

# EIGHTY TOMBS



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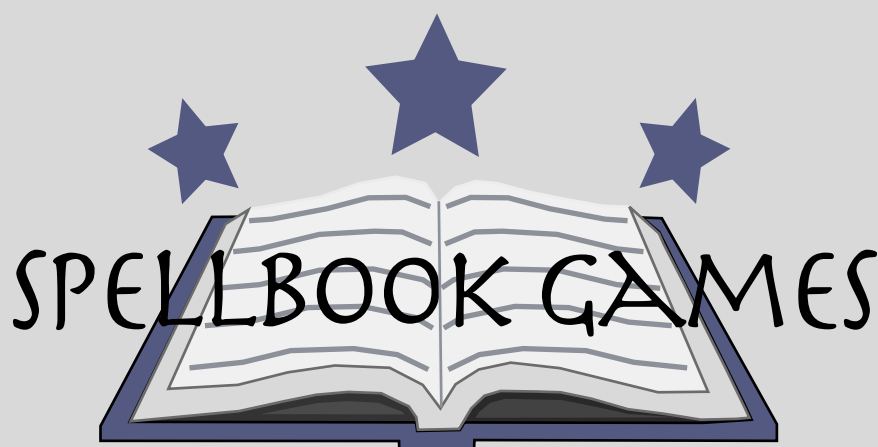
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# Introduction

Interesting tombs and burial places are the bread-and-butter of large dungeons. A tomb doesn't have to be a destination or a large complex, sometimes it is a plain stone box sitting alone in a room, or a casket hung on the wall. This book provides details about eighty burial sites, each one a single location that can be placed virtually anywhere in any underground setting. The physical tomb is described in detail, along with its occupant, and the story of how they came to be buried. Some tombs are guarded, and some confer special abilities or curses. A random table is provided to select tombs for one-shot encounter areas, or to fill-out a more permanent dungeon location. The second section provides the Games Master tables to develop additional single-site tombs, along with their occupants and stories.

## Definitions

Greater than or equal to = GTET, Less then or equal to = LTET

## Section One

When a random tomb is required, select from the following table using 1d20 and the type of tomb required. If the type of tomb also needs to be selected, use 1d20: (01-09) cairn, (10-14) simple tomb, (15-18) moderate tomb, (19-20) elaborate tomb

Select outdoor encounters using a 1d12 roll combined with a 1d4 roll.

1d20	<b>Cairns</b>	<b>Simple Tombs</b>	<b>Moderate Tombs</b>	<b>Elaborate Tombs</b>
1	Adranus	Aeldret	Aleusa	Anechino
2	Beruns	Barsbeki	Basil	Brencis
3	Chrysogan	Braya	Cekelus	Bulan
4	Culwach	Cyro	Codoris	Crisieda
5	Dardze	Dederic	Elish	Dardi
6	Enneco	Edhiva	Farman	Faennor
7	Finnegas	Feggildo	Floryn	Frethhald
8	Galeran	Frodarack	Geirbod	Glorianna
9	Genserrac	Goewin	Gilmyn	Gerrit
10	Gilward	Henric	Gwern	Gilza
11	Haggan	Hervat	Harrbard	Halebran
12	Groa	Ippolit	Hurion	Hysode
13	Hosmunt	Lambin	Isembart	Ilzene
14	Juvage	Luegad	Jocie	Kvasir
15	Karstan	Nogier	Lionel	Letholdus
16	Mariss	Ordon	Meynar	Napheo
17	Niall	Rioneth	Oswald	Osyth
18	Pettart	Rycout	Ranlaen	Peronella
19	Roanna	Saegard	Rogerin	Sirida
20	Thoffo	Toncard	Uritha	Tymer

Each tomb entry names the deceased person found in the tomb, gives a brief description of their race, gender, age at death, and profession, describes the tomb in which they are found, gives the tomb's age and circumstances of the deceased's death, describes the tomb's as-found condition, describes the state of the corpse, describes the effects (if any) from opening the tomb, and describes the effects (if any) of touching the tomb. A tomb that is known to Adventurers is noted (e.g. can be identified by rumor, questions, or investigation). When a tomb is well-known it can be assumed that something is also known about the occupant and their story; the description notes when this is not true. All of the tombs described hold only one corpse.

**Adranus** (Human, Male, 20 years, Craftsman, Surveyor, Good), entombed in a Cairn of piled red rocks, his name is engraved on a wood plaque stuck into the pile on a broken spear shaft; the Cairn was made five years ago after his surveying party was surprised by a pack of Wolves; the Cairn is in excellent condition with all the rocks still in place and no graffiti. Adranus worshiped Khurmo (God of Animals and Herders), and was wearing a religious amulet when he died – his corpse is incorruptible; although it is not known among Adventurers, touching the top rock on the Cairn imparts 1d3 Increased Agility for 10 days.



**Aeldret** (Gnome, Male, 38 years, Professional, Monster Hunter, Warrior L2, Good), his body is entombed in a rectangular floor Sarcophagus 7 FT by 3 FT by 3 FT high made of aquamarine marble (relief sculptures along the side show Gnomes fighting worms and serpents underground). The tomb's location is well-known among Adventurers. His name is written on an engraved steel plaque bolted to the wall above the Sarcophagus (a scroll is attached to the reverse side – Armorskin, Blur Sight, Compel Truth). The Sarcophagus has a wax seal between the body and lid, and it is guarded by 1d3 Basilisks (arrive 1d6 minutes after the tomb is approached). The tomb was constructed 65 years ago after a party of Gnomes was wiped out trying to hunt a pack of Dragon Lizards. The tomb has suffered minor damage since then with a few chips and a crack along the top. The Sarcophagus is well sealed with an interior gasket – inside is poisonous air that causes sleep (save 1d20 GTET [33-Stamina], lasts 2d100 minutes). The corpse inside is bare bones. Aeldret was buried with a barrel helm, small metal shield, 612 SP, and 405 GP.

**Aleusa** (Human, Female, 45 years, Serf, Militia, Warrior L5, Neutral), her tomb is a rose-colored Sarcophagus on carved lion's legs, the top adorned with three hunting dogs, the Sarcophagus under a square rosewood canopy. The tomb's location is well-known among Adventurers, although Aleusa's story is not known. The two short ends of the Sarcophagus are painted with scenes of Militia infantry fighting. There is no plaque that identifies

that Aleusa is interred here. The Sarcophagus lid is sealed with resin. The tomb is 85 years old, constructed after Aleusa died defending Brescot, a Sage investigating rumors of an evil Temple, it has suffered moderate damage, with splotches of blood on the sarcophagus and parts of the dog's noses being chipped off. Her tomb is guarded by 1d4 Caleygreyhounds, which appear 1d20 rounds after the tomb is approached. Her corpse is bare bones. The sealed Sarcophagus holds poisonous air that carries disease (range 30 FT, save 1d20 GTET [33-Stamina]). Aleusa was buried with a Butcher's Cleaver +3, Anti-Venom Armor, and Studied Leather Armor AC+14.

**Anechino** (Satyr, Male, 28 years, Professional, Priest of Sileni L7, Good), his tomb is elaborate with an 8 FT red-white marble Sarcophagus on a red stone Dais (15 FT radius by 4 FT tall); the Dais has six white Statues surrounding the Sarcophagus (each 5 FT, 3 unicorns & 3 rearing stallions). The tomb is well-known to Adventurers. His name is etched on a smoky-glass plaque mounted on one end of the Sarcophagus. The tomb was constructed 75 years ago, after Anechino died in a fight against the Lich, Abarchorghi. The tomb is sealed with a line of gold. Adventurers treading on the Dais suffer; blindness for 1d100 minutes (save 1d20 GTET [35-Stamina]). The tomb is in well preserved condition with minor defacing of the Dais, a few holes in the statues, and an arrow sticking out from one of the Stallions. The lid has been pulled open and the corpse inside the Sarcophagus is rotting. Under the body is a secret panel (-4 to find, -2 to open) containing an ivory necklace 6500 GP, a plain silver ring 104 GP, and a Priest's gold pin 2050 GP.

**Basil** (Human, Male, 52 years, Gentry, Spy, Rascal L5, Neutral), his tomb consists of a 9 FT black Sarcophagus with white soapstone lid, on a 14 FT diameter Dais (5 FT high), a single 12 FT tall black obelisk

obelisk standing next to the grave. The tomb was constructed 163 years ago after Basil was felled from behind during a battle with a group of Dopplegangers posing as Orcs. The tomb is well-known to Adventurers. Basil's name is carved on a pink quartz plaque bolted to the obelisk with silver bolts. The Sarcophagus is sealed with a thick rubber gasket and the corpse inside is mummified. When Adventurers approach the Dais they are assailed by strong blowing winds originating from the obelisk (save 1d20 GTET [34-Strength]). The tomb has suffered moderate damage, with divots in the obelisk, red stains on the soapstone lid, and sticky material on the Dais surface.

**Barsbeki** (Dwarf, Female, 49 years, Merchant, Miner, Neutral), interred in a 7 FT by 3 FT marble Sarcophagus mounted 7 FT high on the wall, on a brown granite shelf 8 FT by 4 FT. The tomb is well-known among Adventurers. Below the Sarcophagus is an engraved bronze plaque with Barsbeki's name. The tomb was constructed 349 years ago by the grateful Honnemas Dwarf Clan after a battle with invading Minotaurs. Only the skull, ribs, and left arm remain of the corpse inside the Sarcophagus, the rest having turned to grave dust. The tomb has suffered minor damage over the years, with some graffiti and hair-thin cracks on the lid.

**Beruns** (Half-Elf, Male, 54 years, Professional, Clergyman, Priest of Balarama [Goddess of Knowledge, Seeking, and Magic] L5, Good) interred in a Cairn of black lava rock topped by a silver bell (204 GP). The tomb is well-known to Adventurers, although Beruns' story is not known. There is no plaque to mark for whom the Cairn was built. The Cairn was built 612 years ago by Beruns' companions after he was drained of all Strength by Spirits, and is very well preserved. Beruns' body was removed 168 years ago by teleportation, leaving behind an empty tomb.

**Braya** (Elf, Female, 151 years, Gentry, Guide, Neutral) is interred in a plain 9 FT by 4 FT granite Sarcophagus held off the floor by a 4 FT tall (3 FT thick) white stone Pedestal. Her name is engraved wood plaque glued to one end of the Sarcophagus. The tomb is well known to Adventurers. The tomb was constructed 327 years ago after Braya was killed by a sniper as she guided the Phanion Castle Guards through the catacombs. Adventurers are hit with an instant freeze when they approach the Sarcophagus (range 20 FT, damage 2d8, save 1d20 GTET [32-Stamina]). The tomb has suffered moderate damage, with black paint on the pedestal and the plaque, and half-inch cracks in the granite; a piece of an axe blade still is stuck in a crack. The corpse inside the Sarcophagus is thoroughly mummified. Braya was buried with a plumed visored-helm, and a silver-amber armband 3700 GP).

