

REAPER
**DUNGEON
DWELLERS**
ADVENTURES

DD2

FAMILY JEWELS

for 4-6 characters of levels 3 – 4
By Joseph C. Wolf



A mysterious heir. A fortune in gems and jewelry.
An unguarded crypt. What could go wrong?

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FAMILY JEWELS

This short adventure is located in the city of Barrowgate, Vestonia, in Reaper Miniatures' Adon game setting. However, with a few adjustments *Family Jewels* can take place in any urban locale featuring an extensive sewer system and a graveyard.

THE SETUP

The PCs are in a local tavern recovering from their previous adventure when they are approached by a thin man wearing fine clothing. He offers the PCs a drink while they discuss a "business opportunity". The bartender seems reluctant to serve the stranger, but says nothing when the mystery man produces a gold coin and pays for PC's drinks.

The man introduces himself as Dalmun Rymprand. Perceptive PCs will notice that even though the man's clothing is expensive, it doesn't seem to fit him properly as the sleeves are too long and the collar gapes around his neck. Furthermore, his nails are dirty and his teeth are far from healthy. His shifty eyes are tinged with yellow, and his complexion is sallow.

After his introduction, the strange nobleman leans forward and produces a sparkling red gem. In whispered tones, he asks the PCs if they want to get rich. If the gem is scrutinized, the PCs will recognize the stone as colored glass. Annoyed but feigning embarrassment, he cautiously produces a genuine bloodstone worth 50 gp and mutters, "Well, you can't be too careful."

Dalmun Rymprand explains there is a fortune in gems and jewelry hidden in a tomb not far from the tavern. The treasure is unguarded but may have a few traps. The front door of the tomb cannot be opened, but he tells the party that he and his mates have dug a tunnel giving ready access to the mausoleum interior. He claims that the jewels await inside the mausoleum and are an easy score for a skilled party. If the PCs agree to help him, he offers them a third of the jewels as payment, but he will go to half if pressed.

"So," the wiry nobleman asks, "do we have a deal?"

THE STORY THUS FAR

An eccentric and reclusive noblewoman Tigran Rymprand (CG f h Aristocrat 3) has died after years of bedridden illness. She is survived by the usual cast of greedy miscreant heirs and beneficiaries hungry for every copper piece. Her home is a dark and neglected manse on an overgrown estate. The home and grounds are worth a fair amount but her real fortune lay in her jewels, which have gone missing. The beneficiaries are taking turns ripping out walls, tearing up floors, and excavating the basement looking for the missing fortune. The jewels were gifted to Lady Rymprand by her many admirers and suitors.

Her father was an emissary, and they lived well in the estate until her father died from old age. She never married, preferring to keep her independence and live her life on her own terms. Instead of having children, she chose to own dogs. At any given time, Lady Rymprand had at least a dozen dogs running around her estate. It is said that during her lifetime she had owned hundreds of canine companions of all sizes and breeds.

Prior to her demise, the devious woman had three of her servants - a butler, a housekeeper, and a cook - sent far away with generous endowments. Lady Rymprand had no children but had many aunts, uncles, siblings, nephews, nieces, cousins, and suitors. She knew her kin would soon descend upon her fading manor to sniff about and prod her servants for information regarding her famed jewels. With no servants to conspire with, she would be her kins' sole focus and they would lavish attention upon her. She made her relations crawl, connive, and debase themselves in the hopes of wheedling a larger cut in her will.

When she passed, she left her beneficiaries the ill-tended grounds and the small manor, naming them all as equal inheritors. In one last cunning gambit, the heirs would have to divide the meager estate evenly among themselves.

Months before her relations descended upon the estate, she sold off anything of value:

objects of art, rugs and wall hangings, paintings, furniture, even her cutlery. She gave all of it to a dozen different charities including the local shrine of Shadarzaddii, which now has the funds to expand the orphanage and attached shrine. But the jewelry Lady Rymprand kept hidden.

Before her death, Lady Rymprand had a formidable mausoleum constructed with thick, reinforced walls and ceiling. A clever mechanism locks the structure tight with a single key. The devious noblewoman saw to it her groundskeeper Klybe Onnterzal (LN m h Commoner 2, Wis 14, Iron Will feat), the estate's sole remaining employee, was provided for with a 100-year land grant and a pension sufficient to take care of him and his great-great-grandchildren. He has been entrusted with the mausoleum key and is intensely loyal to his mistress.

The Lady Rymprand's fortune is far from lost. Rather, it is hidden where her heirs would never look: in her collection of taxidermied hounds. Over the decades, as each of Lady Rymprand's beloved dogs perished, she lovingly had them stuffed. The dusty carcasses smelling of chemicals and moldy sawdust were interred with their mistress, standing guard over her casket.

Rumors of the missing jewels are circulating around Barrowgate and there have been several attempts to breach Lady Rymprand's mausoleum. To deter further attempts, two guardsmen stand in front of the doors during the day and one at night.

