

1.0 INTRODUCTION

Robek's Tomb is an introductory adventure for a group of beginning Quicksilver characters. It provides a way to set the separate PCs up as a group, and a lead-in to further adventures the GM may wish to run afterward.



1.1 Background

Prince Robek was the youngest son of a Jinzurian King. He died at the age of 12 in a riding accident. His tomb reflects his love of puzzles and toys, as well as his people's love of ingeniously devised death-traps.

The tomb is built on the site of an old mine that was operated by the Jinzurians in the days when they occupied the military base which was to become Harstone.

1.2 Setup

The player characters are all in the Goblin town of Harstone. Each character has their own reason for being there. They might have been born there, traveled there for business reasons, or wound up there as the result of previous adventures.

During character generation, make the following Contact available to the players. He's the guy who hires them to go on their first adventure. The players do not have to take him as a Contact, though - it's entirely optional.

Brother Garin (6 Contact Points)

Brother Garin is a priest of the Way of the Colored Window. He operates a tiny chapel of his Way in an especially rough section of Harstone. He is a jolly man, fat and friendly, but with a harried manner which says he can't wait to leave Harstone and get back to someplace civilized.

Garin needs a package delivered to Father Nelwin at his Way's temple in Alliston. He offers each PC 40sp. Each PC may make a Charm, Convince, or Negotiate check (at a difficulty of -2) to get higher pay. Add +2 if the PC has Garin as a contact, or +4 if Garin is their personal friend or relative. The GM may award bonuses for well role-played conversation. If the check succeeds, add either 10sp to the PC's personal pay, or 5sp to the pay of every party member (depending on what the PC asked Garin for). If a check fumbles, Garin becomes annoyed and won't listen to any more party members. Whatever each PC's final pay turns out to be, Garin promises four times that much more upon delivery, in writing (so a PC who's paid 50sp now will get 200sp more later).

Garin asks the PCs not to open the package, assuring them it is only of interest to his Temple (though refusing to say more).

If questioned, Garin admits that others are interested in the item in the package, though he assures the PCs that those others have no idea that he's got it. "Keep it hidden, and you should be fine", he says. If pressed, a successful check causes him to reveal that the interested party is a Goblin ancestor cult. On a critical success, he admits that the Goblins believe the item to be a holy relic.

The Package

The fist-sized parcel is wrapped in waxed paper. It contains a polished lens of yellow crystal, about the size of a walnut. Padding in the box protects the lens. Educated PCs know about lenses, but a yellow one has no great practical use. There is also a note addressed to Father Nelwin. The note is sealed with wax, but if opened it reads:

*Most Esteemed Father, Greetings:
I send you this small item, which I trust you will recognize from our studies together, and know what must be done. By the Prism, it has been held all these centuries by an ignorant Goblin cult! When you see him who must take charge of this item, please convey my wishes to be transferred elsewhere—preferably somewhere where folk have eyes to see the Colored Light. That, and continued service to the Way, is all I ask in return ~Garin*

The lens was stolen from a shrine of the Goblin ancestor-god K'Hoombokh One-Eye, Giver of Cleverness. The Goblins believe the lens to be their ancestor-god's missing eye. Trackers from the cult nearly caught the thief in Harstone—but he managed to slip away and hide in Brother Garin's shrine. There he died of his wounds, handing the lens over to Garin—who believes it to be a missing component from the Spear of the Sun (one of the Seven Spears of Azurati legend), held at the Cathedral of the Colored Window in Moddizar.

The Route

Alliston is only 50km from Harstone, but most of that distance is over rocky hills that are difficult to traverse and infested with wild creatures. The only other options are to take Harstone Pass deep into Goblin territory, risking bandit raids or worse, or to follow the Orvian River shore (the river itself being too rough for boats) nearly to Larkshore, skirting the hills, a trip of almost 150km! Garin insists that time is of the essence, and tells the PCs of an ancient tomb complex at the source of the Orathon River in the hills of Beldorum which hardy adventurers could use as a shortcut. It passes under a stretch of the most difficult terrain, and legend says it has openings on both sides. The PCs must agree to seek out this shortcut, or the deal is off.

