

The Lord of Silurum

A first level one shot

Background Information:

The people of Silurum have lived at the edge of the ash fields for decades. Once a thriving and busy port town on the northeast coast of Terragaia, the eruption of the three assumed dormant volcanoes in the center of the island continent wiped out most of the population and forced survivors to the coast, where the remnants of the city still stand. Most of the continent's population abandoned it for the mainland, and the small groups that remained became increasingly isolated. Overland travel is nearly impossible, and most ships avoid coming near the coast out of fear of underwater rock formations created in the eruption.

Silurum's leader, Baron Os'Eserev, has been working to reestablish the city's reputation by mining out the ash fields for rare minerals deposited in the eruption. Months ago, the miners discovered the entrance to an ancient tomb, which had been moved closer to the surface during the earthquakes around the eruptions. However, there was nothing of value inside, and it was soon forgotten, until just last week, when the head of the guard was murdered, and a trail of footprints found by the body led the searchers back to the tomb, where the door had been resealed. The baron immediately put out a call for a group of hunters to search the tomb and solve the murder.

Adventure Summary

The player characters are a group (assumed to be already formed) of adventurers who sign

up to enter the tomb. Any group of 3-4 level 1 characters is fine.

They must travel to the tomb, enter, and investigate the source of the footprints, eventually reaching the final room, where they find evidence that Baron Os'Eserev is behind the attack. They must then either confront him or inform the people, both of which end in a fight with him.

Introduction¹

You are a group of adventurers who have traveled here to Silurum, a city on the coast of the ash wastes of Terragaia in the hope that there will be some interesting work, or work at all, here. Shortly after you arrived, the lord of the city, Baron Os'Eserev, put out a call for anyone willing to investigate a murder and a mysterious tomb. You instantly offered to help, and now you are standing in his office waiting to hear the full details of the case.

Meeting with the Baron

The PCs begin in the Baron's office, standing in front of his desk. They have just been shown in by his assistant, and are now waiting to hear their full assignment. Read the baron's quote aloud, allowing each character to introduce themselves (can be expanded if necessary, but four are assumed).

*Welcome! It's good to have such a distinguished group of bounty- uh *cough* excuse me, adventurers in our service. Now, how about you introduce*

¹ Text in boxes, such as this introduction, is meant to be read aloud to the players.

yourselves? Oh, in alphabetic order please, let's be orderly about this.

(PCs introduce themselves here with anything that the group should know, the Baron won't react if it isn't in order.)

Good, good. Now, as I've said, the four of you will be investigating the murder of the captain of the guard. Terrible tragedy, terrible... (he trails off). Anyway, those footprints we found lead to the old tomb in the mines. Used to be wide open, but now the door is shut. Don't ask me how, I don't know. That'll be your job. Get inside and figure out what happened, and who, or what, I suppose, killed the captain. Any questions?

At this point the PCs can ask about a few things, any other questions are answered with: *I don't see how that is relevant, anything else?*

How was the captain killed?

He was found dead just inside his house with his head removed and multiple stab wounds. The guardsmen who found him were able to follow some unusual footprints back to the tomb entrance, where they found the door shut.

Are there any supplies we can have?

I would hope you have your own equipment. I can't spare anything for you.

Where is the tomb?

Northeast of here, follow the road to the mines and use the signposts to reach it.

What is inside the tomb?

Back when it was open, the miners reported it was just a single room with a few coffins and urns. Not much of note, and they didn't see any doors inside.

Did anyone else volunteer?

Of course! But they were all just hoping for the money; they had no real skills. Not like you, I can tell you're the real deal.

Once the party is done asking questions, the Baron dismisses you and his assistant shows you the way out of the building.

Various Details

If the players ask about the town, they may be told any of the details from the background information or this description:

The city of Silurum is somewhat large for a Terragaia city, covering almost two kilometers along the shore, and half a kilometer inland. There are two distinct architectural styles in the city: the white bricks and orange slate roofs of the original town, and the rough ashstone and wood structures set up to accommodate twice the original population after the eruptions. Everything in the city, including the people, is covered in a fine layer of ash blown in from the wastelands.

The port has only a few ships in it: any merchants willing to make landfall, and the personal craft owned by the residents. There are few people in the streets, and those that are stay to the sides and out of the way.

The road out of town

Once outside the town you set off across the ash wastes towards the mines. Nothing lives here anymore, and the ground is dry and gray as far as you can see. Halfway there you encounter a rough bridge thrown across a stream. It appears to be falling apart, but if one person holds one of the ropes another may be able to cross.

