

The
**Lost Tomb of the
Dwarven Prince**

Thorsteinn Mar





Design: Thorsteinn Mar

Proofing: Bergthora Gudjonsdottir

Acknowledgements: Helgi Mar Fridgeirsson, Hjalti Nonnuson

Playtesters: Pall Bjarnason, Brynjar Sigurdsson, Hlynur Steinson, Saevar Snorrason, Sindri Traustason

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THE LOST TOMB OF THE DWARVEN PRINCE

ABOUT THIS MODULE

The Lost Tomb of the Dwarven Prince is designed for 4-6 level 1st-3rd level PCs and non-evil alignment, a good balance of character classes is advised. It takes place in the Forgotten Realms, in the area around the village Triboar, as described in The Storm King's Thunder. The module can be run using any setting where you'd find a small village and woodland mountains nearby. All encounters can easily be modified to fit either a larger or a smaller party.

As an earthquake uncovers an entrance to a long-forgotten tomb many adventurers set out to discover what riches it may hold. But the tomb is dangerous, and something seems to have woken up those who lay there in coffins and sarcophagi. Can your PCs brave the Lost Tomb of the Dwarven Prince and survive it?

This book is meant for the Dungeon Master and refers the Player's Handbook, Dungeon Master's Guide, Monster Manual and The Storm King's Thunder. Spells and items are described in the Player's Handbook, magic items can be found in Dungeon Master's Guide and stat blocks for monsters and villains are in the Monster Manual, unless otherwise noted.

ADVENTURE BACKGROUND

Torhild Flametongue founded the dwarven kingdom Besilmer in -4420 DR in the Dessarin Vale. The kingdom encompassed the whole vale and a part of the High Forest. Besilmer was founded above ground, for Torhild firmly believed that while dwarves toiled underground they would never earn other races' respect. His goal was therefore to form communities and to prosper through superior craftsmanship. Torhild had one son, Torarinn, whom he loved dearly. Torarinn was trained as a warrior and had a retinue of the kingdom's greatest fighters and paladins that fought beside him. When Torarinn was still young Torhild gave his son the legendary sword Flametongue, the weapon the Torhild had been known by. After this Torhild chose to use the famous axe Orcsplitter.

Every year the kingdom came under an attack by trolls from the Evermoors. Repeatedly the dwarves fought them off, but since the kingdom had no centralized fortification it was a lucrative target for all sorts of villains and monsters.

A century after Besilmer's founding the underground fortress city of Tyar-Besil was built, as response to the constant threat that trolls, giants and other monsters



poised to the kingdom. Torhild oversaw the building of the fortress city himself, making sure that every dwarven settlement had means to enter the city in case of an attack.

In one of the many attacks by the trolls of Evermoor, Torarinn Flametongue, was killed by a huge troll chieftain, later brought down by king Torhild. His father mourned deeply his only son and had a beautiful tomb built in the Sword Mountains, overlooking the Dessarin Valley, and had the prince's sarcophagus enchanted, so that if evil ever invaded Besilmer, he would rise again alongside his warrior retinue and defend the realm.

One year a clan of hill giants attacked Besilmer and the king Torhild, still mourning the loss of his only son, met their leader in a one-on-one combat. Torhild was killed in the combat and the realm was plundered by its enemies.

Many dwarves fled south and joined the Fallen Kingdom and Tyar-Besil was eventually abandoned by -4160 DR.

The tomb of Torarinn Flametongue was soon forgotten and after series of earthquakes hit the region, sending avalanches and landslides down the sides of the Sword Mountains, the tomb was hidden away for many ages.

RECENT DEVELOPMENTS

Few months ago, the Alhoon Val'Xootiz and his retinue of warlocks and warmongers came to Kryptgarden forest through the Underdark and took over Old Gnawbone's (or Claugiyliamatar) lair in Deeping Cave, in the dragon's absence. Recently their evil influence has been tainting the forest and all the inhabitants of the woods have felt their presence. Even the goblins are starving, since game has retreated, and other sylvan creatures have moved southwards. Until now only the inhabitants of the forest have been aware of the changes in the forest.

An earthquake hit the Sword Mountains and uncovered the entrance to the lost tomb of Torarinn Flametongue. The news has spread quickly throughout the Dessarin Vale and many adventurers have braved the tomb, even people in nearby villages, eager to get rich by plundering a tomb of a dwarven king. Still, the tomb had proven to be more dangerous than anticipated and few have returned, and no one has returned with the many riches it is supposed to hold.

ADVENTURE OVERVIEW

The PCs learn about where to find a long-lost tomb, seemingly filled with treasure and waiting to be plundered. Once there they find that the tomb is not only trapped and dangerous, but a troupe of goblins along with other adventurers have already found it as well. It will take brawn, brains and courage to explore and escape the Lost Tomb of the Dwarven Prince.

TRIBOAR

Triboar is described in detail in the Storm King's Thunder modules, see p. 53-58. Familiarize yourself with the town. The following are added locations to the town's description.

T26: Scented Candles

East of T10, south of T23.

Scented Candles is the candle store of Rarovina Ilmandar and her wife Joyvene di'Talia. The store is small, but the variety of candles is great. Though most customers by regular white candles and lamp oil, the couple try hard to get their scented candles business growing. Unbeknownst to Joyvene Rarovina invested almost all their money, which consisted mostly of the di'Talia dowry, in the small house and a very small candle production.

T27: Priests home

North of T22, west of T20.

Recently Garmund of Shadowdale, cleric of Kelemvor, and his family took up residence in Triboar. They moved into a small farmhouse near the graveyard, where Garmund and his oldest son, Olaf, have been tending the graves and offered locals burial services. Garmund's wife, the halfelf Yiriala, took ill recently, shortly after Garmund left Triboar investigating rumors of undead prowling in where the Sword Mountains and the Kryptgarden forest meet. Olaf has been desperately trying to find someone who can help him locate his father and bring him word about Yiriala.

GETTING THE PCs INVOLVED

Here are a few adventure hooks for the characters. Feel free to add to them or make up your own.

Hook a: The heroes overhear two adventurers speaking about the recently discovered tomb. One of them has a map leading to the tomb, but both adventurers are very drunk, and both fall asleep with the map lying on the table. The adventurers say that



this is a tomb of some forgotten dwarven royalty and is probably filled with gold and treasure.

Hook b: A desperate woman, Joyvene, pleads the PCs to find her wife. She hasn't heard from her in a tenday, after she rode on what she calls a foolish adventure, in hope of finding an old tomb of some long-forgotten dwarf where the Kryptgarden Forest meets the Sword Mountains. Her wife, Rarovina Ilmandar, a candle merchant down on her luck, told her she'd return in five days.

Hook c: A young boy, Olaf, stands by the city gates and asks the PCs if they've seen his father, he's about 6'8" and has a beard. He left Triboar a few days ago, in search of a grave or something like that, but he hasn't returned. He said he'd only be away a couple of days and his mom is sick. His father, Garmund, is a cleric of Kelemvor who heard that undead had been sighted around the Sword Mountains, especially where the mountains meet the Kryptgarden forest. Olaf wants Garmund to return and heal his mother.

