

Escape From Scant

Introduction

The Opportunity

Almost constant skirmishing takes place around the approaches to Scant. During confused night actions three days ago a portion of the wall on Gate Hill was damaged. Whilst repairing the damage slaves uncovered a passageway that ran under the outer wall of the city. Work was stopped and Maranefel Toktot, Kesh of Scant, was called to the scene.

Maranefel decided the passageway was a danger to the security of the city and ordered it explored fully and then sealed. He sent six Brotherhood agents into the passageway to discover where it leads, who built it and if the Resistance is somehow involved.

This group has not returned and many fear the worst. The hole was sealed. Strong guards and wards were placed about it. Since the disappearance of his followers Maranefel has divined that the tunnel is very old and unconnected to the Resistance. He is not finished with the mysterious passageway but deems the risks to another group of Brotherhood agents too great. He will select a group of slaves and cast them into the hole with orders to discover what they could of its construction and then return.

He does not expect anyone to survive and expects to have to send several groups of slaves through the complex. He does however realize that even doomed people fight better when they have hope and thus promises the slaves they will be

set free on completion of their assignment. His first group of slaves are the player characters and he has lied to them. Any of them who survive and return to him will be slain after they have interrogated about their experiences.

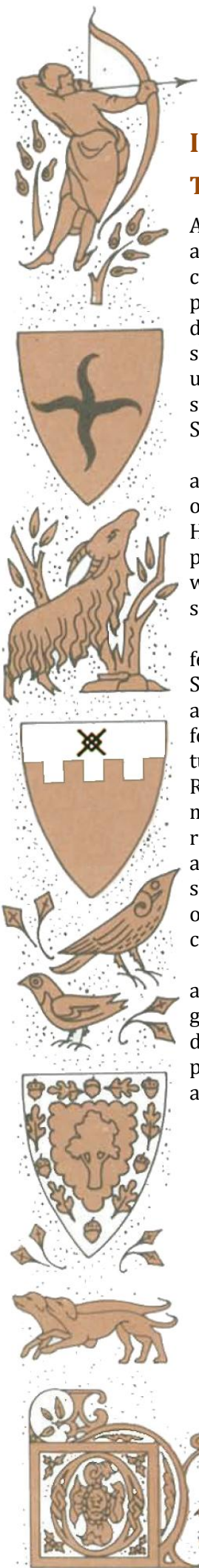
What Lies Beneath

The tunnel leads to an ancient Flan tomb that was built to house a champion who fell against Suel invaders. The traps and guardians of the tomb are still active. These slew four of the Brotherhood adventurers. Two remain trapped in the tomb.

The tunnels also lead into the sewers of Scant, and from there to freedom. They have gone through several different phases of construction (and rebuilding).

Sewers were first built here when the area fell under the rule of the Aerdi. The oldest sections are those that are closest to the waterfront. An edict decreed that no sewer outlet could open directly into the harbour itself. Engineers had to cut many miles of tunnels through the living rock of the peninsula to allow the effluence to escape up and down the coast. Additional works, lack of maintenance, and a few nefarious individuals have since created tunnels that link to the docks. Several other passages have also been opened, some connecting with natural caverns and sea caves.

Although cut out of the solid rock, the walls and ceiling of the sewers has been further strengthened by the addition of bricks, held in place by special water-resistant mortar. Many of these are



Escape From Scant

crumbling and the passages leak in many places where whole sections of brick and mortar have fallen away.

The sewers, of course, stink. The smell will pervade the PCs' nostrils, clothes, and equipment. After about an hour of exposure most PCs will no longer notice the stench. Wherever the adventurers go in the sewers they will constantly hear the sound of running water. Often things will move in the half-light of their torches and small red eyes will glare back at them out of the darkness. Walkways under foot will be slippery and treacherous, and the menace of disease will be ever present.

Several distinct kinds of cisterns and passages make up the sewers and these are detailed below for background and descriptive purposes.

Cisterns

Water flow is controlled by a cunning system of cisterns constructed in Imperial times that collect water from all parts of the city. All are in need of repair and leak severely. The cisterns have been built at a higher level than the waterways and a series of gates and offshoot pipes feed the waterways that have been dug beneath them. The pipes that feed the waterways are uniformly steep and almost impossible to climb when water is flowing down them. Cisterns are typically forty feet deep and thirty feet wide. Some are shallower than this due to the centuries long accumulation of debris and waste.

Flow-pipes

Flow-pipes originate all over the city and direct water into both waterways and cisterns. Never more than 2 feet in diameter they are impassable to all but particularly brave halflings and small gnomes. All are steep and uniformly wet. They enter waterways through the walls or ceilings and those who stand under one long enough are guaranteed an unpleasant surprise!

Waterways

"Waterways" is the term given to the pipes roughly 20 feet in diameter that flow gradually "down hill" towards the sea. Most of these were constructed in Imperial times and all are old and in need of repair. Waterways are characterized by two walkways each about 3 to 5 feet wide between which a channel has been cut that carry water away. These walkways are normally slippery and covered in slime, detritus and other obstructions. Rats are common here. The water running between the walkways is never more than three feet deep and normally around 2 feet deep.

Encounters within the Sewers

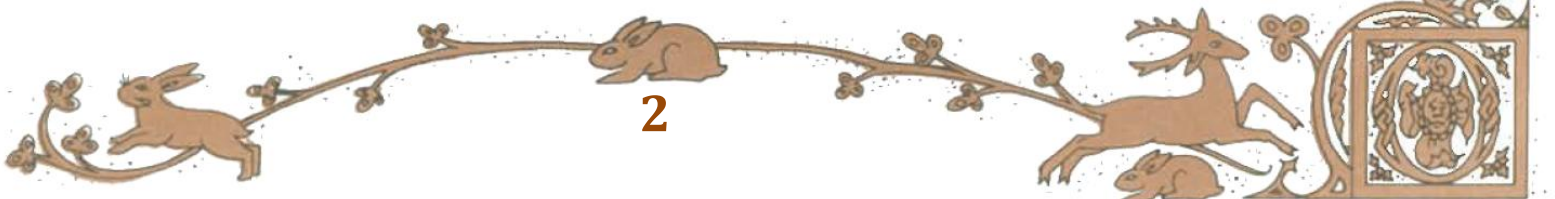
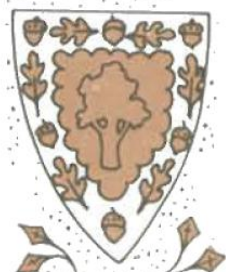
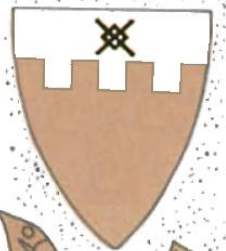
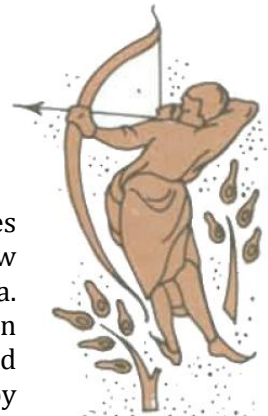
The sewers are a living, breathing environment. To reflect this many encounters will actually occur in the waterways of the place to simulate the movement of the inhabitants of the sewers as they search for food and valuables. A few creatures have claimed and held small areas and have actually managed to prosper.

