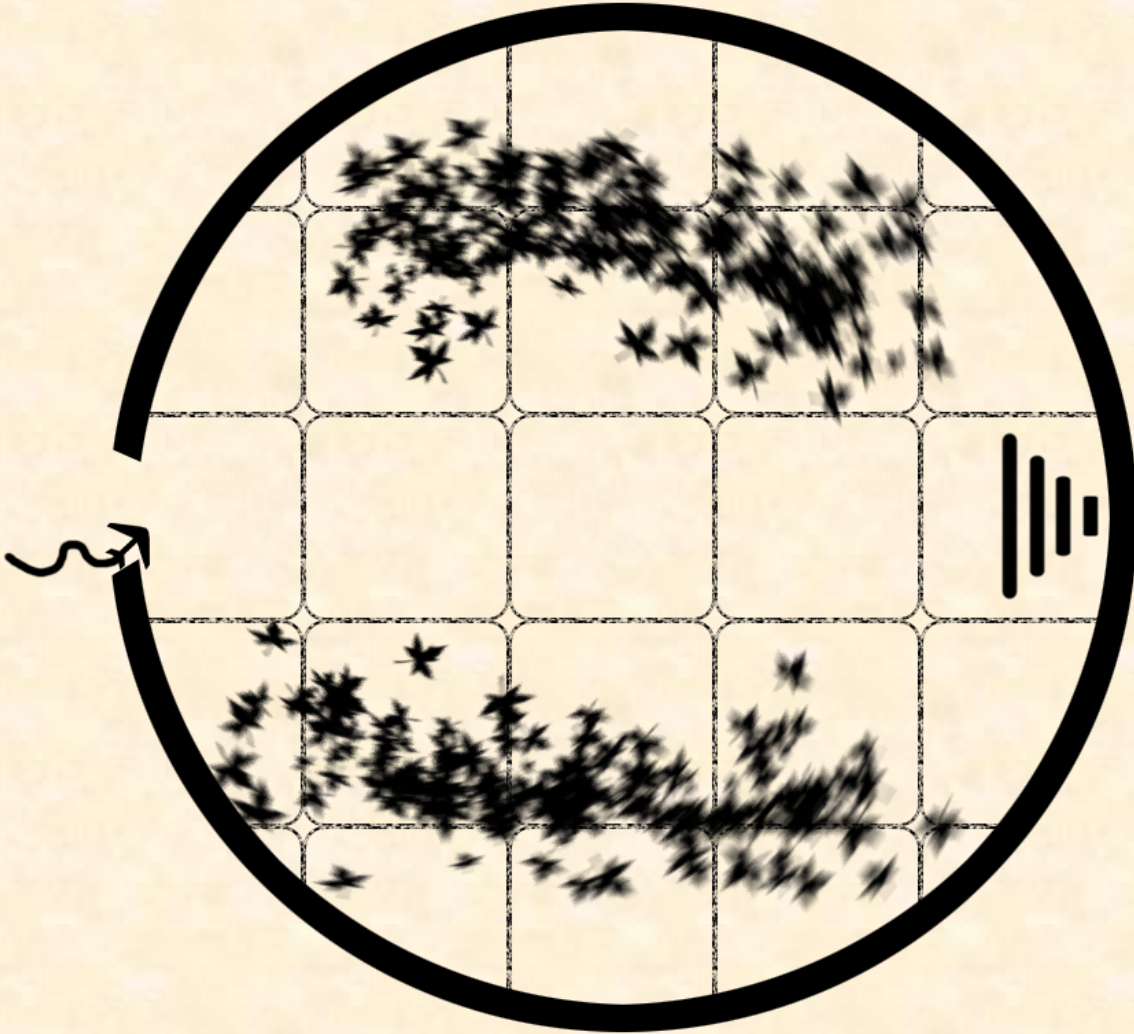
ROOM 1



ROOM 2

