

# TOMB OF THE FALLEN SAVIOR

LOCAL LEGEND CLAIMS THAT 30 YEARS AGO, A MAN NAMED ARDOWYN SLAYED THE GREAT ADVERSARY, FOUGHT BACK HIS DEMON HORDE, AND SAVED THE WORLD. WHEN ARDOWYN DIED, HE WAS MEMORIALIZED IN A MAUSOLEUM OUTSIDE HIS HOME TOWN OF BELLINGTON. BUT RECENTLY, HIS RESTING PLACE HAS BEEN REPEATEDLY DEFILED, AND THE PEOPLE OF BELLINGTON HAVE HIRED YOU TO BRING THAT UNCONSCIONABLE DISRESPECT TO AN END.

## ENCOUNTERS

[INCREASE DIFFICULTY FOR HIGHER LEVELS AND/OR BIGGER PARTIES]

- A MAUSOLEUM:** 2 FLUNKIES, NOT MAGIC PROFICIENT, CAN BE FOUGHT OR REASONED WITH. WILL REVEAL THEIR BOSS HAS GONE AHEAD, AND MAY UNWITTINGLY HINT AT A PASSWORD. [HARDER: ADD FLUNKIES; GIVE THEM PETS]
- B CRYPT:** DEMON HEAD, ATTACKS TWICE ON TURN, BREATHES FIRE, BITES, FLAILS WITH HORNS, VULNERABLE TO ELECTRICITY, IMMUNE TO MENTAL EFFECTS, AVOID COMBAT WITH CORRECT PASSWORD. [HARDER: EXTEND FIRE BREATH RANGE; 2 GIANT, CLAWED HANDS ON OPPOSITE WALL COME TO LIFE]
- C BEDROOM:** 2 STRONG FLUNKIES AND 1 ENGINEER, HOKU. IF SURPRISED WITH SUCCESSFUL STEALTH AND/OR AVOIDANCE OF CRYPT'S COMBAT, FIND FLUNKIES DIGGING THROUGH DESKS/CHESTS AND HOKU FIDDLING WITH CONSOLE. CAN BE FOUGHT OR REASONED WITH. [HARDER: ADD ANOTHER STRONG FLUNKY; ADD SEVERAL WEAKER ONES; LET ONE PLANT A SMALL MIMIC]
- D GARDEN:** 1 TREE, MAGICALLY BROUGHT TO LIFE, VULNERABLE TO FIRE, AVOID COMBAT BY SUCCESSFULLY DOODGING/ESCAPING BRANCHES AND ENTERING TUNNEL. [HARDER: ADD SOME ANGRY SHRUBS; AWAKEN MORE TREES]
- E CAVE:** FORMER APPRENTICE ~ NOW BOSS ~ MURI. WARLOCK, FLINGS ROCKS FROM THE CAVE-IN AS OR WITH ATTACKS, GRADUALLY REVEALING ARDOWYN'S BURIED BODY. YELLS ABOUT HIS MOTIVATION DURING COMBAT & CAN BE APPEASED. IF DESPERATE, MAY RAISE ARDOWYN AS A MINDLESS, UNDEAD ALLY, ARMED WITH A BRITTLE, FAN-MADE REPLICA OF THE HERO'S SWORD. [HARDER: ADD FLUNKIES; OOZES CONGEAL FROM SPOILED TRIBUTES; SUMMON MAGIC FAMILIARS]

## WHAT HAPPENED 30 Years AGO

**SIGERAFF**, SELF-STYLED GREAT ADVERSARY OF ORDER, WAS A FAMOUSLY POWERFUL WARLOCK IN CONTRACT WITH EVEN MORE POWERFUL DEMONS. **MURI** WAS HIS MOST LOYAL ASSISTANT. THEY TERRORIZED THE REALM AND UNDERMINED ITS LEADERS FOR YEARS. BUT SIGERAFF REALIZED THE DEMONS EMPOWERING HIM WERE MORE DANGEROUS AND HUNGRY FOR DESTRUCTION THAN HE'D ORIGINALLY BELIEVED, AND HIS MEDDLING WITH THEM THREATENED ALL OF EXISTENCE. SO, TO RIGHT HIS WRONG, HE PLANNED TO SEAL THEM AWAY FOREVER WITH A COMPLEX RITUAL.