Preparing for the Journey

Allow the PCs time to shop for any equipment they'll need on the journey. If they dawdle, a few encounters with the rough citizens of Harstone will motivate them to be on their way.

2.0 SETTING OUT

After reaching an agreement with Brother Garin for their services, and buying any equipment they feel they need, the PCs set off following the Orvian River up into the Hills of Beldorum.

Jegaddas In The Mist

On the next morning after leaving Harstone, the PCs encounter a hunting pack of Jegaddas. They are lightly equipped with short stone spears (13- to hit, 2/3/4 damage). They wear no armor, and number half as many as the PCs (round up). They wave their spears, snarl defiantly, and block the PCs' way.

The Jegaddas attack if they are approached. If the PCs defeat more than half of them, the rest run away back to their lair up in the hills.

One of the defeated Jegaddas wears a crude pouch on a leather cord around its neck. The pouch contains three gold coins, and a small bone that appears to be a human finger joint.

Pursued

That afternoon, following their encounter with the Jegaddas, the PCs trek higher into the mountains. Allow each PC a Search check at -2 to see if they notice they are being pursued. If any PC has already expressed concern about pursuit, or agreement with that concern, their check is at +2 rather than -2. Any PC whose check succeeds can make out a small group of figures moving along the river in their direction. If the check is critical, they can tell that the group consists of armed goblins—as many in number as the PCs. If the PCs stop for more than a few minutes in the Tomb, the goblins will catch up with them and attack.

Goblin Cultist (3)

PHYS: 10	DEFT: 10	INTL: 10
WILL: 9	PSYC: 2	SIZE: 0
Initiative: 1/2/2	Movement: 6 ground	
Claw: 13-, 2/3/4	Shortsword: 12-, 3/5/7	
Melee Def: 1	Missile Def: 1	Mental Def: -2
Armor: 2/0	Hits: 10	Energy: 1

Reaching the Tomb

After following the Orvian river up toward its source in the Hills of Beldorum for a day and a half, the PCs eventually come across an ancient tunnel



entrance cut into the side of a steep rocky embankment. The walls of the stream-bed are high and steep, offering no other way forward. A two meter wide sloping passage descends into the darkness. Overhead, a storm begins to gather.

3.0 TOMB DESCRIPTION

3.1 General Description

The ceilings in the tomb complex are 2.5 meters high except where otherwise specified. This is not quite enough room for a Hobgoblin to walk upright comfortably. The walls are made of huge granite blocks, carved here and there with angular and indecipherable designs. The floors are granite as well, smooth but not polished. There is no internal light source; PCs must provide their own illumination. In places the wall carvings were painted, but the paint has flaked off over the centuries and now lies as a brown dust on the floor.

3.2 Straggler Traps

The tomb contains 3 "straggler traps", designed to harm the last person in line. The first pressure plate of each trap clicks audibly once per character who walks over it as it counts up the size of the party. Only characters on the ground trigger the counter. The second pressure plate is a reverse counter, which triggers the trap when the counter rolls back to zero. The easiest way to avoid all the traps is to step one extra time on each counter plate. Lichens and mold have grown around the edges of the pressure plates and over the openings in the walls where the trap mechanisms lie. Characters must make a Search skill check to detect them (-4 to their chances to spot the mechanism casually, without stopping to search).

Trap A is a sword blade, spring-loaded to swing above trigger plate A2 doing 2/4/6 physical damage to any character(s) who are there. Apply any armor worn by the victim.

Trap B is a spray of tiny needles, doing an amount of damage based on the size of the victim standing on trigger plate B2: Sprites take 2 points, Gremlins take 3 points, Humans, Elves and Goblins take 5 points, and Hobgoblins take 7 points. Apply armor.

Trap C consists of flame jets which inundate the space above trigger plate C2, doing 3/5/7 Energy damage to any character(s) there. Remember to apply the victim's armor vs. Energy damage.

Room 1: Entrance

The corridor slopes down steeply (-1 meter per 2 meters traveled).