Resources

The PCs will have been prisoners of the Brotherhood for a while and they have taken anything of value leaving only ragged and dirty basic clothing. Even boots and belts have been taken.

Some PCs such as sorcerers, bards and clerics normally have spell casting abilities. As the module opens with the PCs some of these abilities will have a reduced effectiveness.

- A bard or sorcerer's ability to cast spells will be unaffected.
- A cleric or druid's ability to relearn spells will be unaffected by imprisonment. The Scarlet Brotherhood routinely tortures and kills clerics of non-Suel origin.
- Wizards have to memorise their spells, and this will not be possible before the beginning of the module. Have beginning wizards select which spells



Escape From Scant

they would have in their spellbooks. They then may memorise from this list two 0th-level spells and one 1st-level spell.

- Any spellcasters must have access to any material components required to cast desired spells.
- Clerics and druids will not initially have access to a holy symbol. Clerics cannot turn undead until a suitable holy symbol is found or fashioned. Once access has been gained to a source of wood or stone and a sharp instrument crude holy symbols could be fashioned.

Beginning the Scenario

When the players are comfortable and you have answered any initial questions they have and they have indicated that they are ready read the text below:-

You have all been prisoners of the Brotherhood for some time now, although none of you really know how long you have been incarcerated because for much of the time you have been kept below ground. On the occasions that you leave your cells you have been forced to become part of the work gangs repairing damage done to its fortifications by rebel forces attempting to liberate the city. Comparatively speaking however your imprisonment is mild compared to what those sent to the foreboding fortress Oblestone endure at the hands of the Brotherhoods mages.

Today is different. You have been singled out by your guards and shackled together. You have been led through Scant to Gate Hill in the west of the city. The early morning air is cool and the wind picks at your tattered clothing as you shuffle in the direction indicated by the hafts of your captor's weapons. Escape is impossible surrounded as you are by twelve heavily armed hochebi (hobgoblin) warriors.

Hobgoblins (12): see Monster Manual page 153.

This would be a good time for the PCs to introduce themselves to each other. If the PCs attempt to escape, the hochebi warriors beat the transgressors into unconsciousness and then will drag them to Maranefel Toktot. The hochebi warriors speak Common but do not care if the PCs speak amongst themselves (as long as they don't discuss escape). Once you have allowed the PCs to introduce themselves, read aloud the following text:-

A fierce spring wind blows off the Gearnat and there are laden storm clouds in the air. The people you see on your trek across the city appear uniformly beaten and demoralised. Here and there moving through the streets can be seen groups of Hochebi who appear to be maintaining "law and order". They appear to be assisted by strangely clad and equipped humans of obvious Suel descent who, it is whispered, hail from the steaming jungles of Hepmonaland far to the south. A strutting red-clad Brotherhood agent leads each group through its duties.

Gate Hill commands access to the Langneck—a thin sliver of land that connects Scant to the mainland and is therefore vital to the defence of the city.

Reaching what you assume is your goal you are ordered to halt and are given a small amount of stale bread and brackish water, which although almost unpalatable you wolf down. You wait thus for at least an hour until another group joins your own. Twenty-four strong and armed and armoured more heavily than your own escort you note that in the centre of this company stands but one person. Heavily cowed against the morning chill in a deep scarlet cloak he exudes the unmistakable aura of authority and power.

The man throws back his cowl to address you and with a start you realise that you are in the presence of

Escape From Scant

Maranefel Toktot, Kesh of Scant and a butcher of many Onnwalons.

His voice whip-like and powerful shatters the dawn silence, "Onnwalon scum, you have been brought here to perform a task for me. Succeed and you will be set free, allowed to live here in Scant. Fail and you will die. Several days ago a passageway was discovered under the city. It is your job to explore this passageway and discover what lurks within it. Return with this knowledge and I will reward you."

Maranefel will pause here, allowing the PCs to ask any questions that they might have. If they have none he will gesture to the hole and the PCs will be forced to descend a rickety wooden ladder into the passageway, which will be pulled up after them. A list of possible questions is listed below along with Maranefel's responses.

Do we get any equipment?

"No, we will not waste equipment on those who may die whilst performing their duties."

What else is known about the passage?

"It appears to slope down under the city wall. No one who has entered the passageway has come out again."

Will we be unshackled?

"Yes, but if you attempt to escape you will be tortured to death in front of the populace who will be forced to watch you die, and I promise you it will take days."

How many expeditions have you sent already?

"One expedition - six brave Brotherhood agents are assumed dead. Retrieve their bodies and I may reward you further."

Who was in the expedition?

"The group consisted of Turo, skilled in espionage, Korvaras - a mage-priest of Pyremius, Alesco and Brouka - both doughty masters of the blade, Athania, a priestess of the Mistress of Lies and

Sister Julmar was the leader of the expedition."

Maranefel grows tired quickly of the questioning as he sees the PCs as pawns doomed to die. After a few minutes he loses his patience and orders the PCs into the hole. Read the following:-

From out of the dark clouds above big, heavy drops of rain begin to fall. As the rain increases in intensity Maranefel, with an upraised hand, indicates that your question time is over and shouts, "Unshackle them!"

