



*It Came From
The Shadow
Realm...*

Krillo's Tomb

Synopsis

Krillo's Tomb is a one-shot adventure for four level 3 characters. The adventurers are hired to enter into a catacomb to discover the treasures inside before a rival faction of thieves can get there first. Their employer, a goblin named Krillo, offers them all of the treasure that they find inside, and only asks to keep the relics and magic items. Can the heroes enter into Krillo's Tomb and escape with their lives? There's only one way to find out!

This adventure is broken up into 6 scenes and an introduction, which are divided up between three maps which are used multiple times as the scenes change.

Printable Adventure

Krillo's Tomb is a ready to play adventure that contains printable handouts, maps, and miniatures. It contains four simplified character sheets for four players, making it perfect as an introductory game, a one-shot adventure, or a supplement to an ongoing campaign.

Its as easy as Print, Cut, Assemble, Play!

New Mechanics

Krillo's Tomb uses Stealth Mechanics and Code Breaking Mechanics not found in the source material. The players are able to use stealth to sneak past guards, and use it to hide from the vicious monsters that await them in Krillo's Tomb. The players are also able to break a code of dwarvish texts, written in the dwarvish language. They must interpret the meanings of messages hidden throughout the tomb to aid them in discovering riches and danger alike.

The Krillo's Tomb was made with these mechanics in mind, however, it can be played without them. The stealth missions can be skipped or substituted with a fight. Similarly, the Code Breaking sections can be skipped altogether, or you can give the players the solution to the code. The solution to each code is given within the details of each scene.

Adventure Hooks

Being contracted out as mercenaries, the players can be brought into this adventure easily, either by Krillo contacting them directly, by finding a sign on a bounty board, or by stumbling upon Krillo's camp.

If you want to introduce themes in advance, you can introduce Krillo at a local library or tavern, or place him into a crowd overlooking one of the adventurer's battles, where he might remember them as powerful heroes.

Scene 0: Krillo's Quest

The players are given the mission to enter into a dwarvish catacomb to discover what lies inside. A previous group of scholars and workers entered inside, but quickly discovered the place was trapped, and was forced to exit. Since then, the excavators have not allowed anyone in for fear of traps, and have left guards protecting the entrance.

The excavators have hired a mercenary group of archeologists to de-trap the catacomb, but will take weeks for them to arrive. Krillo believes that a group of thieves are soon to hear about this mess, and have hired the Players to sneak into the catacombs to get whatever is inside first.

Krillo was part of the initial team of excavators, and has some information about the catacomb. It was built by dwarves just over a thousand years ago to protect some unknown object of power. It was protected by a spell that erased its name from the texts and memories of everyone, which most recently elapsed its duration.

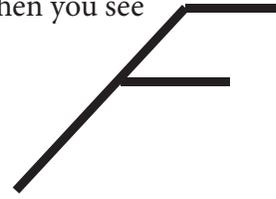
It was in the central room that an archeologist was injured by a trap, in a long corridor that begins with sarcophagi and ends with a circular door.

Written on the walls of each area within the catacombs is a coded dwarvish script written on the walls. Krillo has done his best to translate many of the letters, and especially warns the players of one symbol which they must be careful of, which means both Life & Death. Krillo knows there is more, and gives the Players the tools to decode the script. (Give the players the four Dwarvish Script Handouts.) Even dwarves will need Krillo's help to decode the scripts found on the walls, as the language is coded. Rewards

Krillo offers them a 100 gold coins to sneak into the catacombs and discover the secrets inside. He says that they can keep any coin that they find, but any artifacts or magical items belong to him. If they are able to keep themselves from killing anyone, he offers to add another 100 gold coins upon their return. He hands them each a club in case they need to fight with non-lethal force.

The first task the players will have is sneaking into the catacombs. Krillo informs them that the guards are largely human, and if they stick to the shadows during the night then the guards will have trouble seeing them.

Dwarvish symbol for Life, & for Death,
beware when you see
this rune.



Roleplaying Krillo

A former adventurer himself, Krillo is a goblin scholar who is on a quest to discover everything about the world. He is pragmatic, curious, and not above breaking the rules. Although he enjoys violence, he detests the bloodshed of other humanoids, even going so far as to pay the Players extra if they can keep themselves from killing anyone.

Krillo is 3ft tall with green skin and no hair. His feet are abnormally large, and he always carries a collection of long rolled-up papers the stick out from his backpack. On his hip is a small harmonica, and he wears a breastplate that looks like it once belonged on the shoulder of a much larger creature.

The company of excavators he is with are well-meaning, but inexperienced in the ways of the world. Unaware of the pending threat and refusing to listen to reason, they have forced Krillo to act in secret for their own benefit.



Krillo, the Bard

Scene 1

The Excavator Guards

In this scene, the players are attempting to sneak into the catacombs through the church that stands above it. A small number of guards are sat in stationary positions, and all are humans with no dark vision. The guards have not had anyone try to enter into the area, except a few of the excavators that have become lost trying to find their way back into camp. They will refuse to let anyone inside the church, but they are slow to anger and will generally try to help anyone who asks for it.

The first time the players are caught, the guard will ask them if they are lost, and will attempt to direct them back the way they came.

If the players attempt to force their way through, or are caught repeatedly trying to enter, the guards may become angry. They may take them to the small jail they have set up, or they may try to send them away with force. If any of them believe they are in danger, they will yell for help and draw their weapons. If they are attacked by surprised, they will yell for help during their first turn, but otherwise won't alert the other guards unless a loud noise is made.

Stealth

The players will have to navigate around the guards if they want to enter in without a fight. This will involve using stealth checks to move quietly, as well as distracting the guards and staying in the shadows.

An aware or suspicious guard will automatically succeed on any perception check to see any creature that is standing in bright light while within 60ft of them and in their field of view. They have advantage on checks to see a creature within 30ft, and disadvantage beyond 60ft. They have advantage on checks to hear a sneaking creature within 15ft of them, and disadvantage beyond 30ft.

See the expanded stealth rules in the Rules Section for information on guard states, senses, and distractions.

Area General Features

The players enter into the guard encampment on a moonless night. All is dark, save for the glowing torches of the guards. The guards have pitched tents around the small church, and their loud snoring can be heard from far away.

Excavator Guard

Medium Humanoid (human), Neutral Good

Str Dex Con Int Wis Cha

15(+2) 14 (+2) 14 (+2) 12(+1) 10 (+0) 9 (-1)

Armor Class 17 (Chain Shirt & Shield)

Hit Points 11 (2d6+3)

Speed 30ft.

Skills History+3, perception +2, Athletics +4

Passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Actions

Long Sword. Melee Weapon Attack: +4 to hit, one target. Hit: 5 (1d6+2) slashing damage

Areas

Area A: The entrance into the church grounds. A stack of boxes leads up the cliff face.

Area B: One of the guards tents are here. Inside a guard is snoring while fast asleep.

Area C: An incline with a small plateau in the center in which a guard sits half-asleep. He has an unlit torch in his hand.

Area D: Two closed tents emanate snores, and an empty jail with no guards.

Area E: A roaring campfire sits in front of the church, lighting up to 60ft away. A guard sits with his back to the church facing the fire.

Area F: At the top of the ladder, a guard is pacing back and forth while carrying a torch, clearly lost in thought.

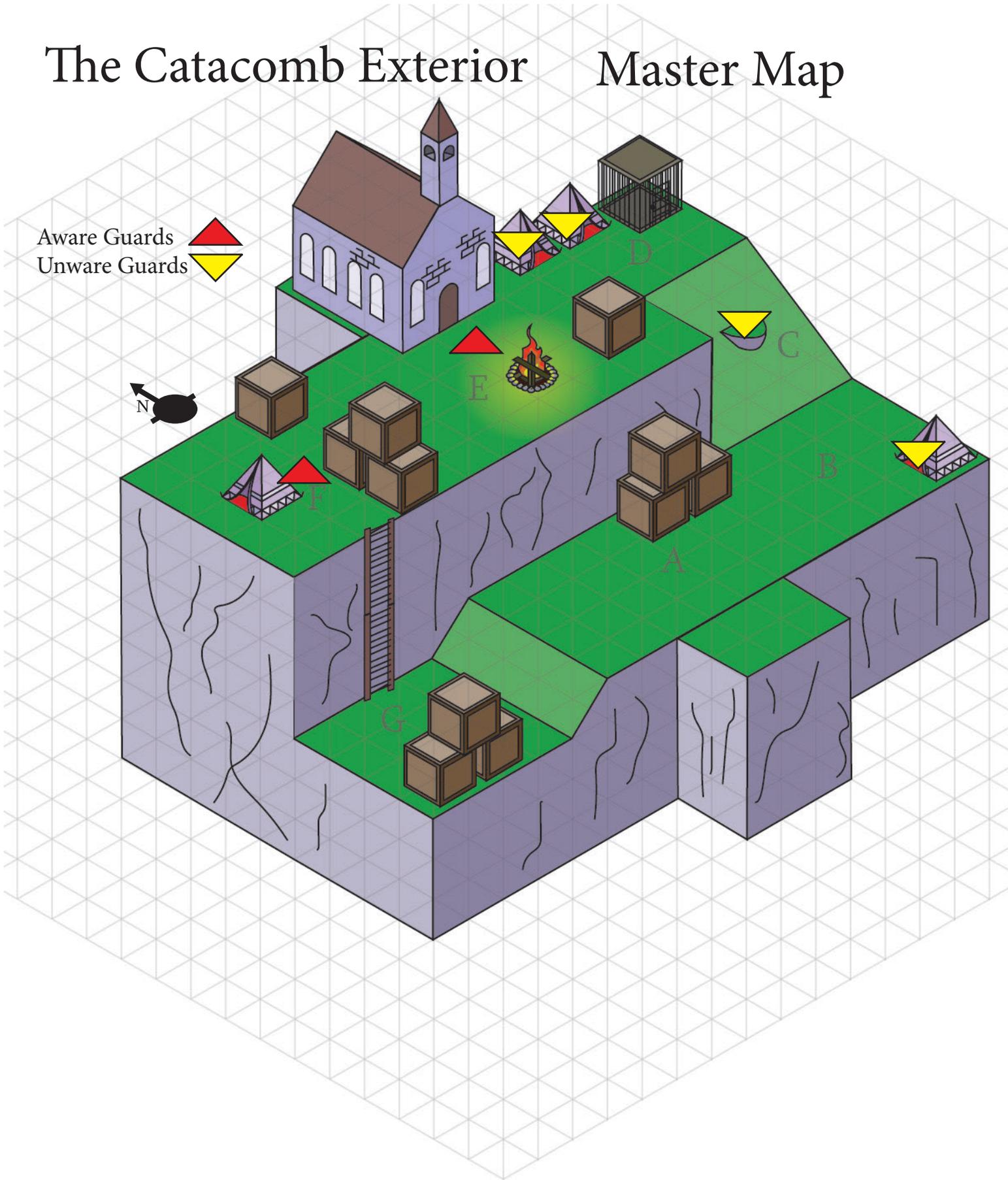
Area G: A 20ft ladder leads up the cliff face.

Aftermath

Once inside the church, a long set of stairs take five minutes to travel down, and the catacombs are so deep that the players can rest assured that even very loud noises won't reach the surface. If they made a lot of noise entering in, or fought their way inside, they will hear people heading towards them, and will have to rush into the church before they are overwhelmed. If they entered quietly, they can take a quick rest while they travel down.

The Catacomb Exterior

Master Map



Scene 2:

Traps and Texts

In this scene, the players enter into the main halls of the catacomb. They are able to get themselves familiarized with the location they will be in, as well as loot the environment, check for traps, and decipher dwarvish scripts. As they enter in, they see streaks of blood leading from the center of the hallway and out the entrance, reminding them of the traps. The area is large, composed of several rooms which have excellent acoustics, allowing the players to hear one another regardless of where they are.

When entering into each room, reveal to the players the symbols marked on the wall through the symbol cutouts.

Dealing with Traps

These halls are filled with traps, which have warnings in the environment as well as warnings in from the dwarvish script. When a trap is set off, the players will hear a audible “Click” from within the walls, floor, or ceiling, and will be given the opportunity to react. They are able to move five feet, cover their faces, attack, or anything they think will help them survive. After their reaction, the trap will take an action to attack, then immediatly reset.

General Room Description

These halls are large and open, with high ceilings. A uniform hue of pale yellow canvases every room, and a thin layer of dust sits on every surface. The halls are completely dark, with the only light being that which the players bring with them.

Area A: The Sarcophagi

The first third of the long main hall is contains four sarcophagi, each with the image of a dwarf imprinted on the top, and each dwarf wearing different clothing representing; An Armored Fighter, a Rich Thief, a Reading Wizard, and a Praying Cleric. The sarcophagi are sealed shut, with no apparent means to open them. Each sarcophagus has dwarvish code written on them, and yet more codes are written on the wall.

Traps: The Sarcophagi are pressurized. If damaged, they will expel an acidic salt, dealing 1d6 acid damage to anyone within 5ft.