**ARDOWYN** WAS A YOUNG COMMAN ON THE RUN WHO STUMBLED UPON SIGERAFF'S LAIR, INTERRUPTING THAT VERY RITUAL. SIGERAFF'S SUBSEQUENT SLIP IN CONCENTRATION THREATENED TO LET THE DEMONS LOOSE. TO STOP THEM NOW, THE MAGE HAD TO SACRIFICE A LIFE, CHOOSING AMONG THOSE PRESENT ~ ARDOWYN, MURI, AND HIMSELF ~ SIGERAFF CHOSE HIMSELF. THE RITUAL SUCCEEDED, AND SIGERAFF DIED.

SEEING A WINDOW FOR REDEMPTION ~ AND RICHES ~ ARDOWYN DRAGGED THE MAGE'S HEAD AND THE SEVERED LIMB OF A GREATER DEMON TO THE NEAREST CITY, CLAIMING TO HAVE SLAIN THEM HIMSELF, THUS STOPPING A DEMON INVASION. HE LED LOCAL TROOPS BACK TO THE MAGE'S LAIR TO PROVE IT. MURI FLED, FEARING FOR HIS LIFE AND HOLDING A GRUDGE.

ARDOWYN BASKED IN THE GLORY OF HEROISM FOR A WHILE, BUT WHEN NEW CRISES EMERGED THAT HE WAS UNREALISTICALLY EXPECTED TO SOLVE, HE RAN OUT OF EXCUSES TO AVOID THEM. BELIEVING HE WAS TOO FAMOUS TO RUN AWAY, HE FEIGNED A SLOW-ACTING CURSE AND BUILT HIS OWN TOMB ~ WITH THE HELP OF ENGINEERS PAID WELL ENOUGH TO KEEP QUIET, INCLUDING HOKU ~ IN PREPARATION FOR A FAKE DEATH. HE SURVIVED INSIDE FOR YEARS, LIVING OFF OF HIS UNDERGROUND GARDEN AND OFFERINGS LEFT AT HIS MONUMENT. HE CONTINUED TO EMBELLISH HIS OWN LEGEND THROUGH WRITING AND ART, WHICH HE WOULD SNEAK UP TO HIS PUBLIC MAUSOLEUM.

ARDOWYN GREW TO BE A SYMBOL OF BRAVERY, HOPE, AND REDEMPTION, INSPIRING EVERYONE WHO HEARD HIS NAME.

## AN EVENTFUL ANNIVERSARY

OVER THE YEARS, MURI TRIED IN VAIN TO CONVINCE THE PUBLIC OF THE STORY'S TRUE HERO, BUT ONLY TURNED A FEW. ON THE 30TH ANNIVERSARY OF ARDOWYN'S DECEPTION, HE FINALLY FOUND AN INSIDE MAN TO HELP EXPOSE THE TRUTH: HOKU.

MEANWHILE, THE SHEER MASS OF ANNIVERSARY-INSPIRED DONATIONS LEFT FOR ARDOWYN HAD IMPEDED THE MECHANISM THAT ALLOWED HIM OUT OF HIS SECRET CAVE TO COLLECT THEM. WHEN TRYING TO DO SO SEVERAL WEEKS AGO, HE ACCIDENTALLY TRIGGERED A CAVE-IN THAT TRAPPED AND KILLED HIM. BURIED BY HIS OWN FAME.

NOW THAT MURI HAS FINALLY ARRIVED TO PUNISH AND EXPOSE ARDOWYN, HE FINDS THAT THE "SLAYER OF DEMONS" HAS ALREADY SLAIN HIMSELF. WHAT WILL MURI DO? WHAT WILL THE PLAYERS DO? WILL THE TRUTH SET ANYONE FREE?