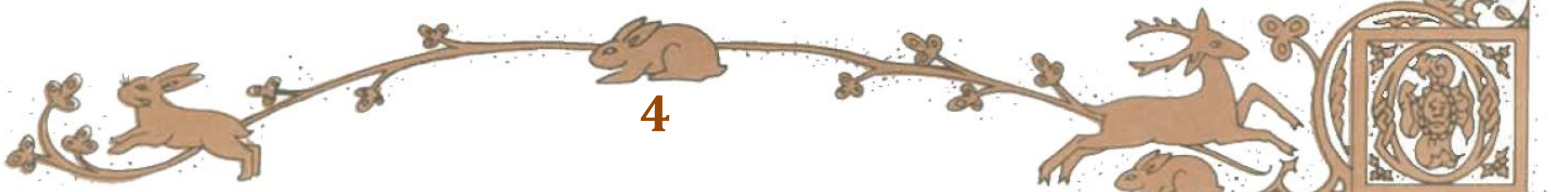
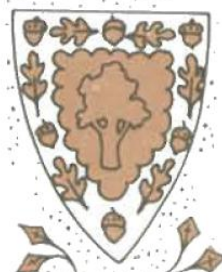
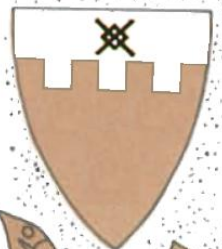
A hochebi hurries forward and unlocks your shackles, while the others, with drawn weapons, watch you closely. Once you are all loose the hochebi warriors force you to towards the hole.

If the PCs try to escape success is impossible. They are surrounded by sixty heavily armed veteran hochebi warriors who beat them unconscious and throw them into the passageway.

When the PCs have all descended the ladder read the following to them:-

As the last of you steps off the ladder a hochebi from above throws a lit torch at your feet while two others quickly haul the ladder to the surface.

You are standing in a passageway that slopes downwards towards the outer wall of Gate Hill. In the other direction the passageway rises gradually into the gloom. The spluttering light of your torch reveals that the passageway is about 10 feet wide and perhaps 15 feet high. The walls seem to be decorated in some form of writing or pictorial representation of events long past. Abruptly from above the sunlight spilling in is cut off by something being manoeuvred into place to cover access to the tunnel. Only the single lit torch that you have been given now keeps the darkness at bay. Sounds from above are muffled and all you can hear about you is the muffled sound of your comrades breathing.



Escape From Scant

The PCs are in the original entranceway to the tomb. To the east lies the rest of the complex, while to the west is the capstone blocking the original tomb entrance.

If the PCs investigate the paintings on the walls read them the following:-

The walls seem to have been decorated in vividly coloured scenes of battle. Much of it is badly degraded (and in some places it seems to have been recently scratched off) but some portions are still legible. In the pictures, humans of noble countenance are depicted struggling against red-haired invaders from the sea. Towards the eastern end of the passageway a scene showing the death of a particularly noble warrior is dramatised. After this, leading to what appears to be a doorway, a funeral procession of sorts is depicted.

Up the passageway the pictures on the wall have suffered more than most and almost nothing can be made out. Some scattered fragments remain, seeming to paint the inhabitants of the peninsula as a noble, peaceful people.

On a successful Spot check (DC 16) a PC sees an earlier scene in which the noble human appears to be slaying several of the invaders with a very well crafted spear. No other information is available here and the PCs must either proceed east or west to continue.

1: The Original Capstone

A huge stone completely seals the corridor blocks PCs progress further up the passage. You should describe it as follows:-

Ahead of you a massive stone completely blocks any further progress down the passageway. From what you can discern the surface of the stone is extremely smooth.

Further investigation of the stone will reveal nothing further of interest. If the PCs wish to proceed they will have no option but to proceed back down the corridor to the east.

The stone is immovable, no matter how strong those who attempt this feat are. This was the original entrance/exit of the tomb.

2: Tomb Entrance

This is the entrance to the tomb proper. You should describe it as follows:-

Ahead of you a massive capstone partially blocks the passageway. Small amounts of earth and rocks have been dislodged from the surrounding walls by the movement of the stone and lie scattered about in front of what appears to be a doorway of ancient design. Unfamiliar sigils are carved into both sides of the "door". Carved into the rock above the portal appears to be a crude representation of the sun. The stone however blocks any sight of what may lie beyond.

The gap between the stone and the "doorframe" on the right hand side is about 2 feet wide, which should be ample for the unequipped PCs to slip through. PCs who listen before continuing will hear nothing. The stone itself is not carved and quite smooth. It is quite massive and immovable. The sigils seem to have been defaced in the same fashion as some of the murals in the entrance corridor.

3: First Antechamber

This chamber is accessed from the Tomb Entrance. This is the first area where PCs will encounter evidence of earlier expeditions. You should describe it as follows:-

The chamber is wider than the passageway that you have just traversed. It seems to be about 20 feet wide and 30 feet long. Pillars that progress down the room in two rows hold up the roof, which is about 15 foot high. Immediately ahead of you, about ten feet distant appears to lie three piles of bones that have obviously been brutally destroyed.

Escape From Scant

To see further into the chamber you will have to advance...

The piles of bones ahead of the party are the remains of three skeletons the Brotherhood party destroyed. Each of the slender pillars is constructed of plain dressed stone. Similarly the walls here are undecorated however starting just beyond the stairs leading down to the small chapel of Beory is a faint trail of red dye or colouring of some sort that leads down the second corridor. The trail is very faded and only about 2 feet wide.

When the Brotherhood party entered this room the 3 skeletons guarding the room immediately beset them. These were destroyed in prompt order and finding nothing of interest the party moved on.

The room contains no treasure as such but a resourceful party can find some makeshift weapons here. The thighbones of the skeletons could be used as impromptu clubs (1d4 points of damage) or, if cloth is tied around them torches.

4: The Chapel of Beory

This area is reached from the First Antechamber above. It was constructed to be a small chapel dedicated to the worship of Beory, The Oerth Mother. When the PCs enter here read aloud the following:-

At the foot of a short flight of stairs the area appears to open out into a small chamber. Here the walls are hewn from the living rock and little if no attempt appears to have been made to work them like the rooms encountered above.

The room itself is small, barely 15-foot square. At the far end of the chamber appears to stand a small rough-hewn altar of sorts. Strawn about the floor lie shards of pots and ceremonial items all originally made to a high ceramic finish. The altar itself has several large dents and slashes on its uppermost surface.

The Brotherhood party investigated this area and destroyed the ceremonial pots and other accoutrements, even attacking the altar before continuing on.

