

**4TH LEVEL**



**THE DM TOOL CHEST**

# **WRATH OF THE GRIMHAMMER**

**FIFTH EDITION ADVENTURE**

A delve into an ancient dwarven tomb digs up more than just treasures from the past



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# CREDITS

This adventure module was created with the help of all of these talented people:

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**Thank You!** To all of the awesome patrons who supported this work!

## ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure that can be fit into an existing campaign to help space out a story arc or to help introduce new characters join an existing group. While the lore that is mentioned in the adventure comes from the Freelands campaign setting, it can be adjusted and fit to any existing campaign quite easily.

# RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

*Magic Items, Spells, and Equipment* will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

**Monster** names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.



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# ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	







## ADVENTURE PRIMER

**W**rath of the Grimhammer is a one-shot or side trek adventure made for a party of **four to six adventurers of 3rd to 5th level**; it's optimized for **four adventurers with an average party level (APL) of 4**. If the adventurers find all the secrets of the tomb, they should be over half way to 5th level by the end of the adventure.

It's been written within the Freelands campaign setting but can fit into any campaign setting. Feel free to use the content as is or plug-and-play with it in your own campaign! You have ultimate control of how this story will be played out so, as always, have fun with it!

## STORY OVERVIEW

Thargut Grimhammer, an archeologist of the Sea Wolf clan, has recently obtained a journal from one of his ancestors. He discovered that it reveals the location of a tomb that he believes holds treasures from the Grimhammer's ancient past. The ancient dwarvish is difficult to translate but he believes that the vault is located near the base of the Motionless Mountains in the Black Hills. Not only does the journal warn of dangers within the vault itself, but it's also a dangerous trip to go so close to the Orc controlled mountains. Because of the aversion of the Dwarves to set foot on dry land as well as a distaste for disturbing the ancient dead, no one else in his clan is willing to join him on this quest. He's decided to hire a group of adventurers to protect him and help him clear out any dangers present.

The vault itself is filled with all sorts of traps and ancient dwarven puzzles and is also home to a host of wrathful undead. As the adventurers and Thargut explore the vault it becomes more and more apparent that a battle was once fought here centuries ago. The spectors, shadows, and skeletons are all the remnants of the ancient dwarven warriors killed here. Eventually coming to the vault, they discover a Revenant trapped inside which desperately wants to kill Thargut.

A leatherbound papyrus journal is found containing the startling revelation that the Revenant was actually the Dwarf Lord Elrrec Grimhammer. It details how he was betrayed by his friend, Gloridom, Thargut's ancestor. Gloridom had his men kill his guards and stabbed Elrrec in the back, and stealing his family treasures. He managed to survive, using the power of his mighty war hammer to knock him out of the vault and sealing himself inside. This revelation destroys everything Thargut thought he knew about his past and he is now burdened by this extremely heavy knowledge.

## HISTORY OF THE GRIMHAMMER

A thousand years ago, the ancient Dwarven lords were driven from their lands by the Orc Hordes. Driven into the northern sea, the dwarves rebuilt their clans in order to survive. The once noble families bound themselves together into seafaring clans that now, a millennium later, rule over the seas as they once did over the mountain ranges.

One such noble family were the Grimhammers. A family of minor nobles, they held lands in the foothills of the Motionless Mountains and were widely respected. When the orc hordes swept through the lands, they were heavily decimated, losing everything, including their leader Elrrec Grimhammer who disappeared during the Orc attack that pushed them from their lands, losing all of their wealth in the process.



Elrecc left no heir so Sarabelle Grimhammer, his widow, married his friend Gloridom in order to use his wealth to rebuild the family's strength. Gloridom was a former adventurer who Elrecc had befriended a few years prior to the attack and became close to the family. The Grimhammers are now one of the most powerful families in the Sea Wolf clan. Without the wealth that Gloridom provided, the family name would have been lost to the ages and nothing more than a footnote in ancient history.