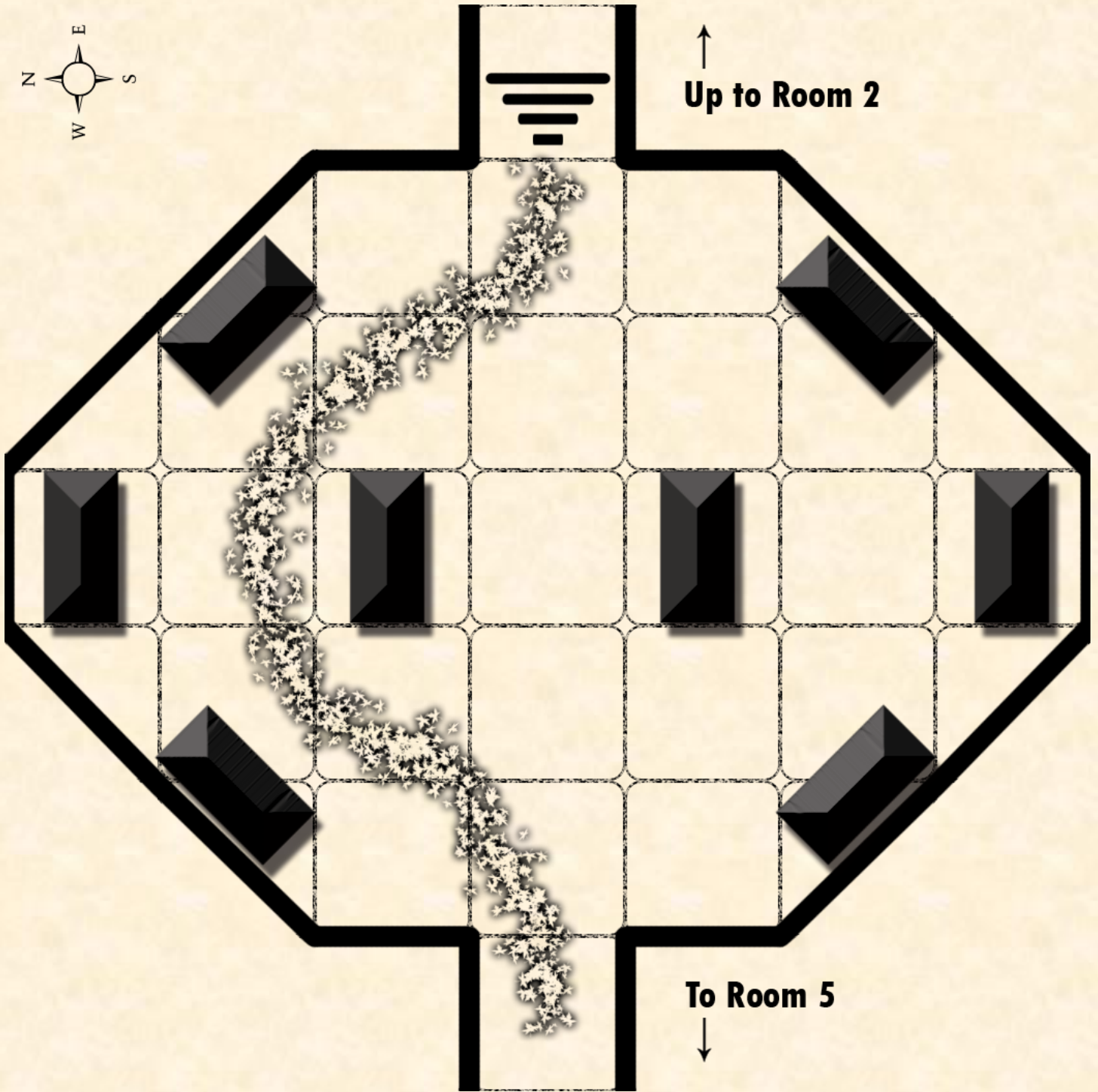


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