The designs on the broken pots are so faded that any attempt to decipher what they represent will meet with failure. A successful DC 22 Search check reveals 4 small candle stubs hidden in various nooks and crannies of the wall behind the altar. They stay lit for 30 minutes. In addition a small, carved idol of Beory (10 gp) survived the orgy of destruction. This small idol can be found at the base of the altar with a successful DC 19 Search check.

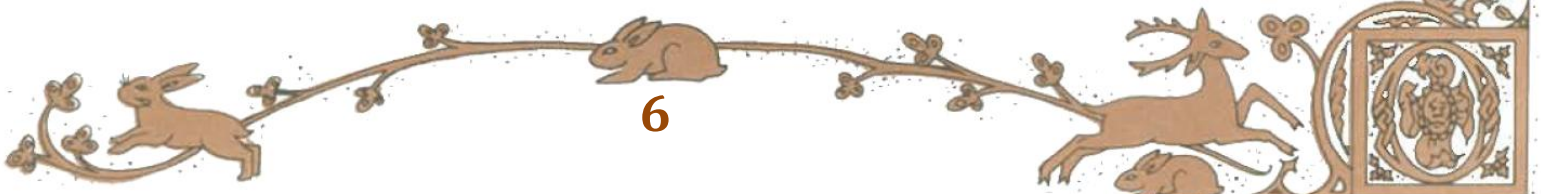
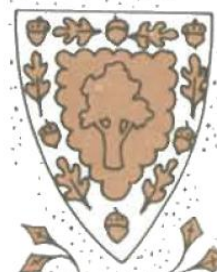
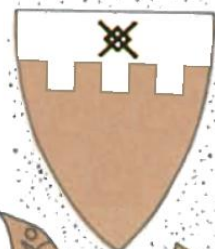
5: The Second Corridor

This corridor leads directly out of the First Antechamber and leads to a second antechamber. Describe it as follows:-

Beyond you, another corridor stretches into the darkness. It appears to be roughly 10 feet wide, but it is substantially lower than the previous chamber being only about 7 feet high. About 10 feet down the corridor a body appears to lie sprawled upon its back.

The body is in fact one of the Brotherhood exploration, Korvaras Van, a multi-talented wizard/cleric of Pyremius. He was slain when the lead member of the expedition stepped on the trigger for a portcullis trap that dropped from the ceiling onto him, killing him instantly. Korvaras' possessions are noted below. The surviving members of the group reset the trap before they continued, ignoring the body of their fallen comrade.

Korvaras was carrying a longsword, a whip, a light mace, a dagger, a holy symbol of Syrul (female lips with forked tongue), back pack, 4 torches, some flint and steel, 1 belt pouch containing 34 golden gulls, 23 silver geese and 67 copper ducks), 1 oil flask, 1 piece of chalk, a whetstone, a small metal mirror, a scroll case with 3 pieces of parchment, a quill, 1 oz vial of ink, low soft boots, a scroll of read magic, a scroll of disrupt undead, a scroll of magic missile, a scroll of true strike, a scroll of detect magic, a scroll of light, a scroll of cure light wounds, a scroll of detect undead, a scroll of sanctuary and some red pantaloons.



Escape From Scant

Korvaras was also carrying his spellbook, a slim (60-page book) with a red-stained leather cover. In addition to all the 0th level spells it contains disrupt undead, magic missile, true strike, mage armour and spider climb.

What Killed Korvas? - EL 2

This corridor houses a portcullis trap designed to stop invaders fleeing the tomb if they should reach this deep into the complex. The trigger for this trap is set onto the floor of the corridor roughly 20 feet beyond the site of Korvaras' body. Anyone standing over the body must make a reflex save to avoid the portcullis.

Portcullis Trap: CR 2; +10 melee (2d6/*3 crit); Reflex save (DC20) avoids; Search (DC18); Disable Device (DC 20). Note: trap actually sprung 10 feet behind the trigger stone.

6: Second Antechamber - EL1

This chamber is accessible from the Second Corridor. Half way along the right hand wall of the Second Antechamber is a corridor that leads toward a stoutly made wooden door, warped with age and moisture. When the PCs enter read aloud the following:-

Once again the corridor you have been following seems to open out into a larger chamber. It is about 20 feet wide and slightly higher than the corridor you are in. The ceiling is perhaps 3 or 4 feet above your heads at the entrance and is slightly domed towards the centre. Only silence greets you from the room beyond.

As soon as the party enter the room the remaining guardian of the area—a skeleton—will move from its hiding place at the far end of the room and attack. When this occurs read the following:-

As you step into the room more of it becomes apparent to you. There seem to be alcoves set into the left hand wall starting about 5 feet distant from you and thereafter occurring every 5 feet out to the limit of your vision. Is that a

clicking sound you can hear emanating from the darkness in front of you?

There are two exits from this room. One leads deeper into the tomb complex while the other allows access to a mass burial chamber, in which the fallen followers of the tombs main occupant.

Skeleton (1): see Monster Manual page 225.

When the Brotherhood breached this chamber they were immediately set upon by skeletons which issued from cubby-holes in the walls to the left of the party. The groups other priest, Athania, turned the skeletons who returned to their cubby-holes and were destroyed by the fighters of the group. The group missed the final skeleton positioned at the far end of the room so it will attack the PCs when they enter the room.

The only “treasure” readily apparent in the room is the remains of the skeletons that can be found in the aforementioned cubby-holes.

7: Trapped Corridor

In this corridor there is an activated trap located roughly half way down its length. Read aloud the following text:-

Ahead of you the corridor extends into the darkness. It is lower than before, and narrower than the others before it. To discern more you will have to continue...

Once the PCs are able to see to a point 25 feet away from the entrance to the corridor read them the following:-

Roughly 20 feet distant and grotesquely held up by 2 spears thrust into it hangs a body. The body appears to have been that of a human male dressed in now ruined leather armour. The spears were wielded by 2 statues stationed either side of the corridor. The statues, that occupy their own niches, appear to depict bare breasted warriors of flan descent wielding spears of an antiquated design.

Escape From Scant

The spears have been pushed through the man's sides transfixing him. A large pool of dried blood has collected under the man, in which lies a discarded dagger.

If the PCs state that they are examining the statues in more detail read the following:-

Each statue has been placed in a small alcove that juts off from the main corridor. The statues seem to be identical. They both depict muscular, bare-chested warriors of obvious Flan descent. Each stands a little over 6 feet in height, their head almost touching the ceiling. They both have a serene, almost beatific countenance, in stark comparison to the carnage that they have wrought. Each figure stands on a low pedestal perhaps half a foot high. The recesses that they occupy are roughly 4 feet deep and as high as the main corridor. The alcoves are otherwise unremarkable.