Message: Beware Resting Dead.

Secret: Inside all of the sarcophagi are empty clay jars. In the center of the Warriors sarcophagi is a clay jar containing a heart.

Area B: The Trapped Hallway

The second third of the long main hall is a large square of soft dirt, with a foot of stone along the wall. A patch of blood lays over the south side where someone had recently been wounded. Dwarvish letters are written on the wall.

Trap: The entry way is covered with soft dirt. When the dirt is disturbed, spikes will emerge from the ground at the place of the disturbance, then slid back under the dirt. Anyone standing in the dirt will be stabbed for 2d6 piercing damage.

Warped Wall: Although the wall is not technically “Trapped,” the ground and wall are warped in such a way that traveling along it will eventually cause the person to become unbalanced, causing them to fall onto the dirt. This warping is especially apparent in the middle, but requires a DC15 Perception Check to find.

Message: Death Follows

Area C: The Door

The final third of the long main hall is bare, except for a large circular door that stands at the end. The markings of a Star stand in the center. The door is covered with 12 dwarvish words written around its circular edge, which seem to combine with words above the door to form a sentence. The door appears to be able to twist, and as it does, the messages seem to change. There is a door leading into a magical darkness that cannot be pierced by dark vision.

There is no distinction between the right and wrong answer, so players must be careful to choose the right one.

Trap: The door can be spun open, but always leads into magical darkness. The false doors are filled with sticky rope. If the players pull away while attached to the rope, or attempt to remove it by pulling, it will expel a poisonous gas that fills the area for one minute, dealing 2d6 poison damage to anyone who starts their turn within the gas.

Message Answer: Seek True Pass

Area L1: The Ritual Room

The lower half of the left room is filled with shelves holding tightly wrapped scrolls, candles, and blood stained daggers. In the center of the room is a large blood-stained pot which appears to be fastened to the ground.

In addition to containing a coded dwarvish script, the walls contain a strange hieroglyphic that portrays two men sacrificially bleeding themselves into the pot with silver daggers.

At the west side of the room, three silver ornamental daggers are placed in a line against the wall.

The entire room is very slightly tilted towards the south, and the players can feel that the ground is especially smooth in this area. Looking to the south, a series of stone spikes jet from the ground.

Trap: This room is tilted to the south, which has a series of spikes. When the center dagger is taken off the wall, or placed into it, water floods in from the roof on the north end, and characters slip and fall into the spikes. With a DC 20 perception check, a player might find the source of water at the north side of the wall. Players who use their reaction to grab onto something solid will be safe. After six seconds, the water stops flooding. Anyone who slips into the spikes will suffer 1d6 damage.

Message: Death Arrives Center Weapon

Secret: If two characters were to bleed themselves with the silver daggers into the pot, a clay jar containing a liver will materialize inside.

Area L2: The Wrapping Room

The upper half of the left room has an altar in the center with an imprint of a laying dwarf carved in the center. Stone tables are covered with rolls of fresh bandages, and a series of empty clay jars.

The roof is domed and covered with stone spikes that jet out.

Trap: The ground is covered with spring loaded floor tiles that launch people into the spikes above if any weight is placed onto the altar. Everyone in the room, except for the the one on the altar, will be launched into the spikes and suffer 1d6 damage.

Message: Sleeping is Life

Area R1: The Statue's Face

The lower half of the right room features a prominent statue of the upper torso of a man, with one arm holding a Mirror outstretched. The statue is large, with a base of 30ft by 30ft, and a 20ft tall head.

Trap: The Mirror in the statues hand is trapped. A steel string is attached to the bottom, and pulling it out causes the mirror to exude razors, dealing 1d6 damage to anyone holding it. Players who drop the mirror will take no damage.

Message 1: Beware Forbidden Mirror

Area R2: The Statue's Back

The upper half of the right room features a prominent statue of the upper torso of a man from the back, with a large halo connected to his spine.

A series of 12 lockboxes are embedded into the back wall. They appear unlocked, with a handle for pulling.

Trap: A series of lockboxes are embedded in the wall, and certain ones are real, while others are traps. Whenever a trap chest is opened, they are immediately triggered. The real ones correspond to the runes marked on the sarcophagi in Area A.

Message: Dwarves are Life

The Lockboxes

Lockbox 1 contains a heavy axe.

Lockbox 2 contains a trap of pressurized poison that deals 1d6 poison damage to anyone within 15ft upon opening.

Lockbox 3 contains a breast plate armor fitted for a dwarf.

Lockbox 4 contains a heavy bladed disk that launches out at anyone directly in front of the lockbox, dealing 1d6 slashing damage to the first person in the way.

Lockbox 5 contains a set of books on Alchemy.

Lockbox 6 contains a Wizard's Spellbook with 8 random spells of level 2 or lower.

Lockbox 7 contains a Potion of Poison, disguised to look like a potion of healing, and causes the drinker to become poisoned for one hour.

Lockbox 8 contains a bandelier of 10 daggers.

Lockbox 9 contains a set of sack of 100 gold coins.

Lockbox 10 contains a set of cleric's robes and holy symbols.

Lockbox 11 is filled to the brim with marbles, which completely cover the floor in this area and make it rough terrain.

Lockbox 12 contains a morning star and 50ft of rope.

Aftermath

Once the players figure out the answer, they will find that a group of thieves have followed them, and was listening to them in the echoing halls. If the players have already inputted the correct answer, the door will begin to twist, but will take a minute to open to the correct position. The players have no time to rest.

Scene 3: Bad Company

In this scene, the players are surprise attacked the group of thieves that Krillo had warned them about. Before or while the main door is opening, the players are taken by surprise by a group of thieves. The thieves belong to a thieves guild known as the Blinking Ravens.

The thieves will begin with a brief parlay, informing the characters to drop their weapons. Each hold either a dagger or a crossbow. Regardless to if they do this or not, the thieves will begin opening fire with crossbows, and using the sarcophagi as cover.

Roleplaying the Blinking Ravens

The blinking ravens are prideful, selfish and arrogant. They are cruel, and will toy with the players if they can, forcing them to drop their weapons and doff their armor, before mercilessly killing them. They are easily angered if they are verbally attacked, but will toy with the players as long as they can before beginning the assault.

The thief leader who speaks for the rest is called Raurick, although this is not his true name, but a moniker stolen from an ancient king of thieves. He is elvish, with scruffy blonde hair that looks like it was cut with a knife in a single swipe. His allies are similarly elves, and use their darkvision to their advantage in the darkness.

Battle

This battle includes six Blinking Ravens. The players are outnumbered, but with clever tactics they will be able to overcome the thieves.

At the beginning of combat, the players are either in Area C or spread out throughout the room. They will be at disadvantage if they attempt to fight them head on, so they will most likely spread themselves into the side adjacent rooms. While the thieves have cover, they have three-quarters cover while attacking, and have total cover while not attacking.

As the battle becomes more spread out, the players will be able to use their knowledge of the traps in the area to their advantage, using them to take down multiple enemies at once. The thieves are not aware of any of the traps or how they work, so they will likely fall for any trick the players play. The thieves will fall for any rouse without the need for a Deception check.

Blinking Raven

Medium Humanoid (Elf), Chaotic neutral

Armor Class 13 (Leather Armor)

Hit Points 12 (3d6)

Speed 30ft.

Str Dex Con Int Wis Cha

10 (+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10 (+0)

Skills Stealth +6

Senses darkvision 60ft., passive Perception 9

Languages Common, Elvish

Challenge 1/2 (100 XP)

Quick Escape. The Blinking Raven can take the Disengage or Hide action as a bonus action.

Actions

Multiattack. The thief makes two attacks with their daggers.

Dagger. Melee Weapon Attack; +4 to hit, reach 5ft., one target. 4 (1d4+2) piercing damage.

Crossbow. Ranged Weapon Attack; +4 to hit. Reach 40ft., one target. 5 (1d6+2) piercing damage.

Reactions

Shadows Grasp Elixir: When an enemy moves within melee of the Blinking Raven, they can throw down a vial of Shadows Grasp, creating a 5ft square of smoke on the enemy's position. They can then immediately move up to 30ft. This can only be used once, and if a Blinking Raven is killed before using it, the elixir can be looted.

Aftermath

Once the Blinking Ravens are defeated, the door will finish opening, allowing the players to continue on deeper into the catacombs. They can take some time to loot the bodies of the ravens for weapons and equipment before they continue. Either way, they are able to take a short rest before the next scene.

Scene 4:

The Treasure Tomb

In this scene, the players descend into the tomb and find the greatest treasures of the catacomb. The tomb has a deep vertical descent. At the bottom, two stories below the players, they find a sarcophagus and a golden mirror. Similar to Scene 2, players can take their time to explore the area, watch for traps, and decipher texts.

General Room Description

This room is eerily dark, and flames seem to choke and dim as they enter. A dim blue light illuminates the room, and a sweet smell like fresh mountain air seems to pervade the room. Unlike the previous rooms, this room appears to be painted. There are three floors. Beyond the third floor, an unnaturally dark void that even creatures with Dark Vision cannot pierce. Standing on the top floor, the players can look down and see both floors below them. The floor they are standing on contains two thick chests. The floor directly below them displays two magical items. The final floor contains a sarcophagus and a golden mirror.

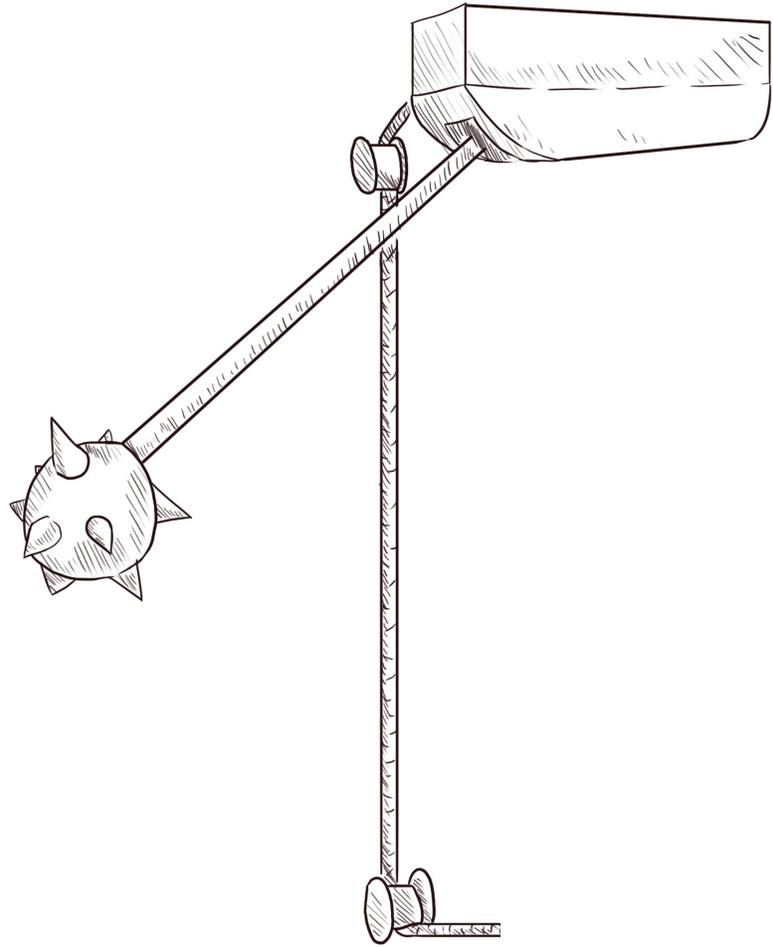
There are ladders that connect the first floor to the second, and the second floor to the third. The first ladder is 15ft long, and the second is 10ft long, and each act as rough terrain. Players cannot pass each other while on the ladder. There is a section of natural wall that connects the highest floor with the lowest. It is a 50ft tall fall that can be climbed. Traveling up or down is rough terrain, and a DC 15 athletics check is required every 15ft. A failure on this check will cause the player to fall off.

Floor 1: Treasure

The top floor is a flat 30ft by 60ft space with two large unlocked chests on each side. Written on the wall is another dwarvish code.

Trap: This area contains two large chests which are connected to a scale. If either of the chests become 1lb lighter than the other, pendulum blades will fall. The pendulum blades deal 2d6 damage to anyone near the chests when triggered. This repeats for every 1lb, or 50 coins, that are removed. Inside the chest are 200 gold and 200 silver coins. The players can avoid activating the trap by keeping them balanced or removing them simultaneously.

Message: Balance is Life



Floor 2: Magic Items

This T-shaped room has two magic items that are held up ceremoniously on their own individual pedestals. A glowing longsword, and a sweet scented rod. They are a Kingslayer Sword and a Rod of the Storm.

Trap: When the players approach the magic items, the sword begins to glow brighter and change to a red, while the wind on the second floor begins to stir. If they get too close, the wind will become strong enough to sweep them off their feet, and slowly drag them towards the edge. If they continue, the wind will knock them into the shadows.