THE TWIST

The man hiring the PCs is not who he claims to be. His real name isn't Dalmun Rymprand, it's Dalmun Skraab, and he is anything but a nobleman wearing loose clothing. He is not one of Lady Rymprand's heirs, and he only just heard about her fortune in jewels a fortnight ago. Skraab, also known by his street name "Scab", is a street-level conman, pickpocket, and charlatan. The opportunistic Skraab has joined up with Squeek's Seekers, a notorious gang of wererat rogues and graverobbers who dabble in a variety of nefarious enterprises: brigandry,

arson, extortion, and smuggling.

After learning about the fortune in jewelry, Skraab and his wererat cohorts dug a tunnel up from the sewers into the mausoleum but were forced to retreat back into the tunnel after a magical trap killed one of their pack, a wererat named Mel.

Now, the gang of thieves is working on a new plan. The Seekers are looking for unsuspecting accomplices to help them lay their hands on the goods which, they suspect, lie in a hidden compartment in the old bag's casket. The plan is for Scab to lead the PCs through the sewers and into the mausoleum. After the goods are found and packed up, the Seekers plan to ambush the PCs when they return to the tunnels.

SQUEEK'S PLAN

Squeek's Seekers and Dalmun have made a plan to get the jewelry from the crypt. While a fully willing participant, Skraab isn't a bloodthirsty killer, but he's trapped between a rock (Squeek) and a hard place (the PCs). He's only going along with the plan to get out with his own skin intact.

Squeek herself won't be taking part in the ambush on the PCs. Instead, she's sending four of her best wererats - Samm, Rudee, Mikhail, and Knox - to waylay the party and take the jewelry once they've recovered it.

The plan is for Scab to lead the PCs through the sewers. Barrowgate has been beset with torrential downpours for the past two days and the sewer canals are gushing and swollen. As the party encounters unexpected dangers, Scab frequently hides behind the PCs. Scab will defend himself, but will not go out of his way to help the party. Along the way, the PCs discover that the main passage has collapsed and is unpassable. The chamber has become a cistern and contains the reanimated skeletal remains of an owlbear. The PCs must backtrack and take a side tunnel.

Going around takes the PCs into uncertain tunnels. Scab knows the way but is uneasy - more side passages and chambers means more danger. En route the PCs traverse damp, wobbly planks suspended over a three story drop to roaring waters below. They also descend a stone staircase into a chamber with floors covered in dead rats, bats, and other underfauna. They discover the door is locked and held fast, meanwhile the grave gas is suffocating them.

The PCs arrive at the tunnel chamber and find a side chamber to the south is inhabited by a quintet of hungry dead. The light and noises attract the cannibalistic zombies. After defeating the zombies the PCs climb the ladder up through the tunnel into the mausoleum.

The interior of the mausoleum is protected by several traps, including the poisonous dust trap (*dust*

of sneezing and choking). The casket is locked and trapped. Searching the casket the PCs find the corpulent Lady Rymprand is decked out in heaps of gaudy costume jewelry.

Once the PCs recover the jewelry and gems from the taxidermied hounds, they likely try the door but find the mechanism seized up. Nothing short of a battering ram is opening the vault door. With no other option, the PCs return to the sewers. As they retrace their steps they are ambushed by Squeek's Seekers in their wererat forms.

THE GRAVEYARD

If the PCs wish to investigate the mausoleum first, they'll learn that it is located in a small private graveyard located in the Garden District of Barrowgate.

Who Would Trust Someone Named Scab?

Before undertaking this adventure the GM must consider and reconcile several potential hurdles to the overall narrative. GMs should handle PC questions using the information below as a guide. A little planning and conniving is necessary for a successful run of Family Jewels.

- If the Player Characters are of sterling character, they may balk at breaking into the tomb of an innocent woman. It's not as if Lady Rymprand was a ruthless warlord or vile sorcerer, but rather she was a well-respected, albeit faded, local noblewoman. That being said the PCs may be reluctant, suspicious, or just plain stubborn and reject the mission. Skraab tells the characters that he is a rightful heir of his dear departed Aunt Tigran Rymprand, and that his deceptive family members kept him from collecting his rightful inheritance. He feels that he is justified in collecting the jewelry, as that is what his beloved Aunt Tigran would have wanted.
- If asked about the previous caper Skraab eagerly mentions he and his cohorts took advantage of lazy and corrupt builders by tunneling up from the sewers and through the weak foundation of the mausoleum. He claims it was his plan (mostly untrue, Squeek came up with the plan after Skraab brought it to the Seekers' attention.) The tunnelers misjudged the layout and tunneled up into a fountain and were drenched (mostly true, though he downplays the seriousness of the gaffe, as he and his companions were nearly washed away and drowned). Once breached, one of his mates entered the tomb to scout when he and the others heard a choking sound and a groan. At that point, Dalmun and his crew abandoned the job, and he decided to hire a skilled crew to recover "his inheritance".
- If PCs ask locals about Dalmun Rymprand, all of them will say that the only Dalmun they know is Dalmun Skraab, known on the streets as "Scab". In response to the unwanted but not unexpected besmirchment of his "good" name, Skraab looks mildly annoyed and apologizes. He offers up the excuse that his many successful ventures have made him many vocal rivals and detractors.
- If the PCs ask him about the whereabouts of his former mates, Skraab cites courtesy and says past loyalties prevent him from further involving or even naming his henchmen.