Hook d: Urgala Meltimer, the Northshield House's innkeeper, asks the PCs if they know Laron the bard, for one the PCs remind her of the minstrel. Laron left a few days ago, leaving much of his stuff behind and asked Urgala to keep it safe for him. The bard said he heard that nearby, where the Kryptgarden Forest meets the Sword Mountains, an old tomb had resurfaced after an avalanche. He owes Urgala for the room and she doesn't know what to do with his gear.

RUMORS IN TRIBOAR

The merchants, caravan guards and town guards are friendly towards the PCs, long as they treat them in kind. They are eager to share stories, especially over a mug of ale in any of the taverns and inns of Triboar. Feel free to add to these rumors and hearsays.

There are many ruins and tombs of long forgotten dwarven families supposedly in the Kryptgarden forest, though few dare to enter the woods.

Old Gnawbone has been sighted soaring above the Kryptgarden forest. (False)

The Lord Protector doesn't seem eager to send out patrols to see what happened to Torgrim.

Caravans have spotted heavily armored zombies wandering not far west of the Long Road.

Garmund of Triboar, cleric of Kelemvor, rode out of town a few days ago, stocked with holy water and other undead banes.

Zombies are becoming a problem around the Black Maw Bog bridge, reports from caravan say. (False)

Laron, a known Waterdhavian minstrel, left the Northshield House in a hurry one morning, saying that he'll return soon with pockets full of gold.

Giants have been a problem in Phandalin, many merchants report. (False)

The trolls of Evermoor are uneasy and travel along the Evermoor way has become more dangerous than before.

Goblins in Kryptgarden Forests seem to have gathered and marched southwards, rangers report. (False)



TRIBOAR AND THE DESSARIN VALE

GETTING THERE

Finding the Lost Tomb without a map or good directions can be a hassle. The PCs can find a map in the Northshield House, left by two drunk adventurers, and Urgala Meltimer is willing to part with the map for 3 gps. With a successful **DC 12 Charisma (Persuasion) check** the PCs manage to haggle the price down to 2 gps.

The PCs can also get a decent sense of where the tomb is to be found by speaking to Olaf, Garmund's son. His father told him where the zombies had been sighted in case he didn't return. Olaf is friendly to anyone who presents a holy symbol of a good aligned god, his father is training Olaf to become a cleric of Kelemvor and has taught the boy about the many gods of Toril. If the PCs do not present or display a holy symbol of a good aligned god, Olaf isn't eager to talk. With a successful **DC 10 Wisdom (Insight) check** the PCs feel that the boy doesn't trust them, and they need to convince him to tell them about his father's quest. With a successful **DC 10 Charisma (Persuasion) check** the PCs manage to convince him to help them out.

The PCs can also speak to Joyvene di'Talia, Rarovina Ilmandar's wife, but she can be found in her wife's

candle-shop, Ilmandar's Candles. The shop isn't doing too well, since the market for candles in Triboar isn't as large as Rarovina hoped for when she opened the shop. She has spent all the money her father-in-law, a noble in Waterdeep, loaned her and didn't see that her candle-business would pay off enough so that she could repay the loan. Therefore, after listening to a couple of adventurers talk about the Lost Tomb, Rarovina decided to head out for herself in hope of finding the tomb and claim its treasures. Joyvene, hopelessly in love with Rarovina, begs the PCs to save her foolish wife and she is willing to pay them each 50 gps, if they bring her back safe. With a successful **DC 13 Intelligence (History) check** the PCs know the di'Talia's, a former merchant family in Waterdeep that bought their way into the nobility. With a successful **DC 12 Charisma (Persuasion) check** the PC can get Joyvene to promise them 60 gps each for Rarovina's safe return. Joyvene knows that Rarovina planned to investigate the eastern slopes of Sword Mountains, where the Kryptgarden Forest meets the foothills of the mountains.

LEAVING TRIBOAR

Once the PCs have decided to leave Triboar in search of the Lost Tomb and they have stocked up on resources, read or paraphrase the following:



The sun shines, but gray clouds still cling to the steep sides of the Sword Mountains. Merchants shout orders to caravan guards that are getting ready to leave the town and head west towards Neverwinter through Phandalin. Somewhere a dog barks and the smell of freshly baked bread fills the air. The guards at the tower nod their heads at you.

If the PCs decide to speak to the villagers, guards or merchants each of them has something to share about the Lost Tomb, if asked about it (see the rumors). The guards also know that at least three other persons have left Triboar in search of the Lost Tomb, but no one has returned.

If the PCs want to talk to the caravan guards, the guards warn the PCs about the ogre that lives in the Black Maw Bog and that there have been some goblin attacks along the Long Road where the Kryptgarden Forest is.

TRAVELLING IN THE DESSARIN VALE

Show the players the Dessarin Vale Map and allow them to plot their course. Following the Long Road southwards allows the PCs to move at normal speed. Once they leave the road and head into the wilderness they slow down. Wagons and carts can only follow marked trails. Traveling through the foothills and the Kryptgarden Forest is at half speed. Traveling through fields and grassland is at 75% speed. Roll for weather normally (see DMG p. 109). If the PCs choose to leave the known paths they risk becoming lost, roll for wilderness navigation (see DMG p. 112), if the PCs have the map they have advantage on the navigation rolls.

BLACK MAW BOG

The Black Maw Bog is a small mire and it is not hard to trek through it. The waters are shallow and the Long Road runs in one end of it, with a stone bridge crossing a small and slow creek. However, **an ogre**, Leappaloode (see MM p.237), has built a small nest under the bridge for himself and his daughter and claims toll of anyone whom he deems a no match for his brute strength.

When the PCs enter the Black Maw Bog, read or paraphrase the following:

As you trudge on, south away from Triboar you notice that the number of flies and insects grows

steadily. You hear frogs croak and birds chirp and the air grows more humid. As the road winds slowly downwards, you notice that the land around you has changed from the green pastures and taken on a darker hue. You've entered the Black Maw Bog.

As the PCs venture on and reach the stone bridge crossing the small stream, they have a chance seeing the ogre hiding on the other side. With a successful **DC 15 Wisdom (Perception) check** they spot the ogre, as it hides beneath the bridge.

As the PC reach the stone bridge and if they haven't spotted the ogre, read or paraphrase the following:

You reach a stone bridge spanning a small and foul-smelling creek. As you step onto it a large hulking brute, brandishing a mean-looking club, steps forth and bellows: "Ye must pay Leappaloode's toll, 5 yello' coins for each of you, small'uns." The ogre points at you with its club while holding up four fingers with his other hand and waits for your answer.