Unbeknownst to everyone, Gloridom was always envious of Elrecc and desired his wife for himself. He secretly betrayed Elrecc, killing him and leaving him locked in the Grimhammer's treasure vault. He stole much of the family treasures and passed it off as his own, gaining control of the clan and building his legacy.

## COMMON FEATURES

### Recommended Ambiance:

Fantasy Realm - [Ancient Tomb Sounds](#)

**Environment & Terrain:** The underground tomb is made from large slabs of expertly worked stone. The ancient Dwarven architecture is apparent at every corner and junction. Built by the ancient Master stone craftsmen, there are barely any cracks to be seen on any of the smooth granite surfaces and the carved edifices on the sarcophagi are perfect in their detail. Over the centuries water has seeped into some parts of the crypt, slowly filling it up to almost a foot of water in some places. Some walls have collapsed under the weight of the weakened foundations as well.

**Sounds & Smells:** The silence is deafening in this vault; every little sound echoes in the emptiness of the rooms. The air is dry and musty smelling from being buried for so long. The lake water that is seeping in has a slight sulfur smell to it.

**Lights:** There are no lights in the tomb so adventurers must provide their own light sources.

**Doors:** Unless otherwise noted the doors in the tomb are all made of ancient wood that is now petrified and banded in iron. They are on iron hinges embedded in the stone doorways and have an AC of 17 and have 50 hp.

## ADVENTURE HOOKS

Here are a few ideas on how to get your adventurers hooked into this story:

### NEARBY EXCAVATION

While traveling through the Black Hills, the adventurers come across an excavation site manned by a Dwarf explorer and a small band of workmen and a pair of guards. The Dwarf is excited to meet them and asks if they're available to be hired for a little monster clearing. They're just about to open an ancient Dwarven crypt and the workmen are refusing to enter. Some of them were killed by roaming goblins in the area so they just want their pay and they're leaving before more goblins come.

## PATRON INTRODUCTION

The adventurer's patron recommends they meet with Thargut Grimhammer, the youngest son of a dwarven noble family. He's apparently trying to make a name for himself tracking down old family treasure and you never know when it would be helpful to have a friend who is in the nobility.

## TOWN NOTICE BOARD

Thargut leaves a notice on the Town Board that he is seeking help from adventurers experienced in handling the occupants of ancient underground ruins. He can be found in the local tavern waiting to hire the right team.

**Note:** Regardless of the way the adventurers get hooked into going after the crypt, Thargut offers a fee no higher than 1000 gp plus 20% of the value of all treasure found in the crypt. Thargut's only restriction is that he has the right to all of the treasures found in the crypt because they belong to his clan. He will see the adventurers well compensated for this, however.

## TRAVELLING TO THE CRYPT

The adventurers head out with Thargut for the site of the ancient crypt and it takes about two days to travel through the wilderness. The Black Hills are known to be dangerous and there is the chance they may run into any number of encounters. How many days of travel it takes to reach the location will be based on where the adventurers begin their journey. From Hopewell Harbor it is about three days. They will travel through hills and forest wilderness. For each day of travel, Roll 1d8 on the random encounter table below.

### Random Travelling Encounters

1	A hunting party of 2d4 Orcs
2	Travelling merchants with exotic items for sale
3	A pack of 2d4 Dire Wolves
4	A small ruined tower with minor random loot
5	2d4 cultists in the woods performing a dark ritual
6	2d4 Bandits and 1 Bandit Captain ambush
7	A lightning storm causes an extra day of travelling
8	An easy day of travelling



Once the group makes it to the site as indicated by Thargut's information they will make a quick camp. The location is in a clearing near a lake at the base of a small mountain. It's an unassuming location and only a successful DC 20 Wisdom (Perception) check will uncover the extremely difficult to see stones that once outlined what appears to have been a large building of some sort. Time and creatures have stripped the area bare of any semblance of whatever buildings once stood here.