The bridge appears to be falling apart with a 5 foot drop beneath it. Each PC can choose whether to make a DC5 Athletics check to cross safely while another holds the rope, or a DC15 Acrobatics check to jump across the gap. Failing the jump or crossing will result in falling into

the stream. The last person to cross has to try and jump, attempting to cross normally results in the bridge falling into the stream. Anyone who falls takes 1d3 bludgeoning damage. Once they fall in they can just climb up the far bank.

Tomb Entrance

After twenty more minutes of walking across the ash wastes you arrive at the tomb entrance. It lies inside a crevasse in the side of a stone cliff. The stone bricks forming the entrance are gray with ash, and any decorative paint or gold that may have once been there has faded or been stripped away. Three bandits are waiting by the entrance, and their leader steps in front of you as you approach.

As the PCs approach, the bandit leader stands up and confronts the party, saying that the PCs can't enter the tomb.

At this point the PCs can either try to convince the bandits to let them pass, or go straight to fighting them.

If they choose to convince them, give the players a chance to make a convincing argument for why they should be let in, or pass a DC10 Persuasion check. A failure results in a fight starting anyway.

If a fight starts, the [bandits](#) each take one opponent. Once defeated, they have no loot.

Tomb Door/First Room

Once the bandits have been dealt with, you find yourselves confronted with a pair of large stone doors, 3 meters tall, 2 wide, and completely blank save for a decorative border. Nothing happens if someone pushes

on one of the doors. The footprints that had been tracked to the tomb have started glowing as the approach the doors.

A DC10 Perception check reveals a band of worn stone around chest height all the way across both doors, as though people have frequently rubbed or pushed on them there.

Attempting to look around the surrounding reveals four pillars flanking the doors, each with a stone tablet on it. The writing is mostly worn away, but if any of the party can speak Elvish they can get "It takes four" from it. If no one can speak elvish, a DC10 Perception check will reveal 4 pairs of footprints in front of the door, side by side. (If there are only three members in the party, one of the bandits is willing to help if they aren't dead, otherwise it reads three and works likewise).

To open the door, all four PCs must push the doors in. They slide inwards and to the sides, opening the tomb.

The room inside is a dark, low ceilinged rectangle, with a table in the center, and four sarcophagi in slots along the walls. Urns are scattered around on every open surface. The glowing footprints from outside disappear into the far wall, which has an inscription on it in Elvish, but with a translation in Common underneath:

Riddle goes here, solution is Dragon, raven, sun, flower

A look around the room reveals four figurines, one on each sarcophagus, and four slots for them on the table. Placing them in the correct slots (above) opens the wall with the riddle, revealing the next room.

Second Room

Upon entering the next room the sconces along the walls light simultaneously, revealing a circular room 10 meters in diameter. The floor in the center of the room is a large steel grate over a deep pit. There are two levers on either side of the room. On the far side is an open doorway. The footprints once again simply travel through the room and out the far side.

At this point, if any of the PCs wish to make another DC10 perception check, they will notice a tripwire across the entrance. If they notice it, they must decide what to do (It cannot be disarmed, but they don't know that).

If the trap is triggered, or they exit the room without triggering it, four of the walls will slide down, revealing four [skeletons](#).

The skeletons immediately move to the center of the room before starting the fight.

The PCs can choose to fight, or they can move to the levers and interact with them. Pulling both simultaneously results in the grate opening and dropping the enemies into the pit. Pulling only one lever causes it to return to its off position after a second.

There is nothing down the pit, it is just a large hole with scorched bones at the bottom.

Third Room

The third room is identical to the second, but instead of levers to open the grate, there are tables along the walls with candles and lenses. In the center of the room is a statue, brandishing a staff topped with a crystal. The door on the far side is sealed, and a blue gem is set in the stone above it. The footprints travel through this room as well.

A stone statue of a mage in full armor has been moved to the center of the room and is facing the left wall. The staff it carries has an unusual gem at the top, appearing perfectly clear and smooth.

Lighting the candles and focusing the beam into the statue's gem causes it to refract at an angle. Aligning the statue's beam with the gem at the top of the door opens the door.

Dragon Room

Through the door from the previous room is a long hallway with an open colonnade along the left side, overlooking a massive cavern. Chests, urns, and braziers clutter the hallway. Down at the bottom of the cavern to the left, sleeping on a stone platform is an ancient dragon. It appears soundly asleep, but who knows when, or how, that might change? The footprints have started to fade as they travel down the hallway, disappearing entirely as they pass through the far door.