To disable the spell, players must remove either the wand or the sword from their shelf from 20ft away, using either mundane or magical means. Once removed from their pedestals, the trap enchantment fades.

Message: Seeking is Death

Floor 3: The Golden Mirror

On the final floor, a golden hand-mirror is set firmly on a pedestal in the middle of the room, with the mirror facing the east wall. Against the west wall is a sarcophagus, the image of a dwarven fighter carved onto the top, which looks identical to the one in the main hall. Unlike the previous sarcophagus, this one appears to be painted.

Along the wall is a clear seam in the paint, which show that a 20ft by 30ft section of the wall in front of the Sarcophagus is designed to move.

Above the sarcophagus is another coded message.

Trap: If the players approach the sarcophagus, the wall to the south, between the sarcophagus and the pedestal, will fall onto them. After slamming into the ground it will retract back into the south wall. This trap deals 3d12 damage to anyone near the sarcophagus.

Message: Seeking is Death

Secret: Hidden behind the east wall, directly in front of the mirror, is a hidden cache behind a quarter inch of stone. Inside the cache is a clay jar containing the brain of the mummy.

Kingslayer Sword

Sword, Rare

This sword grants a +1 bonus to hit and damage, and deals both Slashing and Force damage. This sword glows blue with 60ft of bright light while unsheathed.

The Golden Mirror

While looking through the mirror, characters will not only see their reflection, but a memory of important events long ago. The mirror is enchanted to display an important event that happened in its location, such as the construction of a hidden cache or a death. Although they cannot hear, the players can witness these ancient events. When first approaching the mirror, the players will immediately see dwarves walking around in the reflection. While on the third floor, the players will see the construction of a hidden cache in the east wall, and a clay jar being placed into it.

Aftermath

When the players have taken the golden mirror, the catacombs will begin to rumble, and the shadows from the pit will flood into the sarcophagus.



Rod of Storms

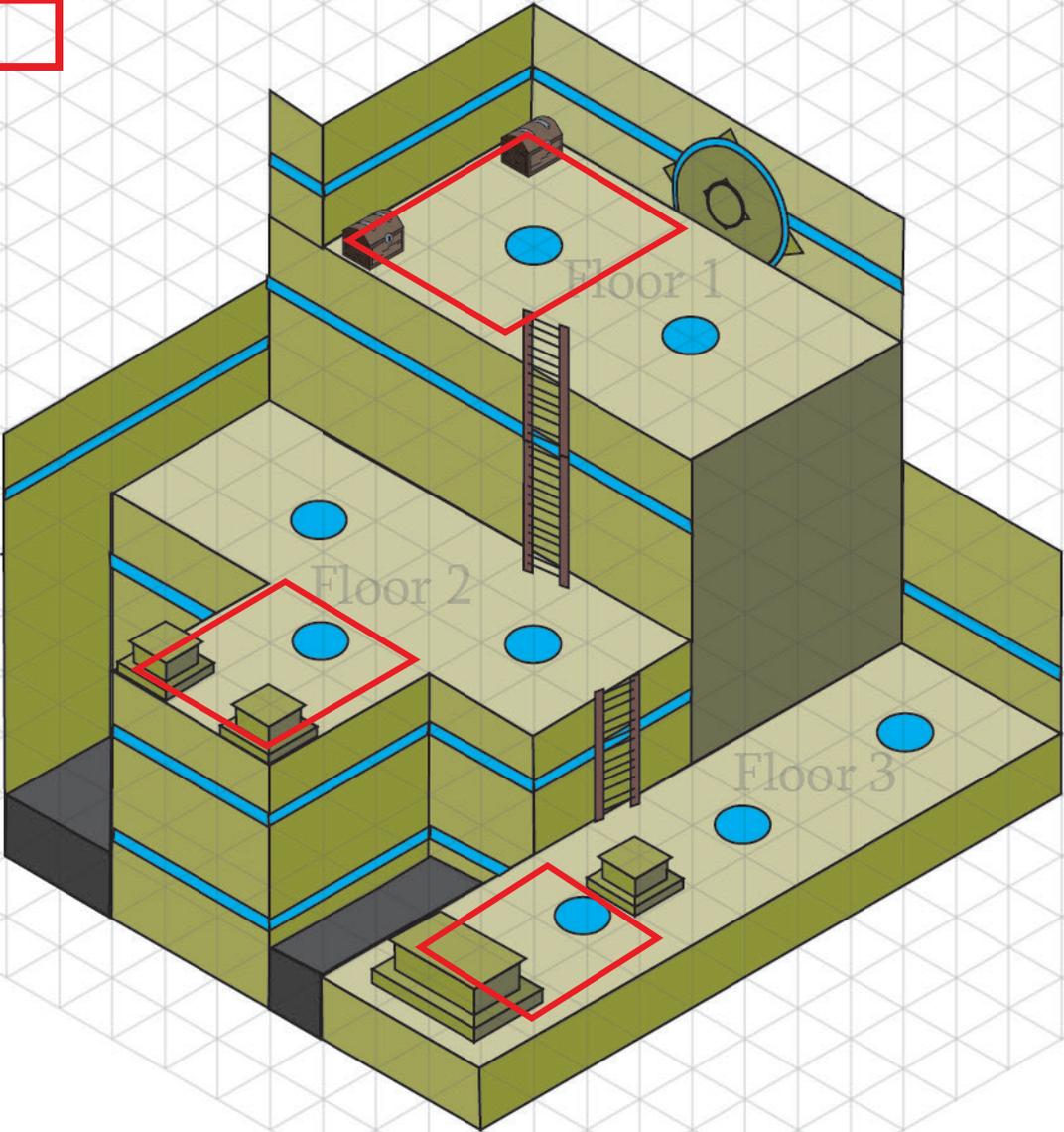
Staff, Rare

As an action, you can create a gust of wind through this staff. You can push large or smaller creatures within a 10ft square that you can see up to 10ft away in any direction, or disburse and move gasses up to 10ft away. This rod always exudes a scent of fresh air after a rainstorm.

The Tomb

Master Map

Traps



Scene 5

Mummy Returns to Life

In this scene, the players are chased around by a shadow-possessed mummy. Directly after the players take the golden mirror, the shadows flood into the sarcophagus. From within, a cloth wrapped mummy will crawl out and angrily approach the players. You should prevent any form of initiative from starting, but allow the players to take attack actions if they would like.

Immediately after the mummy crawls out, he steps onto the trap, which immediately crushes him. However, as the wall ascends and resets, the players will discover that the Mummy cannot be damaged.

Mummy Chase

While looking at the mummy, each character must make a DC15 Wisdom Saving throw or become frightened until the end of their turn. The unnatural presence of the mummy causes a fleeing instinct in each player character. The players goal should now be to exit the tomb and back into the main hall of the catacomb.

The Mummy has supernatural speed and strength, allowing it to jump to any position, however, its eyes are wrapped and it cannot see. Using its hearing, it chases around loud characters. It knows the area well, and can move about the space effortlessly. Unlike the guards or thieves, the Mummy is extremely intelligent, and will not fall for simple tricks or fall for a trick twice. The mummy will always start by searching for its first organ, which is buried inside the wall. Afterwards, the mummy will quickly patrol each level, starting with the most populated areas.

When within 15ft of the mummy, players should roll to hold their breath, or maintain breathing quietly. The players can make either a Constitution or Stealth check with a DC 10, or the Mummy will become begin coming for them.

If the mummy is able to find a player, he will immediately attack them. If he succeeds, he will pick them up and throw them, dealing 2d6 damage and placing them next to a wall.

The Weakness

The mummy requires its organs to maintain itself; the brain, heart, and liver. If all three are destroyed, the mummy will turn to dust.

The mummy will carry the first jar in its hands. It will grasp it protectively, and its is very noticeable to

the players that the mummy wants to protect the jar. Players who specifically attack the jar will automatically destroy it, stunning the mummy for one round. The second and third organs are hidden in the main hall of the catacombs, requiring the players to escape the tomb first.

The Golden Mirror

While looking through the mirror on the second floor, the players will see dwarf wizards creating the enchantment on the magic sword and rod.

While on the highest floor, the players will see the door opening, and a funeral procession bringing in the fighter's sarcophagi.

Shadow Mummy

Medium Undead, lawful evil

Armor Class 14 (Natural Armor)

Hit Points N/A (Invulnerable)

Speed 50ft., Leap 30ft.

Str Dex Con Int Wis Cha

18 (+4) 16 (+3) 17 (+3) 14 (+2) 18 (+4) 16 (+3)

Saving throws Con +8, Int +7, Wis +9, cha +8

Skills History +9, Religion +9, athletics +10,

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Blind, Hearing 30ft.

Languages Dwarvish

Challenge Rating 3 (200 XP)

Frightful Presence: Any creature who looks upon the Shadow Mummy is overcome with dread, and has the Frightened Condition until the end of their turn. Characters avoiding their gaze from the mummy do not have to make a check.

Actions

Hero Throw. The mummy will throw enemies into walls. Melee Unarmed Attack: +9 to hit, reach 5ft., one target. Hit: 12 (2d6+4) bludgeoning damage.

Aftermath

Once all the players have successfully escaped, they will be back in the main room. They can attempt to close the tomb's door behind them, but this will only hold back the mummy for a moment.

Scene 6:

Mummy Returns to Death

In this scene, the players find that they are locked in the main hall of the catacomb, and must find a way to kill the mummy. Meanwhile, the mummy has raised the bodies of the dead rogues, who begin to assault the players.

The Returned Thieves

As the players enter into the main hall, they see two of the dead thieves standing across from them in Area A. Beyond the thieves, they see that an unnatural darkness has enveloped the entrance from which they came. Immediately, the thieves charge towards the players through Area B, and impale themselves on the trap. They continue through the trapped space, taking damage for each space they enter through, until they die or make it through. One more of these undead are in Area L1, L2, R1, and R2, waiting to surprise attack any creature who enters in. If the players travel in one direction as a group, the undead will come up behind them to flank them.

If the thieves were not killed, but only knocked unconscious, then they are instead sleepwalking, whispering strange incantations and clearly under the spell of the mummy. They can be either killed or knocked unconscious again without being raised again.

Players who enter into the unnatural darkness will quickly find themselves lost, and will be forced to return to the main hall. While in the darkness, they will hear sinister whispers and feel hands grasping at them.

The Mummy

The mummy will arrive at the start of the second round to continue chasing down the players. If one of the players close the door, the mummy will spend another round breaking it down.

Once inside the main hall, the mummy will search out and destroy any noise made. The undead make lots of noise, and the Mummy will attack them if they are closest.

The Mirror

When looking through the mirror, each room will display a different event which may help find clues to where the remaining jars may be.

Area A: The mirror show the fighter's sarcophagi is open, and a dwarf priest placing a jar carefully into the center.

Area B: The mirror shows an open pit, filled with whirring gears, and dwarvish tinkers working tirelessly.

Area C: The mirror shows a funeral procession of the fighter, with the sarcophagi coming in from Area L2 and through into the circular door.

Area L1: The mirror shows a priest placing a clay jar into the pot, and two men bleeding themselves with the silver daggers into the pot as well.

Area L2: The mirror shows the fighter on the altar, with his organs being removed and jarred by priests. Two head south to Area L1, while one heads east to Area C

Area R1: The mirror shows the dwarf fighter, thief, wizard, and cleric exchanging a pleasant conversation, ending with them each shaking hands, and heading to Area R2.

Area R2: The mirror shows a dwarf fighter, thief, wizard, and cleric disrobing then placing their belongings into lockers: 1, 3, 5, 6, 8, 9, 10, 12.

Traps

This area is trapped, and both the undead thieves and mummy may fall prey to them. Refer to Scene 2 for the list of traps and triggers.

Defeating the Mummy

Each time an organ is destroyed, the mummy will be stunned for one round. Once the Heart and Liver have been destroyed in Area A and L1, the mummy will begin to crumble into sand. Simultaneously, any remaining undead will fall to the ground dead, and the shadows blocking the exit will fade.

Adventure Aftermath

With the mummy defeated, the players are free to leave the area and return to the surface. The guards on the surface are all either killed or knocked unconscious by the players, or were knocked unconscious from the thieves who came through after them.

Krillo is waiting for you outside, while also tending to the medical needs of the wounded guards. He excitedly asks how the quest went and demands every detail, especially about the traps and treasures.

Krillo will accept any and all artifacts and magic items from the players. Once they are finished, he will ask them if that is all the artifacts. Each player will have to make a deception check against a DC 10, with a -3 modifier to their roll for each item that they kept. If they took nothing and are not lying, they will automatically succeed, and if they fail, Krillo will refuse to pay them or work with them again.

When offered some of the gold or silver coins found within the catacomb, Krillo will remind the players that they get to keep any treasure they find, and that he only wanted the relics and magic items.

When offered the Magic items, Krillo will fawn over the them. He will decipher their capabilities almost instantly, informing the players of what they do, and how they were used in a magical trap.