They will need to use excavation tools at the spot Thargut indicates until they reach the steps and entrance to the crypt. For each hour of work, the party will need to roll a skill check on the table below to determine if they are digging in the correct place. For every 6 hours of not finding the entrance, they will be attacked by 1d4 **orcs** who hunt in this area. The party needs 6 points in order to find the entrance.

#### Roll 1d6 for Excavation Points

1	Subtract 2 points
2-3	Subtract 1 point
4-5	Add 1 point
6	Add 2 points

Once the party has found the entrance and is ready to proceed, read the following text aloud:

"After days of traveling and hours of backbreaking work, you have finally uncovered the entrance to the ancient Dwarven crypt. Just a few feet below the surface lies a set of steps leading to a stone door. The door is carved with an intricate relief of a bearded dwarf in elaborate plate armor resting his hands on the pommel of a downturned war hammer. The hammer is even more elaborately decorated than the Dwarf's armor.

Thargut reaches out a trembling hand to touch the carving, "Grimhammer..." he whispers reverently. At his touch and word, the runes carved into the war hammer burst to life with a shimmering white and blue light. The dirt above the doorway crumbles as the stone slab slowly opens. Before slowly fading away, the light of the glowing runes illuminates a set of stone steps leading down into darkness."

"Thargut has a gleam in his eyes as he excitedly explains, "This is the Grimhammer family crypt! Only those of the blood can open the runic locks on these doors. This is an even more important discovery than I could have dreamed of!" Eagerly he claps his hands together and motions for the rest of you to start your descent into the ancient crypt."

**Note:** Thargut is not a warrior. He holds back from entering rooms until it is safe to do so. The adventurers must take great care that he is not harmed in any attack; youngest son or not, he is still of noble blood and if he died they would face the wrath of one of the most powerful Dwarven clans in the land.

For the purposes of this adventure, treat Thargut as a **commoner** with 24 hp. If he is engaged in combat, he will not fight and will always attempt to flee. If he gets too low on hp and there isn't a way to heal him, he will end the expedition.









## KEYED MAP LOCATIONS

The following location descriptions correspond to the numbered positions on the main map of the tomb on page 6.

### 1 - ENTRANCE

The entrance to the dwarven crypt is simple and without much decoration. This room was used as an initial guard point just in case intruders managed to get past the initial runic lock.

"The staircase winds downwards, ending in a large room with walls made of huge granite stones cut impossibly smooth. The master craftsmanship of the ancient dwarves is awe-inspiring even in the simplest of work like this. A door that looks to be made of petrified wood is on the southern wall and another room appears to be down a short hall to the west. Three forged statues of dwarves dressed in armor and holding spears of ancient design sit in the corners, covered in thick dust. As you step forward into the room, a red glow starts to burn in the eyes of the statues, and the dust shifts to the floor as they start to heft their spears and prepare to attack!"

The statues are actually three **Tridrones** that guard this room. They can be disabled by speaking an ancient dwarvish passphrase but that has been lost to time completely; Thargut has no idea what it could be.

Even banged up, the Tridrones are ancient artifacts that Thargut will pay the adventurers for only if they are brought out of the crypt for him. See the *family treasure value table* in the conclusion and wrap-up section. There's nothing else of value in this room.

### 2 - SITTING ROOM

This room was reserved for guests and guards who would wait for their lords and ladies to visit their ancestors.

"The walls of this room are covered in highly detailed relief carvings that Thargut instantly rushes over to make charcoal rubbings of. Low stone benches line the perimeter with knee-high tables in front of them. A stone door carved with the same relief as the crypt's main door blocks the exit to the south."

If asked, Thargut will explain that the relief is telling the story of Harlen, the patriarch of the Grimhammer family.

"He was a warrior who fought valiantly against the Orcish horde for decades. One day he and his troop were overwhelmed while out on patrol and forced to retreat to a ruined watchtower.