With a successful **DC 12 Charisma (Persuasion) check** the PCs manage to haggle the price and get the ogre to agree on 4 gps per PC. If the PCs try to deceive Leappaloode he will become angry if he sees through their lies and raise the tax to 8 gps per PC (he counts on his fingers and finally raises 9 fingers to display his great mathematical skills). With a successful **DC 5 Wisdom (Insight) check** the PCs feel that the Ogre isn't too bright and perhaps mathematics isn't his strongest skills. If the PCs try to bluff the ogre reward good roleplaying and clever thinking. If the PCs decide to look under the bridge they can see the ogre's daughter waiting for her father to return.

If the PCs spot the Ogre they can try to go around it, but it will add to their travelling time. Trekking through the bog takes considerable time. With a successful **DC 14 Wisdom (Survival) check** the PCs manage to find a suitable path through the bog, but it will add 4 hours to their trek. If the PCs decide to move west of the bog they need to cross the stream, though it isn't rapid it is quite deep and swimming across will leave all their equipment wet. It's 30' across where it is most narrow. With a successful **DC 10 Strength (Athletics) check** the PCs manage to swim across the stream.

LONG ROAD

The Long Road is a much-traveled road that stretches from Waterdeep and north through Red Larch, Westgate and Triboar and more towns. Travelling



along the Long Road gives the PCs many chances to meet other adventurers, merchants and caravans. The road is well marked and easy to follow and, due to high traffic, relatively safe.

While travelling along the Long Road south of Black Maw Bog the PCs encounter a caravan from Waterdeep heading to Mirabar with silk, spices and exotic wares. The caravan leader, a burly human fighter named Harkor Kilar, warns the PCs about a tribe of goblins the caravan guards sighted moving around the Kryptgarden Forest.

You see a caravan ahead, moving north. As you approach a rider comes galloping and stops a short distance from you. The rider is a tower of a man, with bushy beard and eyes cold as steel. "Well met, travellers, and walk with the Helping Hand's blessing," he calls, his hand upon the hilt of his sword, "where do you come from and where have you gone? What news bring you from up the road?"

With a successful **DC 12 Intelligence (Religion) check** the PCs recognize the Helping Hand as Shaundakal, the god of caravans and travelling. With a successful **DC 12 Wisdom (Insight) check** the PCs feel that Harkor, though wary, is good natured and means no harm. If the PCs show no hostility Harkor will introduce himself and ask the PCs for their names, while the caravan slowly passes by. The caravan consists of eight wagons pulled by mules and oxen, 13 guards and 12 merchants. With a successful **DC 18 Intelligence (History) check** the PCs recognize Harkor's name, since he was a part of an adventuring party called The Obsidian Circle, which earned some fame after a successful trek through Undermountain. He is especially known for his longsword, *Winter's Touch*, a +2 Frostbrand. With a successful **DC 15 Intelligence (Arcana) check** the PCs recall that the *Winter's Touch* is a potent weapon created by the Illefarn elves and was for long believed lost, before The Obsidian Circle claimed it in the labyrinthine dungeons of Undermountain.

If the PCs are willing to trade information and warn Harkor of the ogre Leappaloode, he is very grateful and warns them about the goblins around the Kryptgarden forest. Harkor will under no circumstances part with his longsword.

"I saw a troupe of goblins moving along the edge of the Kryptgarden forest, friends. My scouts caught two of them and they were skinny and weak. Still, they fought like devils. I suggest you be careful

around the woods, though a couple of goblins aren't a hassle a score might be and especially if they are starving and willing to do anything to get their hands on some food."

Harkor doesn't know if the goblins are native to Kryptgarden forest or not, but he suspects they are. He also doesn't know and doesn't care why the goblins were so skinny. Once the PCs have asked all their questions Harkor bids them farewell.

Feel free to add more encounters along the Long Road.

KRYPTGARDEN FOREST

The Kryptgarden forest lies west of the Sword Mountains and is the domain of the green dragon Old Gnawbone. The woods are thick and dotted with dwarven ruins, remnants of Torhild Flametongue's kingdom, Besilmer. Dryads, satyrs and other sylvan creatures make the forest their home along with a clan of goblins. Trekking through the forest is not easy and the chance of getting lost much higher than on the Long Road.

With a successful **DC 13 Intelligence (History) check** the PCs know that in the year 1489 DR Claugiyliamatar's lair was raided which left the dragon gravely wounded. Among the things stolen from her was the Green Dragon Mask. The dragon's lair was supposedly in the Deeping Cave. If the PCs succeed by 5 or more they also know that Old Gnawbones had to flee Kryptgarden forest and was later offered dragonlichdom.

With a successful **DC 12 Intelligence (Nature) check** the PCs know that the forest is home to several types of sylvan creatures, e.g. dryads, satyrs and pixies. If the PCs succeed the check by 5 or more they also know that these creatures are more frequent in the southern parts of the woods.

The Kryptgarden forest is dark and forbidding, the trees seem to huddle close and the daylight struggles to break through the foliage. Busy squirrels and birds pay you no heed as you approach the woods. As you enter the forest you notice a fallen, overgrown and moss covered, rune encrusted obelisk.

A PC who understands dwarven can decipher the runes. They say: Behold beautiful Besilmar, the kingdom of Torhild Flametongue. With a successful **DC 16 Intelligence (History) check** the PCs know that the Besilmar kingdom was where Dessarin vale



is today. If they succeed by 5 or more they know that Torhild was the kingdoms ever only king.

Roll for navigation normally (see DMG p. 112). If the PCs succeed the Wisdom (Survival) check by 5 or more they come across a scene where a wounded **owlbear** (see MM p.249, only 14 hp left) has attacked and wounded a dwarven explorer, Ibram Ironaxe. Read or paraphrase the following:

You hear a roar ahead and someone shout angrily: "Til helveetes med theg, thoo fethratha ofvaxna kvekende!"

If there are among the PCs someone who understands dwarven, they understand what Ibram shouted: To hell with you, you feathered overgrown bastard. If the PCs investigate this further, read or paraphrase the following:

You enter a small glade and a bloody scene meets you. A wounded owlbear has pinned down a bloody dwarf. His black beard torn and his hands bloody. A dwarven war axe lies on the ground not far from you.

The owlbear is hungry and will fight to the death. It is wounded and has only 14 hps left. If the PCs manage to kill it and save Ibram, he is unconscious, gravely wounded but alive. With a successful **DC 15 Wisdom (Medicine) check** or the use of healing spells the PCs manage to heal and save Ibram. Once he wakes up he is very grateful. He can tell the PCs that he saw ruins in the hills north of the forest and he will offer them a Potion of Healing as payment for his rescue.

"Ye sure came in the nick of time, Moradin bless ye. I was sure that the feathered kvekende was going to be the end of me. Here, have this, it's not much, but what I have. Me name is Ibram Ironaxe, antiquarian and explorer of all things past, at yer service. What brings ye to these sad woods?"

Ibram is likeable and easy going with a hearty laughter. He has travelled far and wide and has many stories to tell and is happy to share them over a fire. He has some experience in exploring ruins and tombs and offers his advice willingly. If the PCs take time to listen to him and his stories, they have an advantage to the first Dexterity check involving disabling traps in the Lost Tomb.

