

The Tomb of the Fallen Dunedain King

This is an adventure written for merp and rolemaster by Andreas Lindholm.

Settings: In the Trollshaws at The Inn Of The Last Bridge.

Requirements: Depends on the groups greed and bravery, not the level or skill.

Background: Two adventure groups are staying at the Inn Of The Last Bridge. One of the groups, lead by Andril, is in possession of a map which leads to a grave. Within the grave lies Kal-El, a Dúnedain King fallen in the wars of the second age. Rumors tell of great treasures and wealth. Andril's group is planning to travel to the grave and desecrate it by stealing it's treasures.

The other group lead by Thrangull is planning to follow them, kill them and take the treasure. Thrangulls group will try to entice the players to help them, only to kill them at the end and take the treasure for themselves. They will have a few of their friend sneaking behind to help them finish the party off.

Introduction: The players are staying at the Inn Of The Last Bridge. One afternoon a man comes up to the players and introduce himself as Draugan(Thrangull). He invites them to sit down at his table and buys them a couple of beers. He asks them about their business here in Trollshaws, their names, occupations and professions. After a while of conversation(providing he wants them on the team) he begins to tell them about Andril's group. (DM: He's not that carefull, so the party might be friends with Andril, if you want them to)

He tells them about his plans and that his group is only three people and Andril's group is five, so he needs some backup. Of course they will share the booty with the players. If they accept he tells them to get ready for a probably long journey, and he also points out that they should avoid Andril's group.

The next day Andril's group leaves the Inn and takes the west road on foot. The party is informed by a big man named Thang who claims to be one of Draugans(Thrangull) men. The players meet up with the rest of Thrangulls group and they begin the pursuit.

Pursuit: Andril's group continues to travel west, south-west. They won't notice the players group unless they do something stupid. Just anything can happen. For each day you'll roll a dice and check the outdoor random event table. If something very unpleasant happens(and you're not in a nasty mood) roll again. Thrangulls backup group that is "pursuing the pursuited" will be right behind. Make perception rolls for the players, and let them get nervous. If they talk to anyone in Thrangulls group about it, they will try to make it sound foolish to believe that they are being followed.

The Tomb: The entrance to the tomb is blocked by a huge stone slab set into a mountainside. But when the party arrives the slab has been moved aside by Andril's group. A polished stone corridor leads into the mountain. Within the tomb it's damp and a thick layer of dust covers the floor.

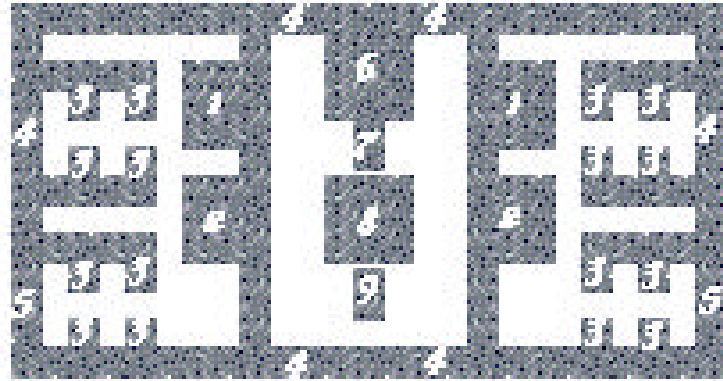
(DM: The players will probably notice footprints in the dust).

The corridor continues about fifty feet and then splits in two. It's absolutely dark here. The rest of the tomb is also without any illumination.

(DM: Use your imagination, make the players feel uncomfortable, they will probably hear their own echoing footsteps comming up from behind). They can wander around and explore the tomb's secrets, until they enter room 6.

The Dilemma: When the players and Thrangull's group enter room 6 a lot will happen. First of all Andril's group will probably be suprised. And even more suprised will the players be when three more guys jump out from behind to aid Trangull's group (even though the players don't know that, the three guys will pretend that they're Andril's friends and "pretend-fight" with Thrangull's group). And Thrangull's group will try to make the players attack Andril's group, while they "take care" of the guys from behind (but they will only pretend too). Now the players have to choose sides, let them get confused (as you are confused now reading this). But don't worry, this will be good fun once you get the hang of it. A great fight indeed, read my comments later on.