The dwarf warriors were intent on fighting to the end as the company of Orcs rained arrow after arrow down upon them. Harlen, with a look of grim determination on his, rushed the Orcs, and with his mighty war hammer in hand, he did a soldier's work. His charge broke the Orcs and saved his men. For his courage and bravery in the face of overwhelming odds, he was given a noble title and these lands and was thereafter named *Grimhammer*."

The door to the next hallway opens at Thargut's touch and spoken word in exactly the same way as the entranceway did.

### 3 - PREPARATION CHAMBER

This hallway holds the cremated remains of many of the Grimhammer family. Small alcoves line the walls that hold urns with names etched into metal plaques affixed to them. It opens up into what used to be where bodies would be held and prepared for burial services. It was also where the family would conduct wakes.

"The walls of this hallway are lined with small alcoves, each holding a clay urn with a metal plaque engraved with a name. You get a strong sense of the history of this family the further down you go. The sound of water dripping echoes down the hall until a shallow puddle appears at the edge of the light"

The water is only a few inches deep and there's nothing harmful about it. The area is currently stable and isn't in danger of collapsing at any moment soon. It is obvious to anyone who looks closely that the tomb will eventually collapse in on itself completely.

"At the center of this room is a raised stone table on which rests an armored dwarven skeleton clutching a sword in both hands. The room itself is filled with more urns and low stone benches surround the table holding the long-dead warrior. The northern wall has completely collapsed, the spilled urns cracked and shattered from their fall. The water that floods the northeast corner is deeper here than in the hallway; it looks like a sinkhole has formed under this wall.

With a shriek and a howl, a portion of darkness that was attached to the wall grows and reaches out in an attack!"

There are two **shadows** and two **specters** that haunt this room in their eternal anguish. They will detach from the shadows in the corners of the room to attack the adventurers.



The armor and sword of the dwarf skeleton on the table are non-magical plate mail and a longsword. While they are not magical, they are a part of the Grimhammer family history and Thargut will be extremely happy if these are found. Please see the elaborate armor and sword in the *family treasure value table* in the conclusion and wrap-up section. There's nothing else of value in this room.

The door that exits this room to the east is another Runic locked door requiring Harlen's touch to open.

#### 4 - FLOODED CORRIDOR

This corridor has been flooded and the entranceway to Harlen's Tomb has been completely blocked off by collapsed rubble.

"The stones in the walls and floor of this corridor have been shifted and are uneven. Part of one wall has completely collapsed and it appears that a good portion of the walkway is now submerged in a few feet of water."

This walkway is completely unstable and any attempts to cross through the water result in a complete collapse of the corridor. This will happen if anyone steps onto the ground in front of the collapsed doorway. Since this is a naturally occurring collapse and not a trap, it can't be detected like a trap. However, if someone is using a pole or quarterstaff to prod the ground ahead, it will set it off and give that adventurer a chance to dodge the incoming rocks with a successful DC 10 Dexterity check. Otherwise, a successful DC 15 Dexterity check will need to be made to avoid the rocks with a failure resulting in 2d10 points of bludgeoning damage. Once triggered, the central thirty feet of the tunnel starts to collapse until it is completely buried and impassable.

#### 5 - HARLEN'S TOMB

This is the tomb and final resting place of the great and honorable dwarven patriarch Harlen Grimhammer.

"The trickle of water echoes in this cavernous hall. Spilling from a roof at least thirty feet high, the water is slowly filling this room, part of it already collapsing; a portion of the southern wall already completely collapsed. Another hallway opens up to the east.

The center of the room ascends a few steps up onto a platform spanning about thirty feet long and twenty feet wide. An elaborately carved and giant rectangular tomb sits on the center of it. The carving of Harlen Grimhammer seen on the door to the crypt can be seen in relief atop the lid. Each side of the tomb's four panels shows a dwarf in various positions and scenes, each carved in a way they are holding up the lid of the ancient stone tomb."