Room 2: 3-Level Door Room

This room has a 9 meter ceiling and 4 raised platforms. Three of the platforms hold large empty urns. The north door is very tall; it goes all the way to the ceiling, has no handle or hinges, and shows no obvious way to open it. The walls of the room are decorated with relief carvings (in deep enough relief to provide an easy handhold to anyone wishing to climb them) depicting pleasant scenes from the Prince's life (playing with toys, chasing his little sister Kalliya, or learning to levitate for example).

The northern platform is empty. Each urn put on it raises the door 3 meters, revealing a corridor. A person (or other heavy object) can substitute for an urn. The first 3 meters reveals the passage to Room 3. The second 3 meters further reveals the elevated corridor 2b to Room 4. The third 3 meters opens a small high chamber, from which emerges a group of Cockatrices (2 per PC). If the PCs climb up and search the Cockatrice lair, they find a nest with 1 egg and 1 gold coin per player.

Removing the urn from the southern platform causes a massive stone block to fall in the south archway, sealing that route. Replacing the urn has no effect. Anyone standing under the falling block can jump clear before it falls, but if immobile then the falling block will crush them to death. On the side of the block facing the southern passage there is a lever in the block, which causes the block to slowly rise back into the ceiling if pulled.

Room 3: Treasure Room

This room appears to have been looted, and contains piles of broken furniture and other trash. Hiding amongst the rubbish are several Driants (2 per 3 players, round up), which surprise the PCs if they begin to search through the trash unless one of them makes a Search check at -2.

After the Driants are dispatched, the PCs may resume searching through the junk. They find a simple wooden box containing 10 copper tokens (equivalent to copper pieces, but of no known denomination; any character with knowledge of the written form of the Jinzurian language can identify the symbol stamped into them as a symbol for Transmutation). There is also a gold ring (badly bent from being crushed under the refuse, but still worth 100sp for the gold in it) and miscellaneous Jinzurian coins worth at total of 20sp per player.

Room 4: Trick Lever Room

This room has 2 doors without handles, both facing north, and 3 levers set into the north wall. The levers are not actually numbered, but for purposes of this description the western lever is lever 1, the middle lever is lever 2, and the eastern lever is lever 3. When the PCs enter the room, lever 1 is down and levers 2 & 3 are up. Beneath each lever is a secret pressure plate, that cannot be detected except by a purposeful Search skill check. Each of these plates causes a lever to fall to the down position if it was previously up; if the affected lever is already down, then there is no effect. The plate under lever 1 causes lever 3 to fall; the plate under lever 2 causes lever 1 to fall; the plate under lever 3 causes lever 2 to fall. Holding a lever up prevents it from falling, but also activates the pressure plate beneath it unless precautions are taken. As soon as a lever is released, it falls immediately if its corresponding pressure plate is active. If all 3 levers are in the down position (which is easy!), the western door swings open. If all 3 levers are in the up position (which is impossible without cheating!), the eastern door swings open.