After their only thief, Kuro, was slain by the statue trap the Brotherhood party decided against further exploration in this direction. They left their dead companion and returned to the Second Antechamber.

As should be obvious this trap is currently activated. This trap functioned perfectly by slaying Kuro without any warning. The spears collided with each other inside Kuro's body and their barbed heads locked together, stopping the trap from resetting. To reset it the PCs would literally have to cut Kuro's body away and lift the spears off one another.

Only a thin individual or a person not bothered about stepping into the pool of blood can get past the body. The only treasure to be recovered in this area is to be found on the body of the fallen Brotherhood agent. He was carrying a rapier, 2 daggers, holy symbol of Pyremius (fiendish head with wing like ears), back pack, large belt, 3 belt pouches (one of which contains 1 sea eagle, 34 golden gulls, 2 electrum waders, 23 silver geese

and 14 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 torches (1 half used), 30 feet of hemp rope, thieves tools and 2 small finger-joint sized pearls (each worth 50 golden gulls).

8: Doors to the Hall of the Dead

This area is accessible via the Trapped Corridor or through the sewers where erosion and flood-action have opened a passageway into the tomb. The area in front of the doors (and indeed the rest of the corridor) is not trapped. The doors are however swollen with moisture and are jammed in place. Describe the area by reading the following:-

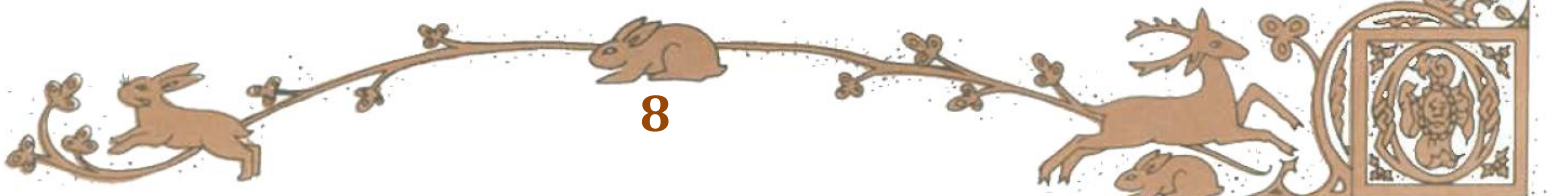
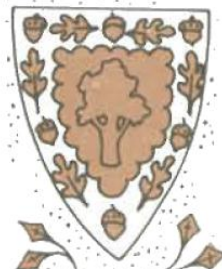
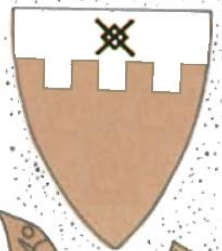
Ahead you stand a pair of obviously ancient wooden doors. Closer examination reveals that the doors are very snugly fit into the surrounding wall and look quite difficult to open. The placement of the hinges reveals that they will open inwards when enough pressure is applied.

On a successful Spot check (DC 15) relate to the PCs that the doors appear swollen into place and that a slightly nauseous smell emanates from behind the doors. A successful attempt to force the doors (DC 22) will allow further progress. Once the doors have been open proceed to the Halls of the Dead below.

9: Hall of the Dead

Once the Doors to the Hall of the Dead have been opened the PCs will be able to access this area. Read aloud the following text:-

Ahead of you stretching into the darkness are three rows of stone biers. Upon each rests an (apparently) unanimated skeletal warrior. The dust of centuries is upon this place. It lies thick upon the floor and occupants. Here and there criss-crossing the floor are many small animal tracks, although no animals are currently visible. The stench of faeces and rubbish hangs in the air



Escape From Scant

here although the source of this is not immediately discernible.

Once the PCs are in a position to study the room more closely read the following:-

There are three rows (each four deep) of biers in this chamber. The walls are decorated with various scenes of battle much like those you discovered in the entrance tunnel. However these images are even more badly degraded than those found earlier.

They do not seem to have been defaced though. Each of the occupants of the biers appears to have been a human male. All exhibit signs of violent death and have been interred here with their weapons and other accoutrements. Many of the weapons are broken and all are unusable as actual weapons. Armour (if any) has long since deteriorated and only scraps of leather now remain.

The PCs may spend some time examining the biers and their occupants once they muster the courage to enter this area. Whilst they accomplish this relate to the individual closest to the sewer entrance the following:-

Low down by the rear wall of the burial chamber lies a small pile of rubble. The preponderance of animal tracks and the earlier-encountered stench rises alarmingly here. The moisture and damage to the wall has obliterated the wall-art in this area. A strange rushing noise seems to emanate from the base of the wall.

If the PCs concentrate on the rushing sound relate to him that it could be the sound of running water. Any cursory examination of the wall or the rubble will reveal a small cave-in that allows access to the sewers of Scant.

There is nothing of value in this room. All the grave goods here have been severely affected by their exposure to moisture.

10a: The Main Tomb

The PCs can reach this portion of the tomb from the Second Antechamber. Areas 10a. and 10b. are inter-linked. As the PCs start towards this area, read aloud the following:-

Ahead of you stands a pair of double doors. 8 feet high these doors are far more ornate than any encountered previously. The left-hand door appears to have been slightly opened towards you. From behind the door what appears to be torchlight wells.

Once a PC looks through the partially open door read the following:-

The space behind the door is in fact a large room feebly lit by torchlight. The light seems to be emanating from behind a chariot which is located in the centre of the room along with two mummified horses placed as if to pull it. About 10 feet in front of the door stands a pillar, about 4 feet high, of roughly hewn rock carved into the vague humanoid likeness. The pillars "back" is to you. The pillar stands in the centre of a section of floor that appears to be composed of gravel. 2 human corpses of Suel descent also lie on the sand, their bodies smashed and pulped by some great force.

If the PCs have approached here quietly and without their own source of light the inhabitants of the room will not notice their approach. However if they have approached in a noisy fashion, or have brought their own light to the door all those inside their room will be aware of their presence.

If a PC studies the above scene carefully he may note the following:

- The pillar has had two great chunks of rock knocked off it, roughly where a human's stomach would be.
- The gravel area is churned up as if a great combat took place here.