When offered the Golden Mirror, Krillo will stare at it silently for a long time in amazement. He will not know what the item is or how it works, but will immediately get to work on figuring out how it works, and why it was locked away in a secret dungeon for a thousand years.

If the players had not killed any of the guards, krillo will reward them the 100 gold coins that was promised. If they had not killed any of the thieves either, krillo will offer another 100 gold for the effort.

Rules and Resources

This section contains rules, handouts, and cutouts for the game.

Stealth

The players can sneak around guards to get past them without a fight. This will involve using stealth checks to move quietly, hide, and to distract the guards while staying in the shadows.

Each time a player makes a movement or action while within the sensory range of a guard, they will have to make a stealth check against their Passive Perception. If they succeed, the action goes unnoticed, but if they fail, the guard will become suspicious and follow up on it.

An aware or suspicious guard will automatically succeed on any perception check to see any creature that is standing in bright light while within 60ft of them and in their field of view. They have advantage on checks to see a creature within 30ft, and disadvantage beyond 60ft. They have advantage on checks to hear a sneaking creature within 15ft of them, and disadvantage beyond 30ft.

If a guard ever has disadvantage from more than one source with no advantages, then the conditions are too poor for them to sense the creature, and their perception fails.

Guard States

The guards have four states: Unaware, Aware, Suspicious, and Alarmed.

A guard's default position is Aware, where they are aware of their surroundings and use their passive perception to check for danger, but they are not prepared for an attack. Aware guards are often patrolling, sitting, or just standing around.

While Unaware, guards have disadvantage on checks, and use their passive perception to sense for danger. Unaware guards are often sleeping, eating, or are otherwise distracted.

Guards that hear or see something they don't recognize become Suspicious. Suspicious guards are wary of danger, and will contest all stealth checks that are within their sensory range. A suspicious guard will attempt to check out any disturbances, such as strange noises, smells, or shadows. If they cannot find the source of the strange activity, they will begin a search around the immediate area to find it until the source is found or until they get bored after one minute.

Suspicious guards are prepared for attacks, and will not be surprised if they are attacked. Players can leave something behind to try and justify the suspicion, such as an animal that can make noise or cloth that will move in the wind. If the guard is satisfied, he will return to his post in an Aware state.

When guards are Alarmed and have proof positive that something is amiss, they will immediately draw weapons and call for aid. They will demand a surrender of the target, even if they cannot sense them, and will either arrest them, release them at the edge of the map, or fight them.

Sight: Light

In bright light, your enemy will be able to see you if he looks your direction. If you are beyond 60ft, you may do a stealth check VS his Passive or Active perception to try to maneuver around them.

In Dim-Light, targets have difficulty seeing at all. Roll a stealth check with advantage to maneuver around them.

In Darkness, targets cannot see at all and get no chance at perceiving you.

Sight: Obstructions

Also known as "Cover," having something between you and your target will make it more difficult to see you. If line of sight is obstructed by something that is only partially opaque or only partially obstructs his view, then you have advantage on Stealth Checks. If you're behind an object that completely obscures you, then you have automatically succeed stealth checks against sight based perception checks.

Sound

When near your enemy, he has a solid chance of hearing your movement. When you are within 40ft of a target, he will have a chance of hearing your scratching clothes and soft footsteps.

While beyond 40ft, the target automatically fails on perception checks to hear a sneaking character. When within 40ft, they have Disadvantage, and while within 20ft, the listener has no disadvantage or Advantage.

Storms, Ringing Bells, Dogs Barking, loud conversations are all things that can give you advantage against a creature's ability to hear you.

Smell

Given the right situation, an enemy may be able to perceive you via smell. This is rare, as most creatures lack a delicate nose to pick up a creature. However, for those creatures that have such a power, your scent flows from you like an ever expanding aura. This aura moves out in a burst centered on you, and remains behind when you leave, creating a trail. The scent moves out in a 5ft radius every turn a creature is actively moving. If you are not moving, it moves 2.5ft every six seconds instead, or 5ft every 12 seconds.

Like the fog cloud spell, wind of over 10 miles per hour will move the smell 5ft per round, and a wind of 50 miles per hour will move the smell 25ft per round.

Particularly strong scents, such as sprayed perfume or a freshly stepped in doggy-doo may result in enemies being able to smell and perceive you.

Hiding In Combat

Hiding during a combat is difficult. If an enemy is aware of your presence in the battle, they will not be surprised when you jump from the shadow. If you can hide reasonably from an enemy during combat, you do not gain another surprise round or advantage, but rather are allowed to exit the combat.

The Results of Failure

When you roll a stealth check and fail, the results can vary depending on the level of risk you are taking. A Low-Risk scenario will result in your target becoming suspicious of activity, and most likely give away your position. A High-Risk scenario will result in the target spotting you and becoming immediately alert of danger. When an enemy is alerted of danger, roll Initiative without a surprise round.

Movement

Speed is halved while sneaking. If you are standing still, you have advantage on stealth Sight & Sound based rolls. You can sneak at your normal speed at disadvantage.

Stacking Advantage

When using stealth, at times you may be at advantage against a perceiving foe. If at any time you have more than one source of advantage, or your foe has disadvantage while you have advantage, or your foe has more than one source of disadvantage, you may consider it an automatic success.

Active Perception & Distraction

A target who is actively perceiving & is doing so diligently will have advantage while trying to perceive you. However, most targets will be casually perceiving, and most will be distracted themselves with books, conversation or other activities. Those who are casually perceiving do so with their passive perception, and those who are distracted roll at disadvantage.

Deception & Suspicion

A target who is not distracted can be made distracted.

A target may become suspicious of a distraction if it lacks subtlety, and you will have to roll your Deception against their Insight. However, suspicion to force an enemy to search for you may be exactly what you want if you wish to simply slip past them. While Suspicious, a target will be actively perceiving, and all stealth checks made within their sensory range must be done as a contest.

A Charmed creature will perceive at disadvantage as if distracted.

A Frightened creature is distracted easily by any sound or sight.

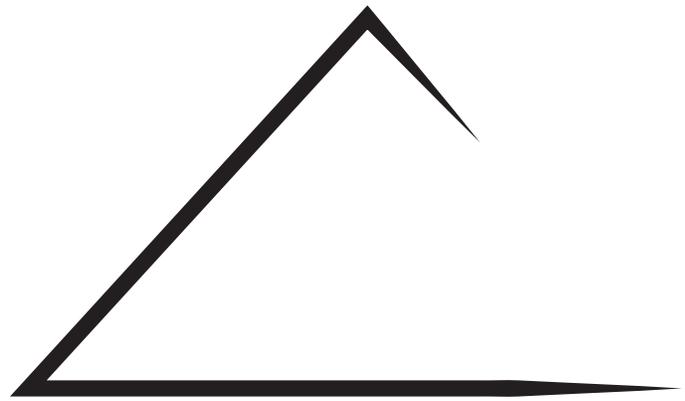
A Incapacitated creature automatically fails all perception checks against stealth.

Handout

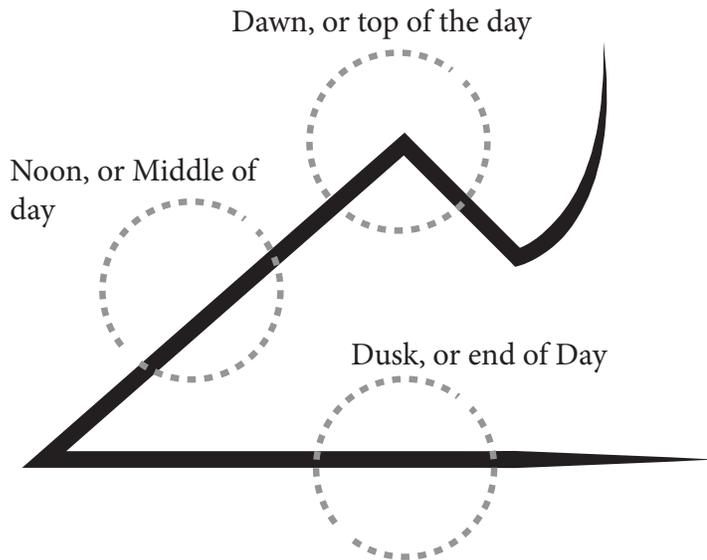
Decoding Dwarf Languages

In Dwarvish texts, the most important symbol is the mountain, represented in the triangle-like symbol to the right. Each symbol would represent a person, object, place, or idea. The mountain is the most common symbol, as it is so deeply ingrained in their culture, it has a variety of uses.

A runic language, each symbol can have any number of meanings based on context, as well as any inflections given by the deepness of the mark. Dwarvish writing was most often done on plates of clay, which could be baked to be made permanent. Their writing utensil was typically a stick, chisel, or a fingernail if nothing else was around.



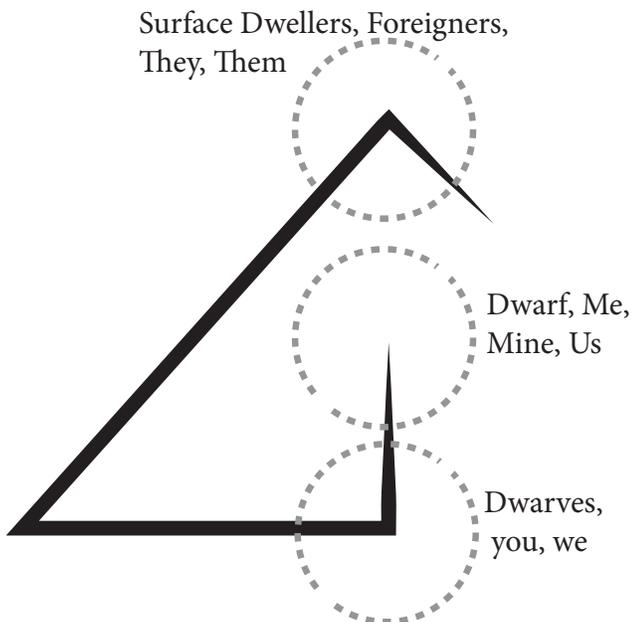
Mountain



The importance of depth in dwarvish writing causes a lot of confusion to most outside races who are not used to it. Similarly, dwarves are often frustrated by the slow and sloppy scribblings of other races. Typically, depth will give an inflection, and indicate specificity within the symbol.

To the left is the symbol for the word Day. An inflection at the top would indicate a new day, or dawn. It may also indicate a greeting similar to our "Hello." An inflection at the bottom would indicate the bottom of the day, or Dusk, but is also a common farewell.

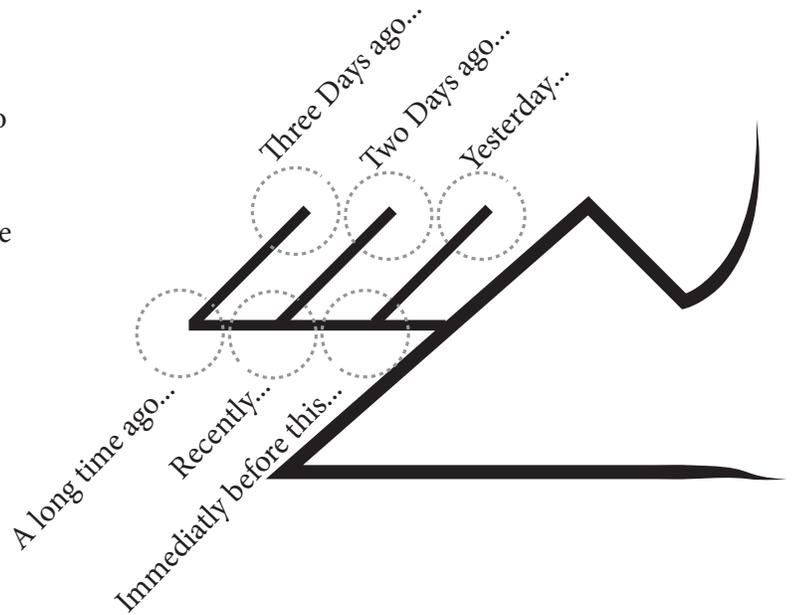
Another common symbol is the symbol for people, as seen on the left. Similarly, the inflection indicates who the symbol is referring to. An inflection in the center can refer to the self, introspection, or an individual dwarf of interest. It's important to look at the context of the conversation in order to determine what exactly the symbol is talking about.



