

# Liam's Tomb

An Adventure

By

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## INTRODUCTION

This adventure is heavy in puzzles and riddles. It can be used by almost anyone as an addition to a longer campaign. Details can be altered easily to make it fit. It would work best as a way to drop some important item into one's game and make the players feel as if they accomplished something important by making their way through the puzzles and recovering it. Canny players can make it through with very few fights. These encounters can easily be scaled up or down, and changing 4d6 to 10d6 or even 1d6 can also scale any of the traps. The adventure as written would be suitable for 7<sup>th</sup> – 12<sup>th</sup> level adventurers.

## ADVENTURE BACKGROUND

There are whispered tales of a long dead Solamnic Knight who was called Liam. These tales claim that Liam fought at Huma's side on the day when the Dark Queen was cast back into the Abyss, although none can say for sure. What is known about Liam is that he was quite an eccentric. He had married an elf woman who was known to be a very talented wizard. He had lived near the outskirts of Qualinesti, and the elves had been strangely welcoming to him. They called him Liam the Protector, and for all his odd mannerisms, he proved to be a valiant and skilled leader of men. He set up a castle that helped to protect some of the outlying elven villagers from marauding bands of ogres and other nasties. No one is sure when he died, or the circumstances surrounding his death, but the repercussions are known. His castle fell into disrepair, and the fragile bonds that had the elves trusting a human quickly broke down. No one knows what happened to his bereaved wife, and the earth eventually reclaimed his castle. Now, in these dark times, rumours about a great prize that Liam had kept hidden far below his castle have begun to resurface. Some say he had stores of Dragonlances, some of which had been used on the Dark Queen and her minions on that fateful day. Others say he has one of the surviving dragon orbs, and others just simply speak of riches untold. What lies in the ruins of Liam's tomb? It is up to a few brave adventurers who are willing to risk everything to find out.

## ADVENTURE SUMMARY

Liam was a well-loved and powerful man. His unconventional marriage to an elf woman, who was a wizard to boot, went over surprisingly well with both races. This was mostly due to Liam's own personal magnetism and tolerance for others. When he died, he enlisted the help of his wife and his god in making a tomb for himself where he could test any one who might want to claim the prizes that were buried with him for their worthiness. Liam thought that anyone who was simply an unscrupulous grave robber would not have the skills to make it through his tests, and those who could were worthy of the powerful items that he took with him to the grave. To this end, he designed a strange series of puzzles, challenges, and moral tests to keep out the unworthy. The adventurers are forced to play Liam's game if they wish to claim the power and riches that are hidden in this strange tomb.

## CHARACTER HOOKS

The rumours of powerful or much needed artifacts and riches should be enough to get most players into the tomb. It's up to the DM what is included in the prizes, as the DM would know best what things would get their players to try Liam's Tomb.

## NOTES

There are 3 separate *Forbiddance* spells cast over this tomb – one covering areas 5 and 6, another covering areas 7, 8, 9 and 10, and the last covering areas 11 and 12. These spells are all passworded, the password in each case is the appropriate solution to the riddle – fire, breath or pushing in the buttons. Without the password, any travel into the areas is impossible –

dimensional travel is barred by the spell, and if the stone doors are broken down (all are 10 inches thick, 7ft tall and 5ft wide) then the characters simply cannot pass over the border into the *forbiddance* spell as they are magically banished from it. All the *forbiddance* spells are at caster level 30 (as Paladine had laid his blessing upon the tomb after the spells were cast), so the characters must be at least that level to try and dispel it, which is highly unlikely in the realm of Ansalon.

## **THE ADVENTURE**

The adventure begins when the players find the last ruined foundations of Liam's once grand castle in an over-grown clearing in the forests around Qualinesti. How they find it is up to the DM and concurrent on what the character's capabilities are. A search of the clearing will lead the players to discover a small, ruined mausoleum near the back of the grounds. Clearing away the debris will show that the mausoleum was not the tomb, but only the entrance. Down a short flight of cracked stairs, there is a badly damaged stone door. Applying pressure to it causes the door to crumble with a crash. The players enter into room 1.

**1. You enter the door see that there are more stairs leading downwards. When you follow them, you find that they end in a richly decorated, large antechamber. There are faded and cracked murals on the walls that are difficult to make out in the gloom. Two five foot bronze dragon statues flank an archway. Above the arch, there is an inscription.**

The statues are just statues, not an elaborate trap. The murals, upon closer inspection, are drawings of the Dark Queen's long-ago defeat, lending some credibility to the rumours that Liam himself had been involved. The words above the door are in Solamnic, and they simply read 'Liam- Righteous, Faithful, Loved'. The room is otherwise empty.