The grounds are about an acre in size and surrounded by a newly installed wrought iron fence that stands seven feet high. A few small pear trees dot the graveyard, and the rest of the grounds are somewhat overgrown with ivy and decorative grasses. The meandering riverstone paths between plots and around the mausoleum are muddy from all the rain. The Rymprand mausoleum sits on a low tor in the middle of the graveyard. An identical path winds up a slope to the vault-like doors. The exterior is polished black granite with silver quartz and mica veins.

Two hauberk-clad and helmed watchmen stand vigil outside the Mausoleum doors during the day; at night a single watchman stands outside the doors.

WATCHMEN (2) or (1) at night

Defense 16 **HP 10**
Melee Attack +2 (Billhook 2d4) or
Melee Attack +2 (Shortsword 1d6)
Alert (+2 to awareness and perception checks)

Both guards are bored but astute and paid well enough to be duty-minded, so they are moderately incorruptible and unlikely to be bribed. Neither has the key or has knowledge of how to open the mausoleum. Both are dressed in scale hauberks and helms; other than their arms each has a purse containing 2d4 cp and 1d3 sp and a 35% chance of a lucky charm or holy symbol (equal chance of either).

THE SEWER

The entrance to the sewers is located adjacent to a canal on the far side of the graveyard, just out of sight of the main gate.

The sewer canals are swollen by rainfall, so the PCs are going to have wet feet. The sewer walls are curved outward and made from carefully fitted brick and fieldstone. Unknown to many, Barrowgate maintains an elaborate sewer system with gates, cisterns, and sluices that allow the Mucker's Guild control the flow of gray water beneath the city. Ceilings are nearly eight feet in height in major tunnels but around six feet high in minor tunnels. Lighting during the day is dim from sunlight beaming in from ceiling grates. Rats and other vermin brazenly hiss and chitter before scurrying away from torch and lantern light

Water in the canals is three to four feet deep and flows gently (usually!) downwards towards the Steed River.

Any doors are typical of those found in subterranean locales, double bound and made from thick water-resistant planks. Most are heavily rat-chewed allowing the vermin to scuttle underneath.

LOCATIONS

AREA 1. ENTRY

A narrow, mortared brick tunnel angles downwards towards a rusted but sturdy oval gate. A heavy chain (DC 25 to force) is affixed to a good quality lock (DC 17 to pick). If the PCs are unable or unwilling to deal with the lock, Skraab smirks while savoring the awkward moment before stepping forward while producing an iron key from inside his vest pocket.

Skraab has taken the opportunity to change from his borrowed finery into a heavy robe over his leather armor. He keeps his trusty shortsword hidden.

The passage beyond is a slippery slope; ankle deep water empties into the pool below. Incautious traversal faster than cautious speed will likely result (DC 20 tumbling check) in a PC tumbling down the slope into the pool taking 1d6 damage.

AREA 2. POOL

The pool is four feet deep. Thankfully this is an overflow pool so the water, while not potable, is not sewer fowl. On the far side of the room rests a heavy iron portcullis with iron gates on either side. The portcullis in the canal extends two feet below the water allowing a deft swimmer to clamber underneath.

The locks on the gates are rusted open and the gates swing freely.

AREA 3. SIDE PASSAGE

The door in the wall is triple bound, unlocked, and untrapped; it lies ajar. A mass of rags and detritus is preventing the door from closing. The mass is actually the severely decomposed corpse of an Ironrod halfling by the name of Teyondo Fleamason (NG m h Commoner 2), a member of Ottermark's Mucker's Guild. Teyondo was attacked by monstrous centipedes at the bottom of the steps. He managed to make it through the door before succumbing to the venom. He has been down here for five months and the undervermin have reduced his corpse to the

inedible bits. A large belt pouch contains a sling, 11 lead bullets, 17 cp, 3 sp, and 1 ep. A leather sun and apple medallion hangs around his neck.

The corpse lies on a leather rucksack containing two flasks of lantern oil, small engraved wooden box (5 gp) holding flint and steel, two torches, 1 charcoal and 2 chalk chunks, 3 orange tallow candles, 120 ft. ball of twine, a jar of ineffectual anti-vermin creme (two applications remain), and a small sealed jar of cherry preserves. Unfortunately the biscuits molded along with Teyondo.

Inside the room, an overturned lantern lies on the ground surrounded by a puddle of oil. The lantern's glass is cracked but still functional. A light mace leans against the wall.

AREA 4. DRAIN

Echoes bounce off the 12 foot high domed ceiling. A few mundane bats disturbed by the PCs' light flit about the ceiling. The drain is clogged with all manner of root, branch, wood scraps, wagon wheel, bones, holed barrels as well as leaves and other less identifiable debris.

If the characters search through the debris they will eventually find a corked violet glass bottle containing a silver locket (15 gp). The locket opens and contains a blob of glue where a portrait should be. A cryptic engraving inside reads: "To AH from RH, yours with admiration eternally."

AREA 5. HIDEOUT & ESCAPE TUNNEL

This heavy wooden door is locked; the lock on the door is average quality (DC 12 to pick).

The interior of this room contains a small table in the southeastern corner with a dense cluster of spent candles covered in dust and grime. A half-empty bottle of cheap grog lies on the floor under the table along with a three legged stool and a pair of muddy hobnail boots.