Escape From Scant

- Both of the humans are definitely dead. One appears to have been a priest. The other was a fighter.
- There is blood on the stone floor beyond the gravel area. It appears to lead behind the chariot.
- The gravel is quite compacted and is only 2 feet deep.

The last four survivors of the Brotherhoods scouting mission investigated this chamber and woke the guardian earth elemental, which slew two of the invaders and trapped the other two in the rear portion of the room. Here they have remained, too scared to face the elemental again. The elemental has returned to its eternal vigil content to stop their escape.

Earth Elemental, small (1): see Monster Manual page 97.

The primary mission of the elemental is to deny interlopers access to the main burial area (the rear of the room). However the Flan druid who originally summoned and bound the creature confined it to the gravel area of the chamber. He did this to safeguard the fragile tomb goods that could easily be destroyed in a general melee. It will attack without hesitation any person who enters the gravelled area. If it is presented with a choice of targets it will also attempt to strike those trying to get to the rear of the room. If attacked with missile weapons it will attempt to get out of the attacker's field of fire while still covering the double doors.

The elemental has no treasure as such but PCs will be able to loot the bodies of the two fallen Brotherhood agents if they deal with their killer.

Brouka was carrying splint mail, small metal shield, longsword, daggers, spear, holy symbol of Wee Jas (skull against a ruby background), back pack, large belt, 2 belt pouches (one of which contains 24 golden gulls, 12 electrum waders, 20 silver geese and 14 copper ducks), 3 torches, flint and steel, 2 full water flasks and 1 day of trail rations.

Athania had a quarterstaff, 2 daggers, back pack, grey robes, large belt, 2 belt pouches (one of which contains, 11 golden gulls, 2 electrum waders, 17 silver geese and 19 copper ducks), 2 candles, flint and steel, 2 full water flasks, 2 vials of holy water, 3 torches (1 half used) and an iron holy symbol of Wee Jas (a black skull surrounded by flames, worth 40gp) on a silver chain.

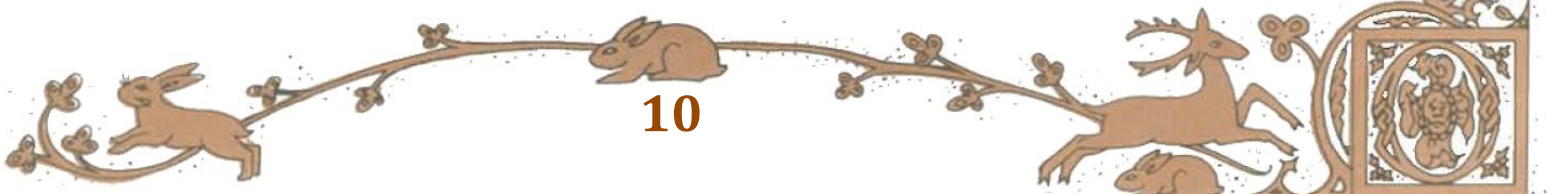
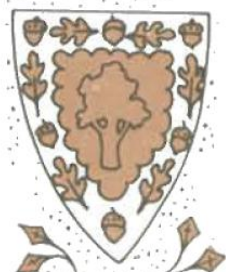
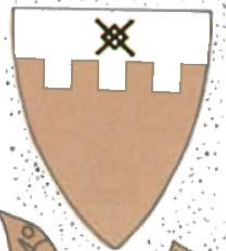
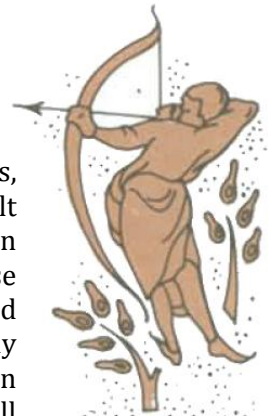
10b: The Inner Sanctum - EL3

This area is located within the Main Tomb and is accessible after the earth elemental in 10a has been dealt with. Read aloud the following text to describe it:-

Two horses stand rigid and erect in death in front of a wide chariot obviously designed for war. All now look extremely fragile and old. The dust of ages lies deeply here. The finery that once adorned the horses barding has long since perished and only scraps now survive.

Beside the chariot the mummified body of a warrior lies on a plain stone bier, raised about 2 feet off the floor. He lies with his hands clasped over his spear and he appears to have been mummified. He was once clad in leather armour but his has now fallen apart under the weight of the centuries through which he has lain here. Around the bier no doubt laid out in some significant fashion lie many vases, jars and pots containing who knows what.

The two survivors of the fight with the earth elemental took refuge here after their comrades were slain in an ill-conceived attack on the earth elemental. They do not understand why the elemental does not finish them off and have laid low since then not wishing to anger it by poring through the grave goods stacked all around them. They also suspect the skeleton will animate (it won't) if they try and wrest the spear from its grasp and (being in no shape to keep fighting) have left it alone.



Escape From Scant

Sister Julmar and Alesco Madi will observe the PCs, once they are aware of their presence, from behind the chariot. Both are injured and unwilling to face the earth elemental again. Once they have ascertained the PCs are escaped slaves they will not respond to any hails and will attempt to stay out of sight.

Sister Julmar: female human, Mnk2, see Appendix.

Personality: Totally dedicated to the cause Sister Julmar will sacrifice almost anything to achieve her mission. She was the leader of the Brotherhoods ill-fated expedition to explore this tomb. As others have found out that included them! Brave to a fault the PCs find her in a fragile state of mind. For the first time her monkish abilities have not seen her through a difficult situation. In combat she will rely on her martial arts, disdaining the use of weapons. If she is clearly outmatched she will attempt to flee leaving Alesco to his fate. She will not surrender to slaves.

Description: She is quite skinny although this belies her impressive physical strength. Her (short) hair is blond and her eyes violet – a legacy from her mother.

Alesco Madi: male human Ftr1, see Appendix.

Personality: Alesco is a professional warrior who has been in Scant since the end of the Greyhawk Wars. He had grown tired guarding slaves and jumped at the opportunity for a bit of adventure. Not particularly intelligent he nevertheless believes that the Brotherhoods destiny is to rule the Flanaess. To this end he will obey Sister Julmar's without hesitation.

Description: A tall man with blond hair tied back in a pony tail Alesco is physically impressive. He has light gray eyes.

Tactics: If a general melee breaks out they will observe but not join in. Their plan will be to then kill any survivors and escape the tomb.