**Brencis** (Human, Neither Gender, 48 years, Merchant, Neutral), is buried in an elaborate cream-colored mausoleum, 14 FT long by 9 FT by 11 FT high, the outer wall sculpted with peacocks and feathered serpents. The tomb is well-known to Adventurers, although Brencis' story is not known. The metal Mausoleum door hangs partially off its hinges and the yellow sandstone Sarcophagus inside has a broken lid (half piece). An empty white fountain stands outside the open door. Brencis' name is on a carved marble plaque set in a gold frame on the Mausoleum wall. The remaining section of the lid is sealed with lead. The tomb was constructed 115 years ago by the Gnomes of the Archell Clan, a group Brencis traded with frequently; he had been slain in an underground ambush while delivering valuable machine parts. The mausoleum has been heavily vandalized, with damage to the frieze's, stains and paints on the walls, damage to the door, and cracks in the roof. The corpse inside the Sarcophagus is uncorrupted (stasis).

**Bulan** (Gnome, Male, 49 years, Merchant, Robber, Rascal L9, Evil) is buried in a 6 FT by 4 FT dark grey Sarcophagus sitting on a 10 FT diameter by 3 FT high blue stone Dais (top inlaid with blue/white tiles). A wooden canopy is over the Dais, with a redwood railing around it. Five 6 FT sky-blue statues of scantily-clad nubile women are places on the Dais. There is no plaque to identify who is buried here. The Sarcophagus is sealed with a copper solder, and the corpse inside has turned to grave dust. Bulan died when his gang ambushed the guards escorting the pay chests for a Dwarven mine. The tomb was constructed 466 years ago by Bulan's nephew, Feldrian, using some of Bulan's stolen wealth. The tomb has suffered only minor damage over the years, with cuts on the railing, scorch marks on the canopy, and colored stains on the Dais' tile. The Sarcophagus contains poisonous air that causes a strong nausea (range 10 FT, save 1d20 rolls GTET [33-Stamina], persists 1d100 min).

**Cekulus** (Minotaur, Male, 47 years, Peasant, Explorer, Neutral) is buried in a 14 FT by 6 FT mottled red-brown stone Sarcophagus on two circular pedestals on a rectangular black stone platform; the pedestals are 4 FT thick by 3 FT tall, the platform is 20 FT by 10 FT by 4 FT, with white stone stairs along one short end. The Sarcophagus sides are inlaid with colored wood, showing scenes of Minotaurs trekking through mountains and deserts. Teak wood frames along both long ends hold vibrant silk screens painted with a Minotaur at the helm of a seagoing vessel. The tomb is well-known to Adventurers. Cekulus' name is on a white carved limestone plaque attached to the platform by bronze bolts. The tomb was constructed 107 years by a nearby Merchant Guild grateful for Cekulus for having scouted out a caravan route that avoided the tolls of desert barbarians and shorted the trip across their lands by two days. Cekulus was slain while looking for a equine-friendly route from the surface

to the Arch of Armal on the Sixth Dungeon Level; this arch is a planar portal allowing access to a lush uninhabited land of plains and meadows. The tomb is in excellent condition with small tar-like smears on the Dais, a run in one silk screen, and a few chips out of the Sarcophagus. The Sarcophagus lid is sealed with wax and the corpse inside is reduced to bare bones. The Sarcophagus holds poisonous air that causes strong nausea (range 20 FT, save 1d20 rolls GTET [33-Stamina]).

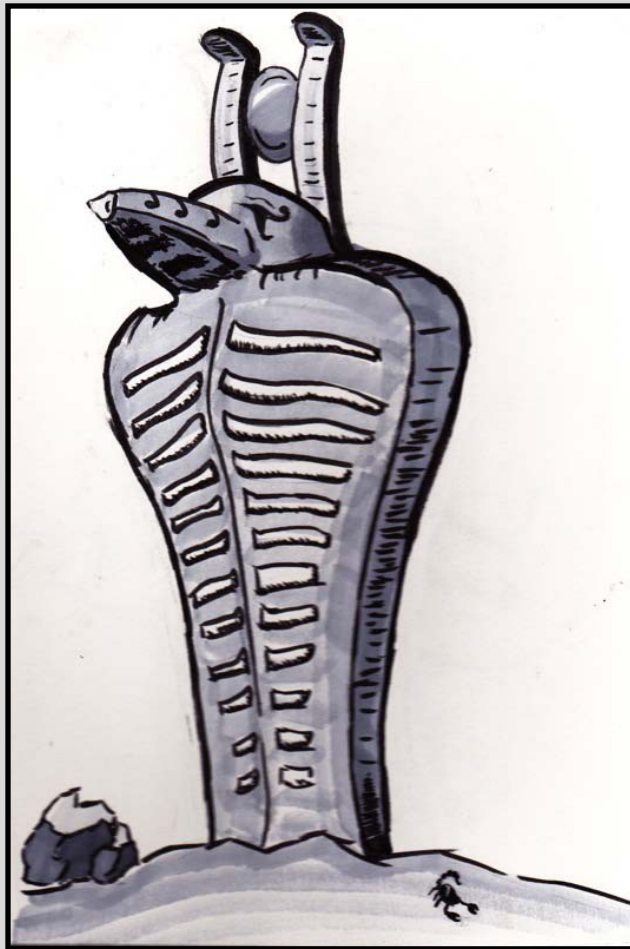
**Chrysogan** (Human, Male, 23 years, Peasant, Mason, Neutral) is interred in an oval Cairn of red bricks, 8 FT long by 5 FT high. The bricks come from a nearby arch unsealed by Chrysogan – he was hired by a group of Adventurers to open a back door into a colony of Orcs, and was killed by an Orc's arrow as he worked. His name is on a carved oak plaque tied to a shovel stuck into the Cairn. The Cairn was raised 64 years ago and is well preserved. The corpse inside is rotting.

**Codoris** (Gnome, Male, 16 years, Peasant, Wanderer, Good) is housed in a 6 FT long red-brown stone Sarcophagus sitting on solid wood pedestal 6 FT by 4 FT by 2 FT, both of them surrounded by simple oval wood railing. His name is carved on a mahogany plaque on a wood stanchion inside the rail. Codoris had been employed as a cook and watchman by a group of Dwarf Adventurers and took care of their base camp; the tomb was constructed 403 years ago by his employers after a large group of Goblins surprised Codoris at their secure base on the Third Level while the Dwarves were exploring the Fifth Level. The tomb is well preserved with some missing supports on the rail, and a few cuts in the wood pedestal. The Sarcophagus lid has been moved (opened) and the corpse inside has turned to grave dust.

**Crisieda** (Elf, Female, 31 years, Free Man, Spy, Rascal L7, Neutral) is remembered with an elaborate free standing Mausoleum, 18 FT by 9 FT by 10 FT tall with a flat overhanging wood roof. The exterior walls are painted in scenes of a muscular female Elf who is scaling walls, swimming moats, and climbing trees in a forest. The Mausoleum has a bronze lattice door looking like grape vines and a padlock lock. Two 8 FT bronze statues of Hippogriffs stand in front of the tomb. The floor 6 FT around the building is inlaid with a complex green-white-red geometric pattern. Her name and history are recorded on a 4 FT white ceramic plaque mounted on the door. Her Sarcophagus is painted in bright clashing colors, the lid sealed with brown adhesive, and the corpse inside is reduced to bare bones. The Mausoleum was constructed 618 years ago by masons after Crisieda was killed in the collapse of a dungeon tunnel while on a mission to free hostages. The Mausoleum has suffered moderate damage over the years, with graffiti on the walls, damage to the hippogriff feet, a crack in the plaque, and scorching on the wood roof.

**Culwach** (Ettin, Male, 37 years, Warrior L6, Peasant, Herbalist, Neutral) is interred in a 14 FT long by 7 FT tall Cairn built in a wall cut-out, 25 FT long by 9 FT deep by 12 FT high. The tomb-site is well known among Adventurers. His name is written on an enamel plaque glued to the wall next to the wall cut-out. The Cairn was erected 248 years ago, after Culwach died in a skirmish with a group of Bugbears; the Cairn was built several days later by Bugbears as a gesture of respect for a fearsome opponent. The Cairn has suffered only minor damage in the following years, with a few rocks missing, and a bit of green fungus growing on one end. The corpse inside the Cairn is rotting; Culwach was buried with a spear, a round metal shield, and a jeweled belt buckle (2055 GP).

**Cyro** (Elf, Male, 60 years, Craftsman, Militia, Warrior L8, Good) is interred in an 8 FT long dark red wood Sarcophagus set vertically in the ground with its top shaped like a jackel. The tomb is well-known among Adventurers. Cyro's name is on a carved granite plaque set on a 3-FT pedestal. The tomb was constructed 93 years ago after, Cyro was killed defending the Shaman, Tellran, from a group of evil Fire Mages trying to reach the Lava Crevice. The tomb is in decrepit condition, with pits and cracks in the wood, a rotting top section, sticky and smelly substances on the stone slab, and cuts in the cloth. The corpse inside the Sarcophagus has been reduced to its bare bones.



**Dardi Bluebeard** (Dwarf, Male, 105 years, Royalty, Alchemist, Good) was the favorite nephew of Cralvurk, King of Dwarf City of Tyilau. He lies in an elaborately-carved dark blue stone Mausoleum, 14 FT by 8 FT by 10 FT tall, built on a sloped rectangular platform, the top 20 FT by 14 FT. On the back corners are life-like colored statues of

rearing male Lions, on the front corners are life-like painted statues of partially-undressed Nymphs. A purple tapestry hangs over the door cast electrum door. This tomb is well-known among Adventurers. The door lock is platinum (-4 to pick). There is no plaque identifying the person inside the Mausoleum. The Mausoleum was constructed 713 years ago after Dardi was killed trying to defuse an explosive set by an invading force of Ogres recruited by the Fire Mage, Alafanzo. The lid of his rectangular 7 FT stone Sarcophagus is sealed with lead. Adventurers entering the Mausoleum are assailed with strong putrid scents that drive them back (save 1d20 rolls GTET [35-Stamina]). The Mausoleum and Sarcophagus inside are both in excellent condition, with only a few minor cracks in one wall, and a few colored spots on the floor. The corpse inside the Sarcophagus is mummified. The air released from the Sarcophagus is poisonous air, causing temporary blindness (save 1d20 rolls GTET [36-Stamina], lasts 1d100 hours, save roll of 1 persists 1d100 weeks).