**1** 15-FOOT BRONZE STATUE OF ARDOWYN IN HIS PRIME, HOLDING SWORD ALOFT. IT IS SLIGHTLY OFF-KILTER, TILTED APPROXIMATELY 10 DEGREES BACKWARDS. VISITORS COMMONLY LEAVE OFFERINGS AT THE BASE OF THE STATUE. ON THIS ANNIVERSARY YEAR, THE GIFTS PILE HIGHER THAN EVER. HEAVY CASES OF WINE, BAGS OF GRAIN, ARTWORK, FLOWERS, DECORATIVE VASES, AND KNICK-KNACKS BURY THE STATUE UP TO ITS LOWER CHEST.

**2** GRAND MARBLE MAUSOLEUM, WITH STAIRS LEADING UP TO ITS ENTRANCE. ONE OF ITS TWO LARGE DOORS IS OPEN. ON THE OTHER, A SYMBOL IS MESSILY SCRRAWLED IN RED PAINT.

**3** SMALL MUSEUM HONORING ARDOWYN'S ACCOMPLISHMENTS. PAINTINGS, ARTIFACTS, AND PLAQUES DETAIL ARDOWYN'S TROUBLED EARLY LIFE, HIS INSPIRING TURN TOWARD HEROISM, AND HIS TRAGIC DEATH FROM A SLOWLY DEBILITATING ARCANE CURSE LEFT BY HIS ADVERSARIES BEFORE THEIR DEFEAT. AT THE CENTER OF THE POLISHED MARBLE FLOOR, AN ORNATE RECTANGULAR DESIGN CORDONED OFF BY VELVET ROPE SUGGESTS ARDOWYN'S FINAL RESTING PLACE. ON THE FAR WALL, A LARGE TAPESTRY HANGS FROM CEILING TO FLOOR, DEPICTING ARDOWYN'S FINAL MOMENT OF VICTORY OVER THE GREAT ADVERSARY AND HIS MIGHTIEST DEMONS.

**4** HIDDEN BEHIND THE TAPESTRY, A HEAVY STONE DOOR HAS BEEN BLASTED OPEN. A DARKENED SPIRAL STAIRCASE DESCENDS BEHIND IT.

**5** STEPPING INTO THE CRYPT, FOUR TORCHES LIGHT UP ONE-BY-ONE AROUND A LARGE STONE CASSET IN THE CENTER. A RELIEF OF ARDOWYN IS CARVED INTO THE TOP OF IT. WEAPONS BELONGING TO THE SAVIOR HANG FROM LEFT AND RIGHT WALLS. TWO CHAIRS SHAPED LIKE GIANT DEMON HANDS FLANK THE ENTRANCE.