**2. The archway opens up into a long, wide hallway. The hallway ends in a large stone door. Branching off the left of the hallway is a second archway.**

**3. This room appears to be a small chapel to Paladine. There is an altar with a small statue of the Platinum Dragon, as well as more murals on the walls. What might have once been a rug lies on the floor, although it is too mouse eaten and rotted to tell for sure. Stone benches line the walls, placed there for the faithful to sit and pay their respects- to the god and the departed knight, as well.**

The murals are not as faded as the ones in the front room, and are easier to make out. Not surprisingly, they depict Paladine in all of his godly glories. The statue is well attached to the altar, but is made of solid platinum. Particularly greedy characters may try to take it, and if they can figure out a way to break it loose, nothing will prevent them from doing so. Not yet, at least.

**4. This room is very small. It contains only a low table covered with objects. In the middle, there stands a very conspicuous statue of Paladine. The god holds a large bowl in his hands. The table seems to have been for the leaving of offerings, although most of them have long since rotted into piles of dust. Here and there, the glint of coins and jewellery can be seen in the dust.**

The table is indeed a place to give offerings. The people who came here long ago often left food and wine, and (if they could afford it) money and gems, as well as assorted other goods. Most of it is long been rotted, but there is some things worth taking- a gold necklace with a small ruby pendant as well as some assorted antique gold coins. However, if someone tries to disturb any of the items on the table, the statue of Paladine begins to glow and crackle ominously with a

white light. It gives this warning for three rounds or until the perpetrator tries to leave the room. Then it sends out a quick bolt of energy that strikes the thieves and causes 5d6 electricity damage (Ref DC17 half) and stuns them for 1d4 rounds, also causing them to drop whatever they were holding. The statue will continue to do this until the items are replaced.

**5. The door at the end of the hallway is huge. There is no visible lock, handle, or hinges. The door is unadorned, except for one inscription and a small concave plate no more than five inches in diameter that juts horizontally from beneath the inscription. The words are in common, and they read-**

**'FEED ME AND I LIVE, BUT GIVE ME TO DRINK AND I DIE'**

Answering the riddle that is poses opens this curious door. Anyone looking at the door with detect magic will see the words and the dish are glowing with strong abjuration magic. The answer to the riddle is 'fire' but merely speaking the word aloud will not open the door. There has to be a burning item placed into the dish, and once some sort of fire touches the plate, the door will swing inward.

**6. Golden light pours out of the archway that opens into this room. Piled in the centre of this floor is a heap of treasures. Gold, jewels, and fine weaponry and armour lie in a pile. In alcoves lining the walls, suits of shining armour stand at attention, clutching long swords in their gauntlet hands. On the far wall, a large stone statue of a knight stands at attention in a marble pedestal. Words are carved above his head, reading 'Greed is damnation, prayer is salvation'.**

Liam was a devoutly religious man, and also an eccentric one, and this room reflects that well. The 'riches' are all illusion. If anyone tries to touch the pile of gold with the intent of taking it, the illusion is dispelled. The stone knight comes to life (treat as a Stone Golem). He will stomp after the perpetrator. Before he starts attacking, he will ask the player to 'Kneel and beg forgiveness'. If the person does as asked, and prays for forgiveness for his transgressions faithfully, the golem will return to the pedestal, and the gold will reappear. If the character tries to run, fight, or refuses to apologise- it will attack until destroyed or until the perpetrator is dead. To scale this fight up or down, you can have the suits of armour attack, from all ten to just one (treat as medium-size animated objects). Or, you can have the golem and the suits attack at once.

**7. This door looks much like the last riddle door you came through. The same plate is there, only the riddle has changed. This one reads-  
'I AM LIGHT AS A FEATHER, BUT NO MAN CAN HOLD ME FOR LONG'**

The answer to this riddle is 'breath'. To open the door, a player must breath onto the plate.

**8. As soon as you enter this room, the door swings shut behind you. The room is large and circular and the walls are lined with mirrors. The floor is polished marble. There is light in the room, but there is no obvious source. There is also no obvious way out. Above the panel of mirror across from where you entered, the words 'You must conquer the darkness within yourself' are carved in common.**

This room contains the only necessary fight in the adventure. The DM has several options for this room. In the first option, the players are attacked by their own reflections that step out through the mirrors. The reflections can have the exact same stats as the player at this point in time (i.e. lost HP, spells, equipment etc.), with the only real difference being that the reflections will have a single-minded desire to slay their counterpart, and will not harm any of the others, while the players can aid each other to keep the fight from simply being a roll-off. The lesson being taught would be that you need your friends to conquer your own demons. If this option is

not appealing, an 'Ice Elemental' in the shape of the PC can attack (ice being used because of its resemblance to a mirror). To make an ice elemental, simply use the fire elemental stats (choose the size to be a challenge to your player's level) and replace the fire damage and burn abilities with cold damage. There are other options, but the main point in this chamber is for the players to face a real challenge, as it's the only physical challenge in the adventure. Once the last foe is dead, the panel with the carving above it swings open.