The grandly carved and displayed tomb is a complete and utter fake. It will require a successful DC 25 Strength check to move the slab covering the carved sarcophagus. A successful check will prove that it is completely empty of anything except dust.



Along the exterior of the sarcophagus are reliefs of his four children holding up the lid. Each is being depicted in a scene that was representative of their nature as described so:

**Nuranul** - depicted as being in a forest, surrounded by timbers that hold up the lid

**Bofear** - shown in his study with a book of politics on his desk, piles of books holding the lid

**Brakus** - kneeling before a felled deer, the lid resting on his shoulders

**Isabella** - standing in water with fish jumping out, using both hands to hold up the lid

These depictions are the hints needed to solve the puzzle of the tomb in which items need to be placed in the appropriate hands.



The southwestern wall of the tomb has partially collapsed from a sinkhole and water has flooded in. Thin rivulets pour in from cracks in the ceiling, filling up the sunken floor with anywhere from one to three feet of water.

## 6 - HALL OF CHILDREN

This area is split into two rooms, east and west, and holds the cremated remains of Grimhammer children who died young. The western room is partially flooded and there is nothing of value in the entire hall.

“The walls of this hall are covered in small alcoves with cremation urns filing them. Each one has a name and an age etched into the attached plaque. None of the ages are above fifteen years old and most are single numbers. Two ramps lead downwards to the south while a hallway opens up to the east. The room is otherwise empty except for a suit of ancient dwarven armor standing in the center. As a ghostly shriek fills the air, the dust on the armor suddenly explodes outward and it starts to move!”

An **animated armor** and a **specter** guard and protect this room. The armor was part of the original tomb's protections. The armor is unusable as actual armor; it was only meant to serve as a shell for the magic of the animated armor spell and it holds no value to Thargut.

## 7 - STAIRWAY TO THE INNER TOMB

This room splits into opposing stairways leading down into the crypt on both east and west sides.

“The door opens up to a wide platform with two sets of stairs leading down to the left and to the right. The wall in front of you is dominated by a large stone etched with ancient dwarven writing. Thargut excitedly starts to make a charcoal rubbing of the stone effigy, claiming it was supposedly written by the ancient family patriarch Harlen Grimhammer.”

The eastern stairway holds another trap for the unwary. When an adventurer is halfway down, the stairs shift into a sliding trap that dumps anyone on the stairs into a pit that opens up at the bottom of the slide 10 feet down. A successful DC 15 Wisdom (Perception) check for anyone looking for traps will reveal a hollow sound in the stair where the pivoting mechanism is, a third of the way down the stairs. A successful DC 15 Dexterity check with proficiency in Thieves' tools is needed to disarm the trap and render the stairs safe to use. A failed attempt will trigger the sliding trap.

Anyone triggering the sliding trap will need to make a successful DC 15 Dexterity check in order to jump to safety before being dumped into the pit. Anyone falling into the pit will take 1d6 bludgeoning damage. The stairs and pit will reset themselves after a few moments, trapping anyone who got stuck in the pit. The sliding stone cover of the pit cannot be forced open; it will only reopen by triggering the trap or at least two hours of excavation to bust through the stone. Every hour worked on the cover in this way will have 1d4-1 **shadows** appear and attack the group.

## 8 - LORDS GRIMHAMMER

This room holds all of the Dwarves who held the title of Lord Grimhammer. Their bodies are interned in stone sarcophagi along the walls. There are four pedestals holding statues that represent the four children of Harlen Grimhammer with a sarcophagus at the foot of each.

“As you walk down the short ramp, the room expands upwards and outwards to a point where your light cannot touch all of the walls at the same time. Panels of snow white marble, etched in painstaking detail of the stories of the interned line the walls. The stone sarcophagus' are etched in silver and gold leaf, stating for all to see that here lies the Lords Grimhammer. A multitude of racks of weapons made of stone line the perimeter of the room.