At the bottom of the cavern, there is an [ancient dragon](#), asleep. It shows no signs of waking up, but making excessive noise will certainly do the trick. At the far end of the hallway is another door, slightly ajar. There are numerous urns, chests, and braziers along the hallway.

If the PCs do anything that makes significant noise (talking above a whisper, searching the chests, knocking over the urns, attempting to fight the dragon, etc.), it wakes up and kills them. There is no way to survive it.

Burial Chamber

Once you have all made it through the hallway without waking the dragon, you enter a grand throne room. An ornate chair, clearly meant for the recipient of the tomb, sits on a raised dais at the back of the room, and the walls are lined with valuables and a chandelier lights the whole room. However, the lich that once haunted this tomb is thrown unceremoniously across its chair, its staff flung across the room. On a table along the left wall are some papers, and on the right wall is a glowing rune with unreadable

writing circling it.

Once any of the PCs moves away from the door, a group of 3 [bandits](#) (Not the same ones from outside) appears in the doorway behind them. This time they start a fight instantly.

Once defeated they are found to be carrying only their gear and a letter, which reads:

Do not permit my bounty hunters to reach the inner room. Awaken the dragon to kill them if necessary. I will not tolerate an incomplete mission, if even one survives you will pay with your heads.
- Dreydas O.

Asking any surviving bandits who they got the letter from results in them responding that it was left for them at their camp, and they don't know who sent it.

Attempting to remember who Dreydas O. is requires a DC15 History check, which results in them realizing that they heard the name before in Silurum. No one is quite sure who it is though.

The papers on the table are all shipping manifests from the mines. However, something is off. An unusual amount of precious stones and other minerals are being separated and placed in a private warehouse near the docks instead of taken to the shipping center.

After examining the papers a [spectre](#) appears hovering over the dead lich, which immediately starts a fight.

Once the spectre is defeated, it shrieks and dissolves into a small tablet with a name on it: Dredas Os'Eserev.

If the PCs decide to touch the rune it causes whoever touched it to glow for a second and then vanish. The rest of the party is dragged after them and they are all transported to a basement under the Baron's estate.

If they choose to avoid the rune they must leave through the dungeon, not waking the dragon, and dealing with the [skeletons](#) in room 2 if they were avoided earlier (the encounter remains the same, but the party enters from the opposite side).

As soon as you exit the tomb you are met with a detachment of the city guard. They quickly apprehend you and blindfold you. When they take the blindfolds off you are in a small, dimly lit room with a high ceiling. The walls are bare and the floor is made of rough stone.

The guards take them to the Baron's estate and throw them into the basement (the same one the rune leads to).

The Baron

After about an hour has passed, Baron Os'Eserev enters the room and says the following:

Disappointing, disappointing. I had hoped you would not return, and your deaths would be one more reason to leave the old tomb alone. Ivren! Bring me my staff.

One of the Baron's assistants enters the room and hands Os'Eserev an ornate staff, identical to the one found near the lich. He lifts it, and attacks.

Baron Dreydas Os'Eserev

Elvish lord, neutral

Armor class: 5

Hit Points: 45

Speed: 30 ft

Saving Throws: Wis +2, Char +4

Skills: Persuasion +3, SoH +2, Intimidation +5

Senses: Truesight

Languages: Common, Elvish

Class Levels: Warlock 2

Challenge: 1

The End

Absorption: If Os'Eserev manages to kill a PC, he recovers 1d4 +2 hp.

Spellcasting: Os'Eserev is a 2nd level spellcaster, with Int as his casting ability (DC 10 to hit). He has the following spells:

Cantrips: Eldritch Blast, Minor Illusion,

1st Level: Charm Person

2nd Level: Misty Step

Items: Sorcerer's Staff (used to cast spells)

If any of the PCs land a physical attack on the Baron he calls for help and Ivren (a basic level 1 fighter) enters the room and attacks the PC closest to him.

Once the Baron and Ivren have been defeated, the PCs head upstairs and encounter the new captain of the guard. If they wish they can try and explain the situation, but if not the captain will simply let them leave, suggesting that they leave the town.

If they choose to explain, the captain says:

I appreciate that you brought this to my attention. While I would like to reward you publicly, it would be best if the people don't find out that their beloved Baron was smuggling goods for personal wealth. You can each take something from the estate, but then you had better leave Silurum. It's better this way.

The PCs choose their objects, and get themselves a place on the next ship heading for the mainland.

If they fail to defeat the Baron (they are all killed in this scenario), he simply reports that they were killed in the tomb, and returns to his activities. It takes years for anyone to find out what he was doing.

Maps:

