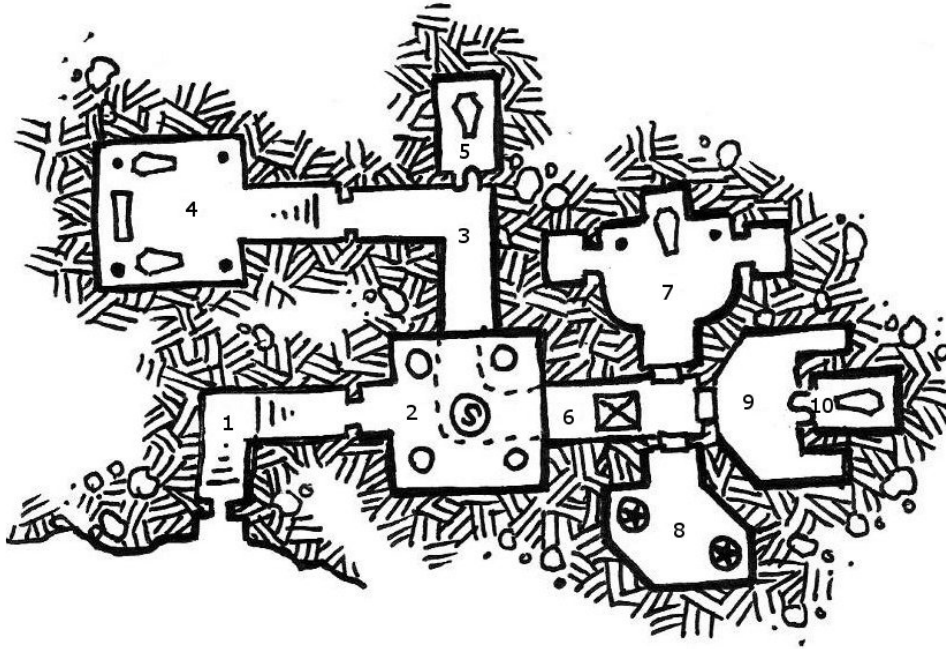


The Crypts of Titch

The PCs are sent to retrieve a weapon from a dwarven tomb, and in the process discover a family secret.



Hook:

The PCs are instructed to retrieve a weapon from the tomb of Boran Hornhold in the Dwarven city of Titch. They are told that the weapon in question will rest on the sarcophagus of “the son.” The purpose of the weapon is up to the DM.

Background:

Boran Hornhold was one of four sons born to a nobleman. Boran’s wife, Eleana, sat on the dwarven council, while Boran became a merchant. They had one son, Rothar, who died as a child. Boran also had a secret mistress who also bore him a son. This son also died before he could be married, and both mistress and bastard son preceded Boran in death. Both the mistress and illegitimate son were buried by Boran in the family crypt in secret chambers. The weapon that the PCs have been instructed to retrieve is actually on the sarcophagus of the illegitimate son, in a secret room, though both sons have weapons laid on their sarcophagus, as is the Hornhold tradition for unmarried men.

Room 1: Crypt Entrance

The stairway down is decorated with frescoes of a dwarf man and woman (Boran & Eleana) engaging in ancient dwarven courtship rituals.

Special Features: None

Room 2: The Upper Chamber

There are five statues in this room, all of dwarves. The central statue is Boran’s father, while the other four are Boran and his three brothers. There is a secret entrance to the lower crypts concealed below the central statue.

Special Features: Secret door (Perception, Moderate DC) leading to the hallway intersection between rooms 3 and 6.

Room 3: West Hallway

The right wall of this hallway is decorated with frescoes of a dwarf man (Boran) dressed as a merchant, in various trading negotiations. The left wall’s frescoes depict a dwarf woman (Eleana) sitting on a dwarf council.

Special Features: Secret door at the turn in the hallway (Perception, difficult DC) leading to Room 5: The Mistress’ Crypt.

Room 4: Boran & Eleana’s crypt

The frescoes from the hallway continue into this room. At the far wall, there are two sarcophagi; to the left is Eleana’s and to the right is Boran’s. Between the sarcophagi stands an 8’x8’ fresco of the dwarf man and woman on their wedding day.

Special Features: None

Room 5: The Mistress’ Crypt

There is barely enough room for the sarcophagi that occupies this room. The walls lack any decoration, though the sarcophagi depicts a dwarf woman who does not resemble the woman depicted elsewhere in the crypt. If the characters open the sarcophagus, they will find a magical ring on the left ring finger of the body inside. Removing the ring triggers the undead body to awaken and attack.

Special Features (2): Combat – Lurker; Treasure – magical ring (on the corpse’s left ring finger)

Room 6: North Hallway

The frescoes on this hallway depict a young dwarf boy.

Special Features: Pit trap (p. 2)

Room 7: Rothar’s Crypt (legitimate son)

The frescoes of the dwarf boy continue into this room. The wall behind the sarcophagus depicts Father, mother, and son. The small rooms to the left and right are empty, but the walls depict mother and son, and father and son, respectively.

Special Features: There is a mundane warhammer resting on the sarcophagus

Room 8: The Statue Room

This room contains two statues, both of dwarf boys. One is obviously Rothar, and the other is unknown (the illegitimate son). Dungeoneering (moderate DC) will reveal that the unknown statue is of a newer style.

Special Features: None

Room 9: The Family Tree

There is a huge tree carved into the wall opposite the door. The rest of the walls, ceiling, and floor is ornately carved with dwarven names. With a successful History check (Easy DC), it can be ascertained that this is a family lineage.

Special Features: Secret door (Perception, difficult DC) to Room 9: Crypt of the Illegitimate Son

Room 10: Crypt of the Illegitimate Son

As soon as the door is opened, a male voice booms in Dwarven, “DO NOT DISTURB MY SON!” Two animated statues (Dwarven Crypt Wardens) attack immediately. Like the mistresses’ crypt (Room 5), this crypt is featureless, save for the likeness of a dwarf boy on the sarcophagus. This likeness matches one of the statues in Room 8. The sarcophagus is also inscribed, in Dwarven, with the words “No less a son.”

Special Features (2): 1. There is a magical warhammer resting on the sarcophagus. 2. Combat – Brute (2)

Pit Trap

Suddenly, the floor drops out from under you.

Trap: Trapped floor tiles drop away into a pit.

Perception

Difficult DC

Trigger

When a creature enters a pit square.

Attack

Immediate Reaction Melee

Target: The creature that triggered the trap

Attack: Level +3 vs. Reflex

Hit: Target falls into pit, takes (Level x d10) damage, and falls prone

Miss: Target returns to the last square it occupied and its move action ends immediately.

Effect: The trap can no longer be triggered and is no longer hidden.

Countermeasures

Thievery (Hard DC): An adjacent character can disable the trap.