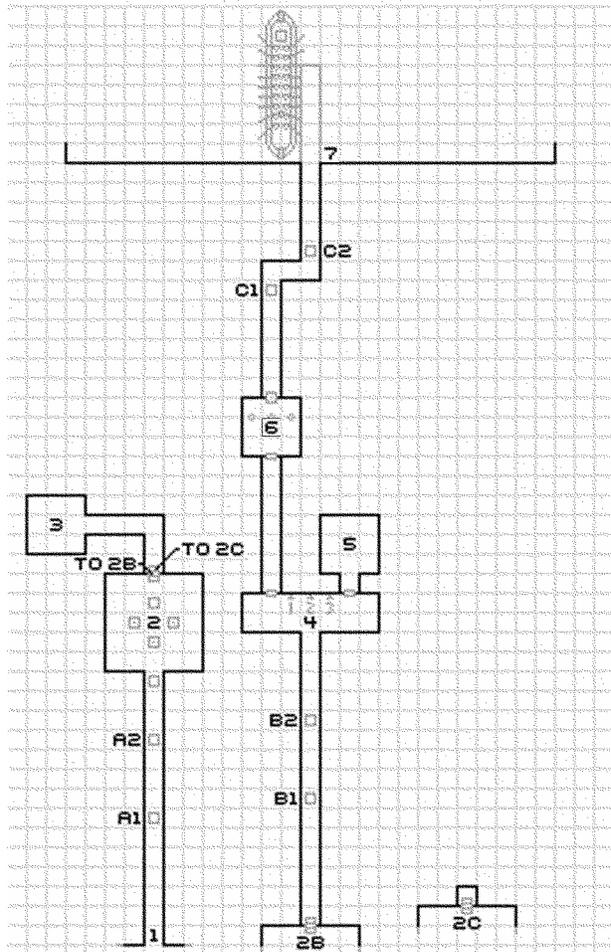
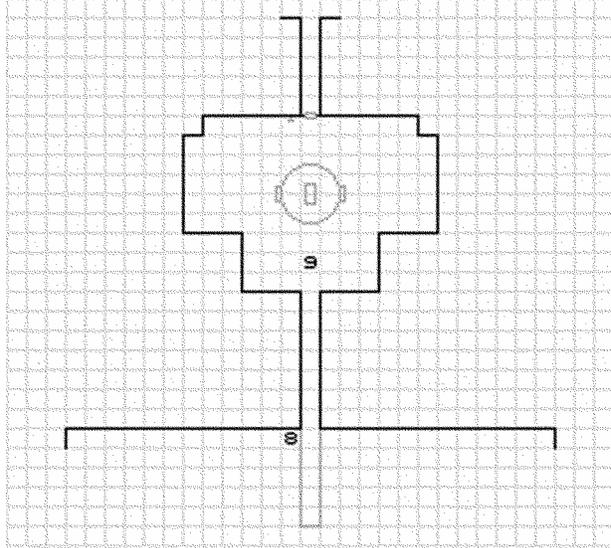
The hidden spring mechanisms that control the doors are very powerful, and will crush anything the PCs try to use to prop them open. The easiest solution to this puzzle is to figure out a way to push levers up without standing directly in front of them.

Room 5: Treasure Room

This secret treasure room has somehow escaped being looted. It contains a small set of fine oaken furniture, arranged as the Prince enjoyed it in life. On the table is a pair of silver candlesticks (they are in fact Quicksilver candlesticks, with no powers or Imprint, each weighing 1 kg. - a Sense skill check is necessary to identify them as such) and a wind-up toy monkey with a drum in its lap. If the key in its back is wound up, and the switch on the back of its head is activated, it begins playing a deafeningly LOUD beat on its drum. The table and 4 chairs are worth 150sp if the PCs bother to carry them along.

Room 6: Transmutor

This room contains 3 low basins filled with a clear fluid (sweet to the taste, not water, but not harmful either). The northern basin is painted gold, the middle one is painted silver, and the southern one is painted copper. Magical perception detects a faint aura of quicksilver on the silver bowl. The northern door has no handle, but does have a small diamond-shaped impression in its center. Any normal coin dropped into one of the bowls disintegrates, generating a creature, which attacks immediately. The copper bowl generates an



unequipped Centaurpede, the gold bowl generates a Hillspider, and the silver bowl generates a Giant Beetle. A copper token (found in Room 3) dropped into a bowl has no effect, unless dropped into the copper bowl, in which case the liquid bubbles momentarily, turning each copper token to gold! Placing the gold tokens into the gold bowl similarly turns them to quicksilver. Placing the quicksilver tokens into the silver bowl has no effect unless ALL of them are put into it; then the liquid bubbles furiously, and the tokens seemingly disappear! In fact they have been turned into a cut diamond, which is not visible when in the clear liquid, but a character can feel around to find it. The diamond is worth 300sp, but is also of the exact shape needed to fit the depression in the north door. Placing it there opens the door, disintegrating the diamond.

Room 7: Galley

The corridor emerges into a cavernous chamber filled with water. A wooden dock extends out over the water from the end of the corridor, and a galley awaits there. Rowers sit at their stations, unmoving; they are inanimate (but articulated, as if mechanical) monkeys. At the aft end of the galley stands a 1 meter tall pedestal. At the fore end there is a stairway leading below decks. In the hold can be found a larger mechanical monkey, dressed as a slave-driver (also inanimate), and a small hand-held telescope (magnifies by a factor of 10).