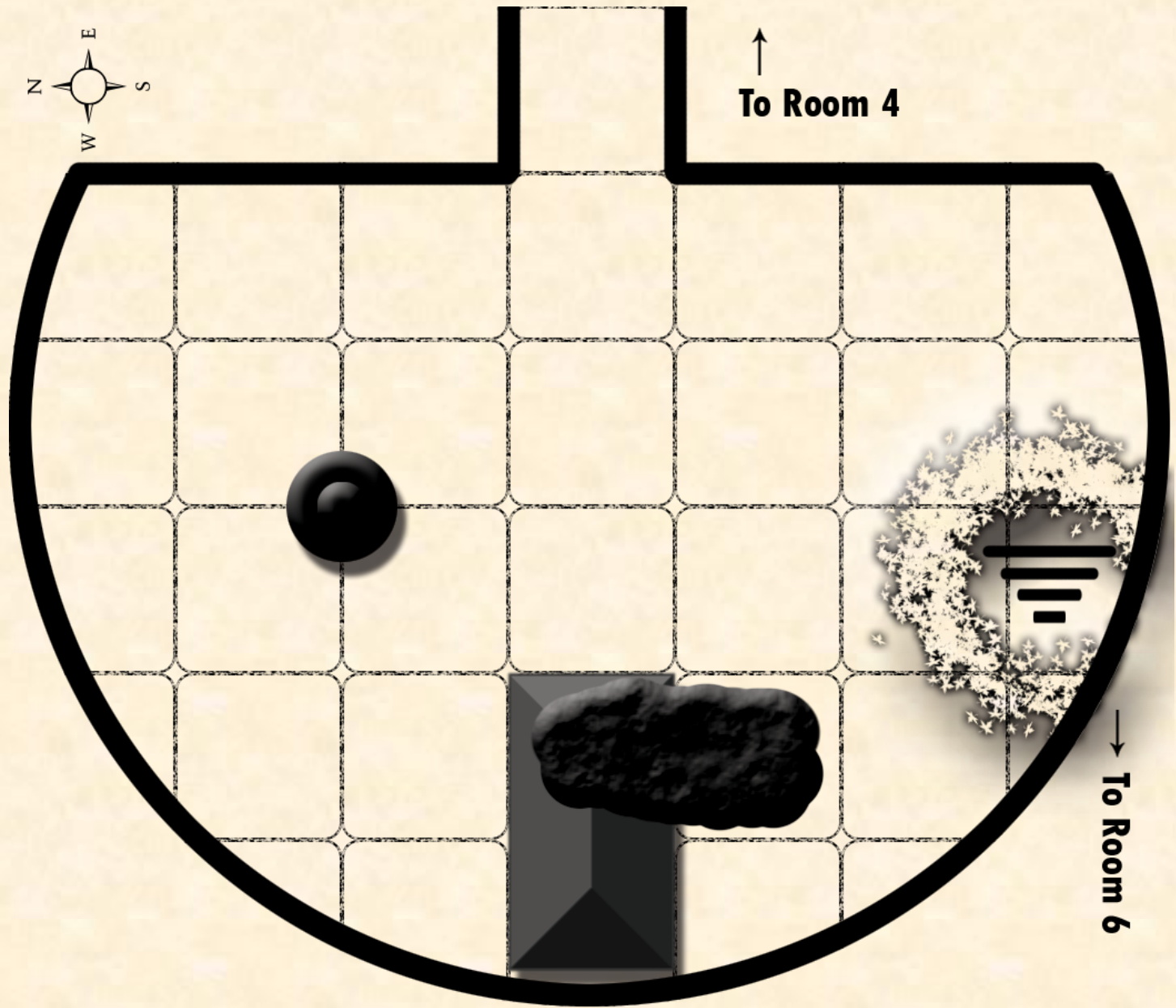