The western wall has been breached. A tunnel through the rock and dirt extends well beyond eyesight into the distance. The tunnel is narrow, grimy, and made for wererats. Small characters could easily negotiate the tunnel but medium-sized characters will have to travel uncomfortably on their hands and knees. The tunnel eventually opens under a small root cellar beneath a burned out shack on the bad side of town. The wererats cut the escape tunnel six months ago.

Rubble and dirt are piled along the northern and southern walls. Two spades, a pick, a pry bar, and several buckets lean against the walls.

AREA 6. CONVERGENCE

The gate to the chamber is locked and in good repair (DC 17 to pick or DC 20 to force open). Skraab's skeleton key opens the lock.

The ceiling in this room is 12 feet high. The drain in the floor is stained and water gurgles ten feet down. Like Area 4, a few harmless bats flit about the ceiling. Slippery guano has gathered in gooey puddles on the floor and streaks the walls. Three small hungry monstrous bats lurk along the walls eager to pounce on any prey. The beasts moved in over the past few days while the wererats and Skraab schemed and located the PCs.

SMALL MONSTROUS BATS (3)

Defense 14	HP 12
Melee Attack +2 (Bite 1d6+2)	
Darkvision , Flight 20 paces,	
Stealthy (+4 to ambush prey)	



AREA 7. CISTERN

This cistern is five feet deep and filled with two feet of murky water. The back wall has suffered a cave-in, the large metal grate is surrounded by rubble and debris on both sides and won't budge. It would take days to clear the rubble and cut through the grate. The PCs will have to detour.

Prior to the cave-in, an owlbear skeleton wandered into the cistern. It now lies in wait under the murky water.

OWLBEAR SKELETON

Defense 15 **HP** 20

Melee Attack +6 (2 Claws 1d6+3)

Melee Attack +6 (Bite 2d6+3)

Hug (automatically bite and crush until successful opposed Strength roll)

Darkvision, Undead (Immunity to Piercing, Resistance to Slashing)

Skraab will stay out of the owlbear's reach and hide behind a pillar until the beast is put down. After scrutinizing the gate and rubble, he will lead the PCs back the way to Area 6 and down the eastern passage to Area 8.

The gate halfway down the eastern corridor is sturdy (DC 18 Strength check to force) and locked (DC 15 to pick). Skraab's trusty skeleton key doesn't work but it could be modified with thieves tools (DC 13) taking 10-15 minutes.

AREA 8. UNEASY FOOTING

The floor gave way years ago leaving ragged edges along the walls. The fall is nearly three stories (45 feet) to the rubble covered ground below. Three thick rough-hewn planks have been placed across the gap. Traversing the room requires three Dexterity checks DC 12 assuming cautious half-move speed. A fall causes 4d6 damage, 1s count as 2s due to the rocks below.

The PCs aren't the first to wander through. Two skeletons lie below, one dressed in studded leather, the other leather and light robes. The two skeletons lie only a few feet apart. The skeletons belong to Armin and Tagger, a pair of thieves who argued and fought while crossing the room. Tagger (a sorcerer) took the lion's share of their last caper; Armin confronted his partner and the two of them fell to their deaths.

In addition to his **+1 dagger** (sheds soft blue light 5 ft. radius upon command), Tagger has a small canvas sack containing 310 cp, 45 sp, 81 gp, three small freshwater pearls (20 gp each), a silver tiara with pearls (300 gp) and matching bracelets (100 gp each).

Armin has a pouch containing 48 cp, 10 sp, 19 gp, 2 silver rings with small pearls (50 gp each), two

dangling silver and freshwater pearl earrings (75 gp each). He's armed with a short sword and short bow. His quiver contains 11 mundane arrows, and 5 **+1 arrows**. The GM is free to add whatever lanterns, coils of rope, 10' poles, etc. the two thieves should have with them.

AREA 9. STAIRWELL

A wide stairwell gently winds counterclockwise around the room. Time and water have not been kind to the stairs, large chunks have fallen to the ground below; the stairs are in three segments. Traversing requires DC 10 checks, however the real danger lies in the invisible, odorless and tasteless poison gas seeping up through the floor. PCs must successfully pass two Con saves (DC 12). Failing the first the PC is lightheaded equivalent to Fatigued. Failing the second, the PCs becomes Exhausted and confused as the **confusion** spell. If the PC remains in the room for another minute the he or she begins suffocating per the drowning rules.

The reinforced square door in the northern alcove is locked and trapped (DC 14 to detect and disarm). The northern alcove is unusually tall, nearly eight feet high. The trap is triggered by a floor plate or forcing the door - a large chunk of rock two feet on a side drops from the ceiling from a length of chain. The falling rock causes 3d6 damage, save for half. The mechanism resets after 1 minute. Forcing the door requires a Strength check (DC 16).

AREA 10. RUNOFF DRAIN

Steaming slow-flowing murky water fills the corridor to a depth of two feet. The gate is rusty and reinforced but has recently been forced open from the other side; there are rancid scraps of bloody decomposed flesh on the jagged bars of the gate. The water from the corridor flows through the bars towards the uncovered well. The well drops into a subterranean waterway three stories below; falling in is a death sentence for any who can't breathe water or lacks aquatic darkvision.