Handout

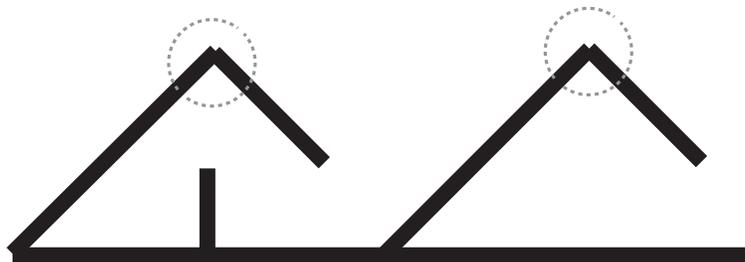
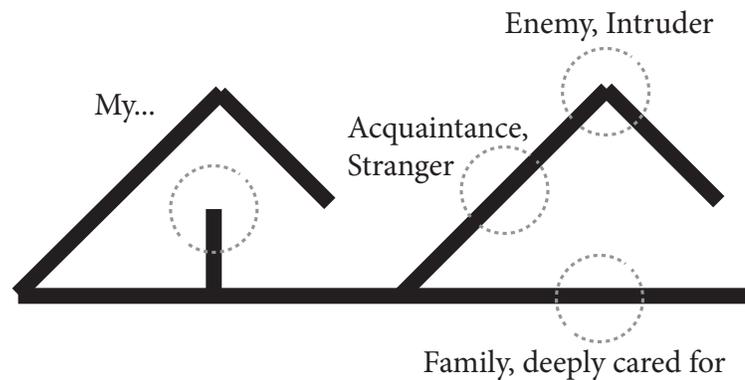
Dwarvish symbols can have additional symbols attached to them to increase their complexity and to become more specific. The symbol on the left is the symbol for Day, with a backwards thrust that indicates motion, in this case creating the symbol for the passage of time. More thrusts added on adds to the meaning, such as more days that have past, or how long ago an event occurred.

This same symbol can be added in reverse, emphasizes a forwards thrust to represent days yet to pass. Similarly, it can be used to represent armies to retreat or push forward, for debts to be paid, for shipments to be sent, and any number of alternate meanings.



When combined together, the symbols meaning becomes more specific. Here is the symbol for Person attached to the symbol of the mountain. An inflection at the bottom of the mountain could refer to My Family, or My Friend, or My Very Good Business Partner. Meanwhile, an inflection in the center refers to a more neutral relationship.

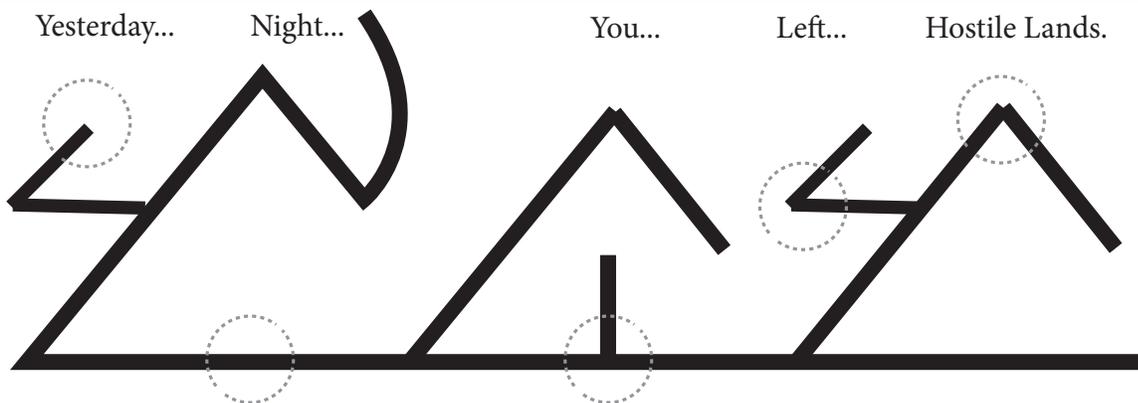
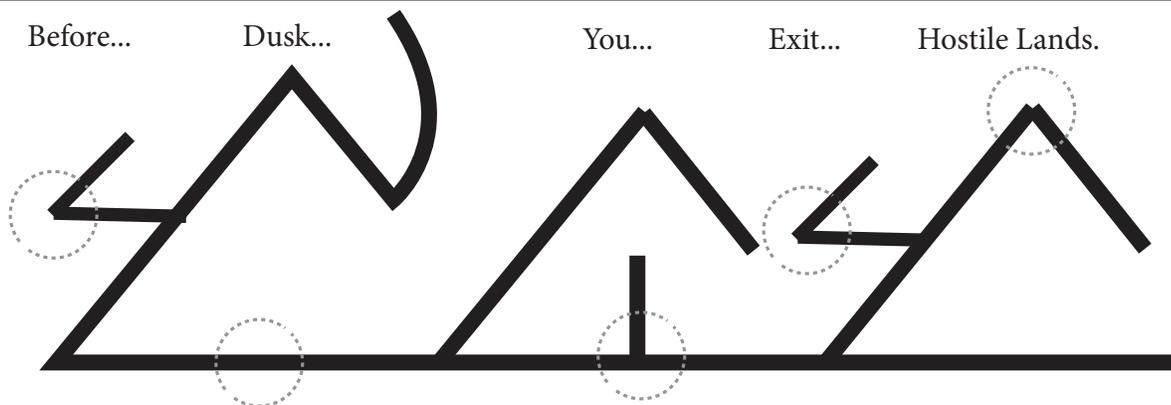
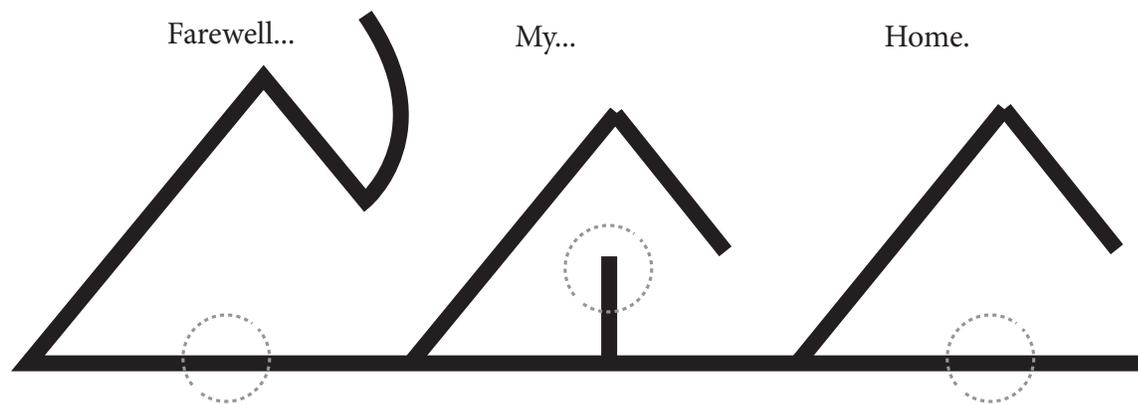
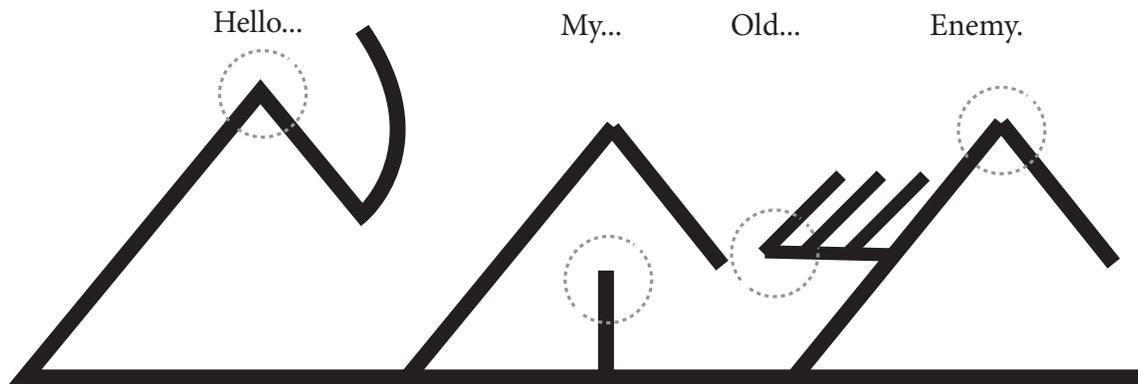
This is not a vaguity, but rather illustrates the black and white nature of the dwarves. Something can be good, or bad, or neutral. If you are not a friend, you are an enemy, or neutral, or unknown entirely. It's interesting to think that many people think dwarves are passionless, unless of course they have met one in a blood rage. In reality, most dwarves are neutral to most people, especially the more short lived races, as Dwarves can take decades to develop legitimate bonds with others.



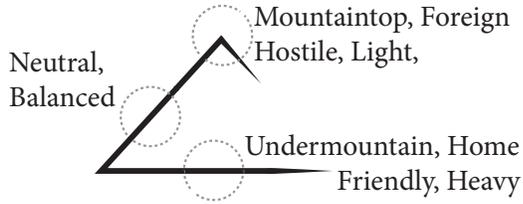
As mentioned before context is important. While speaking of people, the symbol on the left could mean "Their Enemy." While speaking of land, this could mean "Enemy Territory." When speaking of objects, it could mean "Tool of the Enemy."

Handout

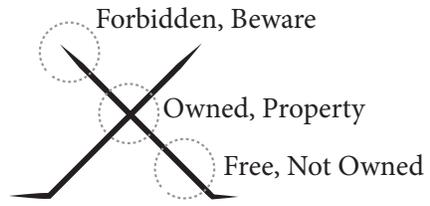
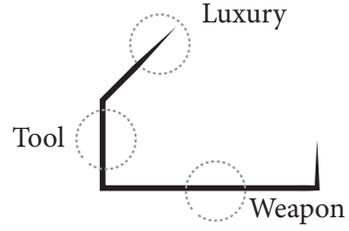
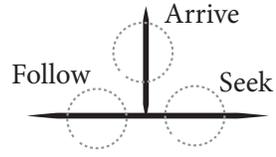
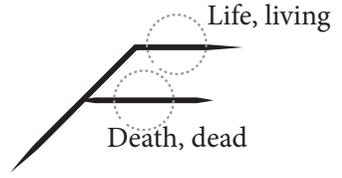
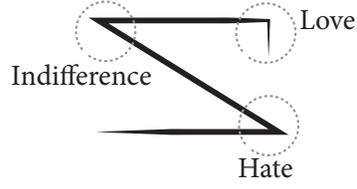
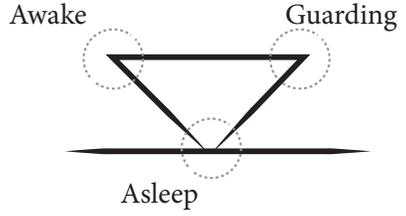
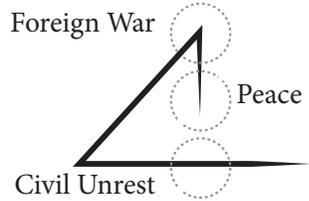
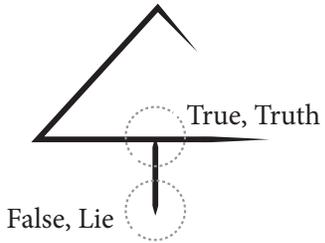
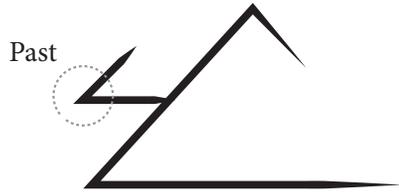
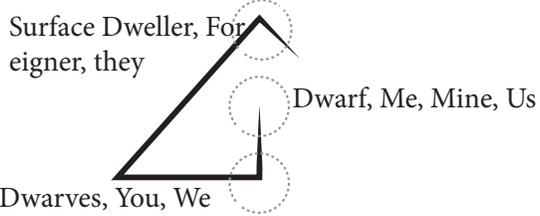
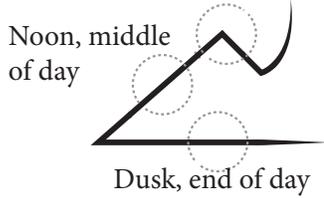
An example of three shapes making difference sentences depending on the inflection.