**Dardze** (Kobold, Male, 33 years, Nobility, Freebooter, Warrior L5, Evil) was the son and the younger-brother of a Kobold Clan-Chief. His body is found under a 7 FT long by 5 FT tall Cairn of grey and black stones. His name is scratched on a steel shield hanging from a Staff stuck into the rocks. The Cairn was constructed 115 years ago after Dardze died in an attack on a colony of Dedy. The Cairn has had only minor damage over the years. The corpse inside the Cairn is rotting.

**Dederic** (Human, Male, 24 years, Nobility, Knight Errant, Warrior L6, Good) was a younger member of the Notizule family, an Aecessamite clan close to the Olphaline Order. His body is found in an 8 FT by 5 FT cream-colored stone Sarcophagus with 1 FT legs carved like bear paws. His name is painted on a shield-shaped carved soapstone

plaque mounted to the wall with silver spikes (each 18 GP). The Sarcophagus lid is sealed with a thick line of aromatic resin. The tomb was constructed 42 years ago after Dederic fought a losing rear-guard action to save a group of pilgrims escaping from a bandit attack on the Silver Face Grotto. The Sarcophagus is well preserved with some graffiti on the Sarcophagus lid, and a well-executed obscene drawing of Orcs on one end; the corpse inside is rotting. Opening the Sarcophagus releases poisonous air that carries disease (range 20 FT, save 1d20 rolls GTET [32-Stamina]). Dederic was buried with a hickory bow with quiver, 2d20 arrows, a silver-bladed dirk, 120 GP, and a 10,825 GP ruby.

**Edhiva** (Elf, Female, 126 years, Merchant, Knight Errant, Crusader of Ardra [Goddess of Fortune, Fate, and Luck] L5, Good) is entombed in a 10 FT by 4 FT wide purple stone Casket located on a semi-circular white stone ledge, the ledge is 12 FT in diameter, 14 inches thick, and 8 FT above the floor. The Casket is painted in bright colors forming geometrical patterns. Edhiva's name is engraved on a gold plaque mounted on the wall beneath the ledge. The tomb is well-known among Adventurers, although Edhiva's story is unknown. The Casket was constructed 31 years ago by the Order of Iulart, after Edhiva died recovering a stolen sacred Relic; she had received a vision that warned the quest would mean her mortal end. The Casket is intact though heavily vandalized, and the corpse inside is reduced to bare bones. There are holes in the wall, holes drilled in the ledge, a sticky black substance on the plaque, and crushed sections of the Casket lid. Edhiva was buried with a set of silver-plated plate mail armor, an open-face helm, metal gauntlets, a Cutlass +2, 145 GP, a 14,500 GP emerald, and a gold holy symbol of Ardra.

**Elish** (Cyclops, Male, 41 years, Peasant, Bodyguard, Warrior L9, Neutral) lies in an 18 FT by 7 FT dark body-shaped green stone Sarcophagus on the dungeon floor. The Sarcophagus sides are painted with bright murals of male Cyclops in loincloths among orchards on sunny rocky islands. The tomb is well-known among Adventurers. Elish's name is carved on a light blue quartz plaque mounted on the wall over the Sarcophagus on four amber cylinders (each 22 GP). The tomb was constructed 536 years ago by the Enedicci family after Elish died freeing a kidnapped daughter; she had been taken by the rival Ghearaghil family in a dispute over power in the Province of Heldgoren. The tomb is guarded by 1d12 Ghouls, appearing 2d20 rounds after Adventurers approach (range 20 FT). Adventurers touching the Sarcophagus are panicked for 3d20 minutes (save 1d20 rolls GTET [34-Will]; if save then receive the ability to see enchantments lasting 36 hours). The Sarcophagus is in a nearly ruined state and the corpse inside is rotting.

**Enneco** (Pygmy, Male, 34 years, Merchant, Adventurer, Shaman L11, Good) is found under a 6 FT wide by 4 FT tall Cairn of dark yellow stones located in a wall cut-out, 9 FT long by 6 FT deep by 6 FT high. The Cairn is well-known among Adventurers. A brown line 4 FT above the niche bottom gives evidence of a past flood. Enneco's name is painted onto an engraved steel plaque bolted to the wall next to the cut-out. The tomb was constructed 227 years ago after Enneco died saving a group of Roman pilgrims from being massacred. The Cairn has suffered only minor damage over the years, a few jots of graffiti in the niche and some blood stains on the floor. The corpse is incorruptible due to the intercession of Archangel Belit, and was buried with a Ring of Joth [illusion dispelling], an 8800 GP platinum-pearl armband, 3700 GP gold-topaz hat pin, and a 2300 GP plain gold ring

**Faennor** (Gnome, Male, 36 years, Craftsman, Sage, Good) was laid to rest in an 8 FT by 4 FT yellow-banded brown stone Sarcophagus sitting 2 FT off the floor on yellow legs shaped like bovine hoofs; the Sarcophagus sits on a 13 FT circular Dais, 4 FT high, a winged-bull fountain on either side with a 5 FT white statue of a Sage holding a smoking pipe next to the Dais stair. Faennor's name is engraved on a silver plaque fixed to the Dais with silver nails (4 GP each). The Sarcophagus lid has been removed and sits across the Sarcophagus, with a small amount of the gold seal still remaining (recover 28 GP value). The corpse has become grave dust in the bottom of the open Sarcophagus. The tomb is 738 years old, constructed after Faennor died trying to close a Planar Portal to the palace of a Demon Lord; he was struck down by a summoned Class G Demon. The monument has suffered moderate damage, with a crack in one fountain basin, graffiti on the Dais, damage to the bull's wings, and several holes drilled in the Sarcophagus sides.

**Farman** (Half-Elf, Male, 9 years, Professional) lies in a 7 FT opaque amber glass Sarcophagus surrounded by a 3 FT high oval wood railing. Farman's name is etched into a carved grey granite plaque fixed to the railing by steel rings through eyeholes. The Sarcophagus lid is sealed with epoxy. The tomb is guarded 1d8 Ant Lions, appearing 1d12 rounds after the tomb is approached (range 15 FT). The Sarcophagus is 72 years old, made by Farman's father, Forlimen, after the boy was killed by a swarm of Cave Rats after he snuck into abandoned tunnels to hunt for gold pieces among the rubble. The tomb has suffered moderate damage, with chips and cuts in both the railing and the Sarcophagus, discolored stains on the lid, and small holes in the floor. The corpse has been reduced to bare bones. Inside the Sarcophagus is a 42 GP silver whistle, curved dirk in silver scabbard, and a 836 GP platinum belt buckle.

**Feggildo** (Dwarf, Male, 52 years, Merchant, Geologist, Neutral) rests in a rectangular 7 FT by 3 FT granite Sarcophagus, the sides painted in vivid colors depicting Dwarves working in a gem mine, the lid painted with Feggildo's likeness stretched out in sleep. His name is cast in a gold-colored resin plaque on a 5 FT wood post near the Sarcophagus. The tomb was constructed 66 years ago after a gem-mining party including Feggildo was ambushed by Cercopes, the Dwarf having pulled two wounded colleges to safety before being knocked unconscious by sling bullets. The tomb has suffered only minor damage, with dirt and grime over some of the mural, and two axe chops on the lid. The corpse inside the Sarcophagus is rotting; opening the lid releases poisonous air that causes 1d100+2d20 minutes unconsciousness (save 1d20 rolls GTET [35-Stamins]). Adventurers who touch the Sarcophagus suffer a -1 penalty on all saving rolls, lasting 30 hours (save 1d20 rolls GTET [38-Will]).

**Finnegas** (Human, Male, 57 years, Gentry, Courier, Neutral) has been laid to rest in an 8 FT by 5 FT Cairn of rough brown-black paving stones. His name is engraved on a bronze plaque held onto the stones by the shafts of two arrows. The Cairn is well-known to Adventurers. The Cairn was constructed 29 years ago after he was murdered while carrying messages for the XII Legion; he had hidden in abandoned tunnels to sleep and was killed in his bedroll. The tomb is well preserved with only some film over the bronze and some reddish mold along the Cairn base. The corpse inside has become grave dust. Finnegas was buried with his leather courier bag holding 32 SP, two vials of Holy Water, the remains of mistletoe and wolfsbane sprigs, and a 2300 GP amethyst. His leather boots have survived (brittle to the touch) and in the right heel is a compartment (-2 to find) in which is hidden a Luck Amulet (+1 on first 20 rolls every game day).

**Floryn** (Human, Male, 19 years, Professional, Adventurer, Warrior L4, Good) is interred in a body-shaped wood Sarcophagus placed inside a 9 FT by 4 FT rectangular stone Casket, the Casket sitting on a 14 FT by 8 FT rectangular stone platform. The Casket lid is off and leaning against the Casket and the Sarcophagus lid is raised; the corpse inside has been reduced to its bare bones. The tomb is well-known among Adventurers, although Floryn's story is not known. Floryn's name is carved into a aquamarine marble plaque set into a slot in the platform. The tomb was constructed 62 years ago after Floryn charged a group of Berg Trolls, distracting them while two captive village girls escaped. The Casket is well preserved with only a few cracks in the Casket and graffiti on the lid.

**Frethhald** (Human, Male, 35 years, Nobility, Spy, Engineer, Warrior L4, Neutral) was a hereditary member of the High Mechanics Guild in Kessinburgh, descended from a founding family. He rests in an 8 FT rectangular Sarcophagus inside a five-sided stone Mausoleum, 15 FT across by 12 FT tall. The outer walls are covered with etching in copper depicting Frethhald in smithies and in foreign courts, the inner walls are painted with scenes of Frethhald with his wife, Se-labra. A 7 FT painted-blue stone obelisk stands in front of the Mausoleum. Frethhald's name is etched into a smoky-green glass plague attached to the obelisk. The Mausoleum was constructed 87 years ago after Frethhald was tracked down by barbarians after obtaining the invasion plans of the Rajah of the Great Waste Tribes. The tomb is guarded by an Earth Element, appearing 1d12 rounds after the door is entered. A copper metal folding door is half open, and the Sarcophagus lid is pulled back 2 FT. The Mausoleum has suffered moderate damage, defaced copper sheets, small graffiti, cracks in the plaque, and damage to the door lock. The corpse has become grave dust.

**Frodarack** (Centaur, Male, 68 years, Merchant, Pirate, Warrior L6, Evil) is buried in a 9 FT by 5 FT by 7 FT deep cutout in the top of a brown Dais, 16 FT across by 7 FT tall, two gold-colored stairs are across the Dais. The trench holding his body is covered by a steel plate bolted down with eight steel bolts. A steel plaque bearing his name is mounted on the Dais with steel bolts., Jealousy, The tomb was constructed 404 years ago after Frodarack was killed while leading a party of swashbucklers in a raid. The Dais is in excellent condition with a few stains on the stairs and chips out of the top. The corpse has deteriorated into bare bones.