The chamber is 8 meters tall from the water to the ceiling; the water itself is 4 meters deep, and the entire chamber is 80 meters long from north to south. Any attempt to swim across attracts Crocodiles (1 per 2 players, round up). Any attempt to fly across attracts Serpent-Hawks (1 per player). Neither of these will bother characters who stick to the galley and the piers. From the west side of the chamber, water is continually pouring in via a number of large pipes. On the east side the water pours over a cataract and into bottomless depths.

If the drumming monkey found in Room 7 is placed on the galley's pedestal and activated, the rowers will begin to row. At the same time, as the galley pulls away from the pier, the slave-driver monkey will emerge from below shouting (in a hollow, tinny voice), "Where is your authorization?" in ancient Jinzurian and begin to attack the players with his whip.



Slave-Driver Automaton (3.6)

PHYS: 13	DEFT: 9	INTL: 7
WILL: 11	PSYC: 2	SIZE: 0
Initiative: 1/2/2 Movement: 4 ground		
Steel Whip: 12-, 3/5/7		
Melee Def: 1	Missile Def: 1	Mental Def: 0
Armor: 3/1	Hits: 28	Energy: 1

The whip is actually part of the automaton, and so it cannot drop its weapon or be disarmed. It cannot be knocked out until its Hits fall to 0. Deactivating the drummer freezes both the slave-driver and the rowers, so that the galley begins to drift toward the precipice. The PCs must defeat the slave-driver, or ride the ship to its doom, or cheat.

Room 8: The Far Pier

If the PCs manage to survive the crossing, and ride the galley to the far end of the chamber, the rowers dock it at this pier. The drummer winds down just as the boat arrives at its destination.

The mechanisms inside the rowers and the slave-driver contain a small amount of enchanted Quicksilver. If the PCs try to take all the monkeys apart for Quicksilver, they are attacked by the Crocodiles, (1 per 2 players, round up) and then by the Serpent-Hawks (1 per player) which live in this area. It takes the PCs 3 days to disassemble all the monkeys, and they only come up with 1 kg. of Quicksilver per day (assuming that they have someone with them who can Sense Quicksilver; if not, they can't tell the magical metal from the other mechanical parts). This delay will anger Father Nelwin when the PCs finally arrive in Alliston.

Room 9: Burial Chamber

Prince Robek's coffin lies here empty, his body stolen by tomb robbers. His magnificent burial chamber lies open to the elements - the northern door, through which sunlight shines, hangs half ajar. There are signs that animals have used this chamber as a lair, but no animals are there at the moment. A single huge stone slab has fallen from the ceiling, and from beneath it protrude the skeletal remains of a Goblin. If the PCs move the stone block off the body (roll 20+ on 2d10, adding the PHYS modifiers of each character helping, and an additional +1 per character total) they find that the body belonged to a human tomb robber, who still clutches a bag of loot. It contains 300sp in miscellaneous coins, additional jewelry totaling 500sp, and a rubber ball with an enchanted quicksilver core. When the ball is thrown, it always automatically traces a path back to the place it was thrown from. Thus, unless the thrower moves, it will return to him.

As the PCs prepare to leave, there is a noise from beyond the door. A pack of wolves burst into the chamber, furiously attacking the PCs for invading their lair. Their leader is especially large and cunning, and there is an additional wolf per 2 party members over 3 (round up). For example, a party of 8 PCs will face the pack leader plus 3 regular wolves.

Wolf Pack Leader (2.7)

PHYS: 10 DEFT: 11 PERC: 12
WILL: 12 PSYC: 2 SIZE: 0
Initiative: 2/4/6 Movement: 8 ground
Bite 15-, 3/5/7
Melee Def: 5 Missile Def: 5 Mental Def: 1
Armor: 1/0 Hits: 10 Energy: 1
Skills: Track 14

4.0 CONCLUSION

When the battle is concluded, the PCs are free to continue their journey. Unless they wasted time salvaging Quicksilver from the monkeys, they find they have saved several days off the duration of their trip, and wind up in Alliston a week later.

5.0 CREDITS

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