

Far Away Land RPG

Adventure Module

The Tomb of Ongarro

by Dirk Stanley



The dead lie buried with their secrets... and their treasure. Journey into the Tomb of Ongarro to discover the secrets of an ancient king as you battle monsters and mayhem. Will your party succeed in discovering the secrets within or will the tomb be their final resting place alongside the old king?

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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Background

Ongarro was an ancient exion king who was well known as a warrior king. Ongarro managed to bring several smaller kingdoms under his rule to ultimately create the Kingdom of Ongarro. Ongarro had a fascination with magic and although he had no abilities of his own, his wife, Queen Orloa, was a powerful sorceress. After Ongarro's untimely death in a battle, Queen Orloa entombed her beloved husband inside an underground lair.

In the following years, Queen Orloa ruined the land and brought disease and famine to those in the kingdom as she slowly went mad. The land was transformed into a swampy waste and eventually abandoned by all except the queen. She then transformed herself into a giant snake to stand guard over her husband's remains.

Adventure Hooks

1. The PCs are in a village and hear stories of a legendary tomb located in the swamp several days journey away.
2. The PCs are making their way through a swamp when they come to the entrance of the tomb.
3. The PCs have a map from a previous adventure that marks the location of the tomb.
4. A local merchant has come across information that will lead the PCs to the tomb. The merchant will trade the info for a cut of the reward.

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Random Weather

Roll a d6 to determine random weather.

1. Foggy
2. Overcast
- 3-4. Stormy
- 5-6. Rainy and Wet

The Village of Mosston

The Village of Mosston is several days from the swamp. Mosston's population is mostly exion although there are some humans and elves that live there as well. Mosston is a quiet town with an economy mostly composed of farming and trade.

Notable folks in the village include Caric Claymont the exion blacksmith, Sheila Yor the local exion constable, Bendriff Rikker the exion baker, and Paul Drake the exion merchant. The villagers know the legend of Ongarro's Tomb and many may even know it is said to exist in Firgall Swamp. However, tales of undead and spirits keep the superstitious townsfolk far away.

Firgall Swamp

Firgall Swamp is a small swamp known for its tall grasses, thick muds, and suffocating quicksand. It is a boggy waste of grass tufts, fetid pools of water and pungent swamp gas that hangs like pale green fog. The ruined stone

remains of the ancient Kingdom of Ongarro dot the landscape like moss-covered gravestones. Frail black birds often circle above in search of carrion.

During the day, the spirits of the dead are quiet, but at night the PCs have a good chance (50%) of encountering those who haunt the swamp. Should the PCs be in the swamp at night they may encounter phantoms and skeletons that rise from the boggy waste.

Phantom (3)

Archetype: Ethereal

Size: Average (0)

HP: 18, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Flight. Ghoulish Touch (1): 1d6 damage. **Possession (2):** Phantoms can take over a target body. A WIT check can be made to avoid this. If possessed, make a WIT check each round (opposed roll) to escape possession. **Immune to Poisons/ Toxins/Disease. Immune to Physical Attack in Non-Corporeal Form. Non-Corporeal Form.** Phantoms can enter a non-corporeal state 3 times per day. This form lasts 1d6 rounds.

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Skelet (1)

Archetype: Undead

Size: Average (0)

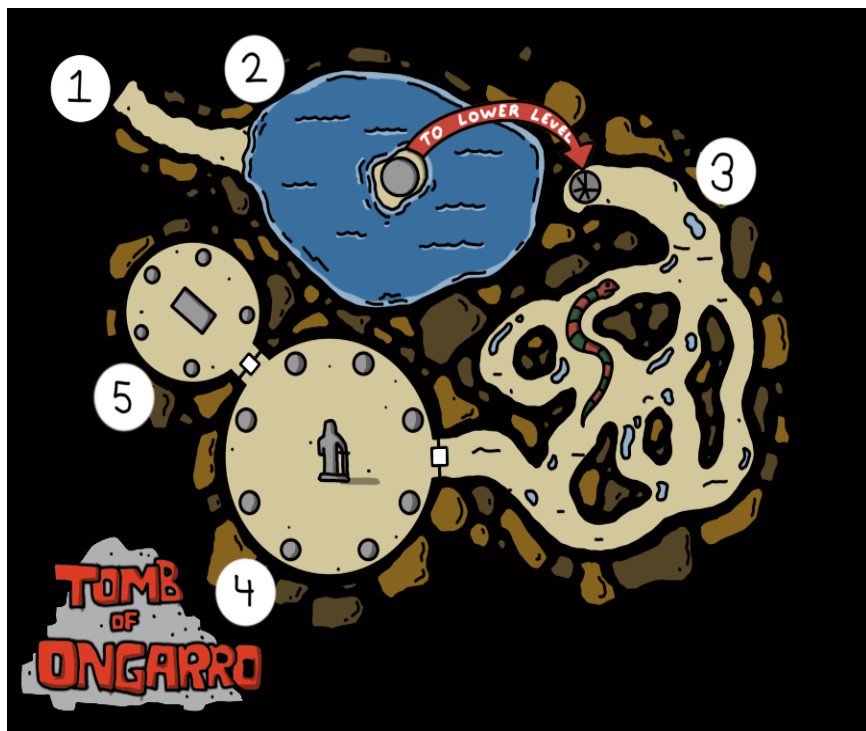
HP: 10, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

weapon attacks (like arrows and spears) do only half damage against skeletons. **Dislike Light and Fire. Immune to Poisons/Toxins/Disease.**

Light/Heavy Weapon (0). Night

Sight. **Bony Defense:** Piercing



1. Tomb Entrance. Located in a dismal swamp, the entrance to the Tomb of Ongarro is found on a rocky piece of land amongst a fetid bog. The entrance is a crippled cave that is moss and lichen covered. The cave entrance leads to a tunnel that descends to the dark lake below.