Four large marble statues of three dwarven men and one woman dominate the room with their arms outstretched with empty hands held over the sarcophagus'. These four seem to be even more elaborate and older than the rest.

Before you can get too far into the room, you hear the scratch of metal moving as glowing red eyes appear in the darker recesses of the room.”

This room is heavily guarded by a **Quadrone**, two **Shadows**, and two **Tridrone**. The remains of the drones will be paid for by Thargut if carried out of the tomb.

**Note:** Thargut will recognize these four statues as the four children of Harlen if asked as listed in Room 5. He will be puzzled at their empty hands, hinting that something should be there.

The children's elaborate sarcophagus are fake and empty, just like Harlen's Tomb in Room 5. With a successful DC 20 Strength check the lids can be removed to show they are completely empty. The four statues' hands need to be filled by the removable stone weapons that are placed in stone weapon racks all over the room.



The empty hands on the statues are the lock for the real tomb; the proper weapons need to be placed in them in order to unlock it.

**Axe** - Nuranul the Woodsman  
**Dagger** - Bofear the Politician  
**Longbow** - Brakus The Hunter  
**Trident** - Isabella - The Fisher

There is a stone copy representation of every weapon on the *weapons table* (PHB 149).

Once the correct weapons are placed in the hands of the statues, read aloud the following text:

"As the final weapon is placed into the hands of the statue, a loud click can be heard and all four statues lower their arms to their sides, weapons no longer held above the sarcophagus'. A loud rumbling and clicking of gears can be heard from the room to the south."

The secret door in the Chapel (Room 10) is now glowing from activated runes and can be pushed open.

## 9 - GALLERY

This room once held paintings and art that depicted the feats and heroics of the Grimhammer family. People would walk through it on the way to the chapel to remember and honor their dead.

"Pieces of what were once framed artwork and marble statues litter the floor. Time ravaged tapestries lie in shambles on the walls. A large statue of Harlen Grimhammer in an alcove in the northern wall is the only thing still in one piece in this room. Short ramps lead down into chambers to the north and to the south."

Thargut can deduce the purpose of this room if asked but there is nothing of value in this room; everything was either stolen or destroyed long ago.

## 10 - CHAPEL

This room was used as a chapel dedicated to Lunara, the goddess of death, to watch over and protect those interned here. The vandalism of her shrine allowed certain anguished spirits to persist here even after so much time has passed.

"Lines of stone pews face a small podium situated before a destroyed statue that was once a deific representation of some kind. It's since been reduced to rubble and it does not appear that it was a natural occurrence.

The walls are covered in tapestries telling tales of ancient battles and heroic deeds. They are faded and fragile, almost completely destroyed but some still in good condition. The four corners of the room hold metal dwarven statues."

The dwarven statues are a **Quadrone** and three **Tridrones**. Their remains and the four tapestries in this room that can be salvaged are valued on the *family treasure value table* and Thargut will pay the value once the items are removed from the tomb.

Once the tapestries are removed, reliefs can be seen carved into the walls of the chapel depicting Harlen and his four children in panels covering the eastern wall. The corner of the south-east wall shows the same relief carving as seen on the runic locked doors. This is the entrance to the secret crypt but it is not apparent and it cannot be opened just by the word of a blood-born Grimhammer. It is locked by the power of a *Dwarven Lord's Circlet* (See Sidebar) but can also be opened by solving Harlen's Puzzle.

The door in the southern wall on the western side is a Runic Locked door and leads to the collapsed corridor.

The secret door to the hidden vault cannot be found without activating the runes by completing the puzzle in Room 8.

## 11 - SECRET CRYPT

This crypt holds the actual remains of Harlen and his four children. They are interned in simple stone coffins in alcoves circling the room. The center of the room was where the Grimhammer family wealth was stored, watched over by their honored dead. Four medallions that are enchanted with light spells are embedded into the walls, lighting the room.





