

Fifth Edition Compatible

# Forgotten Tomb

Designed for a party of four to five level one characters



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# Forgotten Tomb

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## Adventure Shorts Volume 1, Number 1

**Monsters per character level:** Represented by the Xs on the GM's map.

Level 1 – 4 Skeletons (p.272 MM)

Level 3 – 1 Specter (p.279 MM), 3 Skeletons

Level 5 – 1 Wraith (p.302 MM), 3 Specters

**Location:** Any path or road through a wooded area.

### Setup

Long ago, this tomb was made to honor four great warriors, but over time it has been forgotten. When the tomb was built traps were installed to discourage tomb robbers, and now four monsters have taken up residence there and will attack anyone who enters. The encounter also includes the following traps:

**Arrow Trap (1):** The arrow is released from the visor of statue #1. Pressure plates to activate the trap are located at both #1s on the map. Arrow; +5 ranged (1d6); Wisdom (Perception) to detect DC 15; Dexterity (Acrobatics) DC 15 avoids; Dexterity to disable DC 15. Trap resets when pressure plate is released.

**Pit Traps, 10-foot deep (2):** Represented by boxes at #2 and #4 on the map. The trap trigger is located in the lock of the chest at the foot of the sarcophagus in front of statue #2. The trap is triggered when anyone tries to open the lock. No attack roll necessary; multiple targets; 10-ft. deep (1d6, fall); Dexterity (Acrobatics) DC 15 avoids; Wisdom (Perception) to detect DC 15; Dexterity to disable DC 15. Trap door collapses then closes and resets after one minute.

**Hail of Needles Trap (1):** The needles are released from the visor of statue #3. Pressure plates to activate the trap are located at both #3s on the map. Needles; +10 ranged (2d4); Wisdom (Perception) to detect DC 15; Dexterity to disable DC 15. Trap resets when pressure plate is released.

### Narrative

As the adventurers approach the tomb they observe the following features:

*At the foot of a low hill in the woods you see an opening that looks like a cave between two large overgrown bushes. When you look closer you discover that the opening is framed with carved stone and that the stone door is partially open.*

*Beyond the door there is a short flight of stairs leading down about 20 feet.*

As the adventurers look into the chamber they observe the features below. Any humans in the group would need a light source to see the entire room.

*The light in the room ahead of you is very dim. There is a thick layer of dust and small bits of rubble on the floor, giving you the impression that no one has been here in a very long time. To your right you see four stone sarcophagi lined up in a row. At the head of each there is a niche in the wall with a large stone statue of a knight in armor. At the foot of each is a wooden chest.*

### Tactics

The monsters are hidden behind the third sarcophagus until the adventurers make some sort of noise. Anything louder than talking will arouse them, causing them to attack. If the adventurers trigger a trap or try to open one of the chests, this will also cause the monsters to attack.

### Features

**Torch Holders:** All the torch holders are empty but usable. There is a torch holder on the south wall near the door, and three more between the statues.

**Statues:** These are large, about one and a half times as big as a normal human. The statues have holes in the visors where the arrow and dart mechanisms are located.

**Sarcophagi:** The sarcophagi are plain, sealed and can't be opened without the use of stone mason's tools and someone proficient with the use of them. The sarcophagi all have a coat of arms and a name carved at the foot end facing the room. The names are: 1) Engel Rocque, 2) Dietz Schermerhorn, 3) Kordel McKian, and 4) Hagen DeYoung. If the adventurers do succeed in opening the sarcophagi somehow, each warrior is buried with silvered longsword.

**Wooden Chests:** There is a locked wooden chest at the foot of each sarcophagus. Each has an AC 15 and 8 HP. Each lock has an AC 19 and 10 HP. To open each lock requires a successful DC 12 Dexterity check.

**Treasure:** Each warrior in the tomb was laid to rest with some of his belongings. Some of the items included in each chest are dependent on character level.

