

# Tomb of the Sorceress

By Bearhug

## Location:

Amn, Minor city in Storm Horn Mountains

## Plot:

A mysterious earthquake has revealed and opened a sealed entrance to a 1000-year-old underground tomb near the city called Rendann. After the earthquake, the town experience Undead attacks north from the city.

The Tomb is the ancient tomb of the Sorceress called Jala. Jala was a good sorcerer, who used her power for research and medical treatment. Another wizard called Zamir in the land next to was searching for a magical item, which Jala had in her power. Zamir challenged Jala to a duel, she accepted and the duel was on. The duel ended with victory to Zamir, but Jala had an emergency plan ready if she should loose. She trapped Zamir inside a big bowl where he froze immediately. Unfortunately, Zamir's dark powers had reached Jala. She began to turn into a foul Lich, which had Zamir's powers and evil mind. Before the process was complete, Jala used her last power to build a tomb and a final place for her and her friends and all other she knew to rest. The last thing she did was to seal the dungeon so no one ever could reach her and her cursed friends...

## Background Information:

This plot can be started in the Inn/Blacksmith of Rendann. While the players are in the Inn/Blacksmith the Earthquake starts (Don't kill the Players with the Earthquake). After that the city is in a state of shock (a house collapsed, few casualties). The next morning, Rendann is attacked by 1d20+10 normal Skeletons/Zombies, but after the battle, the city is reestablished and life continues as it did before.

At this point, the players might decide to leave the town. In that case, another group of 2d20+10 Skeletons attacks the city again. After that the city Mayor promise a reward to those who can find the source of the undead attacks.

If the players at this time choose to ignore the pleas of the Mayor, I haven't more advise for you because the plot is then ruined! If the players decide to go for the reward, then make them travel for a for about 1-2 days (It should be obvious that they should go north, but, make sure they do so)

When they reach the tomb the rest is up to the DM... The tombs design is up to the DM (traps, monsters etc.).

## Tips:

It is prohibited that the DM uses undead in the tomb and not Lizardmen or something like that

## Facts about Rendann:

*Population:* 5.341

*Temples:* Helm, Mask, Talos and Chauntea (Druid groove)

*City Guardguilds:* The Red Scales

*Main characters:*

Aldana, 15<sup>th</sup> level Cleric high Priestess of Helm (Human) (Neutral)

Retryn, 16<sup>th</sup> level Cleric high Priest of Talos (Human) (Lawful Evil)

Renée, 14<sup>th</sup>/9<sup>th</sup> level Cleric/Thief Priestess of Mask (Human) (Neutral Evil)

Carok, 15<sup>th</sup> level Druid Archdruid of Chantuea (Half-Elf) (Neutral)

Tarék, 17<sup>th</sup> level Fighter Guardcaptain of Rendann (Human) (Lawful Good)

Gorwell, 7<sup>th</sup>/12<sup>th</sup> (dual) Fighter/Mage Mayor of Rendann (Human) (Neutral Good)

Twink, 13<sup>th</sup> level Illusionist local Mage (Gnome) (Chaotic Neutral)