→ To Room 2

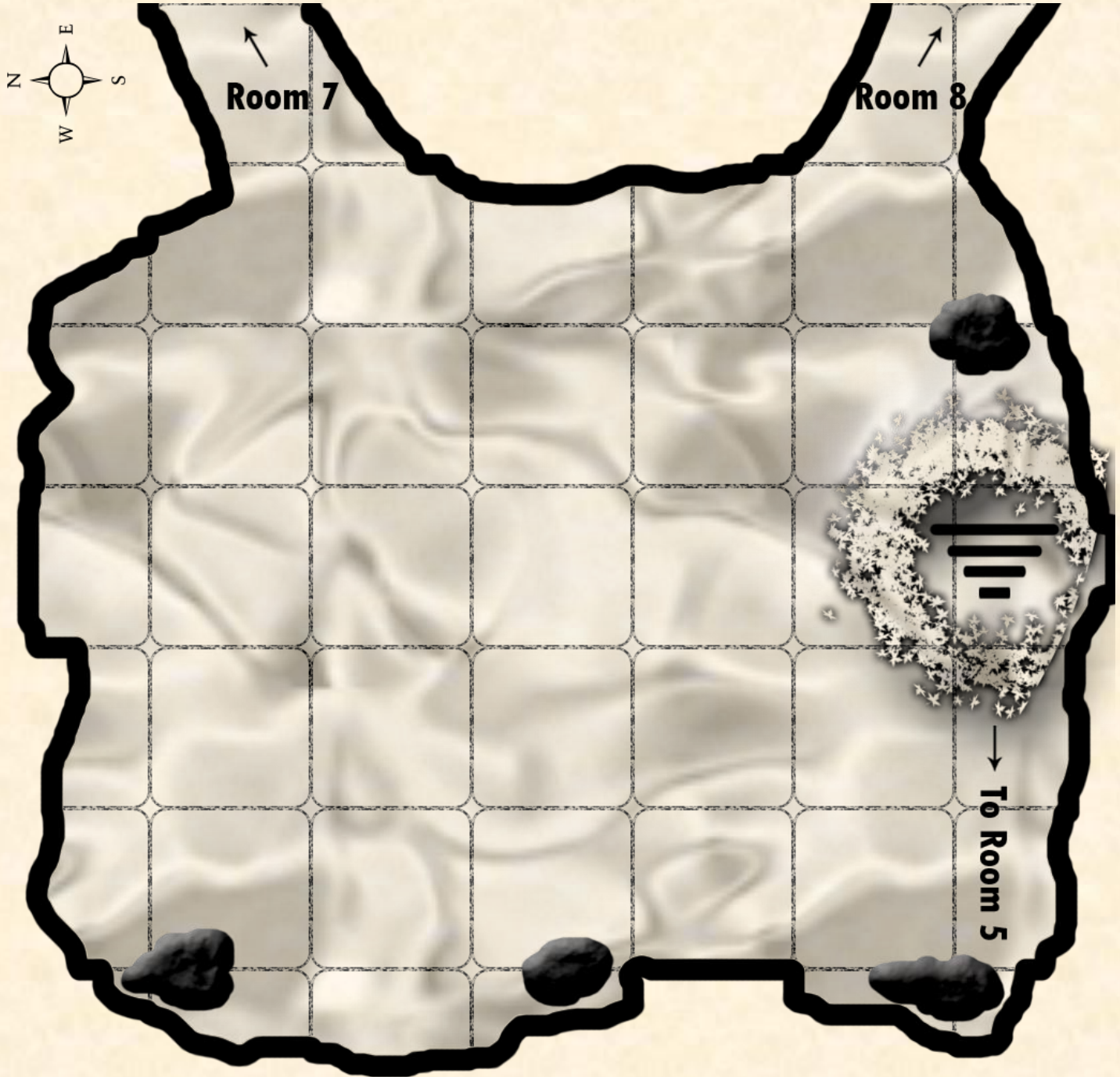
ROOM 4



ROOM 5



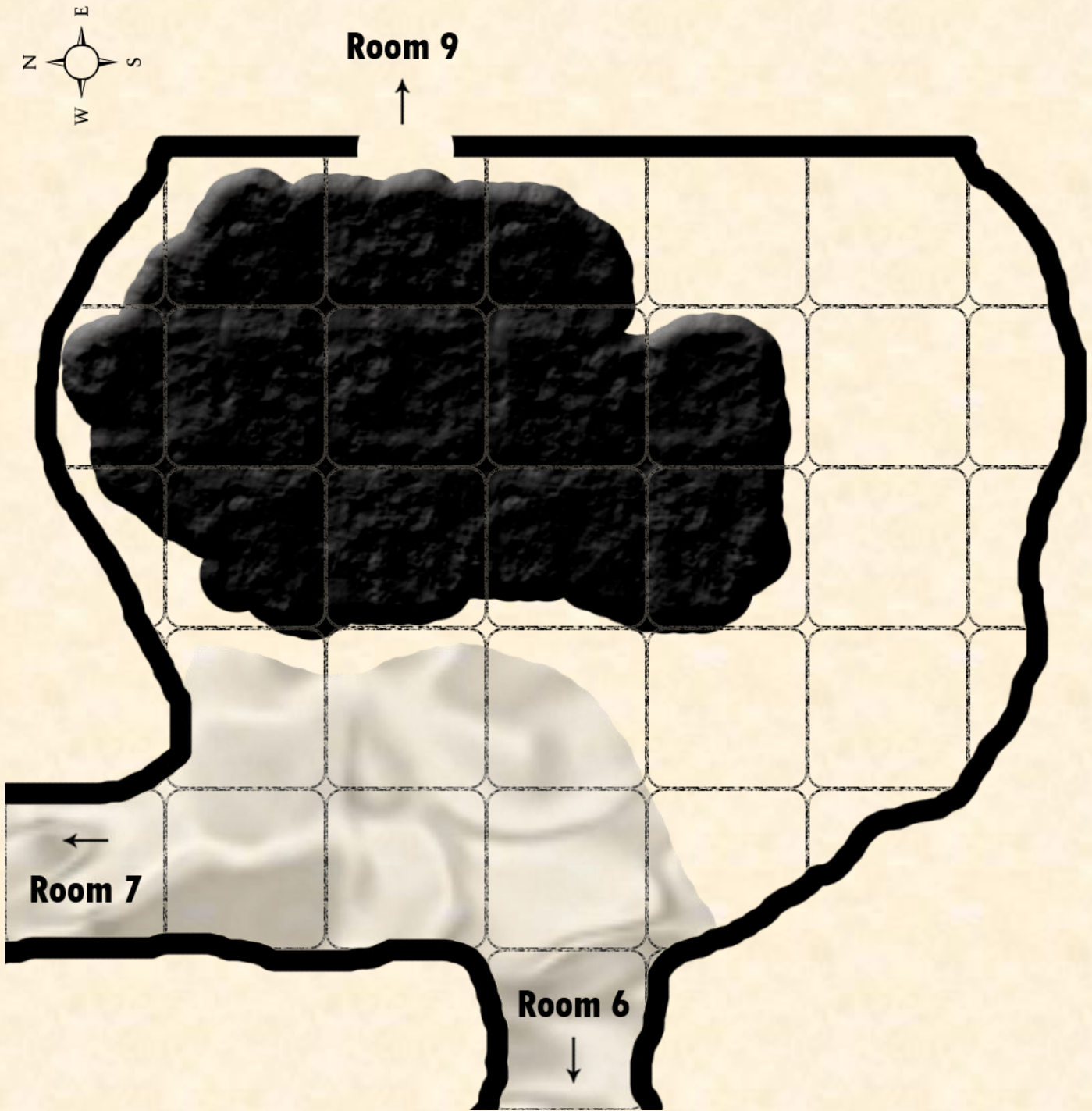