**Chest #1:** Carved wooden holy symbol of Pelor, holy book, and a brass chalice.

Level 1 – 200 sp

Level 3 – 600 sp

Level 5 – 1,100 sp, Robe of Useful Items

**Chest #2:** Carved wooden holy symbol of Heironeous, smoking pipe, chalice with lapis lazuli gems (105gpv).

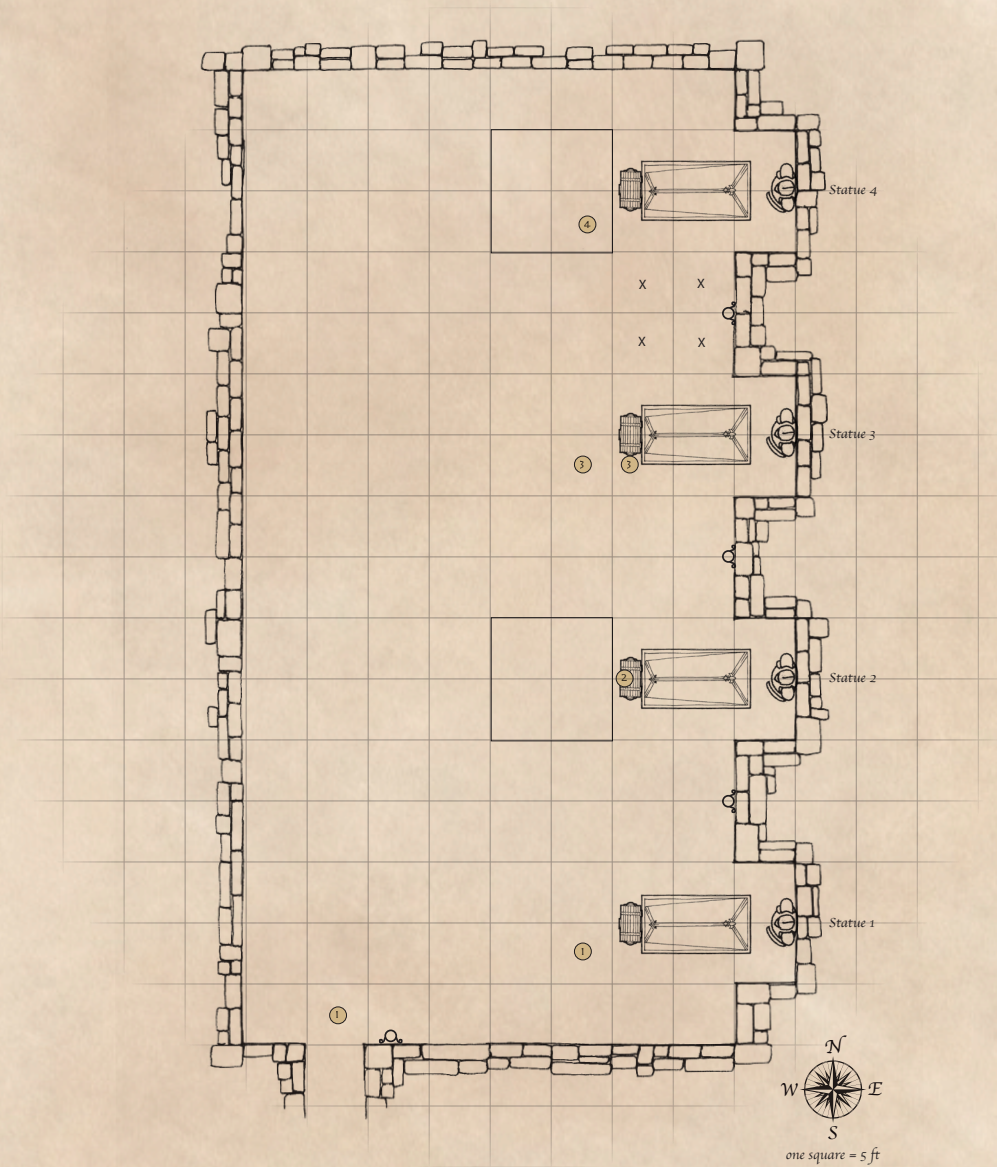
- Level 1 – 40 gp
- Level 3 – 30 gp
- Level 5 – 1,500 gp