Handout

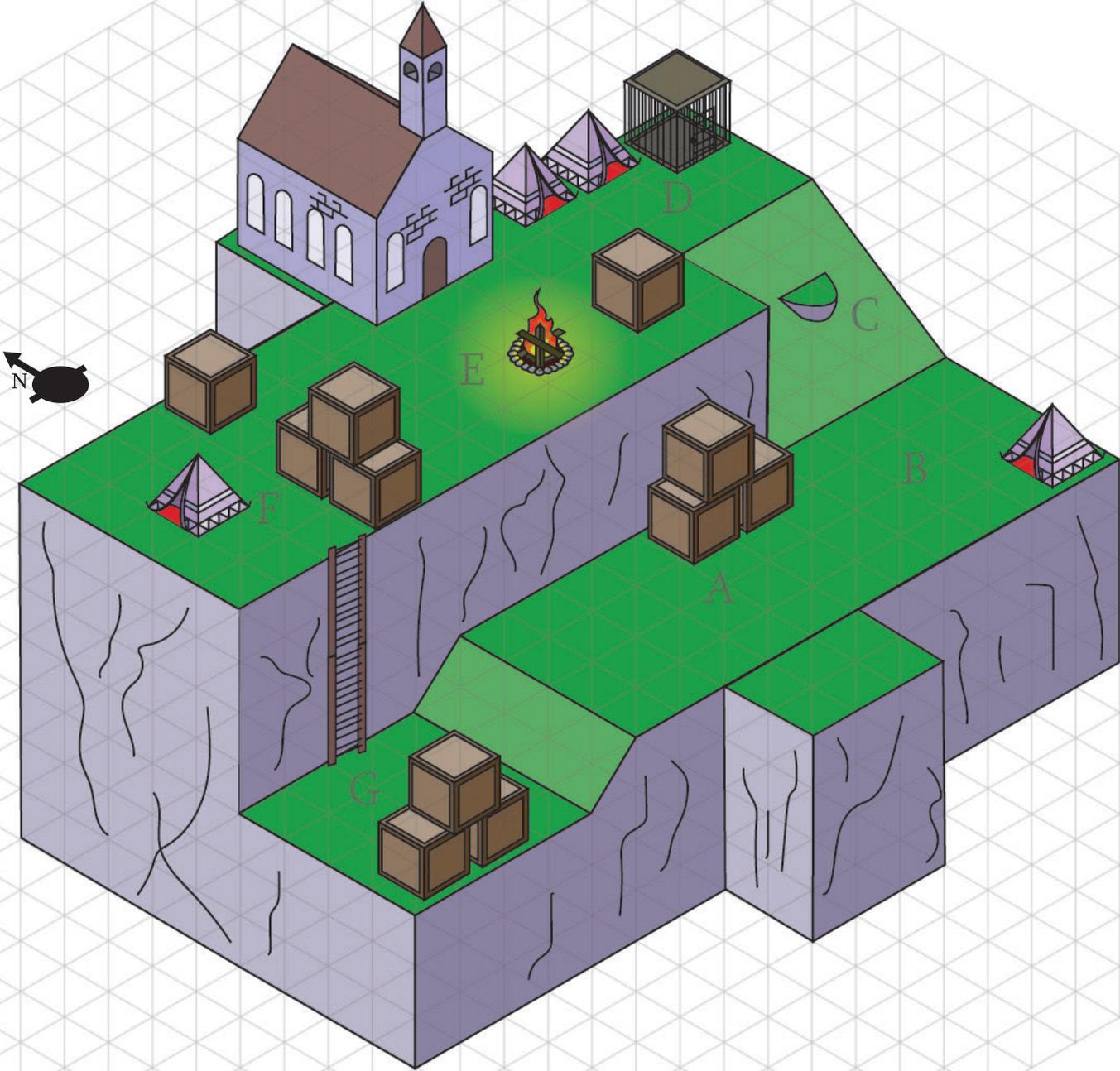


Dawn, top of day



Handout

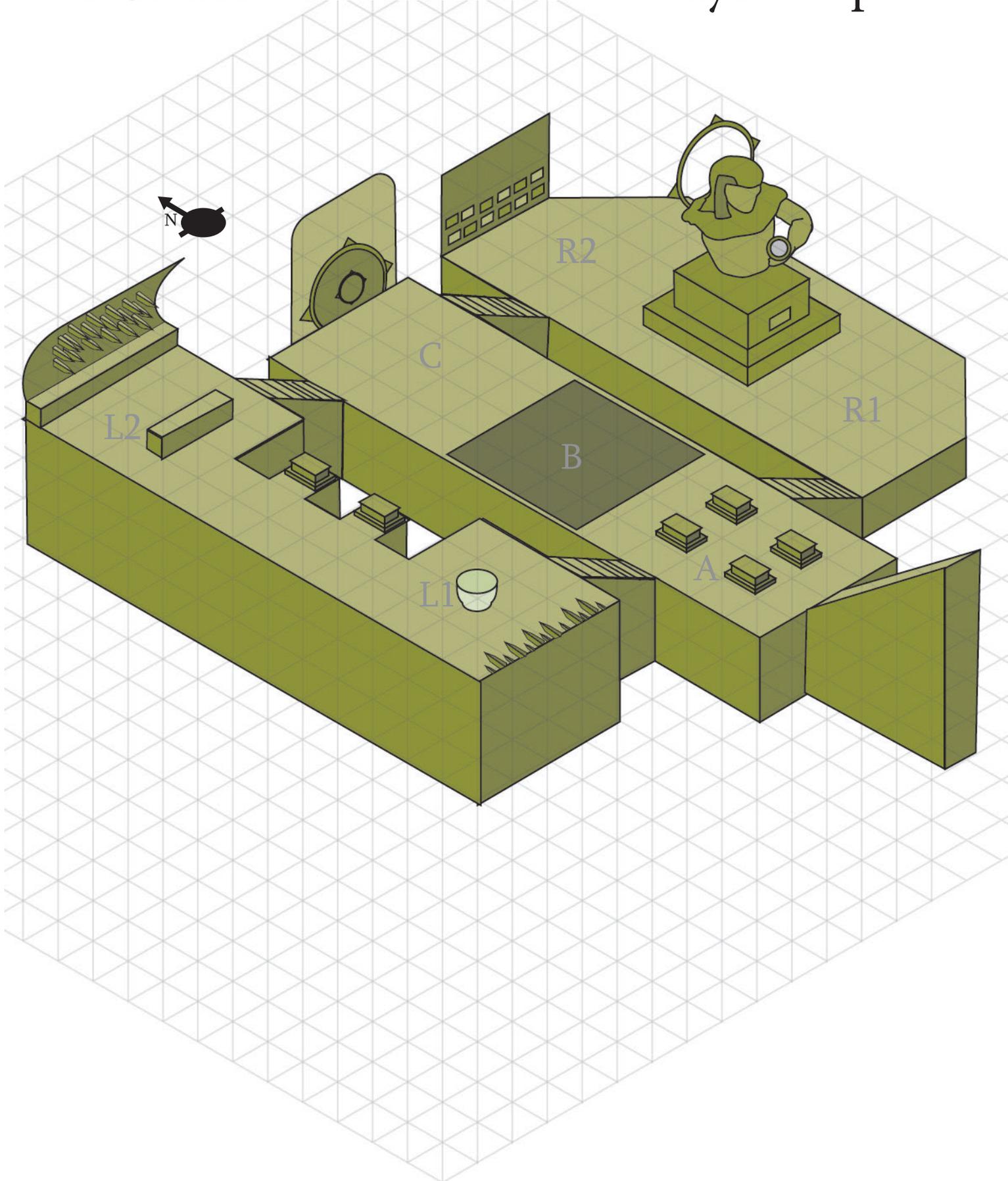
The Catacomb Exterior Player Map



Handout

The Catacomb Main Hall

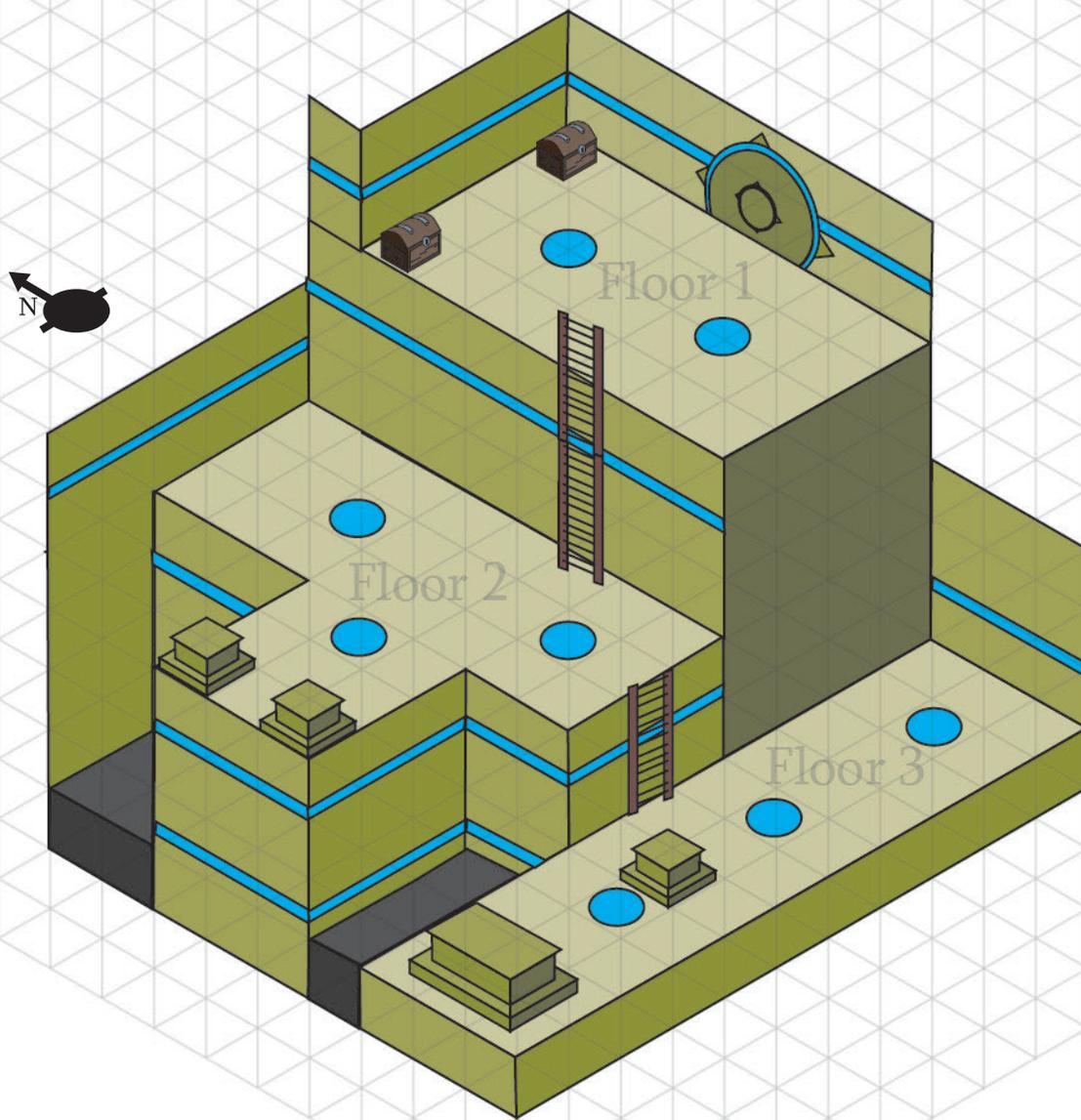
Player Map



Handout

The Tomb

Player Map



Handout

Fod Schroden

Level 3 Dwarf Ranger Outlander

Armor Class 15

Hit Points 24 (8+2d8+6)

Speed 25ft.

Str Dex Con Int Wis Cha
16 (+3) 16(+3) 12 (+2) 10 (+0) 14 (+2) 8 (-1)

Skills Athletics, Survival, Animal Handling, Athletics, Stealth.

Senses Darkvision 60ft

Languages Common, Dwarvish, Elvish

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Spellcasting

Twice per day, as an action, you can either heal an ally for 1d8+2 hitpoints, or triple your jump distance for one minute.

Dog Master

You have a dog companion that assists you. As an action you can make an attack through the dog. The dog shares your Hit-Points and always remains in your space.

Attacks

Dust Wand. Ranged Weapon Attack; +5 to hit, reach 40/120ft., one target 1d10+3 piercing damage.

War Axe. Melee Weapon Attack; +5 to hit. Reach 5ft., one target 1d8+3 slashing damage.

Dog. Melee Natural Attack; +4 to hit. Reach 5ft. One target 1d10+2 Piercing damage. Target is Grappled by the dog.

Equipment

Dust Wand, War Axe, Dog Leash, Flute, rations, 50ft of rope, Leather Armor, Cigar.



Roleplaying Fod

Fod is calm and collected. He seldom speaks, and when he does it is often in the form of a profound riddle. He likes to pick people, or Hund, up off their feet, either to intimidate them or as a joke. While on his shoulders he'll often refer to his allies as a "Sack of Potatoes."

Fod in Combat

Fod fights best at range, using his Dust Wand to take down enemies, while staying close to protect El'han. Fod is a capable combatant in melee, so if an enemy breaks through Tribble and Lexan's wall and move towards you, you can switch to your War Axe, or use Hund. Hund is able to both attack and grapple as one action, allowing you to keep enemies from getting to El'han, who will be in trouble if an enemy gets into melee with him.

Handout

El'han Alladorendaril

Level 3 Elf Wizard Noble

Armor Class 12

Hit Points 15 (6+2d6)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14(+2)	8 (-1)	16 (+3)	16(+3)	12 (+2)

Skills History, Persuasion, Arcana, Insight.

Senses Darkvision 60ft

Languages Common, Dwarvish, Elvish

Spellcasting

As an action, you can either make a firebolt attack, or create a spectral hand that can manipulate light objects up to 30ft away, or can repair any lightly broken objects over a minute.