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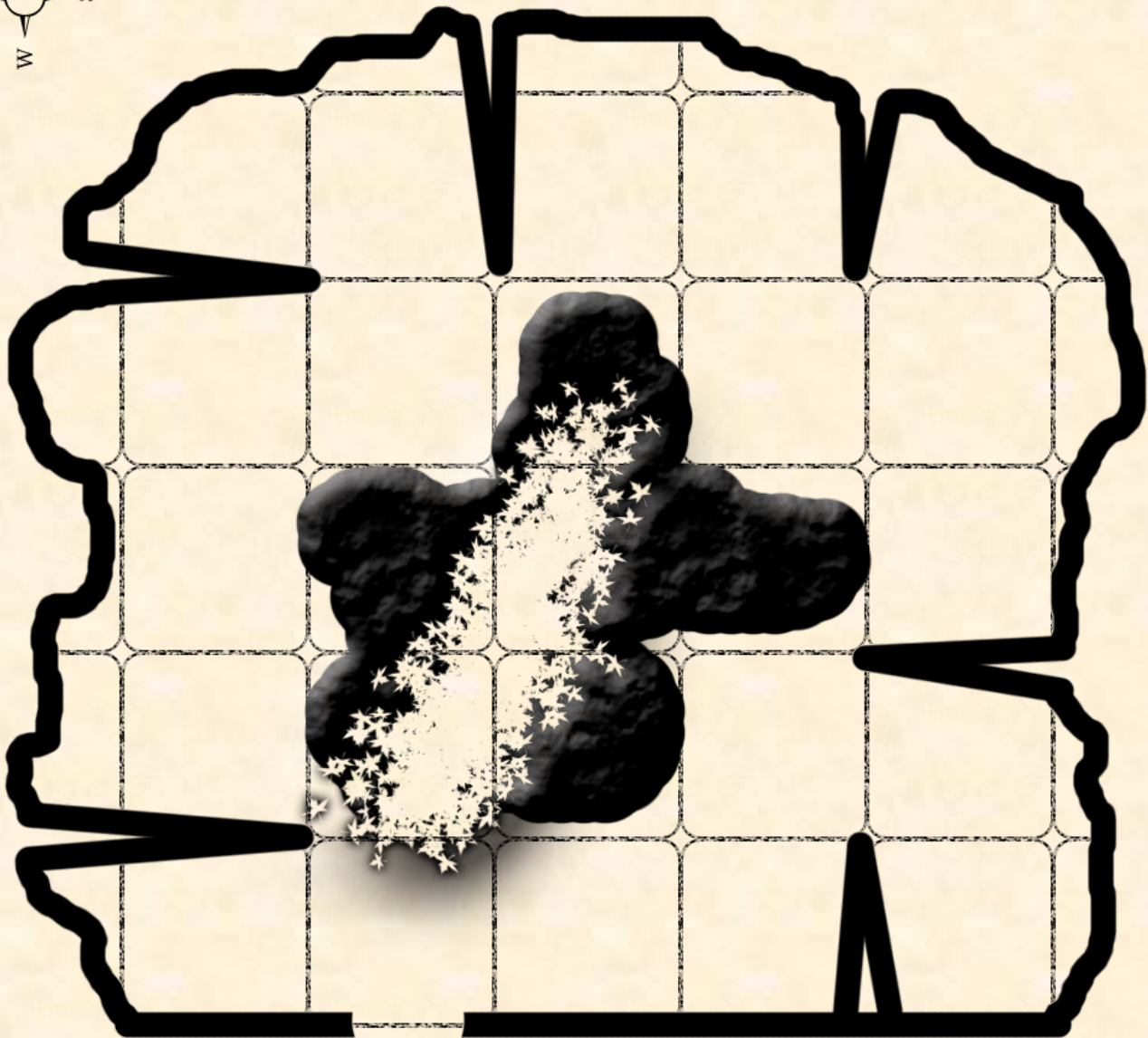
ROOM 7



ROOM 8



ROOM 9



Room 8



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