**Galeran** (Elf, Male, 170 years, Peasant, Agent, Good) is underneath a pink-red stone Cairn, 8 FT long by 4 FT tall. Galeran's name is on an engraved black wood plaque stuck into the Cairn on a piece of driftwood. The tomb is 71 years old, built after Galeran was killed in spell-trap while trying to seal off access to an area reputed to hold an evil artifact. The Cairn has suffered only minor damage with a white sticky gummy substance over part of the rocks. The Cairn is empty, since a body was not recovered. Galeran's friends placed his visored-helm and Rapier +1 in the Cairn.

**Geirbod** (Human, Male, 14 years, Serf, Spelunker, Good) is buried in a 9 FT by 4 FT rectangular chocolate brown stone Sarcophagus under a black canopy supported by six mahogany poles. A large green tapestry hangs down from the rear of the canopy depicting a descent by a group of five human men into a vertical cave shaft. Geirbod's name is carved into a white limestone plaque which attached to one pole. The Sarcophagus was constructed 361 years ago after Geirbod was killed by Orcs on his first adventuring trip. His Sarcophagus is sealed with putty, the corpse inside has become grave dust. The Sarcophagus has taken minor damage, with tears in the tapestry, stains on the canopy, scorch marks on some upright

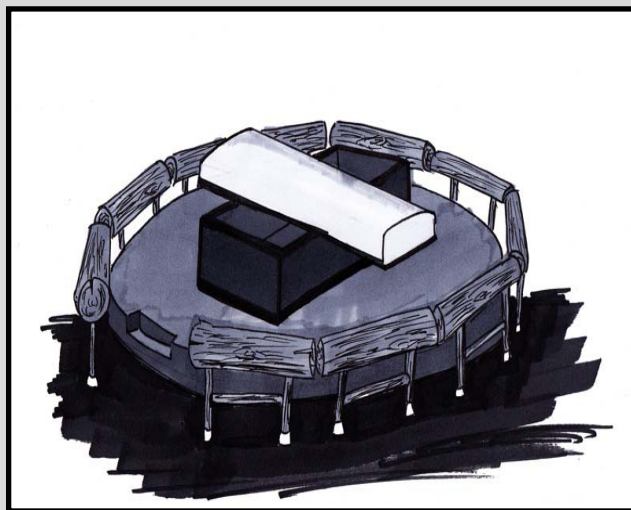
poles, and a single crack in the lid. If the lid is removed the confined air is poisonous, causing blindness for 2d100 minutes (save 1d20 rolls GTET [33-Stamina], lasts 2d10 days on save roll of 1). Geirbod was buried with a small wooden shield and two vials Holy Water.

**Genserrac** (Human, Male, 51 years, Serf, Hunter, Warrior L3, Neutral) is interred in a 10 FT by 6 FT black stone Cairn. The Cairn is well-known to Adventurers. His name is written on a plaque of black enamel on metal, fixed to a black stone column 4 FT by 4 inches across (added later). The Cairn was raised 46 years ago after Genserrac died hunting an adult black dragon deep in the dungeon. The Cairn has suffered only minor damage with a few missing stones, and fire ring built at the base (thick with ashes). The corpse has decayed and now only the right arm and both legs remain, the remainder having turned to grave dust. Genserrac was buried with a Cutlass +1 and a medium metal shield.

**Gerrit** (Dwarf, Unknown, 76 years, Craftsman, Thief, Rascal L7, Evil) rests in a 7 FT by 3 FT gaudy yellow stone Sarcophagus built into a fountain, the tomb appearing to rest among the coils of a gigantic snake. Around the fountain edge are three glowing blue statues 4 FT tall (a armored Dwarf holding a war axe, a leather-clad Dwarf standing on an anvil, and three intertwined vipers. The tomb is well-known among Adventurers. Gerrit's name is engraved on a honey-colored resin plaque held by the anvil statue. The tomb was constructed 934 years ago by members of the Alch Bottom Thief's Guild after Gerrit died trying to ambush the party of (Dwarf) Clan-King Ursic Gannin. The Sarcophagus and fountain are well preserved with one arm missing from the armored Dwarf statue, one viper head being crushed on that statue, some blue-purple stains on the fountain, and a few cracks in the Sarcophagus walls. The Sarcophagus

Sarcophagus and fountain are well preserved with one arm missing from the armored Dwarf statue, one viper head being crushed on that statue, some blue-purple stains on the fountain, and a few cracks in Sarcophagus walls. The Sarcophagus lid is sealed with a tacky brown resin, the corpse inside is rotting. Opening the Sarcophagus releases poisonous air that causes choking (range 20 FT, fit persists 1d20 minutes, save 1d20 GTET [33-Stamina], fatal on save roll of 1). Gerrit was buried with 14,500 GP, 11,000 SP, a 9800 GP ivory piece, Javelin +1, Hooked Knife +1, and a Lock Pick +1).

**Gilmyn** (Human, Male, 51 years, Merchant, Woodsman, Good) is memorialized by an 8 FT by 3 FT black stone Sarcophagus with white soapstone lid, sitting on a red stone Dais, 12 FT diameter by 2 FT high. A redwood railing circles the Dais except for a gap on the south side. The Sarcophagus lid has been removed and lays crosswise, the open Sarcophagus being empty. The tomb is well-known among Adventurers. Gilmyn's name is carved into a white marble plaque sealed to one side of the Sarcophagus. The tomb was constructed 121 years ago by Gilmyn's brother, the rich trader, Delmarando, after he died in an underground fire while on a religious quest. The tomb has suffered moderate damage with missing pieces of the railing, cracks in the Sarcophagus lid, some stones missing from the Dais, and graffiti on the Sarcophagus.



**Gilward** (Human, Male, 31 years, Professional, Collector, Neutral) is buried under a 9 FT by 5 FT white stone Cairn in a 14 FT by 7 FT by 11 FT cut-out in the wall, 30 inches from the corridor floor. Gilward's name is engraved on a wood plaque nailed to the back of the cut-off. The Cairn was raised 117 years ago by member of Gilward's expedition after he died trying to collect deep cave fungi; his body remains incorruptible because of a prayer made by his companion, the Priestess Corannia. The top of the Cairn has been removed (stones scattered about) and the body can be seen inside.

**Gilza** (Minotaur, Female, 54 years, Professional, Guide, Earth Wizard L8, Neutral) has her body missing from her final resting place in a 12 FT by 5 FT rectangular blue Sarcophagus inside a 20 FT by 10 FT sky-blue stone Mausoleum. The banded-wood Mausoleum door hangs open from one hinge and the Sarcophagus lid is pulled back 4 FT; the black stains of a body figure can be seen on the Sarcophagus bottom. The Mausoleum building roof is royal blue and exterior walls are painted with murals of her home in Fristkay Deep. An open and empty 10 FT by 4 FT rectangular white Sarcophagus stands in front of the Mausoleum (missing lid), along with two 7 FT dark blue statues of roses twining around Doric columns. The Mausoleum is well-known among Adventurers, although Gilza's story is unknown. There are no markings on the tomb to identify the occupant. The tomb was constructed 841 years ago by the Bharizen Explorer's Society after Gilze was struck down by an evil Curse while exploring the underground chasm known as the Goddess' Nostril. The tomb is well preserved with graffiti on the Mausoleum walls, smoke stains on the interior roof, and two crushed roses on one statue.

**Glorianna** (Human, Female, 33 years, Craftsman, Agent, Good) has her remains housed in a 9 FT by 5 FT pink-blue checkered stone Sarcophagus raised on two rectangular blue stone pedestals, 2 FT thick by 3

FT high. The Sarcophagus lid is painted in angels. Eight aquamarine statues of griffons and Birds surround the Sarcophagus, each 6 FT tall, and three wood lamp stands support ever-burning lanterns. The tomb is well-known to Adventurers, although Gloriann's story is unknown. Glorianna's name is engraved on a silver plaque attached to one lamp stand. The tomb was created 457 years ago after Glorianna died in a challenge race through the catacombs, having failed to jump a spiked pit. The tomb has moderate damage, with dents in the lanterns, missing tiles on the Sarcophagus, black paint over part of the lid, chips out of the pedestals, and cracks in the griffon statues. The Sarcophagus lid is sealed with lead, and the corpse inside has become grave dust. Glorianna was buried with an earth magic Scroll – Open Lock, Boulder Toss, Beacon, Disperse Magic, Hold in Place.

**Goewin** (Dwarf, Male, 24 years, Merchant, Missionary, Priest of Lagiaw [Demon Lord of Chaos] L3, Evil) stands in a vertical 6 FT by 3 FT black stone Sarcophagus with a red-black ironwood lid, upright on a 6 FT by 6 FT rectangular red stone platform, 40 inches tall with a black steps on one side. Goewin's name is engraved on an ironwood plaque attached to the Sarcophagus lid by two gold spikes (3 GP). The Sarcophagus has the aura of evil (range 25 FT). The tomb was constructed 90 years ago by members of the Lagwine Order after Goewin died on an expedition to convert Orcs living in the Maelwack Caverns to the worship of Lagiaw. The Sarcophagus has suffered minor damage with nicks in the lid, a few cracks in the platform floor, and obscene graffiti on the Sarcophagus. The Sarcophagus lid is sealed with putty and the corpse inside is uncorrupted (opening breaks the stasis). Goewin was buried with three vials of Unholy Water, a set of 616 GP onyx prayer beads [evil], dwarf-made Chain Mail AC+8, studded leather gauntlets, and a Staff +1.

**Gwern** (Human, Male, 11 years, Craftsman) is interred in a white 6 FT by 3 FT Sarcophagus sitting on a 9 FT diameter circular blue-green stone Dais, 22 inches high. On the Dais are two 4 FT white statues of a male child and a winged babe. The tomb is not marked to show who is buried within. The Sarcophagus lid is sealed with wax and the corpse inside has become grave dust. The tomb was constructed 283 years ago by Gwern's uncle Samthius, after Gwern died in the Black Hound Plague. The Sarcophagus has suffered minor damage with broken wing pieces on the statue, gouges on the Sarcophagus lid, two lines left by lightning bolts, and tiles missing from the Dais. Gwern was buried with a 6770 GP piece of carved jade, two white pearls (9000 GP, 13,300 GP), and a Disease Antidote Tonic. Touching his Sarcophagus imparts an improved Armor AC+10 that persists for thirty days.