There are **goblin** (see MM p.166) hunting parties in the forest. The goblins are starving since the Alhoon Val'Xootiz claimed Claugyliamatar's lair. If the PCs

met Harkor they have an advantage on both Wisdom (Survival) and Dexterity (Stealth) checks to avoid the goblin hunting parties. During daylight hours roll a d6 every 4 hours, on a roll of 6 a goblin hunting party consisting of 6 goblins is nearby. With a successful **DC 13 Wisdom (Perception) check** the PCs become aware of the goblins. If the PCs spend the night in the forest roll every other hour. The goblins fight to the death. With a successful **DC 12 Wisdom (Insight) check** the PCs see that the goblins are starving and fight like they have got nothing to lose.

There shouldn't be much game in the forest and the PCs are more likely to come across carcasses, which have been stripped clean. If the PCs go foraging (see DMG p. 111) the DC is 15.

There are many dwarven ruins and crypts in Kryptgarden forest, feel free to add some to amplify the feeling that there used to be a dwarven kingdom in the Dessarin Vale.

SWORD MOUNTAINS FOOTHILLS

The hills north and east of the Sword Mountains are rolling foothills and not hard to trek through. In many places there are ruined columns and statues, depicting long forgotten dwarven heroes, jut out from the hills, hinting at the great history of the area. With a successful **DC 13 Intelligence (History) check** the PCs know that the Dessarin Vale was a part of the Besilmer kingdom. If the PCs check succeeds by 5 or more they also know that the Besilmar kingdom was the first dwarven kingdom to be founded above ground and that the Stone Bridge is the most prominent remnant of that long-gone kingdom.

While travelling through the foothills a pair of giant **wolf spiders** (see MM p. 330) ambush the PCs. The beasts see the PCs as intruders to their domain. Read or paraphrase the following:

The mountains loom close and you can feel the air grow more humid and colder as you trudge ever higher. As you enter a small crevasse you see pebbles tumble from above. You look up and see where two hairy spiders emerge from a crevasse, both with their fangs poised to strike.

With a successful **DC 12 Wisdom (Animal handling) check** the PCs get the feeling that the spiders are simply defending their domain and fight could be avoided by choosing a different path. The spiders fight to the death, since they are defending their nests and the eggs therein.

If the PCs choose to fight and manage to defeat the



giant wolf spiders, their nest holds a small treasure, a bag of coins containing 34 gold pieces and 12 silver pieces, and a silver inlaid helm worth 50 gold pieces.

GAROVINA'S TRACKS

Garovina, not the adventurer she thought she was, became lost in the foothills and is eager to get back home. She has run out of rations and lost her bag of coins and her helm fleeing the giant wolf spiders (see above). With a successful **DC 11 Wisdom (Perception) check** the PCs hear someone sobbing not far away. If the PCs decide to investigate this further they will find Garovina, where she has found shelter in the hills. Once she sees the PCs she comes running and throws herself at them, crying in joy and thanking Waukeen, Tymora and Shaundakal. She begs the PCs to help her return home to Triboar, for her wife must be worried sick. With a successful **DC 12 Wisdom (Insight) check** the PCs feel that Garovina is desperate. If the PCs set up a price she will agree to anything, in hope that she will find the money later. If the PCs agree to take her back immediately it will add considerable time to their quest. If they invite her to join them and they will escort her back to Triboar once they've found the Lost Tomb, she will hesitantly agree, but since she has no provisions she will drain on the PCs.

However, Garovina has decent directions to where to find the Lost Tomb so she can be of some assistance, though she has learned the hard way that adventuring is not for her. The fight with the giant wolf spiders taught her that much. If the PCs have no directions to the Lost Tomb (see below) and decide to bring Garovina along, they are considered to have them now.

SWORD MOUNTAINS

The Sword Mountains are mountains in a range located on the northern shore of the Sword Coast, forming a boomerang shape, northwest of Waterdeep and east of the Mere of Dead Men. With a successful **DC 13 Intelligence (History) check** the PCs know that Uruth Ukrypt's orc horde, which attacked Waterdeep in 936 DR, came from the Sword Mountains. With a successful **DC 14 Intelligence (Nature) check** the PCs know that the western slopes are more habitable, where you can find the gnome settlement Leirithymbul and Mount Galadrym, where the dwarven clan Forgebar lives, but the eastern part of Sword Mountains are less explored and wilder.

You finally reach the mountains. The slopes are steep and bare, and the mounts' summits are covered with ice. Wind blows from the west, bringing moisture and the smell of salt. There are many crevasses and cliffs, making climbing the mountains not an easy task.

If the PCs do not have a map or have received any instructions on where to find the Lost Tomb, they will have a tough time finding it. With three consecutive successful **DC 12 Wisdom (Survival) check** the PCs discover where the tomb is. The first success reveals Garmund's camp, the second reveals the goblin tracks and the final reveals the location of the tomb. If the PCs have the map, they have advantage on the rolls and do not have to roll three consecutive successes. If the PCs have received instructions the rolls do not need to be consecutive. If the PCs have both the map and have received instructions they get a +2 bonus to the rolls.

GARMUND'S CAMP

Garmund of Kelemvor left Triboar a few days ago to explore and cleanse the Lost Tomb. Travellers and caravan guards had complained about seeing zombies along the Long Road and Garmund's investigation in Triboar lead him to set out to find the Tomb. He camped three hours away from the tomb to rest and pray.

You find a deserted one-man camp. There's a small fireplace and the hard, yellow grass is pressed down beside it. Few stones have been placed with even intervals around the camp.

A successful **DC 12 Intelligence (Investigation) check** reveals a track leading east, probably left by a heavily armed humanoid. With a successful **DC 11 Intelligence (Arcana) check** the PCs see that whoever spent the night in the camp used some sort of protection spell, judging by the placements of the stones. With a successful **DC 15 Wisdom (Perception) check** the PCs spot that a small hand holding scales has been crudely carved into a burnt stub of tree, which is in the fireplace. With a successful **DC 10 Intelligence (Religion) check** the PCs see that it is similar to Kelemvor's holy symbol.

GOBLIN TRACKS

As the PCs get closer to the tomb they come across a well-hidden path in the hard grass and gravel. With a successful **DC 14 Wisdom (Perception) check** the



PCs spot the trail. With a successful **DC 12 Wisdom (Survival) check** the PCs see that it was made by small barefooted humanoids. A successful **DC 15 Intelligence (Nature) check** reveals that the tracks were probably made by goblins. The tracks lead west and up the slope.

THE LOST TOMB

The Lost Tomb is high in a slope, just above an avalanche and pile of mud and rocks. Climbing to the entrance is hard and the PCs need to be clever.

You finally see the top of a grand but ruined entrance, one that once suited a king, now mostly hidden by rocks and debris. By the entrance two statues depicting dwarven warriors armed with warhammers stand everlasting guard. Above the entrance runes have been etched into the rock.