As the PCs backtrack to the previous corridor, five hungry dead shamble around the corner. The hungry dead look bloated and waterlogged, with bloody fingernails from climbing up the well from Area 10. Many of the undead hold gory, half-eaten vermin.

HUNGRY DEAD (5)

Defense 12 HP 10

Melee Attack +2 (Slam 1d6)

Melee Attack +2 (Bite 2d4)

Darkvision, Improved Grab (on a successful Slam, roll a bite attack), **Mob** (+1 to hit and damage for each adjacent hungry dead), Half damage from piercing weapons, **Undead, Infection** (after a successful bite attack roll Con save DC 13 or contract a wasting disease causing 1d3 Strength and Constitution loss per day. On death at 0 con or hit points, the infected reanimates in 1d12 hours as one of the hungry dead. This is a divinely inspired affliction; curing the infection requires a *remove curse* followed by *cure disease*).

THE MAUSOLEUM

The vault-like mausoleum is a marvel of the engineering arts but it has one vulnerability: the floor wasn't reinforced. The builders scrimped on materials and failed to lay a proper stone block foundation allowing the opportunistic wererats to tunnel up and into the tomb.

The mausoleum interior is lavish with somber polished marble walls matching the exterior. The floors are polished white marble with veins of black and clear crystal.

Small tables with small small objects of art are scattered around the perimeter of each room under portraits of Lady Rymprand in her prime. In toto the value of the objects of art, portraits, wall hangings, etc. is around 6,500 gp.

The interior of the mausoleum is well-lit by elaborate fluted sconces incorporating magical *glowrods*. Three domes with thick alchemically reinforced stained glass (DR 10, 500 hp) are placed over the balcony, the fountain, and over the casket.

AREA 12. FOYER AND VESTIBULE

The vault-like doors are reinforced steel with polished black hardwood veneers. The doors are covered in scrollwork reminiscent of art-deco. A single keyhole is built into an eight-inch keystone in front of the doors; those wishing to open the doors must kneel and use the appropriate key (DC 40 to pick). Nothing short of a battering ram will damage the doors or surrounding walls. Previous attempts to force the keystone lock combined with the damp climate of Barrowgate have caused a catastrophic mechanical failure requiring 2-3 engineers and a week to repair. The PCs won't be leaving through the front door. PCs with certain items or magics are likewise foiled as the tomb is nearly airtight and proofed against magics such as teleport and dimension door. The vault isn't a puzzle, PCs are intended to come and go by way of the tunnel. If the GM is feeling generous, she can allow obstinate PCs to escape, but the wererats and their dire rat cohort are waiting for them outside. The guardsmen lie on the ground overpowered or dead.

The foyer overlooks the vestibule and features a marble statue of a woman in the company of very loving and loyal hounds. Statues like this one are

AREA 11. SIDE CHAMBER

The small side chamber has been recently excavated with piles of rock and dirt heaped into the corners of the room. Spades, pry bars, and buckets lie in a pile nearby. A narrow tunnel has been cut into the ceiling extending more than 20 feet through the ground. A crude but sturdy ladder has been cobbled together from whatever the wererats have been able to scavenge.

Water drizzles continuously down the walls prompting the rats to jury rig braces along the walls. The wooden planks and posts are slipping, it's only a matter of time before the braces slip and the tunnel collapses.



found throughout the interior, many incorporating natural elements such as grape leaves, briars, roses, bees, beetles, and dragonflies, and even songbirds.

The doors from the vestibule are unlocked and untrapped but are identical to the front doors only smaller.

AREA 13. SEPULCHRE

A balcony and gallery overlooks the airy chamber from a height of nine feet. The 15 foot high ceiling is vaulted and covered in elaborate marble tiles and cornices. The marble stairs match the floors.

The wererats dug upwards without realizing they were tunneling under the fountain and pool. The pool has drained but the fountain continues to gently spray from the pillars.

The corpse of a woman lies on the steps a short distance from the fountain. She's dressed in ragged clothes and is barefoot. This was Mel (NE f wererat Thug 1) who ran afoul of the dust bladder trap on the casket. The casket sits on a pressure plate. Unless disarmed (DC 17) nozzles built into the nearby pillars spray a fine dust covering the steps and dais in **dust of sneezing and choking**. Vials of the deadly formulation are held in the base of each pillar (DC 20 to spot). The dust loses potency an hour after discharge causing mild sneezing and watery eyes (DC 12 Con save to resist).

The casket is enormous. Lady Rymprand was a woman of prodigious appetite whose appreciation of fine food and drink was only matched by her love of her dogs. The casket is locked (DC 18 to pick). A mirror is affixed to the lid along with glowrods illuminating the many tens of yards of Lady Rymprand's grave gown. The gown is black crushed velvet, very revealing to the point of absurdity, and incorporates a silver filigree down the gloves and bodice. She wears what appears to be a fortune in red and black jewels set into braided silver and electrum necklaces, tiaras, earrings, finger rings, and bracelets. She even wears identical jewelry on her toes. This is all costume jewelry and paste, but in all the costume jewelry is worth 300-500 gp. After shifting her great bulk, the bottom of the casket can be searched. After searching the PCs and Skraab will realize that there is no secret compartment.