**Haggan** (Gnome, Male, 23 years, Gentry, Artificer, Good) lies under a 7 FT by 5 FT red-orange stone Cairn, marked by an engraved bronze plaque hanging from a bronze brazier (ever burning) placed beside the Cairn. The Cairn was raised 11 years ago by his companions Alfra and Jandag, after Haggan was killed on an expedition to find the library of the legendary reclusive artificer Odddry the Mechanic (lived 340 years ago). The Cairn has suffered moderate damage, with brown fungi and mold growing on it. The corpse inside the Cairn is rotting. Haggan was buried with two diamonds, valued at 5000 GP and 8250 GP.

**Halebran** (Pygmy, Unknown, 21 years, Merchant, Monster Hunter, Warrior L4, Neutral) is buried in a 6 FT by 2 FT body-shaped and realistically-painted ironwood Sarcophagus resting on a 9 FT diameter blue-grey stone Dais, 28 inches tall. Two 4 FT gold-painted statues of a sphinx and basilisk are on the Dais. Halebran's name is painted on a carved soapstone plaque held

by the basilisk statue. The tomb was constructed 308 years ago by the Royal Game Society after Halebran was killed trying to trap a pair of albino Basilisk. The Sarcophagus lid is sealed in gold (can recover 384 GP value), when the lid is removed it releases poisonous air (range 20 FT, Stamina reducing by 1d4, persists 2d100 minutes, save 1d20 rolls GTET [34-Stamina]). The tomb site is guarded by 1d3 Hippogriff, appearing 1d10 rounds after Adventurers climb the Dais. The Sarcophagus has suffered minor damage with damaged statue eyes, cuts and graffiti on the Sarcophagus, and a few (hallucinogenic) mushrooms growing from the Dais walls. The corpse has become grave dust.

**Harrbard** (Dwarf, Male, 57 years, Gentry, Explorer, Neutral) is interred in a 7 FT by 3 FT rectangular bright green stone Sarcophagus with an aquamarine lid adorned with four life-like statues of black cats. The Sarcophagus sits in a pit, 15 FT by 10 FT by 10 FT deep, with a 2 FT-wide white stone stair down to the pit floor. A 4 FT tall black obelisk sits at each corner of the pit. A green stone railing circles the pit top. Harrbard's name is carved into a painted limestone plaque attached to the southwest obelisk. The tomb was constructed 499 years ago by his grandson, Morchald, after retrieving his body from Glowrock Lake, where he died exploring the pumice islands. The Sarcophagus lid is sealed in wax. The tomb is nearly ruined, missing large sections of the railing, two decapitated obelisks, one leaning obelisk, multi-color drip stains on the pit walls, coarse graffiti on the pit walls, wide cracks in the Sarcophagus sides, broken cat statues, and an old axe sticking from the Sarcophagus lid. The corpse has become grave dust inside the Sarcophagus. Adventurers who touch any obelisk become susceptible to Mental Domination (-8 save penalty, effect lasts 18 hours, save from effect 1d20 rolls GTET [38-Will]).

**Henric** (Kobold, Male, 26 years, Craftsman, Messenger, Warrior L1, Evil) lies in a simple rectangular 6 FT by 3 FT orange-white stone Sarcophagus. The Sarcophagus is well-known among Adventurers. Kenric's name is engraved on a steel shield bolted to the wall above the Sarcophagus. The Sarcophagus was constructed 137 years ago by the Kercomsan Tribe after Henric suffered fatal wounds in an attack by surface villagers; during the fight Henric simultaneously fought three burly humans and bought time for reinforcements to reach the fighting. The Sarcophagus is intact but is heavily vandalized with graffiti. Because of his bravery Henric's corpse was blessed by Feywi (God of Kobolds) and is incorruptible. Henric was buried in (kobold-sized) studded leather armor, with a metal cap, leather buckler, studded leather gauntlets, and silver-bladed Scimitar).

**Hervat**, (Satyr, Male, 27 years, Free Man, Thief, Warlock L4, Neutral) has been placed in a rectangular 7 FT by 3 FT dark grey Sarcophagus, sitting on 20-inch carved hooped Legs. The Sarcophagus sides are painted with murals of Hervat picking pockets in a crowd, escaping over a city wall by rope, and holding up a coach at a forest crossing. A life-like statue of his pet ferret is attached to the Sarcophagus lid. Hervat's name is carved into a smoky-brown quartz plaque attached to a narrow end of the Sarcophagus by two silver spikes (7 GP). The tomb is 114 years old, erected by Laphet, Priest of Silleni (God of Satyrs), after his distant cousin Hervat died in an ambush by the Thieves of Grebes. The tomb is in decrepit condition, the mural paint coming off, graffiti on the Sarcophagus lid, one missing leg, several inch-wide holes on one side, a stinky mold growing under the Sarcophagus, and half the plaque is missing. The Sarcophagus lid is held down by ten steel bolts and the corpse inside has completely turned to grave dust. The mold causes the nearby air to be strongly

nauseating (range 25 FT, lasts 2d20 minutes, save 1d20 rolls GTET [37-Stamina]). Hervat was buried with leather armor, black leather boots, an Armorskin Tonic, a Cordial of Endurance, and a set of Shadow Garb.

**Hosmunt** (Gnome, Male, 124 years, Merchant, Sage, Good) is found under a 7 FT by 4 FT Cairn of blue-grey stone blocks, located in a 10 FT radius semi-circular wall cut-out, 16 inches from the corridor floor. The Cairn is well known to Adventurers. Hosmunt's name is engraved on a black wood plaque attached to the cut-out wall by four brass spikes (1 SP each). The Cairn was erected 73 years ago after Hosmunt was killed by Goblin raiders on a trading trip to the deep underground Cercope city, Uldulkat. The top Cairn stones have been removed and scattered, so the bare bones within are easily seen; in addition crude and obscene graffiti covers the back of the wall cut-out.

**Hurion** (Human, Male, 35 years, Peasant, Adventurer, Warrior L11, Neutral) is interred in a body-shaped brass Sarcophagus that sits on a purple stone cylinder pedestal, 30 inches thick by 4 FT tall. The Sarcophagus is cast with images of fighting swordsmen across its exterior surfaces, the interior lined with red velvet. Hurion's name is engraved on a carved limestone plaque attached to the pedestal. The Sarcophagus was constructed 165 years ago by denizens of the Fort Tolmar Tavern (Fifth Dungeon Level) after Hurion died in the Three Moons Plague. The Sarcophagus lid has a keyhole lock (-3 pick lock) and is sealed in wax, the corpse inside has become bare bones. The tomb is guarded by 2d100 Giant Rats, appearing 1d10 rounds after the Sarcophagus is approached (range 15 FT). The Sarcophagus has suffered moderate damage, Opening the Sarcophagus release poisonous air that carries the Plague (range 25 FT, save 1d20 GTET [38-Stamina]), plague victims develop symptoms 1d20 hours after exposure and die 1d20 hours after symptoms the plague resists

alchemical cures and prayers to cure disease). Hurion was buried with a set of Plate Mail AC+22, an open-face Helm of Determination AC+10 (enhances mental resistance and resolve), a silver-bladed Long Sword +3, Physic of Telepathy, Cap of Visualization, a 16,000 GP emerald, a 10,000 GP zircon, and 4500 GP; the first person to wearing the plate mail, helm, or cap contracts Plague unless making saving roll 1d20 GTET [33-Stamina].

**Hysode** (Human, Female, 48 years, Craftsman, Holy Person [Hermit], Priestess of Dharo [God of Earth and Stone] L10, Neutral) stands in an elaborately-carved 9 FT by 3 FT body-shaped red stone Sarcophagus inside an 12 FT across six-sided white marble Mausoleum; the Sarcophagus is set vertically into a 3 FT deep hole. The Mausoleum is on a 25 FT diameter circular Dais, 5 FT high, the top done in white ceramic tile, the sides inlaid with tiles of green, white, and yellow. On the Dais are two green stone fountains (standing cats) a 5 FT grey stone statue of a robed human Priest performing a blessing, and a 7 FT bronze pole topped by an ever-burning white spinning light (1d10 damage/round to Undead, range 20 FT). The tomb is well-known to Adventurers. The Mausoleum has a bronze door made of interlocking loops with a steel combination lock (-5 pick lock) and inside is a 4 FT white stone state of the Holy Book of Dharo. Hysode's name is engraved on a silver plaque mounted on the Mausoleum door. The tomb was constructed 604 years ago by the League of Makers (secret society) after Hysode died in an underground earthquake while trying to negotiate peace between the Dwarves of Tiurreach and the Elves of Rewat Wood. The Sarcophagus lid is sealed in silver, the corpse inside is reduced to bare bones, and opening the lid releases poisonous air that carries a blood-eating (vampiric) parasite (range 15 FT, save 1d20 rolls GTET [34-Stamina]).

Persons approaching within 6 FT of the Dais are targeted by a magic arrow volley (spell, avoid 1d20 rolls GTET [35-Agility]). The tomb complex has suffered only minor damage, a sticky tar on the Dais stairs, a few missing Dais tiles, three arrows sticking into the Priest's statue, and some graffiti on the Mausoleum. Hysode was buried with an 8000 GP set of silver-turquoise earrings, a bronze Breastplate AC+12, a Mace +2, and a 2800 GP gold Holy Symbol.

**Ilzene** (Nymph, Female, 38 years, Free Man, Sage, Good) lies in a 7 FT by 3 FT body-shaped opaque glass Sarcophagus with gilded edges, built into a fountain made to look like a rocky pool. Ilzene's name is engraved on a gold plaque attached to a small tree statue (part of the fountain). The tomb was constructed 446 years ago by her patron, the Witch Emmalienni, after Ilzene was scalded at Geyser Alley (Third Dungeon Level). The fountain has suffered minor damage, a few crushed spots where blunt weapons were employed, some yellow algae in the water, a few small hairline cracks. The Sarcophagus has silver hinges and had been sealed in silver but is found partially open; only Ilzene's left arm, a few spine bones, and her left lower leg bones remain with the remainder of her corpse turning to grave dust. Persons approaching within 10 FT of the fountain are mesmerized (effect 1d20+1d12 minutes, save 1d20 rolls GTET [35-Will]).