A PC fluent in dwarvish can read the runes, which say: Here lies the first prince of Besilmer, Torarinn Flametongue. May he ever watch over Besilmer.

Climbing up is a problem, with a successful **DC 14 Strength (Athletics) check** the PCs manage to climb up. Use of rope and pythons helps. Reward clever thinking.



THE LOST TOMB OF THE DWARVEN PRINCE

The Lost Tomb was hidden under a landslide, but a recent earthquake uncovered the entrance. With a successful **DC 12 Intelligence (Nature) check** the PCs can see that an avalanche cleared the earth from the entrance. However, there are still large rocks, debris and mud in the entrance and to enter the Lost Tomb the PCs need to crawl and squeeze in. With a successful **DC 10 Dexterity (Acrobatics) check** the PCs manage to wriggle through the hole and enter the Lost Tomb.

TOMB FEATURES

Unless otherwise noted the following are the tomb features. The tomb is well built by dwarven master stone masons and the corridors are wide and easy to traverse. With a successful **DC 12 Intelligence (Stonecunning) check** a dwarven PC quickly spots that the caves were built by dwarves and considerable time and effort was put into building the tomb, fitting a king.

FLOORS AND WALLS

The floors and walls are worked and even.

DOORS

All doors are sturdy and made of iron-wrought

wood, though the wood itself is decomposed. Unless otherwise noted all doors are locked. The doors can be unlocked with a successful **DC 13 Dexterity check**, using thieves' tools. With a **successful DC 17 Strength check** the doors can be kicked or pried open.

VISIBILITY AND LIGHT

Unless otherwise noted all halls and rooms are unlit and dark.

THE LOST TOMB

1. ENTRANCE HALL

The tomb's entrance hall is 30 feet long and 10 feet wide. The walls are decorated with murals and bas-reliefs depicting Torhild, his son Torarinn and Torhilds reign as the king of Besilmer. There are six pictures, each showing a certain event in their life. The floor is laid with red marble tiles, with grey and dark veins.

The long hallway reaches into the darkness. Daylight trickles through the hole, casting strange shadows into the hallway, making the red marble floor almost seem like flowing with blood. There



are many faded but beautiful murals and bas-reliefs on the wall, mostly showing a regal dwarf holding a flaming broadsword.

The first picture on the right shows Torhild's Flametongue's inauguration. He has short cropped beard, with a large braid from his chin. His crown is simple, golden circlet inlaid with one ruby. A dwarven woman, wearing robes with Moradin's holy symbol, stands behind Torhild. With a successful **DC 15 Intelligence (Arcana) check** the PCs recognize the crown as the Lost Crown of Besilmer.

The first picture on the left depicts Torhild, young Torarinn and the Stone Bridge being built. Torhild wears the robes and leather apron of a stonemason. His beard has grown longer. Torarinn is perhaps six or seven years old.

The second picture on the right shows Torarinn and a retinue of dwarven warriors and paladins fighting scores of trolls. With a successful **DC 13 Intelligence (Nature) check** the PCs recognize the surrounding landscape as the High Moor.

The second picture on the left show Torarinn armed with a flaming sword battling a large blue dragon. With a successful **DC 13 Intelligence (Arcana) check** the PCs recognize the weapon as Flametounge, Torarinn's legendary flaming sword.

The third picture on the right shows Torhild and Torarinn in a large underground city. With a successful **DC 14 Intelligence (History) check** the PCs know that this is the fortress city of Besilmer, Tyar-Besil, built around -4320 DR.

The final picture depicts Torarinn locked in melee with a massive troll chieftain, armed with large and nasty looking flail. Torarinn's beard is long and flowing. The dwarven prince lies in a moor, with the troll chieftain and his flail poised to strike. Torarinn tries to defend himself with Flametounge. With a successful **DC 12 Intelligence (History) check** the PCs know that this is the last battle of Torarinn, he fell and so did the dwarven kingdom few years later.

At the end of the hall are heavy double doors, adorned with the Flametongue rune (show the PCs handout 1 and give them time to memorize it, don't give the handout to them). With a successful **DC 13 Strength check** the PCs manage to push the doors open.

Few steps lead down into next room.

2. MAIN HALL

The main hall is large and decorated with many

stone columns in the shape of a vigilant armed dwarves, wearing heavy armor and holding shields. Their faces are stern but the ceiling rests atop their helmets. In the middle of the hall stands an obelisk, runes adorn every side of it. There are three exits, each with no door but runes have been etched in the door frame above each exit. North is Path of the Anvil, the rune above the door frame stands for Anvil. The exit that leads east is Path of the Gold, the rune above the door frame stands for Gold. The exit that leads south is Path of the Tome, the rune above the door frame stands for Tome.

You enter a large hall, so large that you can't even see where it ends. The hall is filled with stone columns, each column has been carved in the likeness of a large vigilant dwarven warrior. Each holds a shield and wears a heavy armor, though the runes and emblems on each warrior differ from column to column. The ceiling, mere 7 feet above, rests upon the dwarves' helmet. As you move forward you see an obelisk in the middle of the hall. Runes have been carved to the sides of it.

If there's a dwarf among the PCs or someone who can read dwarvish translating the runes is easy. They say:

Behold the glory of the first prince of Besilmer, behold the glory of Torarinn Flametongue, for one is the other.

Let our honorable prince look over our kingdom from Eriacknor, as he watched over us in life.

Woe unto you, ye fools and greedy, for ye has no place here, among the watchful of the first prince of Besilmer.