If however the PCs seem inclined to leave without investigating the chamber

they will call out in Common and attempt to bribe the PCs to rescue them. They are desperate and will offer practically anything if escape seems likely. They will, of course, renege on any deal made and immediately try and slay their rescuers.

The treasure here consists of two main parts; Sister Julmar's and Alesco Madi's personal possessions and the grave goods of the tomb. Sister Julmar's and Alesco Madi's equipment can be found with their statistics. The grave goods consist of the following items arrayed around and on the bier:-

A small earring (50 gp) lies beneath the skull of the interred hero. Only a successful DC 15 Search or a particularly lucky DC 22 Spot check will reveal this item.

Clasped in the skeletons hands lies a +1 short spear, which can be easily pried from its grip. The shaft of this antiquated weapon is constructed out of a heavy, black coloured wood that has resisted the effects of aging remarkably well. About the last half foot of the shaft is actually a polished and carved length of horn. The carvings upon it show a series of stylized idyllic landscape scenes that include exquisitely carved animals and birds. These scenes run the length of the horn. The blade of cold iron has a long tapered point that seems to glisten when exposed to natural sunlight. At the very opposite end of the shaft diligent searchers can find a small holy symbol carved into the wood and stained with a brown pigment: the holy symbol of Beory.

Two beaten silver plates (35 gp each) form a matching set. Each is inlayed with minute quantities of gold (missing in places) that depicts (on one plate) the Gearnat in summer and (on the other) during an autumn storm.

Sundry clay jars and pots used to hold food, drink and other things the deceased would need in the afterlife. Needless to say the food has since rotted away, the wine evaporated and the other goods degraded in a like fashion.

Escape From Scant

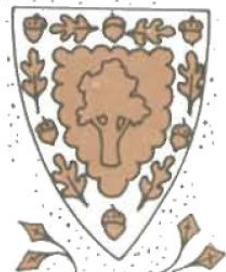
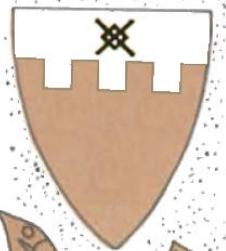
The chariot is in a very poor condition, as are the horses "pulling" it. All are liable to crumble if any attempt to move them is made. The chariot and the horses' leather accoutrements were obviously once well made and quite ostentatious. Now they are a shadow of their former glory and worth nothing as it is impossible to remove them intact. (The chariot was brought into the tomb piece by piece and rebuilt in place to give the hero a way to reach the afterlife).

11: The Sewers of Scant

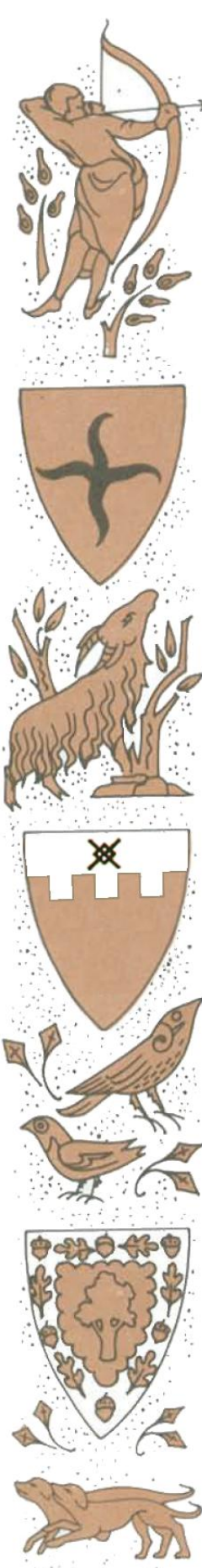
The sewers are accessed from the Hall of the Dead in the Flan tomb. Once the PCs start on this path, read aloud the following:-

Two things immediately assail you: the stench of faeces coupled with unidentifiable rubbish and the sound of running water - a lot of running water. The tomb appears to have broken through into the sewers (or vice versa) that run under Scant. Perhaps this unexpected development could herald an avenue of escape from the clutches of the Brotherhood...

The sewers do indeed provide the PCs with their only realistic chance of escape. Hopefully the PCs will realise this. Initially they only have two avenues open to them if they wish to explore the sewers further. When they indicate that they wish to enter the sewers read the following:-



Escape From Scant



Your light banishes the darkness from around you revealing to your eyes what your nostrils have known for some time—you now stand in the Sewers of Scant. You stand clustered on a walkway 3 feet wide, next to which, but 2 feet below, has been cut a channel for water, possibly 5 feet wide. The water is currently running very fast and actually washes over the ledge in some places further down the passage. Beyond that lies a similarly sized ledge to that, on which you stand. The walls and the ceiling (about 15 feet above) are covered with rough, mould-covered bricks, which in some places have fallen away revealing bare rock. The roof above you is curved, reaching its highest point above the watercourse. Underfoot the going is slippery and wet. Small piles of detritus are heaped along the walkway, making progress difficult. The water flows in what you could assume, is the direction of freedom!

The water does flow in the direction of freedom! Progress on the ledges will be difficult and anyone moving faster than half their normal movement rate has to make a successful Dexterity check (DC16). If they fail they fall into the water, suffering 1d6 points of subdual damage, as the water is only five feet deep. They must also make a Fortitude saving throw to avoid contracting Filth Fever.

12: Weir

This encounter area is reached by proceeding upstream from the cave-in for about 40 feet. It is designed to halt the upstream exploration of the party at this point. Encounter areas deeper into the maze of sewers under Scant are beyond the purview of this module. Read aloud the following:-

Ahead of you the sound of running water is joined by the sound of a continuous dull roar. The water here seems to be flowing faster than where you entered the sewers.

The dull roar is the sound of water passing over the weir ahead and falling to the lower water level. When the PCs reach a point where they can observe the weir read them:-

Ahead of you water cascades over a kind of weir obviously designed to control the flow of water down this tunnel. It must be raining above as the sheer volume of water, and the ferocity of its flow would seem to preclude all hopes of advancing in this direction. The ceiling seems to have been lowered above the weir and for a goodly portion of the tunnel behind it, perhaps as a method of controlling the water dumped on Scant by the seasonal storms roaring out of the Gearnat.

This is indeed correct. The flow of water is so great here that no attempts to climb either the weir itself or the walls or ceiling nearby will be successful (even if magic is employed). The walls and ceilings are slick with moisture and at the top of the weir the water reaches nearly to the roof.