“The stone door pushes open to reveal a brightly lit circular room. Five alcoves can be seen circling the outside of the room, holding plain stone coffins in each. The center coffin lid is engraved with a simple war hammer and is the only one to be seen with any adornment.

The center of the room is dominated by the remains of ancient wooden chests that have partially burst from the pressure of their contents; namely gold and jewels. A small hoard of treasure is sitting in the center of this room.

Standing in front of it, however, is a dwarven skeleton clad in elaborately engraved armor, a silvery circlet resting on its brow. One of its skeletal hands is resting on the steel pommel of a war hammer whose head is engraved with glowing runes that crackle with power.”

Even though it may appear to be a skeleton, this is actually a **Revenant**. Time has made all the flesh that is normally on a Revenant rot away to nothing. Elrrec Grimhammer’s burning desire for vengeance has kept him in this state for a over thousand years.

If Thargut has not survived up to this point, the eyes of the Revenant are only glowing slightly and he is staring off into a random direction before turning to look at those entering the door.

“The glowing eyes of the creature before you seem to be looking at something through the walls of the crypt. Suddenly it notices your presence and snaps, “Intruders! You will not stop me from having my vengeance!” before raising its weapon and leaping to attack!”

If Thargut is still alive, the Revenant’s eyes are glowing and he is looking directly at him, even through walls. Read the following out loud:

“The eyes of the creature are glowing a blood red and it screams out the word “Traitor!” before lifting its crackling weapon and charging at Thargut.”

**Tactics:** The Revenant of Elrrec Grimhammer will try to attack Thargut at any opportunity. He is wielding the *Grimhammer* with 2 charges remaining and wearing the *Dwarven Lord’s Circllet* with its daily usage still active (See Appendix for both item descriptions). He’ll use the hammer’s power to push the adventurers out of his way in order to get to Thargut.

## DWARVEN TREASURE VAULT

The plain stone coffins hold the dusty remains of Harlen and his children but there is nothing of value in any of them. Thargut will take a piece of Harlen’s bone as a relic to bring back home to his family.

A journal found on the ground lays out the story of how the creature was actually the undead remains of Elrrec Grimhammer, last Lord Grimhammer. It details how he was betrayed by his friend, Gloridom who had his men kill his guards, stabbed Elrrec in the back, and attempted to steal his family treasures. Gloridom managed to get a portion of it out of the vault before Elrrec was able to use the power of his mighty war hammer to knock him out of the vault and seal himself inside. This revelation on this history of his ancestor’s history completely shocks Thargut and he doesn’t know how to handle it. He’s now in a state of shock and unable to answer any questions about anything else in the tomb. He just wants to take what has been found already and head back to Hopewell Harbor where he has a ship that will take him home.

The treasure hoard consists of: 700cp, 3000 sp, 2700 gp, 130 pp, three golden statues valued at 300 gp each, a *shortsword +1*, a suit of *dwarven platemail +1*, a *Masterwork Longsword*, a *belt of dwarvenkind*, and a *rod of the pact keeper +1*

The adventurers will need to decide if they will betray Thargut and take the hoard for themselves or help him get all of it loaded up and hauled back to Hopewell Harbor. Thargut is silent the entire trip back and does not wish to discuss anything they discovered in the tomb.





# CONCLUSION & WRAP-UP

The discoveries in the Grimhammer tomb may or may not have just turned an entire family history onto its head. Depending on how the events in the tomb played out, the adventurers have to decide on how they will proceed:

## THARGUT SURVIVES

Thargut is especially distraught if the secret tomb has been found even if elated at all the positive discoveries. He is true to his word, however, and pays the adventurers out the 1000 gp and then for each of the items they found in the tomb (See *Grimhammer Family Treasure Values* for exact amounts for each specific item). He thanks them profusely for their help and asks them to please not share the story of what they discovered. If they would keep this secret until he decided what to do with the information, he and his family would be indebted to them. He hands them a signet ring with the Grimhammer family crest and tells them if they are ever in any need of help from the dwarves, show them that ring and they will get it.