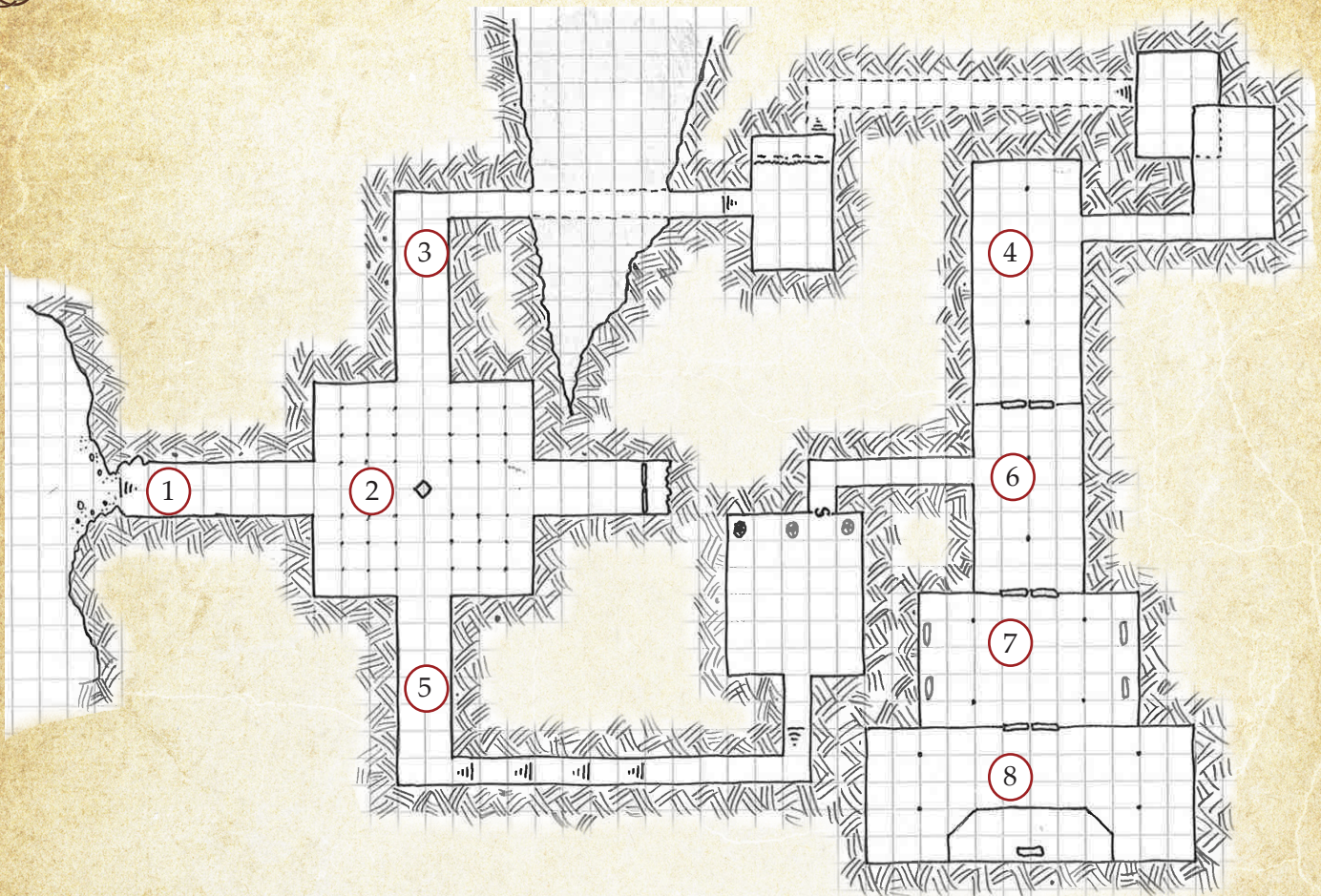
Step forth, ye wise and steadfast, ye Soulforger's kin and pay yer respect.

Each sentence can be found on every side of the obelisk, always the same. This text refers to the three exits and warns those who do not choose the Path of the anvil or Path of the tome.

Path of the Anvil leads to room 7. Path of the Tome leads to room 3. Path of the Gold leads down a short hallway, where a decorated double door stands, the bas-relief on the door showing Torarinn Flametounge standing in a sea of coins and other treasure. The door is a dead end, but the floor contains a trap, a **locking pit** (see DMG p. 122). The pit is 10 feet wide and 20 feet deep. There are three **stirges** (see MM p.284) in the hole, that attack immediately.

3. PATH OF THE ANVIL

Path of the Anvil includes a few physical tests that dwarves would easily pass. The path tests all physical



attributes. Reward clever thinking with advantages on the tests.

You follow the hallway; the walls are smooth and a true testament to dwarven master stoneworkers. The walls are decorated with murals and bas-reliefs showing hard working dwarves, toiling at anvils, in workshops and mines. Finally, you enter a large and a very deep cave. A narrow stone bridge crosses the drop. A dark entrance is on the other side.

The bridge is 30 feet across. With a successful **DC 10 Dexterity (Acrobatics) check** the PCs manage to get over the bridge. If the PCs decide to use ropes or any other means to be safer, award their clever thinking. A failed check is followed by a **DC 10 Dexterity save**. A failed save means that the PC drops 80 feet down. A successful save means that the PC manages to cling on to the bridge, with their feet dangling over the ledge. If anything passes over the ledge a **Swarm of Bats** (see MM p. 337), one sleeping under the bridge, will wake up and attack.

You cross the bridge and find a stairway leading down. After a short walk you enter a small square room. In one end there's a strange green pool of

mist. Two statues, one presenting a dwarven female warrior, the other a male dwarven cleric, stand beside the pool. Both statues turn to face the sickly green mist.

There are no hidden doors in the room. If the PCs investigate the statues they will find that the warrior bears the Flametongue's rune (show them handout #1 again), while the cleric holds the holy symbol of Moradin.

The PCs need to climb down into the pool and find their way along a 60 feet long corridor. With a successful **DC 12 Wisdom (Perception) check** the PCs notice small foot and hand holds in the walls, hidden by the mists. The climb is 10 feet. The mist is poisonous, making it impossible to see further than 5 feet and the hallway is difficult terrain. With a successful **DC 13 Constitution save** the PCs ignore the poisonous effect for 1 round, becoming **poisoned** on a failed save.

On the other side of the misty corridor is another square room. In the other end of the room is an elevator that needs to be manually operated. The elevator is old and rusty.

As you step out of the green mist you see another square room. At the other end is an old and rusty



elevator, with all sorts of cranks and levers.

With three successful **DC 12 Strength checks**, +1 for every PC in the elevator the PCs manage to pull themselves to the Catacombs, every success pulls the PCs 20 feet up. If the PCs decide to lubricate the rusty parts, e.g. with lamp oil, the DC is 10 +1 for every PC in the elevator. The PCs can work together. A failed roll means that the PCs lose the ropes and the elevator falls. With a successful **DC 10 Strength save** the acting PC manages to grab the ropes and stop the fall. If the save fails, the PCs drop down. The elevator itself gives the PCs resistance to the falling damage. Reward clever thinking.

4. CATACOMBS

The Lost Tomb's catacombs are lined with burials and shelves holding the physical remains of the warriors that died alongside Torarinn Flametongue fighting the trolls in Evermoor. The catacombs are 50 feet long and on the other side is a locked double door. To open it the PCs need to assemble the key, which is in the form of the Flametongue rune.

A heavy rotten stench fills this long room. The walls are lined with shelves where you can see the final remains of hundreds of dwarven warriors. In the other end of the room is double door and a rune-encrusted urn.

Soon as the PCs reach the other door the first dwarven **skeletons** (see MM p.272) climbs from one of the shelves and attacks. In the second round 2 more skeletons join the fight, in the third round 3 skeletons and so on. If the PCs decide to loot the dead, the number of skeletons that wake-up doubles. All weapons are mundane but were obviously of high quality. The weapons and armor are all rusted and not useful.

The door on the other side of the room is magically locked. The door has a small frame where the PCs need to insert something. In a bowl beside the door is the key, but it is in eight parts (see handout #2). The PCs need to assemble it and use it to unlock the door. Each part needs to be inserted in the right place on the door, so that the parts depict the Flametongue rune. Adding one part is a move action. Adding three parts takes a full round.