A veritable chorus of dogs of all shapes and sizes, all covered in dust and cobwebs, line shelves along the rounded western wall. In all there are 26

taxidermied hounds all of which are showing signs of disintegration with exposed and ripped stitching, absent glass eyes, and missing patches of fur. The hounds hold a fortune concealed in their sawdust lined carcasses: jewelry totaling 10,000 gp.

It's assumed the PCs search the dogs, delicately or not. If not Skraab angrily snatches up a dog, screams in the deceased animal's face then tosses it against the wall in frustration. Amidst the pungent sawdust something glitters. The missing jewelry is found. Skraab demands to take his share immediately, stowing it on his person and keeping his hand on his short sword. He's wary and nervously keeping his distance from the PCs. Savvy PCs (DC 14) notice Skraab's unease.

DOUBLECROSSED

Unless the PCs connive their escape from the mausoleum (see above) they must retrace their steps back through the sewer. At the first opportunity, Skraab attempts to dash ahead. More than likely the rogue's cowardly antics haven't endeared him to the PCs, and they may just let him go. Otherwise at some other point he skulks off and uses his key to the gate in the eastern passage (DC 18 to pick or DC 21 to force open). He looks back briefly before racing down the steps and along the corridor. The passage opens up in a burned out warehouse a few blocks away.

At Area 6, they find the gate in the southern passage in place and locked with a good quality padlock and chain in place (DC 20 to pick). The lycanthropes have taken up position in the northern passage behind a **darkness** spell cast at the base of the steps. The Seekers offer to let the PCs go in peace if they drop the loot, but Samm is no fool and he'd prefer there to be no witnesses. While the PCs negotiate, the wererats summon their dire rat allies which stealthily scurry up from the western passage.

Once it's obvious the PCs aren't getting out of the sewers without a fight, the Seekers drop all pretenses.

FURTHER ADVENTURES

Some Gamemasters may want to continue this adventure after the PCs have dealt with the wererats. Here are a few possibilities:

- All the activity has caused a few dungeon denizens to investigate. A pack of ghouls have burrowed into the tunnel in Area 5 and lie in wait on the other side of the door for the PCs to pass

by. They scratch at the door as the PCs approach.

- One or more of the PCs bitten by the wererats become infected by lycanthropy. They may not realize it at first, but at the first moon they experience their first change.
- Lady Rymprand's greedy relations come calling. The possibilities are endless as the connivers want their cut of the jewels and they're willing to hire a few goons, some of which may be spellcasters, to hunt down and convince the PCs to relinquish the loot.
- One or more of the jewels recovered from the mausoleum once belonged to a person of note, perhaps an emissary or nobleman. In either event, the jewels weren't the givers to gift and the owner wants the stones and jewelry back.
- Squeek learns of the robbery and (probable) elimination of Samm and his crew of wererats; the Seekers could be a thorn in the side of the PCs as long as they remain in Barrowgate.
- Dalmun Skraab is an NPC that GMs could use in a variety of roles as a recurring character. With his contacts in the seedier corners of Barrowgate, he can provide the PCs with news, gossip, and rumors. He can also be a fence if characters need to sell anything on the black market.

APPENDIX 1: DALMUN SKRAAB AND SQUEEK'S SEEKERS

DALMUN "SCAB" SKRAAB (NE m h Thug 3)

Defense 13 **HP 14**
Melee Attack +2 (Dagger 1d4+3 + Sneak Attack)
Melee Attack +3 (Sharp Shortsword +1 1d6+1)
Dodge, Non-magical Shortsword +1, *Potion of Gaseous Form* (believes it's a *potion of invisibility*)

While he earned the nickname 'Scab' as a youth, he hates being called that. He is a notorious graverobber with a reputation for being a coward and running away from danger. He is associated with several notorious street gangs and is known for his ambitions exceeding his grasp. He's considered unlucky by some.

As presented, Scab is suspicious. If the PCs ask around, he has a reputation for opportunism and consorts with nefarious individuals and groups such as Squeek's Seekers. Based upon Skraab's description and demeanor, he's a feckless scoundrel with his own

ambitions and secrets. When he wants something he can be charming but his real strength comes through in presenting a non-threatening, some might say pathetic, character. The GM must make Scab somewhat likeable and trustworthy otherwise the PCs will balk and send the shifty rogue packing.

When he initially approaches the PCs he's wearing oversized finery he stole from a berger's laundry basket.

SQUEEK'S SEEKERS

The wererat leader - Sandial "Squeek" Lefeen (NE f h wererat Fighter 2/Rogue 2) shares leadership with her mate Drom Hosul (LE m h wererat Rogue 3/Sorcerer 2). Drom was born a lycanthrope and has full control of his changes while Squeek, who Drom infected when they became lovers, is still subject to forced lunar transformations.

Squeek herself won't be taking part in the ambush on the PCs. Instead, she's sending four of her best wererats - Samm, Rudee, Mikhail, and Knox - to waylay the party and take the jewelry once they've recovered it.