**Ippolit** (Half-Elf, Male, 85 years, Nobility, Adventurer, Fire Wizard L5, Neutral) was related to the Urxama dynasty of the city of Troff. He is buried in a simple granite rectangular Sarcophagus, 8 FT by 3 FT, with a carved green soapstone lid. Ippolit's name is engraved in a blue soapstone plaque attached to the wall above the Sarcophagus by four amber studs (4 GP). The Sarcophagus was constructed 1168 years ago by his half-sister, Alpheia Owill, after he was killed by three Cold Elementals while exploring the Winter Land level. The Sarcophagus lid is

sealed in wax, and the corpse within has turned to grave dust. The Sarcophagus has suffered only minor damage, a few scrapes, a dagger hilt protruding from under the Sarcophagus lid, some red stains on the wall. A Fire Elemental appears 1d8 rounds after Adventurers approach within 6 FT of the Sarcophagus. Opening the lid releases poisonous air that induces skin rotting (airborne spores, range 20 FT, save 1d20 rolls GTET [36-Stamina]). Ippolit was buried with a pair of blue leather (Missile) Targeting Gloves +2, a Brainstorm Cordial, Antidote Tonic, Insect Repelling Powder, and a pair of Linked Tarot Cards.

**Isembart** (Human, Male, 35 years, Serf, Watchman, Evil) rests in an 8 FT by 4 FT rectangular white stone Sarcophagus with a striped white-brown wood lid. The Sarcophagus sits on a 10 FT by 10 FT area of yellow tile. An oil painting of Isembart hangs from a wood frame. The Sarcophagus is well-known among Adventurers. His name is woven into a red pennant that hangs from the other side of the frame. The tomb was constructed 223 years ago by Isembart's employers, a coven of evil Witches, after he died while they performed a ritual in an underground chamber (killed by a summoned demonic Imp). A Humbata guards the Sarcophagus, appearing 1d10 rounds after it is approached (range 20 FT). A protective spell bars Wizards and Shamans from approaching closer than 30 FT (save 1d20 GTET [36-Will]). The tomb is well preserved having some nicks on the wood frame, a frayed and faded pennant, black stains on the Sarcophagus and some dark brown crusty mold on the lid. The corpse inside is reduced to bare bones. Isembart was buried with 4000 GP, a 12,500 GP ruby, a 8300 GP moonstone, Scimitar +1, and a pair of black leather Levitation Boots.

**Jocie** (Dwarf, Female, 50 years, Peasant, Spelunker, Neutral) was interred in a 7 FT by 3 FT body-shaped copper Sarcophagus, on a 10 FT diameter black stone Dais. A 5 FT dark green statute of a Dwarf Miner stands on the Dais and a 3 FT statue of a mole is on the Sarcophagus lid. The tomb was constructed 37 years ago by the Miner's Guild after Jocie was killed by Cave Rats while exploring a natural cavern found by Dwarf Miners. There is no plaque to mark her grave. The Sarcophagus lid is sealed with resin, and the corpse has decayed into grave dust. The tomb is in excellent condition with some spots on the Miner statue, a missing ear on the mole, some graffiti on the Sarcophagus, and a black sticky substance on the Dais floor. Opening the Sarcophagus releases poisonous air that cause coughing attacks (range 20 FT, persists 1d20\*1d6 minutes, save 1d20 rolls GTET [33-Stamina]),

**Juvage** (Giant, Male, 74 years, Professional, Adventurer, Rascal L7, Neutral) is entombed in a 22 FT by 12 FT oval Cairn of black lava rock. The Cairn was constructed 46 years ago by the Black Marauder Band after Juvage was killed in a fight with an ancient White Dragon (lairs in an underground ice cave). The Cairn has suffered only minor damage with a small amount of yellow fungus growing on it. Juvage's corpse has been reduced to bare bones. He was buried with 900 GP, 3 emeralds [values 10,000 GP, 7250 GP, 14,500 GP], a large Double Fire Bow, and a giant-sized Dirk +1.

**Karstan** (Human, Male, 44 years, Peasant, Courier, Neutral) is found under a 9 FT by 5 FT Cairn of red stones. The Cairn is well-known among Adventurers, although Karstan's story is unknown. Karstan's name is engraved on a bronze shield hanging from a tripod of spears. The tomb was constructed 8 years ago by the Morhollen Gnomes after Karstan was killed bringing them an important message from the Tennigh Guild of Wizards. The Cairn has suffered minor

with some scattered stones. The corpse inside the Cairn has been reduced to its foot bones, some ribs, and his skull, the rest having turned into grave dust.

**Kvasir** (Dwarf, Male, 90 years, Craftsman, Freebooter, Shaman L8, Neutral) is buried in a 7 FT by 3 FT honey-colored body-shaped glass Sarcophagus surrounded by a 15 FT by 9 FT yellow sandstone Mausoleum. The building exterior is painted in scenes of armed men and Dwarfs on ships among tropical islands; the interior shows scenes of crews of freebooters burying chests. The tomb is well-known among Adventurers; one tale is that the paintings hold clues to where a 100,000 GP treasure is buried. A glass plaque attached to the Mausoleum identifies Kvasir as the occupant. The tomb is 206 years old, constructed by the Verlim Order of Shamans after Kvasir was killed on a mission to rescue two Shaman held captive by Giants (Fourth Dungeon Level). The tomb is guarded by 1d4 Specters, appearing 1d10 rounds after the Mausoleum is entered. The Sarcophagus is sealed in copper, and only the left arm/hand, hip, right leg, and a partial skull remains of the corpse inside.

**Lambin** (Gnome, Male, 44 years, Peasant, Surveyor, Good) is found in a 6 FT by 3 FT grey stone Sarcophagus in a 8 FT by 6 FT by 6 FT wall cut-out, 22 inches from the floor. His name is engraved on a diamond-shaped carved granite plaque attached to the cut-out wall by a steel spike. The tomb was constructed 33 years ago by the Jurytaib Tunnel Gnomes after Lambin died surveying the Deep Catacombs. The Sarcophagus lid is sealed with putty, opening it releases poisonous air that reduces Stamina 1d6 for 3d6 hours (save 1d20 rolls GTET [36-Stamina]); the corpse inside has been reduced to bare bones. The Sarcophagus has suffered only minor damage with some graffiti in the cut-out, green fungi around the base, and a few chips in the lid. Adventurers touching the Sarcophagus lose all ability to be unseen

(sneak or hide) for 36 hours (save 1d20 rolls GTET [38-Will]).

**Letholdus** (Elf, Male, 165 years, Craftsman, Guide, Good) is entombed in a 9 FT by 4 FT rectangular white stone Sarcophagus on a 4 FT six-sided black stone pedestal in the center of a 14 FT circular fountain pool. Around the pool's edge are three 5 FT black stone statues of Elven Archers and two cream statues of flying Pegasus. Letholdus' name is engraved on a silver plaque on a Pegasus statue. The tomb is well-known among Adventurers. The tomb was constructed 415 years ago by the Lake Ubrum Guides (the lake being found 1000 FT underground) after Letholdus was killed guiding a party of Wizards to the Lake. The Sarcophagus lid is raised and the corpse inside is rotting. The Sarcophagus has suffered moderate damage, some cracks in the fountain wall, missing pieces from the Pegasus wings, broken archer arrows, and some graffiti on the Sarcophagus.

**Lionel** (Human, Male, 29 years, Serf, Monster Hunter, Warrior L5, Good) lies in an 8 FT by 3 FT painted rose-colored stone Sarcophagus with black stone lid, two 9 FT white stone statues of Ogres are to the Sarcophagus left and two statues of Trolls to the right. Lionel's name is painted on a ceramic plaque attached to the Sarcophagus lid. The Sarcophagus is 61 years old, constructed by a village of Dwarves after Lionel died trying to trap a pack of Hell Hounds. The Sarcophagus lid is sealed with putty, opening it releases poisonous air that causes choking (range 15 FT, lasts 1d20+1d12 minutes, save 1d20 roll GTET [36-Stamina]); only a jaw bone, parts of the spine, a few ribs and the left foot remain of the corpse. The tomb has suffered moderate damage with graffiti, broken noses on the Ogres, chips out of the Sarcophagus lid, and a crack down one side. Lionel was buried with a 12,500 GP silver-jade locket, a 14,000 GP ebony necklace, Spear +1, Liqueur of Haste, and a longbow

**Luegad** (Giant, Neither Gender, 54 years, Craftsman, Clergyman, Priest of Jotanni [God of Giants] L7, Neutral) is interred in a 6 FT square by 15 FT deep vertical grave in the floor of a wall cut-out, 10 FT by 9 FT by 12 FT tall. His grave is covered by a metal plaque bolted to the floor using steel bolts. The grave is well-known among Adventurers. Luegad's name is engraved on a wood plaque bolted to the cut-out wall with silver spikes (4 GP). The grave is 27 years old, constructed by the Jeklynne Order after Leugad died during a demon exorcism. The grave is in decrepit condition, with layers of obscene graffiti in the cut-out, dents in the metal plaque, and chips and holes in the floor. The corpse has been reduced to bare bones. Opening the tomb releases poisonous air that causes sleep (range 20 FT, lasts 2d20+2d12 minutes, save 1d20 rolls GTET [36-Stamina]).

**Mariss** (Human, Female, 23 years, Merchant, Herbalist, Good, Oaths) is found under an 8 FT by 6 FT red stone Cairn. There is no plaque to identify the person interred. The Cairn was constructed 9 years ago by her companions after Mariss died while collecting underground herbs on a commission from the Wizard, Tormeergin. The Cairn is well preserved with only a few missing stones and a coating of slimy clear mucus. The corpse inside the Cairn is mummified. Mariss was buried with 600 GP, 3200 SP, an Endless Feedbag, and a pair of Infrared Spectacles.

**Meynar** (Half-Elf, Male, 81 years, Craftsman, Adventurer, Warrior L8, Evil) rests in a 10 FT by 4 FT body-shaped red stone Sarcophagus with carved white stone lid. The Sarcophagus is mounted vertically in the center of a 10 FT diameter circular Dais whose top is circled with a mahogany wood railing. The tomb is well-known among Adventurers. Meynar's name is carved into a white limestone plaque attached to the

Sarcophagus. The Sarcophagus was constructed 612 years ago by the White Axe Marauders after Meynar was killed trying to sack a Gnome tomb complex. The Sarcophagus has suffered minor damage with graffiti on the Sarcophagus, divots cut from the railing, a black sticky substance on the Dais floor, and several small cracks in the Dias sides. The Sarcophagus is sealed with a rubber gasket, and the corpse within has become grave dust; the lid shows signs of having been opened recently. Adventurers trying to approach the Dais are pushed back by a continuous spell (save 1d20 rolls GTET [35-Strength]).

**Napheo** (Human, Male, 33 years, Peasant, Pirate, Warlock L6, Neutral) is memorialized in a 9 FT by 3 FT sky-blue stone Sarcophagus sitting on a 16 FT ship-shaped fountain deck. Napheo's name is engraved on a teak wood plaque fixed to the ship's mast. Six 5 FT dark blue realistic stone statues of pirate crewman with cutlasses sit on the deck. The tomb was constructed 332 years ago by the remaining crew of the Manticore of the Seas after Napeo died on a haunted ship in an underground lake (on the Fifth Dungeon level). The Sarcophagus is sealed in silver, the corpse inside is grave dust. Napheo was buried with a Cutlass +2, Lijeth's Bracers [+1 hit, AC+12], and a Damage-Channeling Cloak.