Optional Encounter (Dire Rats) – EL2

This encounter is optional and can be used if the PCs have performed exceptionally well and have exited the tomb with a lot of time left. It can be placed anywhere in the sewer section of this module. Adventurous DMs could even place it in the Hall of the Dead if the PCs fail to notice the significance of the cave-in.

As this encounter could be placed anywhere no read aloud test appears for it, apart from a description of the rats themselves:-

These rats are huge! Easily as long as a grown mans forearm their red eyes stare malevolently at you out of the shadows. Their furs true colour is indiscernible, but must be, at the least, a dark shade of brown. Their teeth and claws flash in your torch light as these denizens of the sewer scurry towards you intent on feeding on your blood!

Escape From Scant

Dire Rats (2): see Monster Manual page 65.

13: Escape

If the PCs reach here they have been successful and managed to escape the Brotherhood's tyranny. Read aloud the following:-

You have trudged through the filth of the sewer for what seems an indeterminable amount of time. The stench, once so repugnant, is now barely detectable so accustomed have you become to it. Wait, what's that? Is that your imagination or can you hear the sound of the sea - eternally battering the coasts of the Dragonshead somewhere up ahead?

Ask the PCs if they wish to continue. If they indicate that they do read the following:-

As you continue the tunnel seems to grow lighter, until you can make out what you think could be stars in the night sky. Eagerly you press forward but your progress is barred by a set of bars set vertically across the sewer.

Outside you can hear the sounds of

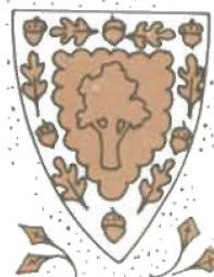
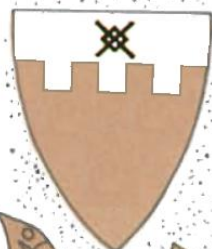
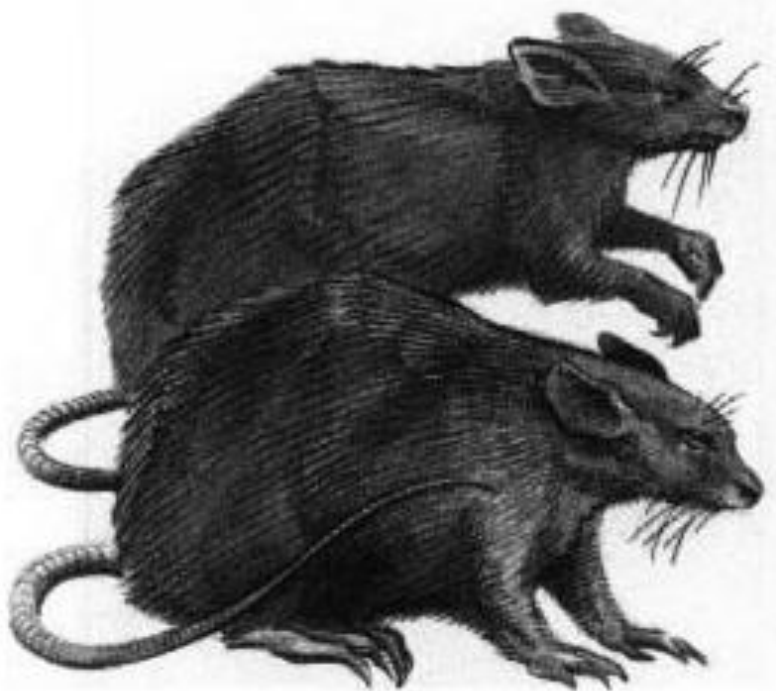
the sea crashing against the shore and smell the salt in the air. There can be no doubt freedom is at hand!

When the PCs investigate the bars read the following:-

On closer investigation the bars seem to be pitted and corroded perhaps by the salt in the air and by constant immersion in effluent. The bottom portion of the bars seems particularly weak.

These bars will bend sufficiently to allow escape on a successful Strength check (DC 17). The PCs should have no problems gaining access to the beach. Once on the beach escape is easy: a small path to the right wends its way up the gentle cliffs here. From thence the PCs can escape east into that portion of the land known as Free Onnwal. Once they get the bars open read aloud the following:-

With a final effort the bar begins to bend before your onslaught. Slowly it gives, but give it does! Surprisingly quickly a gap is made that is big enough (with a squeeze) to allow the escape of you all. Leaving the sewers behind is liberating.



Escape From Scant

You stand as freemen on the shores of Onnwal. To your right the sky is unnaturally bright - that must be Scant groaning under the oppression of the Brotherhood.

To your left a small path seems to wend its way up the cliffs away from Scant. Hopefully it will take you east, away from the Brotherhood and into that portion of the country known as Free Onnwal.

This chapter concludes when the PCs indicate that they will not be returning to the sewers.

After the PCs fail to return (for whatever reason) Maranefel Toktot will again use his divination magic to ascertain the fates of "his" explorers. Discovering the entrance to the sewers he will have the tomb fully explored and then sealed against any future access by rebel forces. Sister Julmar's and Alesco Madi will be eventually rescued by subsequent Brotherhood expeditions.

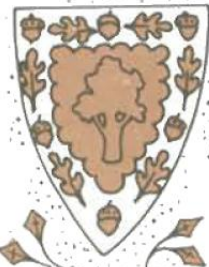
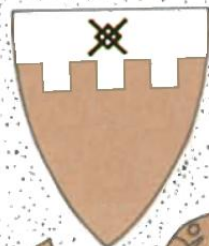
If the PCs die in the tomb Maranefel will send more explorers into the tomb. The subsequent party will not return,

escaping into the countryside. As above Maranefel will scry the tomb again and discover the access point to the sewers. The tomb will be sealed. The main difference here is that the rebels will never hear of the tomb (or its origins). Sister Julmar and Alesco Madi will die in the tomb, either of starvation or during a desperate attempt to flee the elemental.

If the PCs return to Maranefel Toktot they will be returned to their "quarters" where Maranefel will interrogate them before having them executed. Sister Julmar's and Alesco Madi will be eventually rescued by subsequent Brotherhood expeditions.

Continuing the Campaign

The PCs have successfully escaped from the Scarlet Brotherhood but they have yet to make contact with the forces of the Free State of Onnwal. In the next chapter they will do so, but find the welcome lacking in warmth. You should allow them to wander the hinterlands of Onnwal for a few days to rest and heal.



Escape From Scant