2. Lake and Island. A large chamber with an underground lake of dark waters. The lake is shallow and can be waded across. In the center of the lake is a small island. A water elemental lives in the lake and will attack

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should the waters be disturbed. On the small island is a stone dais. In the center of the dais is a stone altar with a water motif and skulls. Attached to the altar is a stone basin. The puzzle requires the PCs to fill the basin with water from the pool. As the basin is filled, the cracks in the dais will begin to glow blue. If the PCs attempt to use their hands to fill the basin, the water will vanish before it gets to the bowl. If the PCs search the altar, they will find a switch which reveals a chalice which can be used to fill the bowl. Once the bowl is filled, the dais will slide apart revealing a spiral staircase that leads below.

Water Elemental (5)

Archetype: Elemental

Size: Average (0)

HP: 28, AC: 1, ACT: 7

BRT: 2, DEX: 3, WIT: 3

Hydrokinesis (4). Magic (3):

LVL 3. **Immune to**

Poisons/Toxins/Disease. Immune to any Water Attacks or Control. Resistance to Physical Attacks.

3. Snake Tunnel. The staircase leads to a tunnel. Water is ankle deep. Small, eyeless, white fish swim in the water. When the PCs are halfway through the tunnel, they will hear a hissing sound. (If they are loud, they will hear the

hissing earlier). The tunnel is home to a giant snake, the transformed Queen Orloa. The snake is hungry and will kill any trespasser. A key hangs around the snake's neck (this key opens the treasure room door in Ongarro's Chamber). At the end of the snake's tunnel is the exit that leads into Ongarro's Chamber.

Giant Snake (6)

Archetype: Monster

Size: Giant (+2)

HP: 24, AC: 1, ACT: 6

BRT: 3, DEX: 3, WIT: 1

Bite (2): 2d6 damage. If the Bite attack has an MoS of 4+ and the victim is Average or smaller size, she will be eaten whole.

Stranglehold (2): 1d6 damage.

4. Ongarro's Chamber. The snake tunnel leads to a large chamber with stone block walls. Free-standing pillars circle the room along the walls. They look weak and barely standing. In the center of the chamber stands a statue of Ongarro, an armored, exion warrior with a horned helmet and a great sword made of steel. A magical circle that is incredibly faint encircles the entire room. Should a PC cross this threshold, the statue will come to life and the stone door leading to the room will slam shut. Any PCs outside the room will be locked

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out. Another stone door is locked on the opposite side of the room. In order to open the doors, the statue must be destroyed. The statue is hard to kill and will mostly likely need to be crushed by the weakened pillars around the room. When the statue is reduced to 0 HP, it will shatter revealing a golden heart (50gp value).

Statue of Ongarro (8)

Archetype: Construct

Size: Giant (+2)

HP: 24, AC: 6, ACT: 7

BRT: 3, DEX: 2, WIT: 1

Light/Heavy Weapon (1).

Immune to Poison/Toxin.

Stomp (1): 2d6 damage. The Statue of Ongarro will attempt to stomp its foes. **Stone Body:**

Because the statue is stone, normal

weapons will do little or no damage.

5. Treasure Room. The treasure room is a small, square room with five pillars surrounding Ongarro's burial vault. Ongarro is covered in fine jewelry worth 500gp. Another 100gp of coin lay in the vault. A broadsword (150gp value) with an ornate hilt and pommel lays in Ongarro's skeletal hands. In addition, 5 pillars in the room each hold a single ruby with a value of 1d6x10gp each. If the PCs remove all of the gems, they activate a water trap that begins to fill rooms 3, 4, and 5. The PCs must return to the staircase that leads back to the island or drown in the tomb. The PCs should make DEX checks against a TN of 4 in each room to avoid drowning.



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Adventure Opportunities and Ideas

After All, It's Role Playing

There is opportunity for role playing in the village. Ongarro's tomb can present a mystery that the PCs need to uncover before they even begin their quest. Perhaps they need to get information from the villagers. Perhaps the villagers are reluctant. Perhaps the villagers are hiding the location of the tomb for a reason (like they are in league with the lizard folk death cult - see below).

My True Form

To increase the challenge of the adventure, have the giant snake transform into Queen Orloa once defeated. Orloa is incredibly angry at having lost her snake form and will immediately attack the PCs with magic. Have the PCs fight the queen in her true, humanoid form.

Queen Orloa

Archetype: Humanoid
Size: Average (0)
HP: 12, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 3

Magic (3): LVL 5.

That's Not Fair

Someone in the Village of Mosston wants the treasure for themselves. They have somehow heard word that the PCs are planning an adventure to take the treasure. Rather than risk life and limb to get the treasure themselves, they have decided to wait for the PCs to exit the tomb where they will then rob them.

Swampy Cult

Want to ramp up the conflict? Have a death cult of horned scale folk who worship the spirits in the swamp. This death cult will do whatever they have to to protect the tomb from trespassers.

Horned Scale Folk Death Cultist

Archetype: Humanoid
Size: Average (0)
HP: 15, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 2

Light Weapon (1). Regenerate:

Scale folk can regrow a lost limb over the course of 1d2 weeks.

Resistance to Heat.

Water Resilient: If they eat at least once a day, horned scale folk need never drink. Even if they don't eat regularly, they can go without water for up to two weeks.