Once the PCs have managed to assemble the rune and open the door, the zombies cease their attack and crawl back into their shelves. The door leads to room 6, Flametongue's Memorial Hall.

5. PATH OF THE TOME

The Path of the Tome challenges the mental skills of the PCs. The Path tests knowledge that was common among Besilmer dwarves. Reward clever thinking.

You follow the corridor to a stairway, leading up. The steps are smooth and obviously built by dwarven master stone masons.

One of the steps is trapped with a trapdoor. A dwarf PC can easily recognize the change in the stone. With a successful **DC 10 Intelligence (Stonecunning) check** the PC spots the trapped step. The trapdoor is spring loaded and closes after a PC has triggered it.

If a PC triggers the trap, she falls 15 feet down and lands in a dead **Gelatinous cube** (See MM p. 242). There's a recently dead goblin in the cube. Though the cube is dead, the acid is still potent. Roll for damage each round a PC is trapped in the cube.

At the end of the staircase is a large room. A PC with more than 11 in Passive Perception can hear that a battle is going on above them. As they reach the rectangular room, they see where Garmund, the Kelemvor cleric from Triboar, is fighting a group of **goblins** (see MM p. 156) and is hard pressed. Unless the PC have taken precautions to use stealth, read or paraphrase the following:

As you enter the large room, dominated by three dwarven statues, you see where a dark haired Illuskan, his cloak bloody in three places, is being attacked by 7 skinny goblins, 4 goblins lie already dead by his feet. Most of the goblins are only wearing loin cloth and brandishing crude spears. One of the goblins is wearing a tattered armor and holding a short sword, barking orders to the other goblins. Not far from the fight stands a bare-chested female goblin, holding a glowing crooked staff decorated with a couple of raven feathers, she clutches a bone symbol and closes her eyes in a prayer. "By Kelemvor, help me, friends," the Illuskan calls as he swings his mace, missing a goblin by an inch. The goblin leader turns his head and grimaces as he spots you.

The goblins are 20 feet away from the entrance. There are 5 goblins, 1 goblin boss and a female goblin cleric of Maglubiyet. The female is a goblin boss with Wisdom 12 and the following spells (Save DC 11): *0 - Guidance, Light, Sacred Flame, Resistance, 1st level - Bane, Bless*. The goblin cleric has already cast Bless and Light.



The boss orders three goblins to attack the PCs. If the PCs manage to kill at least four goblins or either the female cleric or the boss, the goblins surrender. The female is a cleric of Maglubiyet. The goblins are starving and hoped to find some valuables in the Lost Tomb. A character that speaks goblin can get some information from the goblins. With a successful **DC 12 Charisma (Intimidation) check** the goblins say that in the last few weeks game as been dying or disappearing from the Kryptgarden forest. The goblins don't know why.

Garmund (**human priest**, see MM p. 348) is injured after the fight and out of spells. He urges the PCs to push forward, but he plans to return to his camp. He asks the PCs to not disturb the slumber of the dead, and says: This is obviously a sacred tomb, take nothing with you and let the dead rest in peace. Garmund doesn't know much about the tomb, other than it is dwarven and probably for a king. He doesn't read dwarven.

There is a masterfully hidden door in the other end of the room, one that only appears once the PCs have answered the statues' questions. With a successful **DC 15 Intelligence (Investigation) check** the PCs spot a faint outline in the wall. With a successful **DC 22 Intelligence (Arcana) check** the PCs see that the secret doors are magically locked. A Knock spell could open it.

The three statues all depict dwarven scholars, wearing robes with the holy symbol of Dugmaren Brightmantle. With a successful **DC 12 Intelligence (Religion) check** the PCs recognise the symbol. Soon as a PC touches a statue all open their eyes and ask in a booming voice their questions in dwarvish. If the PCs studied the murals in the entrance hall and the obelisk they have advantage on the following skill rolls.

First question: **What was the name of the Besilmer capital?** With a successful **DC 14 Intelligence (History) check** the PCs know that this was Tyer-Besil. Soon as the PCs have answered the statues ask their next question.

Second question: **Where did the giants that murdered our prince come from?** This is a trick question. With a successful **DC 14 Wisdom (Insight) check** the PCs know that this question is untrue, since Torarinn was killed by the trolls of Evermoor. As soon as the PCs have called out the statues bluff they ask their next question.

Third question: **Who are ye to step forth and visit our prince's sacred resting place?** This refers to the text on the obelisk. With a successful **DC 14**

Charisma (Persuasion) check the PCs convince the statues that they are steadfast and wise.

Once the PCs have answered all questions the secret doors are revealed and open. They lead to room 6, Flametongue's Memorial hall.

If the PCs fail to answer the statue's questions correctly the door won't open. The statues can only ask their questions once per day. The doors close after 10 minutes.

6. FLAMETONGUE'S MEMORIAL HALL

The Memorial hall isn't large, but it contains many murals and statues showing the Besilmer prince. Many of these show the prince holding his legendary sword, the Flametongue. The statues show the prince with his warrior retinue, alone or with his father, the king. There are also two heavy gold-wrought tomes telling the saga of Torarinn. The books are worth 100 gp each in the hands of dwarven historians, e.g. the dwarves at the Hospice of Marthammor Duin near Deadsnow in the Silver Marches would love to get their hands-on books like these.

The door leading to the Guard room is covered in runes. With a successful **DC 15 Intelligence (Arcana) check** the PCs see that there are some of the runes that are enchanted. The runes say in dwarvish: Take no evil with you, ye steadfast and wise. Let the dead rest in peace, ye fools and greedy.

Evil creatures entering through the door are affected with a Bane spell, unless they make a **DC 13 Charisma saving throw**.

7. CAPTAIN ROOM

The highest-ranking captains in Torarinn's retinue and died beside the prince in the Evermoors were laid to rest in the captain room. There were four who received this honor, all laid to rest in decorated armors and with their weapons. Soon as a non-good aligned PC enters the captain room the skeletons rise from the coffins and attack any non-good aligned PC.

Four decorated coffins stand before you. Each is iron-wrought and depict proud dwarven warriors, high ranking officials judging by their armor. A large door is in the other end of the room. Flametongue's rune is displayed prominently on it, laid in silver and gold.

There are four **skeletons** (see MM p. 272). The skeletons are lawful good, with armor class 15 and 25 hit points each. The skeletons are armed with



axes and spears. In the coffins are 35 gold pieces, 1 bracelet with an inlaid bloodstone worth 50 gp and a silver medallion with the holy symbol of Moradin worth 125 gp.

With a successful **DC 13 Wisdom (Medicine) check** the PCs can see that these dwarves died in battle, there are scars and broken bones beyond what could be attributed to time.

Opening the large door takes effort, since they haven't been opened for years. With a successful **DC 15 Strength check** the PCs manage to push the door open. They can work together.

8. TOMB OF THE DWARVEN PRINCE

The tomb of Torarinn Flametongue is a magnificent place. A stone sarcophagus stands on a pedestal and the legendary Flametongue sword rests on a shelf not far away. Three chests stand by the pedestal, each filled with coins and art objects. The sarcophagus is opened, because ever since the earthquake Torarinn has been awake. He is bewildered and will attack any non-good aligned PC entering his tomb, believing the trolls are back to attack him. If there are any dwarves in the party, he will shout and command them to defend their prince against the trolls he believes are coming after him.

Read or paraphrase the following:

You enter a large chamber. In the other end you see a beautiful sarcophagus, inlaid with gemstones, silver and gold. There are three chests standing by the pedestal. Beside the pedestal, on a small shelf, a magnificent sword rests, decorated with intricate runes and ivory handle. Warmth emanates from the sword.

If the PCs decide to investigate this further, read or paraphrase the following:

As you move closer you see that the sarcophagus is open. A mummified dwarf, wearing a silver crown, steps forth from behind the pedestal. "So, ye bastards from the Evermoors, have ye cometh to finish me? Have ye cometh to end me? Oi, yer not them blasted trolls. Who are ye and why have ye woken me? Speak now, intruders, or ye never see the sun over Besilmer again."

Since the mummy is good aligned, it does not attack immediately. In fact, all it wants is to be laid back to rest. The prince woke up from the dead because of Val'Xootiz coming to Kryptgarden forest and tainting it with the alhoon's evil aura.

If the PCs decide to speak to Torarinn and try to reason with the mummy prince, he does not know why he was called from Moradin's realm. With a successful **DC 12 Wisdom (Insight) check** the PCs feel that the prince only wishes to go back to sleep.

If the PCs figure out that they could use Garmund's help now and go fetch the Kelemvor cleric, reward them with an Inspiration.

If the PCs attack, Torarinn will defend himself. All the while the combat lasts he will scream curses at the foul trolls and cursed beings of Evermoor. If the PCs step back and try to parley with the dwarven mummy, he will only respond to dwarven characters or to those who speak dwarvish.

If the PCs investigate Torarinn's sarcophagus, there are many runes there and enchantments that might give them hints of why the prince woke up. With a successful **DC 13 Intelligence (Investigation) check** a PC fluent in dwarvish will figure out that the prince is tasked with waking up if some terrible evil invades Besilmer. The spells power seems to have diminished through the ages and Torarinn woke up bewildered and had no idea why he had woken up. If the PCs mention this to him and tell the mummy that his task is to defend Besilmer or Dessarin Vale, Torarinn will sigh and tell the PCs that he is not the warrior that he used to be. However, if they have treated him with respect, he will offer them to take Flametongue if they vow to rid the Dessarin Vale of whatever danger that woke him up.

If the PCs fight and win Torarinn they can loot the chests. None of them is trapped. Together they hold 250 gp, 570 sp and art objects worth 180 gp. The prince's crown is worth 540 gp.

The shelf holding the Flametongue is however trapped. With a successful **DC 20 Wisdom (Perception) check** the PCs spot the trap. With a successful **DC 18 Dexterity check** the PCs manage to disarm it. If the PC take the sword without disarming the trap the roof in this chamber will start to fall in. As rocks and stones start falling on the floor, it becomes a difficult terrain. In 3 rounds the roof will have completely fallen in. Every round the PCs spend in the tomb calls for a **DC 14 Dexterity save**. On a failed save the PC suffers 2d6 dmg, no damage on a save.

If there are still PCs in the tomb itself after the 3rd round they get buried under the collapsing roof.

CONCLUSION

Once the PCs have dealt with Torarinn, either by defeating the mummy or helping it go back to rest, they can return to Garmund's camp or Triboar. They



should have enough money and a magical item in their hands to continue their adventures in Dessarin Vale.

RETURNING TO TRIBOAR

If the PCs saved Garmund his son Olaf will be extremely thankful and tell everyone in the village that the PCs are the heroes that saved his father. For three days the PCs have advantage on any Charisma-based checks made when dealing with the people of Triboar. Garmund will try his best to heal Yiriala, but to no avail. Her health will continue to deteriorate.

If the PCs went to look for Rarovina the candle merchant and bring her back safely her wife will be ecstatic seeing her again. Rarovina will try to haggle her way out of whatever she promised the PCs. Joyvene will however scowl at her wife and promise to pay Rarovina's debt, though she can't there and then. However, she will send a letter to her father and explain the situation.

If the PCs got the map from in the Northshield House and return to the inn, Urgala will ask them how their adventure was and share some of her own stories. She will be eager to hear all about the tomb and wonder if there are more like it in Kryptgarden forest or the mountains.

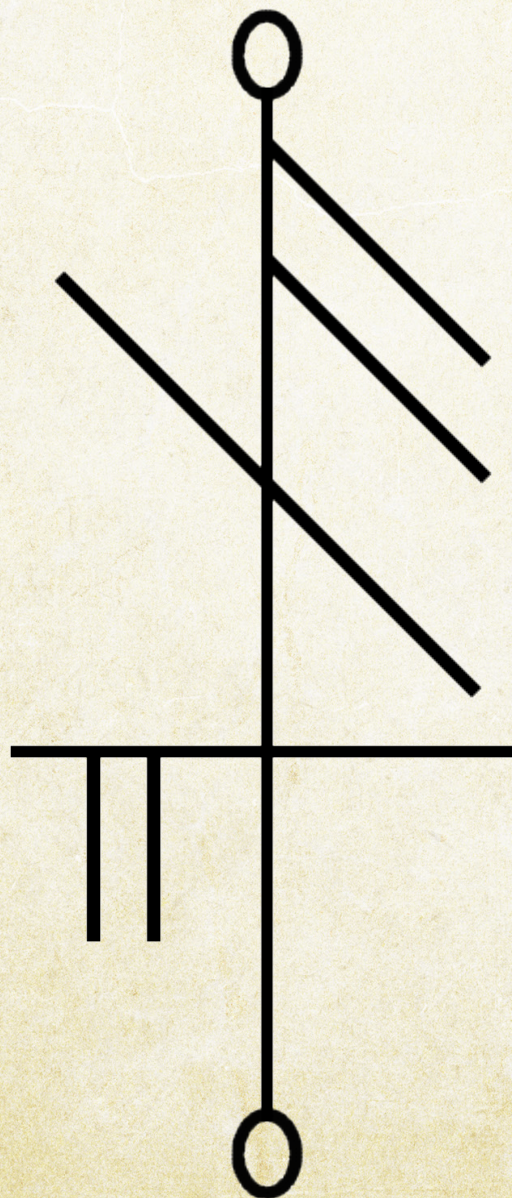
If the PCs set out to find Laron, the bard from Waterdeep, they return empty handed, with no clues of what happened to him. Laron happened to see where the Alhoon emerged from Deeping Cave, but got captured and is held in the undead's lair.

The PCs should also have heard some news about the events in Kryptgarden Forest that could interest them, and they perhaps would like to investigate further.



APPENDIX - HANDOUTS

TORARINN FLAMETONGUE'S RUNE





HANDOUT 2

Cut along the lines

