

TOMB OF THE SEA DWARVES

A 8th-10th level adventure for 4-6 PCs, in a seaside town.

Something is wrong with the water...

very wrong. Black sludge is coming out of drain pipes and the water has an acrid, bitter taste. The town has sent maintenance crews into the city's water and sewer systems but none have returned. Now the mayor is asking for a brave group of experienced adventurers to root out the problem.

Unbeknownst to the townsfolk, a beholder has setup shop in the sewers and has discovered a long forgotten tomb in which it is performing necrotic experiments to raise an army of undead slaves. The byproducts and run-off of his experiments have fouled the waters of the entire town. The tomb belonged to a rare clan of sea-going dwarves that plied the seas in huge stone boats powered by dwarven magic. A cataclysmic world-event caused magic to become unstable and the majority of the clan drowned under the waves hundreds of years ago.

1 - Sewer intersection

A half-dissolved corpse lays in the muck. He is clearly a city worker that has

died from what looks like a type of acid. As the party examines the body they are attacked by a black pudding. One or two more ooze out of the nearby pipes on rounds 2 and 5. Near the pipes is a secret door that has been left ajar, leading down a hall to a small chamber with a large stone-engraved door.

2 - Key Puzzle

There is an unlit brazier in the corner that can be lit by magical or conventional means. Several iron rods in the corner about two feet in length, lay near a basin of cool, clean water. There is an anvil in the middle of the room with a keyhole in the top. It has dwarven runes on it that read:

PAAM APYXEN XAMEAA PEXAE OPAMEC XNCPXENA
TO ICMX QITAX IC ECPEN PETA PCBX
ACHAE ICMXN CXC OEI

*All-Father bless these fallen brothers
If you wish to enter this tomb
Forge your own key*

The party must forge a key with a series of skill checks at the discretion of the DM.

3 - Tomb Chamber

As the party enters the ancient tomb, a strange other-worldly voice booms:

*"Who dares to disturb my research?
Your fresh corpses will make worthy
thralls in undeath!"*

The beholder attacks! It is a typical beholder with one exception: as a swift or minor action at the end of it's turn it can use its dominate eye stalk to animate a dwarven skeleton, as long as the dominate eye stalk wasn't used in an attack during its turn. Dwarven skeletons have typical stats for a skeleton, with the exception that they are armed with battle-axes and throwing hammers. The fight starts with two of the dwarven skeletons already animated. If the party proves victorious, they find a number of ancient dwarven artifacts (DMs are free to choose any magic items with a dwarven origin).

If no attempt is made to reconsecrate the tomb, one of the artifacts will be cursed. If the dwarves are properly laid to rest, the party finds a hidden cache of gems, and none of the items are cursed.