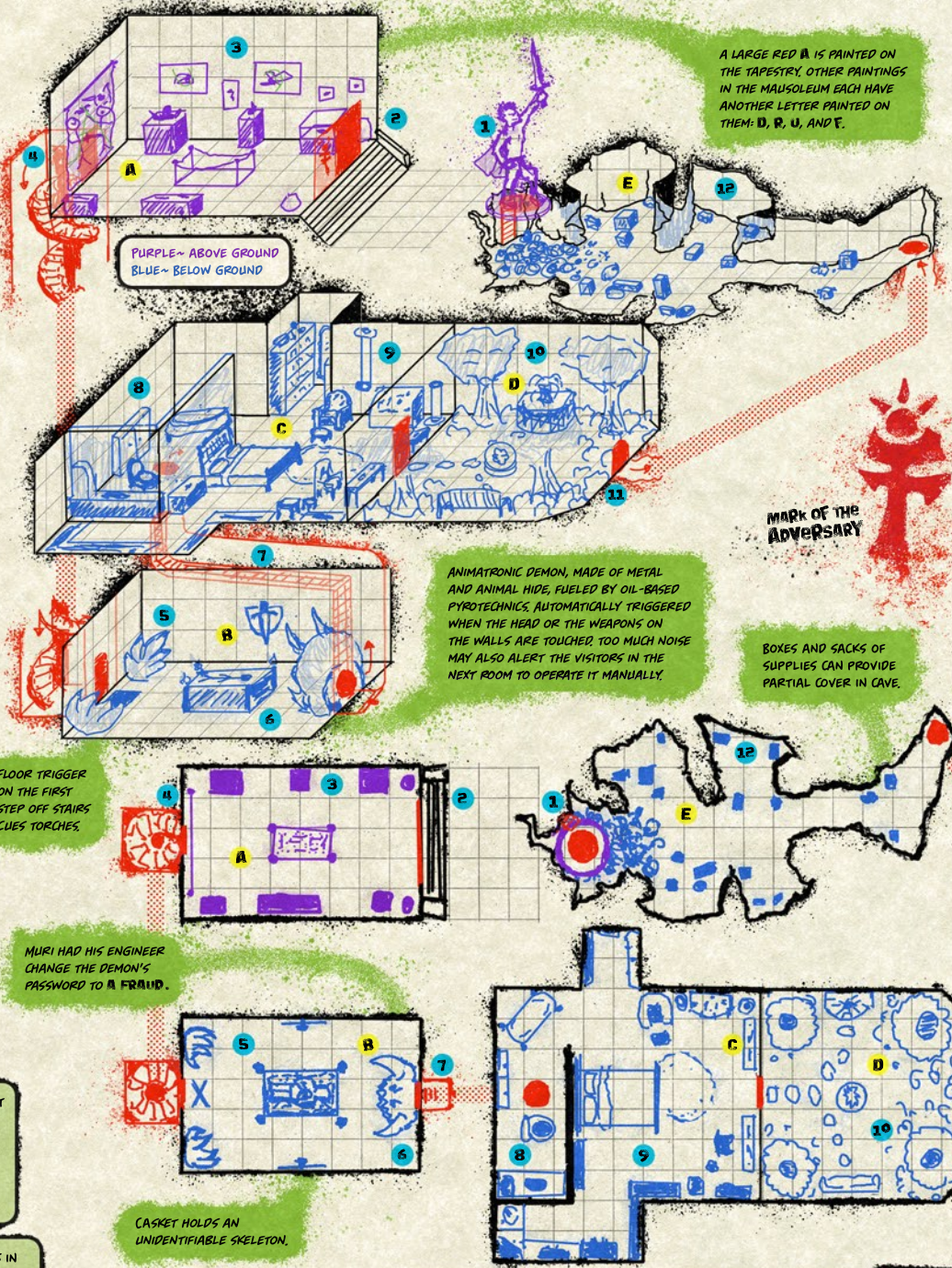
**6** A DEMON'S ENORMOUS, TERRIFYING HEAD IS MOUNTED ON THE WALL OPPOSITE THE ENTRANCE. SHARP TEETH PROTRUDE FROM ITS CLOSED MOUTH, AND TWO GREAT HORNS EXTEND FROM ITS FOREHEAD. ITS EYES REFLECT TORCHLIGHT IN AN UNCANNILY LIFELIKE MANNER. AT SOME POINT ITS EYES FLASH, AND A FOUL STENCH COMES FROM ITS MOUTH AS IT ASKS IN A MONSTROUS VOICE: "WHO GOES THERE?" UNLESS ANSWERED CORRECTLY, IT BELLOWS, "BE-GONE!" FLAMES LICK THE BACK OF ITS TEETH BEFORE IT UNLEASHES ITS FURY.

**7** THE DEFEATED OR SATIATED DEMON'S MOUTH HANGS OPEN, CREATING A 5X5-FOOT SPACE TO CRAWL THROUGH. INSIDE SMELLS RANCID AND FEELS WET, AND A SMALL DRAIN CAN BE FOUND ON THE FLOOR. A LADDER AGAINST THE WALL LEADS TO A GRADUALLY UPWARD-SLANTING TUNNEL, WHICH ENDS IN A HOLE OVERHEAD.