The Graves: If anyone touches the king or his items a strange crackling sound will echo throughout the corridors (all of the skeletons in the tomb will rise and attack the intruders to protect their king, they won't leave the tomb).



1. A coffin that has been broken open. There is nothing inside except for the remains of a shattered skeleton.

2. On this coffin the lid has crumbled to dust, There is nothing inside.

3. A pile of bones. If someone touches the bones there's a 50% chance that a major skeleton rises from the pile and attacks the intruders. There's also a 30% chance that something valuable lies among the bones.

4. A pressure plate trap(see traps).

5. A spear trap(see traps).

6. As room 8 except the weapons are crumbling to dust.

7. As coffin 9 except no treasures, and the weapons are normal and rusting.

8. The inner chamber. Here lies the two sons of the dúnedain king. Their coffins lean against the wall. Within stands a long dead warrior carrying a fine broadsword(+5 OB) in a crumbling scabbard. They carry a rusting iron shield and a chain mail(+5 MM).

9. The Kings grave. Under the 150kg stone lid lies the king fitted in full plate mail (+10 MM/+5 DB) made of polished steel with a painted blue cold-drake on the torso. The two handed sword Daera lies beside him. He wears a pair of blue-shimmering bracers made of blue cold-drake scales named Glail. There's also 37gp, 113sp and a blue jewel worth 150gp

NPCs: Thrangull's

2 Warriors LVL 3
OB:75 DB:20 Chain mail, Broadsword
Arm/Leg greaves, Shield, Two handed Sword
Hits:80 MM:25

Thrangull's

2 Thieves LVL 4
OB:80 DB:25 Soft Leather Armour
Short Sword, Ambush:10, 3 Daggers(+5)
Hits:65 MM:35

Andril's

2 Warriors LVL 3
OB:85 DB:15 Chain mail, Helm
Arm/Leg greaves, Two handed Sword
Hits:85 MM:20

1 Bard LVL 3
OB:70 DB:30 Soft Leather Armour
Leg Greaves, Two handed Spear
Hits:65 MM:30, Flute:Plays Stunning Song

Main Group:

1 Ranger LVL 3
OB:75 DB:30 No Armour, Crossbow(+5)
Broadsword, Shield
Hits:90 MM:40

Backup Group:

1 Ranger LVL 2
OB:60 DB:20 Rigid Leather Armour, Helm
Two handed Sword, Leg,Arm Greaves
Hits:50 MM:20

Group:

1 Ranger LVL 4
OB:90 DB:25 Rigid Leather Armour, Shield
Broadsword, Arm Greaves, Long Bow(+5)
Hits:90 MM:40

Comments: I played this adventure on four pretty experienced players. They went along with the story as far as I was concerned. But in the final fight they got really confused(as I had expected). After a while of confusion they were fighting both groups! It was fun. But I had a hard time taking care of all the NPCs and their actions. After about four hours(realtime) everybody had been killed or knocked out, except one of the players who had been badly hurt. He helped his friends that were still alive, and then they together entered the grave. Guess what happened when they realized that all the skeletons in the grave had risen. Oops! they ran like hell...(one survived).

Treasure

Daera:

This artifact is a magical twohanded sword. It was made by Gildûn a great and clever smith. He was ordered by his master and king, Kal-El, to forge a twohanded sword that would protect him as if he was wearing a shield. Gildûn used an old steel-mixture that involved dragon scales and silver. This mixture made it possible to trap a spirit within the blade. Gildûn caught a wind spirit called Daera in the sword, it was a wind that always blew in your back. After years of work the sword was finished. The wind spirit within the blade helped the wielder to fend off attacks. The king was pleased, but he wanted a scabbard for the sword. Gildûn refused, claiming that the spirit of Daera would feel imprisoned within a scabbard. The King got furious and had Gildûn executed for disobeying. Only he was able to forge a scabbard for Daera, so there is no scabbard and has never been.

Highly Intelligent.

Daera can cast all spells from the Wind Law spell list when she desires(unlimited PP).

+35 OB.

A cool breeze surrounding the wielder.

+50% to the parry state.

Glail:

This artifact is a pair of magical bracers. Each time the wearer enters a battle he/she gets hasted for one round (double actions). They are made from blue cold-drake scales. They will fit any who wears them, and they will add +5 to the DB.