SAMM, WERERAT BOSS (CE m Thug 3)

Defense 17 **HP 24**
Melee Attack +6, Greatsword 2d6+3 + Poison or
Melee Attack +6, Bite 1d4+3
Darkvision, Diseased Bite, Empathy (rats and dire rats), **Infectious, Lycanthrope, Resistance to Bludgeoning, Piercing, and Slashing from non-silver or non-magical attacks; Sneak Attack +1d6**, (1d4 attack + 1d6)
Ring of Resistance, Vial of Slow Poison (Con save DC 14 to avoid slow, as the spell for 3 minutes)

Samm has been selected by Squeek to lead this pack of wererats on this heist. The cagey lycanthrope has ambitions to be Squeek's second in command and given his own turf or, better yet, take over the Seekers after killing Drom, who he hates and sees as a rival for Squeek's affections.

DIRE RATS (6)

Defense 13 **HP 2**
Melee Attack +3 (Bite 1d2+2)
Darkvision, Diseased

Squeek's Seekers are never without dire rats. These detestable vermin are the eyes and ears of the Seekers, and they can deliver a nasty bite.

MIKHAIL, WERERAT HACKER (LE Warrior 3)

Defense 16 HP 18

Melee Attack +5 (Cleaver 1d8+2) or

Melee Attack +2 (Bite 1d4+2)

Darkvision, Diseased Bite, Empathy (rats and dire rats), **Infectious, Lycanthrope, Resistance to Bludgeoning, Piercing, and Slashing from non-silver or non-magical attacks, Weapon Focus - Cleaver**

RUDEE, WERERAT STALKER (LE Thug 2)

Defense 16 HP 12

Melee Attack +4 (Short Sword 1d6+2 + Sneak Attack +1d4) or **Ranged Attack +4** (Light Crossbow 1d8+2 + Sneak Attack +1d4) or **Melee**

Attack +4 (Bite 1d4+2 + Sneak Attack +1d4);

Darkvision, Diseased Bite; Empathy (rats and dire rats); **Infectious, Lycanthrope, Resistance to Bludgeoning, Piercing, and Slashing from non-silver or from non-magical attacks; Sorcerer Spells: 0-Level: *resistance, acid splash, flare, ghost sound, touch of fatigue, prestidigitation***

1st-Level: *hold portal, grease, true strike, color spray, expeditious retreat*

KNOX, WERERAT SKINNER (LE Warrior 2)

Defense 16 HP 12

Melee Attack +4 (Shortsword 1d6+2) or

Melee Attack +4 (Bite 1d4+2)

Darkvision, Diseased Bite, Empathy (rats and dire rats), **Infectious, Lycanthrope, Resistance to Bludgeoning, Piercing, and Slashing from non-silver or non-magical attacks; Knox was (and still is) a Barrowgate watchman and receives a +2 bonus to saves intended to cause fear or subvert his will.**



[44148 Wererats for Squeek's Seekers](#)