## THARGUT DIES

If Thargut is killed in the tomb, the adventurers will need to decide how they want to handle the treasure. They will be approached by a representative of the Sea Wolf clan once they return home. If they hand over all of the treasure, the clan will honor Thargut's promise of reward. If they attempt to steal the treasure for themselves, no matter what story they tell about Thargut's death, the Sea Wolf clan will not trust them and declare them enemies of the clan. They will then use everything they can to try and take out the adventurers and hinder them in any way possible. Being a very wealthy and powerful family, they have access to resources and people that are beyond the adventurers capabilities to comprehend and there is no hiding from them.

## REWARDS

If the adventurers solved the secret of the tomb, they will receive the total xp reward of 2000 xp to split amongst them. If they left the tomb without completing it, they will only receive 1000 xp to split.

The adventurers will be allowed to select two of the items out of the treasure hoard to keep (minus the Grimhammer and the Cirklet) as well as receive the following payout for any items recovered:

### Grimhammer Family Treasure Values

Drone Remains	25 gp each
Elaborate Armor	50 gp each
Elaborate Sword	50 gp
Tapestry	50 gp each
Treasure Hoard	2000 gp
Dwarven Lord's Cirklet	1000 gp
The Grimhammer	500 gp

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# APPENDIX: NEW MAGIC ITEMS

## GRIMHAMMER

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### WAR HAMMER, VERY RARE, (REQUIRES ATTUNEMENT: CAN ONLY BE USED BY DWARVES)

**Description:** A versatile war hammer of ancient dwarven design, this is the Grimhammer family's eponymous namesake. Ancient dwarven runes are carved into the mithril head, crackling with a blue electric energy.

**Effects:** Grimhammer has a total capacity of 5 charges and regains 1d4+1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a critical failure, the weapon explodes with a crack of thunder and any creature within 30 feet must make a DC 15 Constitution saving throw. On a failed save, the creature takes 3d6 thunder damage and is deafened for the next 10 minutes. On a successful save, the creature takes half as much damage and isn't deafened.

While wielding Grimhammer, you can use a bonus action and expend 1 charge to use its power. The next melee attack made using this weapon unleashes a boom of thunder that can be heard within 300 feet and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a Large creature or smaller, it must roll a successful DC 15 Strength saving throw or be pushed 10 feet away and knocked prone. If the creature strikes a wall it will take an additional 1d8 bludgeoning damage or if knocked over an edge, 1d6 bludgeoning damage per 10 feet fallen.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This weapon deals 1d8 bludgeoning if used with one hand and 1d10 bludgeoning damage if used with two hands.

## DWARVEN LORD'S CIRCLET

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### CIRCLET, VERY RARE

**Description:** The circlet is a simple design with Dwarven runes etched into the outside of it. The runes roughly translate to a declaration about the wearer holding the responsibility of being the protector of his clan and being the key to the clan's successes.

**Effects:** Any Dwarf who sees the crown will immediately become hostile if it's seen being worn by a non-dwarf. These crowns are ancient symbols of respect among their people, even to this day. It is also a literal key that unlocks the clan's treasure vaults; wearing the circlet will enable the unlocking of runic locks on the vault.

This item was once used as the crown of an ancient Dwarven lord and was a symbol of his position. The clan markings are clearly in the runes and the descendants may be interested in having the item returned or the Dwarven stronghold could be sought out for its riches. The Orcs residing in The Motionless Mountains will recognize the dwarven runes and will also become hostile if any character is seen wearing this. As sworn blood enemies of all dwarves, they will attack anyone wearing this, even though they do not know it's secondary use as a vault key.

When worn, the circlet gives the following bonuses to the wearer:

- +1 Persuasion
- +1 Intimidation

Gains Ability (1/day): Cast *Freedom of Movement*