Four times per day, as an action, you can make a Magic Missile attack, or make yourself appear as anyone else for one minute, or create a 25ft square cloud of fog for one minute, or Increase your Armor Class by 2 for eight hours.

Twice per day, as an action, you can teleport up to 30ft away, or make yourself invisible for one minute.

Attacks

Firebolt. Ranged Magic Attack; +5 to hit, reach 80ft., one target, 1d8+3 fire damage.

Magic Missile. Ranged Magic Attack. Automatically Hits, one target, 3d4+3 damage.

Equipment

Spell Book, robes, scales, parchment, ink well, quill, several books on various topics.



Roleplaying El'han

El'han is nervous, always shaking slightly and looking around for danger. He hates the dark, even though he has darkvision. He does not like to be touched or have people touching his things, and will throw or hit people with his books when they do.

El'han in Combat

El'han is a powerful magic user, but is rather weak in defence. Keep near Fod and behind Tribles and Lexan, and keep your enemies as far away as possible. Use your Firebolt as a standard attack, and cast Magic Missile to hit enemies behind cover. You can teleport a short distance if you ever get into trouble, or create a fog cloud that will obscure your enemies view of you. Your more powerful spells can only be used a limited number of times per day, so you make sure not to cast too many powerful spells at once.

Handout

Tibles Trimlie

Level 3 Halfling Barbarian Soldier

Armor Class 15

Hit Points 35 (12+2d12+9)

Speed 25ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+2)	16(+3)	8 (-1)	10 (+0)	14 (+2)

Skills Athletics, Intimidation, Perception, Survival.
Languages Common, Halfling

Rage

Three times per day, you can go into a rage for one minute. While in a rage, you deal 2 additional damage, have advantage on Strength Checks and Saves, and will resist all incoming damage by half.

Reckless Attack

When attacking, you can give yourself advantage on the attack, but all enemies will have advantage on attacks towards you this round.

Lucky

When you roll a 1 on an attack roll, you can reroll that roll once.

Attacks

Great Maul. Melee Weapon Attack; +5 to hit. Reach 5ft. One target. 1d12+3 Bludgeoning damage.

Equipment

Great Maul, bear trap, smoking pipe, 10ft chain, glass eye, eye patch, shield (decorative).



Roleplaying Tibles

A hot head, Tibles speaks loudly and carelessly. he will talk even when nobody should, often with tedious stories that go on too long. He often makes short-jokes at his own expense, telling people that he will reach up and punch them in their knees. He gives the nickname “Stretch” to anyone taller than himself.

Tibles in Combat

Tibles fights best at close range, getting right up into his enemies face and attacking. Its best to use his rage when entering into a fight, as it will double your effective health. While raging, you have advantage on grapple contests, allowing you to grab and pull enemies away from your allies, or to throw them into traps.

Fod and El’han are both weak defensively, and it’s best if you can create a wall with Lexan to keep enemies away from them.

Handout

Lexan Sondor

Level 3 Human Fighter Folk Hero

Armor Class 18

Hit Points 31 (10+2d10+9)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
12 (+2)	16 (+3)	16(+3)	10 (+0)	8 (-1)	14 (+2)

Skills Animal Handling, Survival, Athletics, Stealth.
Languages Common

Defense

You have a +1 bonus to armor class.

Second wind

Once per short rest, as a bonus action, you can regain 1d10+3 hp.

Action Surge

Once per short rest, you can take an additional action and bonus action on your turn.

Improved Critical

Your weapon attacks score a critical hit on a roll of 19 or 20.

Attacks

Rapier. Melee Weapon Attack; +5 to hit. Reach 5ft. One target. 1d8+3 piercing damage.

Longbow. Ranged Weapon Attack; +5 to hit. Reach 80/320ft. One Target. 1d8+3 piercing damage.

Equipment

Breastplate, Shield, Rapier, Longbow, Quiver (20 arrows), Holy Symbol, book of monsters.



Roleplaying Lexan

Ever the recluse, Lexan's voice is quiet and rasping. When he speaks, he does so with a straight forward pragmatism that gets to the point as soon as possible.

Lexan in Combat

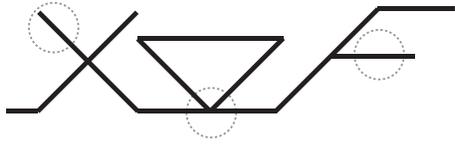
Lexan fights best at close range, getting into the thick of combat with his shield and rapier. His high Armor Class allows him to absorb a large amount of damage, and his improved critical increases his damage potential. Every short rest Lexan can use both the Action Surge and Second Wind abilities, allowing him an extra action when he needs it, and some extra health if any attacks get through his armor.

Fod and El'han are both weak defensively, and it's best if you can create a wall with Tibles to keep enemies away from them.

Cutout

Codes & Messages

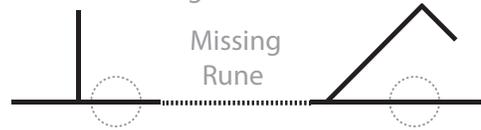
Area A



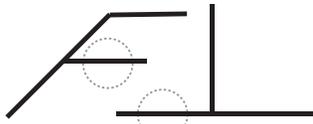
Area C

Message on the Wall

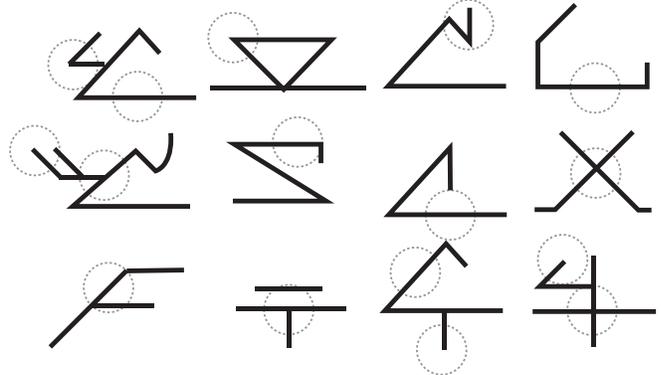
Missing
Rune



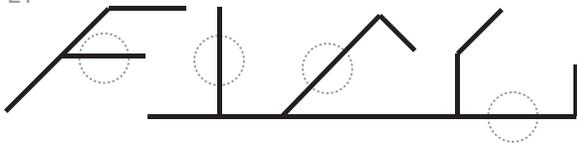
Area B



Twelve Rotating Symbols



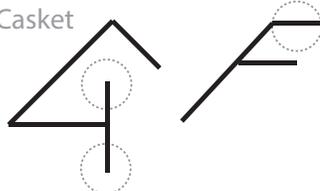
Area L1



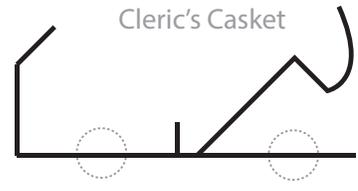
Area L2



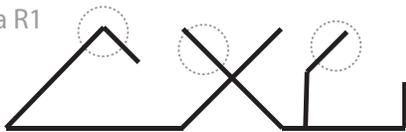
Thief's Casket



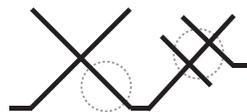
Cleric's Casket



Area R1



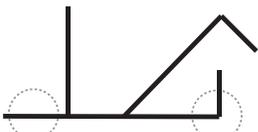
Fighter's Casket



Wizard's Casket



Area R2



Locker 1



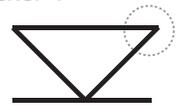
Locker 2



Locker 3



Locker 4



Floor 1



Locker 5



Locker 6



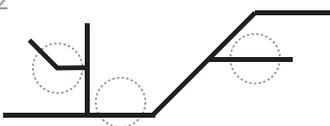
Locker 7



Locker 8



Floor 2



Locker 9



Locker 10



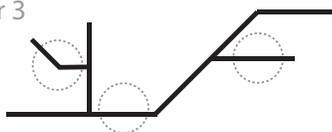
Locker 11



Locker 12

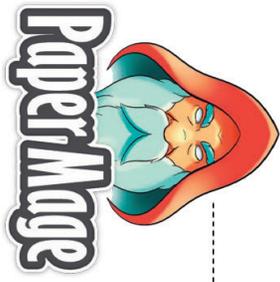


Floor 3

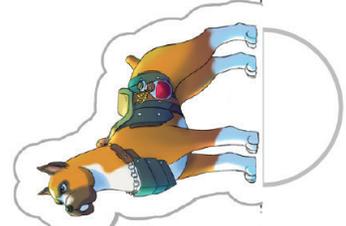
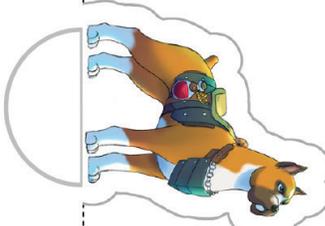


Cutout

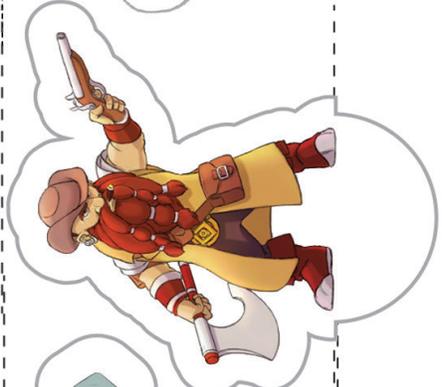
Heroes



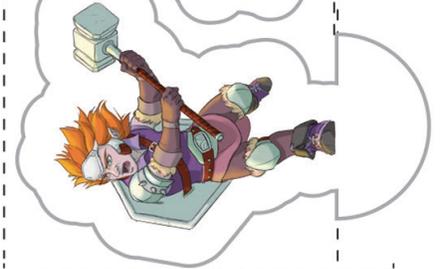
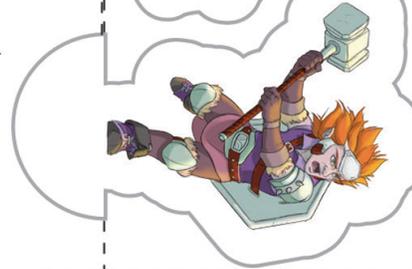
✂️ Cut



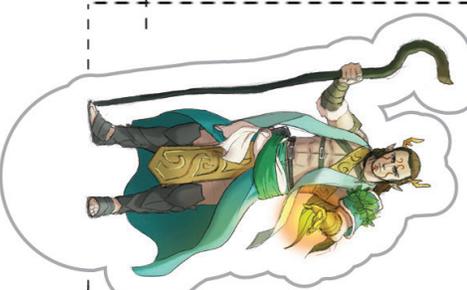
✂️ Cut



✂️ Cut



✂️ Cut



✂️ Cut

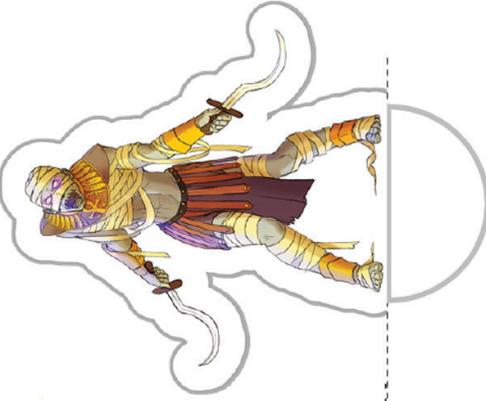
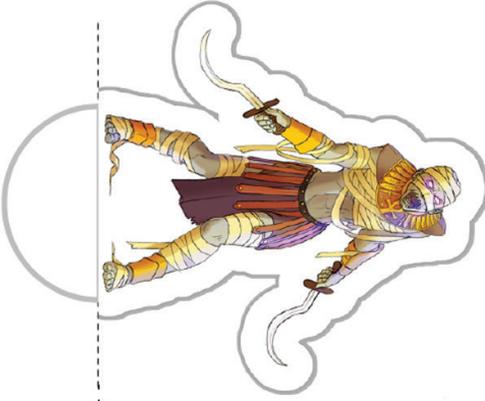