**Niall** (Human, Male, 37 years, Craftsman, Robber, Warrior L7, Neutral) lies under an 8 FT by 4 FT blue-black stone Cairn. Niall's name is engraved on a bronze plaque fixed to the wall behind the Cairn with two steel spikes. The Cairn is well-known among Adventurers, although Niall's story is unknown. The Cairn was constructed 417 years ago by the surviving members of the White Brand Marauders after Niall was killed in a raid on the gang's underground safe house by the Royal Rangers. The Cairn has suffered minor damage with some nearby graffiti, a few

missing stones, and a slimy oily coating over the rocks. Persons approaching the tomb are covered by acid slime (range 15 FT, hp1d6 damage/round for 1d10 rounds, quarter damage on 1d20 rolls GTET [35-Stamina]). Only a jaw bone, shoulder bones, a few ribs and the lower right leg remain.

**Nogier** (Half-Elf, Male, 91 years, Gentry, Clergyman, Priest of Shesho [God of Order and Evil] L9, Evil) is interred in a 9 FT by 4 FT rectangular blue-white wood Sarcophagus sitting in a 12 FT by 5 FT by 6 FT wall cut-out, 20 inches off the floor. Nogier's name is written on a light blue carved granite plaque attached to the wall by a single gold bolt (14 GP). The Sarcophagus was constructed 44 years ago by his Lover, Ulietia, after Nogier was killed by the Crusader, Yvinec, while building an underground Temple to Shesho (fulfilling a Lover's Pact). The Sarcophagus is heavily vandalized with graffiti and blood stains on the lid, cuts and cracks on the sides, divots cut from the cut-out, a piece missing from the plaque, a layer of blue fungus growing on the cut-out floor, and smoke stains in the area. The corpse is rotting. Nogier was buried with 4500 GP, a 3000 GP silver (Un)Holy Symbol, 3 vials of Unholy Water, and a Girdle of Strength.

**Ordon** (Centaur, Male, 73 years, Free Man, Blacksmith, Good) has his remains kept in a 9 FT by 4 FT by 5 FT tall scarlet-painted stone Sarcophagus, on a 12 FT by 6 FT by 1 FT thick wall ledge mounted 9 FT off the floor. Ordon's name is engraved on a shield-shaped steel plaque attached to the wall beneath the ledge by five silver spikes (3 GP). The tomb was constructed 60 years ago by the Rau Wood Band after Ordon was killed (along with ten others) when Orcs attacked the underground rooms they were searching for a missing colt. The Sarcophagus has suffered minor damage with some coarse graffiti, a black stain on the plaque, and a few cosmetic cracks in the sides. The Sarcophagus lid is sealed in wax and the corpse inside

is found rotting; opening the lid releases poisonous air causing confusion (range 25 FT, lasts 2d20+1d12 minutes, save 1d20 rolls GTET [33-Will], confusion could cause a fall from the ledge – save 1d20 roll GTET [30-Agility]). Ordon was buried a Bow +1, a quiver of 30 arrows (six with silver tips), an Arrow of Slaying – Human, and a Sky Hook.



**Oswald** (Human, Male, 27 years, Serf, Missionary, Priest of Anuruck [Monotheistic Deity] L2, Good) lies in a 9 FT by 4 FT body-shaped wood Sarcophagus set on the back of a 10 FT tall green stone elephant statue. The tomb is well-known among Adventurers. Oswald's name is written on an enamel-coated metal plaque attached to the statue's hindquarters. The tomb was constructed 109 years ago by the Kessellon Order after Oswald died trying to bring information about a newly-constructed Temple of Polpi [Demon Lord of Chaos] to the Order. The tomb is found in a nearly ruined state with paint over the Sarcophagus and fire damage, arrows sticking out of the Sarcophagus sides, the statue missing one ear and eye parts of its trunk, damage to two of the statue's feet, and hairline cracks on the statue flanks. The corpse is rotting in the Sarcophagus; opening the lid releases poisonous air causing confusion (range 25 FT, lasts 2d20+1d12 minutes, save 1d20 roll GTET [36-Will]).

**Osyth** (Human, Female, 71 years, Gentry, Adventurer, Water Wizard L8, Good) is found in an 8 FT by 3 FT white stone Sarcophagus with pale red lid, inside a 14 FT by 9 FT by 10 FT tall blue stone Mausoleum. The Mausoleum has a heavy brass door shaped like interwoven Giant Kelp (keyhole lock, -4 pick lock), in front of the Mausoleum is an 8 FT by 6 FT cloth canopy on six black stone posts, and two black stone clamshell-style fountains. The tomb is well-known to Adventurers. There is no plaque or other markings on the Mausoleum to identify its occupant. The tomb was constructed 407 years ago by Osyth's granddaughter, Elise, after Osyth lost a spell duel to the Fire Wizard, Wyrspiero (held in the underground Pertyn Dueling Chamber). The Mausoleum has suffered moderate damage with tears in the canopy, one broken post, cuts in the fountain basin, red stains on the brass door, and graffiti on the Mausoleum exterior. The Sarcophagus lid is sealed with a line of lead; the corpse inside is rotting.

**Peronella** (Human, Female, 103 years, Merchant, Sage, Good) rests in an 8 FT by 3 FT honey-colored body-shaped crystal Sarcophagus that sits on a black stone cradle on a 12 FT diameter by 30 inch tall Dais of red-and-white bricks. A black wood pergola tops the Sarcophagus. The tomb is well-known among Adventurers. Peronella's name is engraved on a gold plaque attached to the Dais by four gold spikes (10 GP). The Sarcophagus is guarded by 1d3 Kinnara, appearing 1d12 rounds after Adventurers step on the Dais. The tomb was constructed 424 years ago by the Guild of Golden Learning after Peronella was betrayed and killed by her guards while searching for the legendary Door into Summer; the guard's water supplies had been poisoned by a Guild rival (Sediellia) using a madness-inducing chemical, causing them to believe Peronella was a Doppelganger intending to lead them into slavery. The Sarcophagus lid is sealed in lead and the corpse inside is incorruptible.

The tomb is in excellent condition with a few bricks missing from the Dais side, a crack in one step, a few axe cuts in the pergola, and a purple stain on the Sarcophagus lid. Peronella was buried with 10,200 GP, a chain-mail shirt, leather boots, an open-face helm, and a Flying Potion.

**Pettart** (Goblin, Male, 31 years, Peasant, Mercenary, Rascal L5, Evil) is buried under a 6 FT by 4 FT Cairn of round purple-black stones, located in an 8 FT by 6 FT by 8 FT tall wall niche. Pettart's name is burned into a carved wood plaque hanging from a spade stuck into the Cairn. The Cairn was constructed 19 years ago by the surviving members of the Storm Ridge Company of Spearmen (mercenaries) after Pettart was killed on a mission to acquire a cache of enchanted weapons for the Company (Sixth Dungeon Level). The Cairn has suffered minor damage with a few missing stones, minor graffiti in the wall niche, and a few toadstools growing around the Cairn base. The corpse under the Cairn has been reduced to bare bones.

**Ranlaen** (Gnome, Male, 32 years, Merchant, Engineer, Evil) is interred in a 6 FT by 3 FT grey stone Sarcophagus with purple ironwood lid; the Sarcophagus is painted with murals of Gnomes carrying lances and riding Monitor Lizards through caves filled with underground rivers and lakes. A black 12 FT by 3 FT-wide obelisk stands in front of the Sarcophagus with a 2 FT diameter mechanical clock 6 FT from the floor. Ranlaen's name is engraved on a steel shield that hangs from the obelisk. The tomb was constructed 94 years ago by the Brotherhood of Rules after Ranlaen was killed while building a metal stair in the Great Chasm between the Second and Third Dungeon levels (attacked by Giant Cave Spiders). The tomb has been heavily vandalized with broken tiles on the Sarcophagus, green paint on the lid, several quarter-inch cracks in the obelisk, graffiti on the obelisk, a foul-smelling oily

substance on the floor around the tomb, and damage to the clock mechanism (permanently reads fifth hour). The Sarcophagus lid is sealed with epoxy, the corpse inside is reduced to bare bones; opening the lid releases poisonous air that causes sleep (range 20 FT, lasts 2d20+1d12 minutes, save 1d20 roll GTET [34-Stamina]). Ranlaen was buried with 1200 SP, 250 GP, a Daylight Lantern, and a three-use pouch of Bang Powder.

**Rioneth** (Human, Male, 21 years, Merchant, Woodsman, Warrior L2, Good) rests in an 8 FT by 3 FT rectangular wooden Sarcophagus sitting in a 10 FT by 5 FT by 6 FT wall cut-out; the Sarcophagus is a realistically-painted depiction of Rioneth. Rioneth's name is engraved on a red wood plaque attached to the cut-out by silver spikes (4 GP). The tomb is 113 years old, constructed by his adventuring companions after Rioneth was killed in an expedition down the Rabid Rat Hole (Second Dungeon Level). The Sarcophagus has suffered moderate damage with brown stains on the Sarcophagus lids, chips from the side, and a thin layer of brown mold on the cut-out floor. The corpse is incorruptible. Rioneth was buried with a chain-mail shirt AC+8, studded leather gauntlets, open-face helm, and a Dirk +1.

**Roanna** (Elf, Female, 79 years, Royalty, Herbalist, Good) was the granddaughter of King Dorchay of the Elchanim Elves. She is interred in a 9 FT by 4 FT Cairn of blue-green stones, located in a 13 FT by 7 FT by 10 FT tall, wall niche, 14 inches off the floor. Roanna's name is engraved on a wood plaque attached to an axe handle stuck into the Cairn (with the three-crown symbol of the Elves). The Cairn was raised 178 years ago by her half-brother, Earoggoth, after Roanna was killed while harvesting the very rare Hellas Root from lava-filled chambers on the Third Dungeon Level. The stones topping the Cairn have been removed and the bare bones beneath are visible through the hole. A few lines of graffiti are scribbled

in the niche, and iris flowers grow from the Cairn top. Adventurers who touch Roanna's plaque gain a +25% movement rate bonus lasting 96 hours (one additional to-hit roll opportunity every 4 rounds).