**8** THE HOLE OPENS INTO A FANCY BATHROOM. NEXT TO THE HOLE ARE FRESH SCRAPE MARKS ON THE FLOOR, LEADING TO A FREE-STANDING GOLDEN TOILET A FOOT AWAY. ONE PORTION OF THE WALL, NEAR THE CLAW-FOOTED BATHTUB, OPENS UP TO A BEDROOM.

**9** BEAUTIFULLY ADORNED BEDROOM AND STUDY. FANCY CLOTHES FILL A CLOSET TO THE LEFT. SHELVES TO THE RIGHT OVERFLOW WITH BOOKS, WRITING AND PAINTING IMPLEMENTS COVER SEVERAL DESKS, ALONG WITH PILES OF SCROLLS. IN ONE CORNER IS A CONSOLE WITH STRANGE MECHANICAL CONTROLS AND TWO PERISCOPES, WHICH CAN SPY BOTH DOWN INTO THE LOWER CRYPT AND UP INTO THE MAUSOLEUM. TO THE RIGHT IS A SMALL KITCHEN. ACROSS FROM THE BED IS A COMPLETELY GLASS WALL WITH A GLASS DOOR IN THE MIDDLE.

**10** UNDERGROUND GARDEN, UNKEMPT AND OVERGROWN. A BIG TREE STANDS IN EACH CORNER, STONE FOUNTAIN TO THE LEFT, AND BENCH TO THE RIGHT. A MAGICAL HALF-SPHERE GLOWS, SUN-LIKE, IN THE MIDDLE. WATER DRIPS FROM THE CEILING. UPON ENTERING THE GARDEN, A DARK FIGURE MAY BE SEEN DUCKING BEHIND THE BUSHES AT THE REAR AND SENDING OUT SEVERAL BOLTS OF MAGIC INTO THE ROOM. ONE HITS THE SPHERE, SHATTERING IT WITH A BRIGHT FLASH, THEN PLUNGING THE ROOM INTO DARKNESS. OTHER BOLTS HIT THE TREES, BRINGING THEM TO LIFE.



FLOOR TRIGGER ON THE FIRST STEP OFF STAIRS CUES TORCHES.

MURI HAD HIS ENGINEER CHANGE THE DEMON'S PASSWORD TO A FRAUD.

CASKET HOLDS AN UNIDENTIFIABLE SKELETON.

ANIMATRONIC DEMON, MADE OF METAL AND ANIMAL HIDE, FUELED BY OIL-BASED PYROTECHNICS, AUTOMATICALLY TRIGGERED WHEN THE HEAD OR THE WEAPONS ON THE WALLS ARE TOUCHED. TOO MUCH NOISE MAY ALSO ALERT THE VISITORS IN THE NEXT ROOM TO OPERATE IT MANUALLY.

BOXES AND SACKS OF SUPPLIES CAN PROVIDE PARTIAL COVER IN CAVE.

A LARGE RED A IS PAINTED ON THE TAPESTRY. OTHER PAINTINGS IN THE MAUSOLEUM EACH HAVE ANOTHER LETTER PAINTED ON THEM: D, R, U, AND E.

**12** ROUGH DIRT CAVE. AT THE FAR END IS A PILE OF ROCKS AND SOIL FROM A CAVE-IN. ON THE CEILING ABOVE IS A FLAT, STONE CIRCLE. TOWARD THE FRONT OF THE CIRCLE, A TINY SLIVER OF SUNLIGHT CAN BE SEEN, AGAINST THE FAR WALL IS A PARTIALLY-DESTROYED LADDER AND A LEVER NEAR THE CEILING. A SHRIVELED HUMAN ARM IN FANCY GARMENTS STICKS OUT OF THE RUBBLE.

## Sources of Relevant Information

- FLUNKIES [LIMITED INFO ABOUT "FRAUD"]
- ENGINEER HOKU [DIRTY CONSCIENCE OR HERE UNDER DURESS]
- ARDOWYN'S WRITINGS [BOREDOM, CRAVING FRESH AIR]
- FORMER APPRENTICE MURI [VENGEFUL, SELF-RIGHTEOUS]

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