📄 Fold

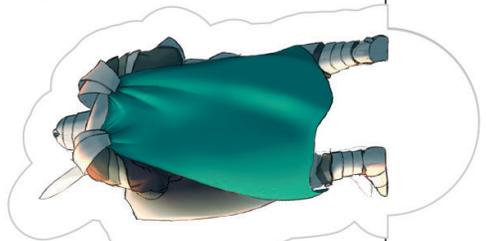
Cutout

Guards
Mummy

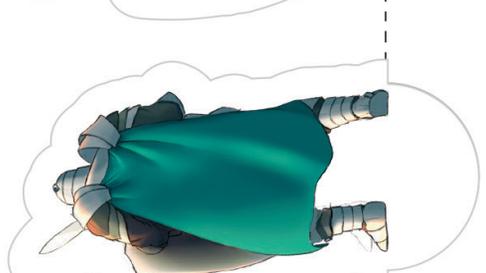
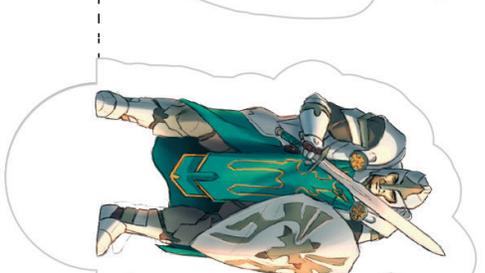
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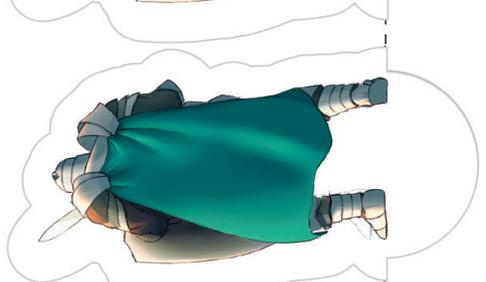
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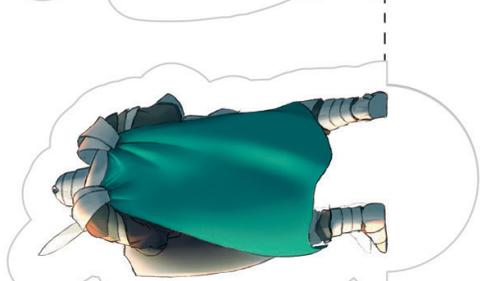
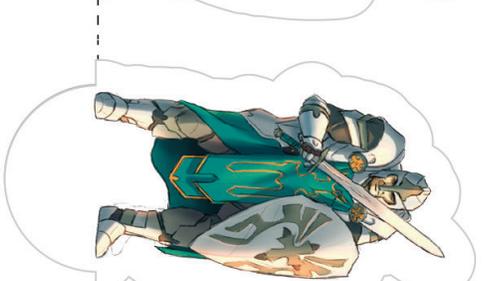
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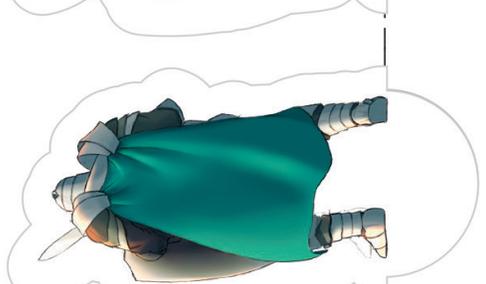
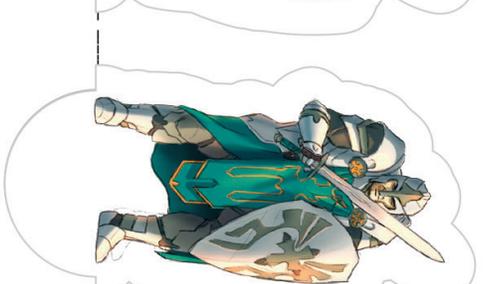
✂ Cut



✂ Cut



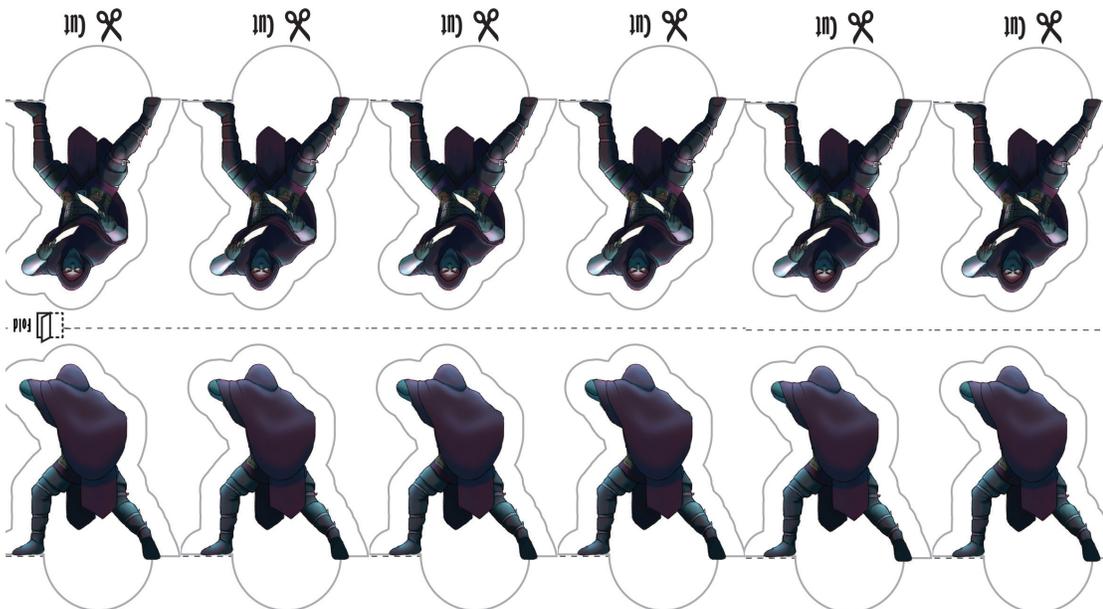
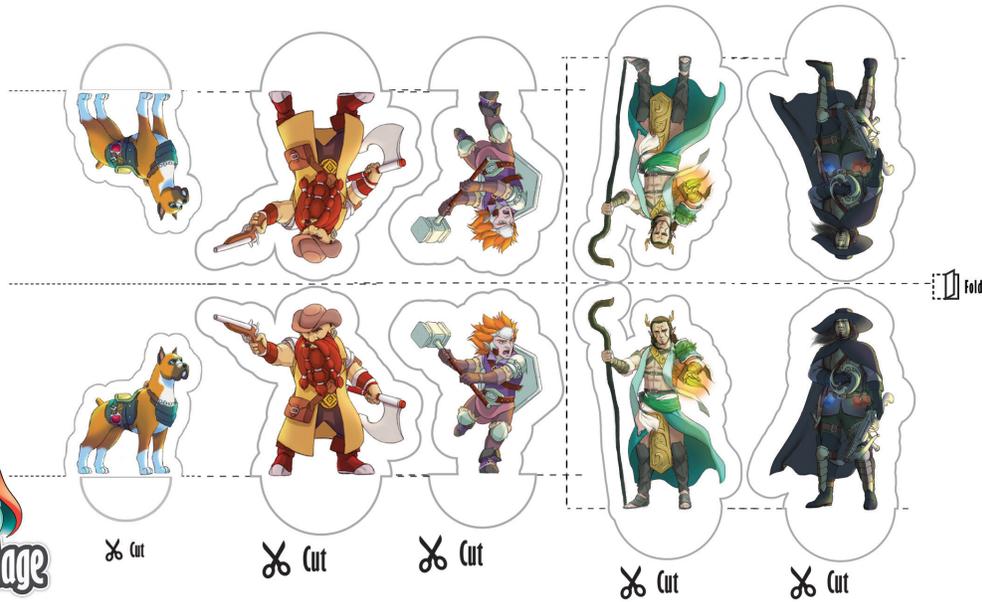
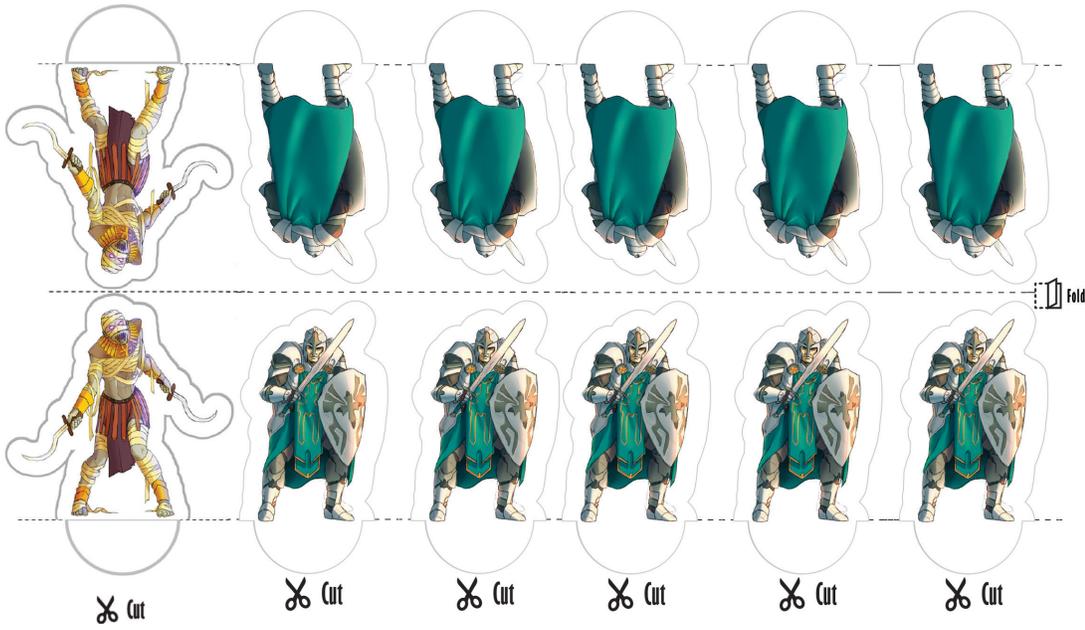
✂ Cut



□ Fold

Cutout

Mini-Miniatures





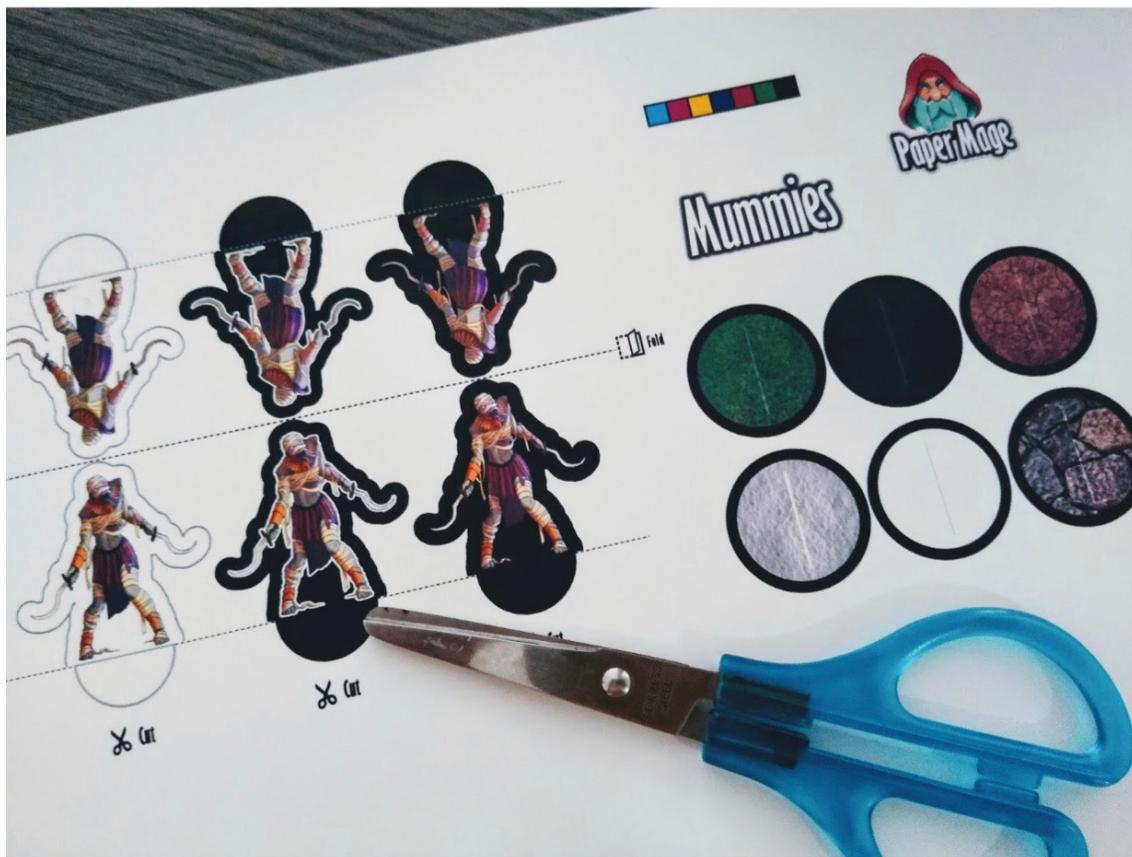
From the desk of the

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IslandOfBees@gmail.com

Krillo's Guide to Survival is an in-universe hand guide for Player Characters written from the perspective of a goblin named Krillo. The book contains information for players on how to craft weapons, potions, magic runes, and more! It is heavily illustrated by our rambunctious Krillo, which makes it perfect for your mantle and as a conversation starter. It also contains the story of Krillo, written as a journal from his perspective as he travels the world in search of his destiny.

WestboundGame.com/krillos-guide-to-survival

Written and Designed by
John Heffernan