**9. As the glass swings shut behind you, you find yourself standing on a small platform of stone. Stretching out into the darkness is a deep chasm. You cannot see the bottom, the ceiling, or the other side. Sounds echo ominously. Carved into the wall behind you are the words 'The faithful man will trust, and not fear to tread'. There is no obvious way across the chasm.**

This part of the tomb is a pretty cheap trick. There is a permanent wall of force that forms a bridge across the chasm. The wall is located six inches down from the lip of the ledge, in order to give someone stepping onto it a moment of fright. Liam was a man with a strange sense of humour. If any of the players are using detect magic, or some similar spell, they will see what the trick is immediately. Also, throwing stones or other objects will likely reveal the deception. The main point of this room is to illustrate the 'leap of faith' idea. The players can easily walk to the other side once they figure out the secret. However, the 'bridge' does not extend all the way to the walls, so it is possible to fall off if a player wanders more than ten feet away from the centre. If they start to fall, give them a reflex save appropriate to their level to not fall. If they fall anyway, it is 70 feet to the bottom. The walls and bottom are relatively smooth.

**10. This small circular chamber is dominated by a fountain, which sits in the centre of the chamber. The fountain depicts Mishikal holding a pitcher and pouring it into a pool. The fountain is made of cool white marble shot through with veins of blue. This room is heavy with moisture, and the walls are coated with fungi. There are small lizards that dart away from your light. There are crumbly stone benches around the room. On the base of the pool, these words are carved- 'Rest and refresh- your trials ore nearly over'.**



The water in the fountain is magical- if drunk it acts as a maximised *Cure Serious Wounds* spell. The water will only work once, and if bottled and taken from the chamber, it will revert to simple water. Also, anyone of evil alignment who drinks the water will suffer the effects of a maximised *Cause Serious Wounds* spell, although it will not take the person any lower than 1 hp. Also, if anyone who acted dishonourably in the rest of the tomb drinks before properly atoning (at DMs discretion) the water will function as if the player is of evil alignment. The caster level of both effects is 15<sup>th</sup>, and the Will Save DC25. These effects can be lowered to *Cure/Cause Light Wounds*, or heightened to *Heal/Harm* depending on the level of the party.

**11. These huge double doors are different than the first two riddle doors. There is no dish this time, only this riddle-**

**'WE ARE VERY LITTLE CREATURES  
ALL OF US HAVE DIFFERENT FEATURES  
ONE OF US IN GLASS IS SET  
THE OTHER YOU WILL FIND IN JET  
ANOTHER YOU MAY SEE IN TIN  
AND A FOURTH IS BOXED WITHIN  
IF A FIFTH YOU SHOULD PERSUE  
IT CAN NEVER FLY FROM YOU'**

Here is the final riddle the players must solve. The answer is the vowels of the alphabet. To open the door, the players must first realise that the letters are each on a separate button, each of which can be depressed. All of the vowels, as well as the 'y' in fly must be pressed in. Then the door will open. However, if the wrong letters are pressed, the letter will shock the presser with a *Shocking Grasp* spell, dealing 1d8+1 electricity damage (can be scaled where appropriate). Give the players a DC20 to spot that the letters can be pushed in, and a DC15 if they search the door.

**12. At last, you come to Liam's tomb. There is a sarcophagus in the centre of the room. The carving on its top depicts a handsome man with the tradition moustaches of the Solamnics on his stone face. There are shelves lining the walls, covered with treasures great and small. A carving on the far wall says 'Welcome, righteous friend, may Paladine bless you as he blessed me'.**

At this point, it is up to the DM to reward the players as best fits with their campaign. One idea (if you want to annoy your players) is to have the item they were looking for already having been looted, with only an empty place on the shelf where it once sat. Maybe they were followed in by the big baddie while he had polymorphed into a harmless looking lizard, and he had already made off with the prize. Or maybe the theft is centuries old, and you can leave clues so the players can start on this new trail. No matter what you do, the players should be well rewarded for making it through Liam's strange fun house.

Liam's Tomb Map