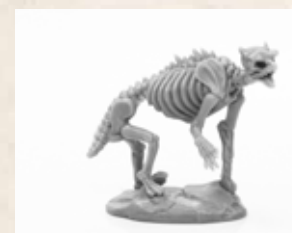
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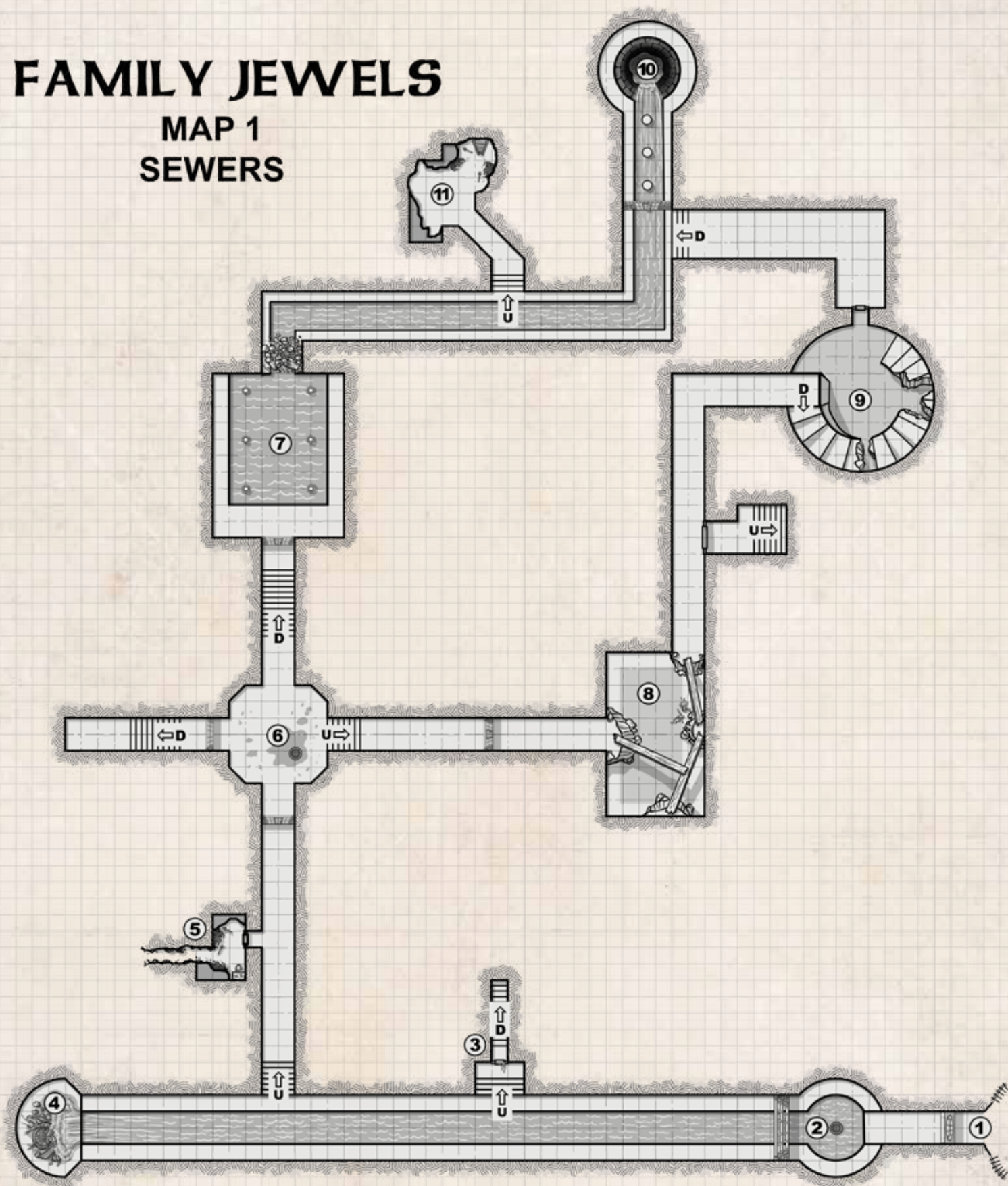
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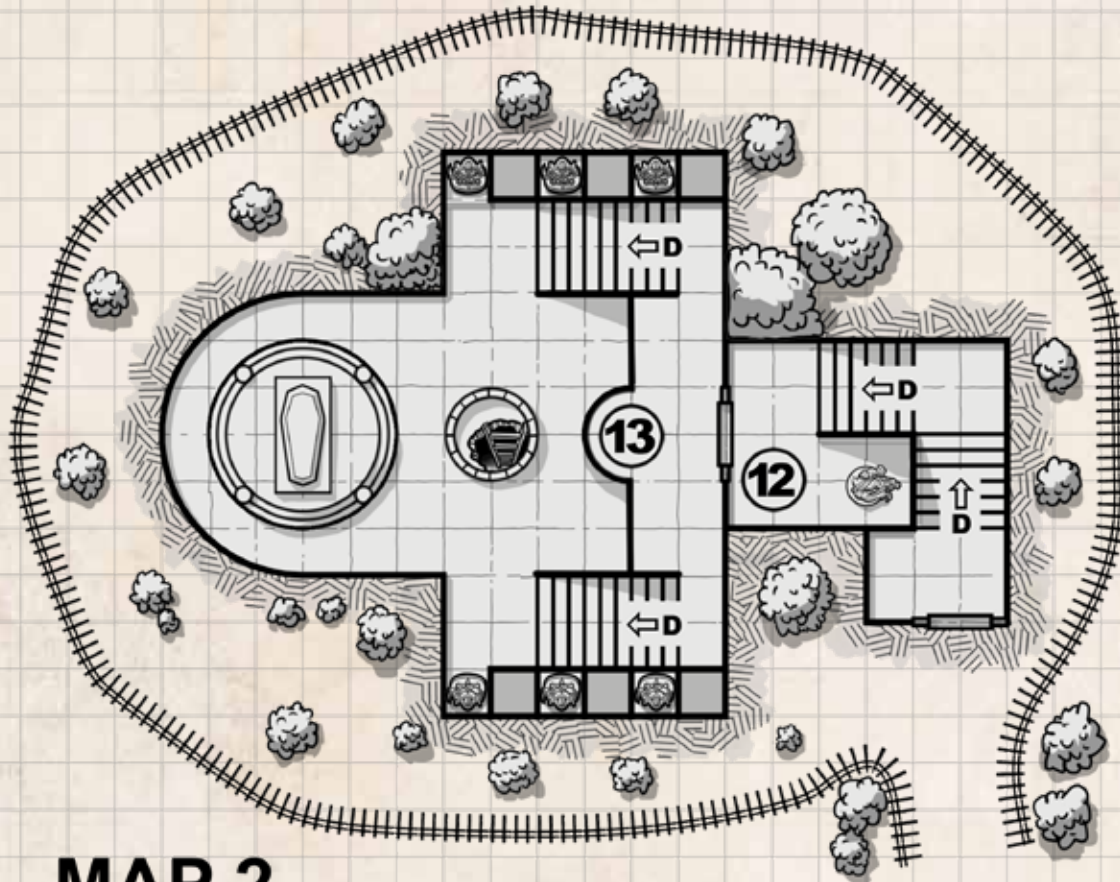
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What could go wrong?

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Levels 4-6

Dark rituals and terrifying
creatures haunt the lands
of Greyhurst. What secrets
lie among the standing stones?

Tomb of the Five Crowns

Levels 6-8

A magic ring unlocks
a secret that has been
buried beneath the
earth for centuries.

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