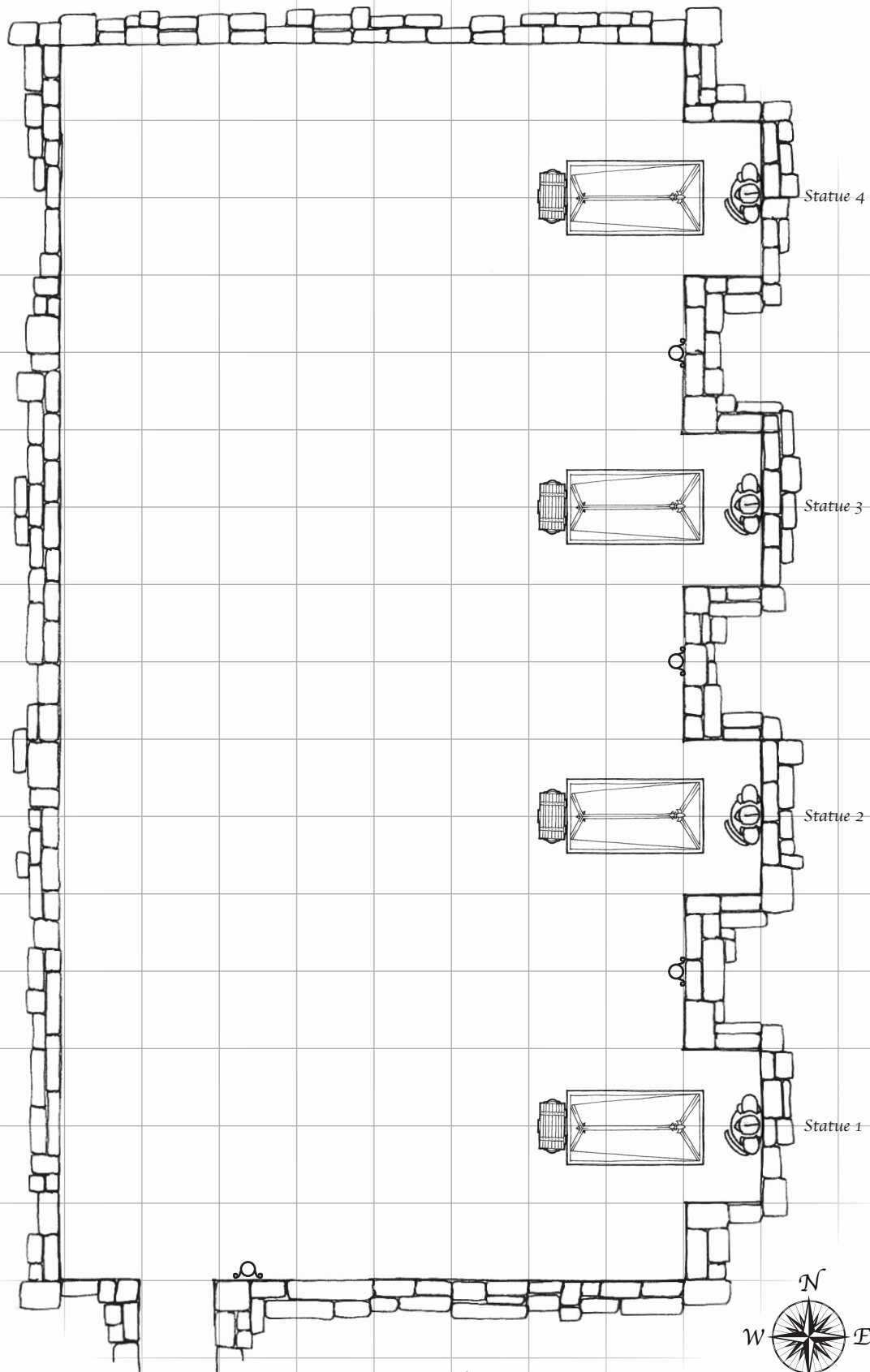
**Chest #3:** Carved wooden holy symbol of Kord, red dragon-tooth necklace.

- Level 1 – 300 sp
- Level 3 – 400 sp
- Level 5 – 400 gp, Potion of Resistance

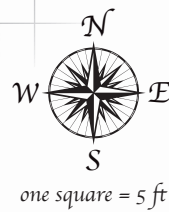
**Chest #4:** Carved wooden holy symbol of Ohad-Hai, book of family heraldry, electrum dagger (100gpv).

- Level 1 – 20 gp, 5 Hematite gems (10 gpv each)
- Level 3 – 20 gp, 10 Azurite gems (10 gpv each)
- Level 5 – 90 pp





**Forgotten Tomb**  
Enlarge 200% for 1" grid



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