**Rogerin** (Pygmy, Male, 13 years, Craftsman, Neutral) is buried in a 6 FT by 3 FT tan stone Sarcophagus on carved reptile legs, sitting on a 10 FT diameter white brick Dais, 28 inches tall. The tomb is well-known to Adventurers, although Rogerin's story is not widely known. Rogerin's name is engraved on a pink granite plaque attached to a white stone column set into the Dais. The tomb was constructed 68 years ago by the Fair Cavern Dwarves after Rogerin died saving a Clan-Chief's wife from a Cave Bear. The Sarcophagus is sealed with caulking, the corpse inside has decayed to bare bones. The tomb is well preserved with a few lines of graffiti on the Sarcophagus, a hairline crack on the lid, scorch marks on the Dais, and a few missing bricks.



**Rycout** (Human, Male, 27 years, Professional, Geologist, Neutral) is placed in an 8 FT by 3 FT dark brown rectangular Sarcophagus sitting in a 10 FT square of white ceramic tiles. Rycout's name is engraved on an eight-sided bronze plaque attached to the wall by four bronze spikes (1 GP). The tomb was constructed 174 years ago by the Assayer Guild after Rycout died searching for a vein of gold in an abandoned mine off the Second Dungeon Level. The tomb is guarded by 1d10 Zombies, appearing 1d12 rounds after Adventurers approach the Sarcophagus (range 12 FT). The Sarcophagus has suffered minor damage with graffiti on the wall, axe

cuts on the lid, and yellow fungi on the Sarcophagus sides. The corpse inside has undergone an undead transformation into a Spirit, and is released when the lid is opened. Rycout was buried with 800 GP, 4250 SP, a vial of Holy Water, a pot of Zombie Salve, and a heavy mace.

**Saegard** (Half-Elf, Male, 120 years, Nobility, Thief, Explorer, Rascal L5, Neutral) was third son of Pelhan Durrit, Earl of Eshburghd. He is buried in an 8 FT by 3 FT grave cut into the floor of a 12 FT by 7 FT by 6 FT tall cut-out, 26 inches off the floor. His grave site covered with a 10 FT by 5 FT rectangular black marble plate bolted to the floor with ten bronze bolts (the bolts have been removed and sit on the floor, and the lid is askew). Saegard's name is written on a carved pale green marble plaque hanging from a steel hook on the cut-out wall. The tomb was constructed 82 years ago by Domas, Duke of Farrowell, after Saegard died retrieving his wife's heirloom jewels stolen by Saegard's rival, Reuzilu. The tomb is in decrepit condition with cracks and holes in cut-out walls, missing and rotting plaster in the cut-out, thin cracks in the grave lid, toadstools (poisonous) growing out of a layer of a sticky black substance on the cut-out floor, and obscene graffiti on nearby walls. The corpse is rotting inside the grave and the area has a pungent aroma (range 40 FT).

**Sirida** (Ogre, Female, 42 years, Free Man, Miner, Neutral) is interred in an 11 FT by 5 FT body-shaped silver casket sitting on an 8 FT by 4 FT by 2 FT block of red stone inside a 14 FT by 9 FT by 12 FT tall red brick Mausoleum. Tapestries that depict Sirida working at mining hang from steel rod on each exterior wall, and the Mausoleum has a solid steel door with steel keyhole lock (-4 pick lock). The interior is plastered and painted in vivid portraits of Sirida and her spouse Tayklan (paint is peeling). The Mausoleum is well-known among Adventurers, although Sirida's story is not widely known

Sirida's name is engraved on an oval silver plaque attached to the Mausoleum door by two silver bolts (1 GP). The tomb was constructed 305 years ago by Tayklan and Vorshan, Priestess of Ergi [God of Ogres] after Sirida died carrying out a Divine Command to open a tunnel from the Ogre Warrens down to the Frozen Falls. The Mausoleum is heavily vandalized with holes and tears in the tapestries, bent rods, graffiti on the exterior walls, scorch marks on the Mausoleum roof, dents in the steel door, and blue stains on the exterior bricks. The casket is sealed with honey-colored resin and the corpse inside is mummified; opening the lid releases poisonous air that carries an acid mist (range 15 FT, hp1d6 damage/round for 1d6 rounds, quarter damage on 1d20 roll GTET [34-Agility]).

**Thoffo** (Cyclops, Female, 22 years, Professional, Holy Woman of Kurklosi [God of Cyclops], Agent, Shaman L2, Neutral) rests in a 20 FT by 8 FT black rock Cairn. Thoffo's name is engraved on a steel shield attached by leather thongs to a pennant pole stuck into the rocks. The Cairn was constructed 166 years ago by Sanisos Temple Acolytes of Kurklosi after Thoffo died while fighting an Earth Elemental summoned by a Priest of Dharo (God of Earth and Stone). The Cairn has suffered moderate damage with some stones removed, a sticky white putty over a 3 FT-wide area, shelf fungus growing on the back side, and some nearby graffiti. The corpse under the Cairn is rotting (strong odor 25 FT).

**Toncard** (Human, Male, 18 years, Merchant, Bodyguard, Warrior L4, Evil) is found in an 8 FT by 3 FT body-shaped black stone Sarcophagus, the lid carved with the likeness of a bearded man. Toncard's name is carved into a pale white limestone plaque attached to the nearby wall by three steel spikes. The Sarcophagus was constructed 71 years ago by the Shaman, Naculaer, after Toncard died in her service while defending her from

two Vampires. The Sarcophagus has suffered minor damage with a few hairline cracks in the side, several blood stains on the lid, and a dark blue oily liquid around the base. A silver Holy Symbol of Anuruck [Monotheistic Deity, in the style of Rahko, Archangel of Peace and Fire] stands upright on the lid, held by stiff putty. The Sarcophagus lid is sealed with lead, the corpse inside has undergone an undead transformation and become a Zombie (released when the lid is opened). Toncard was buried with a chain-mail coif, Breastplate AC+10, Shining Blade Scimitar +1, and a Healthful Cordial.

**Tymer** (Human, Male, 59 years, Peasant, Barbarian, Shaman L10, Evil) was buried in a 7 FT by 3 FT grave in the floor of a 14 FT by 8 FT by 12 FT tall black brick Mausoleum, the grave covered by an 8 FT by 4 FT black metal plate bolted to the floor. A heavy bronze lattice door with (broken) steel key-hole lock) easily swings open to give access to the Mausoleum interior, all bolts are missing from the floor, the plate is found off-center and does not completely cover the grave. The Mausoleum sits on a 24 FT diameter white-black brick Dais, 42 inches tall. An ironwood railing circles the Dais except at the steps directly in front of the Mausoleum. The Mausoleum's exterior walls are decorated with twenty white statues of Zoybim Devils (each 20 inches tall), the interior walls have carved wood panels depicting Tymer beheading bound male Elves. On either side of the Mausoleum are found an 8 FT (non-functional) fountain depicting rearing Simorgs (wolf-like canine head, dog's neck and chest and forelegs, vulture's hind quarters, chest and hind connected by section of snake's body, two vulture's wings). The tomb is well known to Adventurers. Tymer's name is engraved on a gold plaque held by one of Simorg statue. The tomb was constructed 718 years ago by Olmkinu (a Keres, Diabolic Officer of Samael, King of Devils) after Tymer died trying to ambush an expedition of Priests of Balarama (Goddess of Knowledge,

and Magic) to the Oracle of Fates (Seventh Dungeon Level). The grave lid had been sealed with silver (~30 GP value can be scraped off and recovered). The tomb has suffered moderate damage with paint splattered on the statues, damaged statue feet, gems removed from statue eyes, several missing sections of railing, fire damage to several Zoybim statues (one missing), obscene graffiti in the Mausoleum interior, and a black fungus growing in the open grave. The corpse has been reduced to bare bones.

**Uritha** (Nymph, Female, 57 years, Professional, Surveyor, Neutral) has been placed in a 7 FT by 3 FT rectangular tan sandstone Sarcophagus with dark brown ends and lid. The Sarcophagus sits on a Dais white-brown brick fan-shaped Dais, 12 FT across. Six 7 FT tan stone statues of evergreen trees stand on the Dais behind the Sarcophagus. The tomb is well-known among Adventurers. There is no plaque or other identifying mark to reveal the Sarcophagus occupant. The tomb was constructed 243 years ago by her employer, the Sage Esmie Fairlocks, after she died while returning with golden apples from the Fairy Glen Tree in the Triffune Garden (Fourth Dungeon Level). The tomb is found in decrepit condition with divots in the Sarcophagus, an embedded spear point, red and purple stains on the lid, three holes drilled in the Dais top, missing limbs on all tree statues, crushed sections on the Dais walls, a sticky orange liquid on the stairs, and quarter-inch cracks along the Dais top. The Sarcophagus lid is sealed with wax, opening the lid releases poisonous air that causes shortness of breath (range 20 FT, persists 2d20+1d12 minutes, save 1d20 roll GTET [35-Stamina]), the corpse inside has been reduced to bare bones. Uritha was buried with a 6700 GP black pearl (aura of enchantment), 10,000 GP bloodstone, 12,000 GP emerald, 18,250 GP tiara, and a Cordial of Herekese [Strength Increasing]).

## SECTION TWO

This section provides tables to aid a Games Master in designing free-standing Tombs of the types described in Section One. It is assumed the Games Master has identified the location at which the Tomb will be placed (dungeon corridor, corridor niche, ledge, dungeon room, etc.).

### Definitions

A cairn is roughly conical pile of rocks, or earth-and-rocks, covering a body. They are about seven feet across at the base, and chest-high. Some cairns are marked with simple sign that identifies the deceased person(s) it holds. A cairn may also be adorned with some personal effects, such as the deceased person's sword, staff, helm, or Holy Symbol. Dungeon lore holds that it is very bad luck to despoil a cairn (save 1d20 roll GTET [35-Will] or experience -2 to-hit modifier for the next 1d20+1d12 weeks).

A cut-out is a section of wall or floor that has been removed, the empty space serving as coffin for the deceased person. When the body is mummified the cut-out may be left open, but it is usually closed off by a plaque bolted into the wall or floor; the plaque is often engraved to identify the deceased person.

A floor sarcophagus is a rectangular box, generally made of a durable stone, of dimensions 3 FT to 5 FT wide and 7 FT to 10 FT long. The sarcophagus lid is waist to chest high off the ground. Although the stone lid is sufficiently heavy to make opening the sarcophagus difficult, the lid may also be sealed with wax or lead, or held down with bolts (sometimes concealed) or latches, sometimes locks or seals are also included.

A Dais is a cylindrical platform, usually with a smooth level top, between 8 FT and 15 FT in diameter, 2 FT to 6 FT tall. A 4 FT to 6 FT Dais will have one or two stair sections built in to allow access to the top.

A mausoleum is a single-room stone construction at or above room grade with a finished door, floor, walls, and roof. It has dimensions between 10 FT by 10 FT and 20 FT by 20 FT. The remains of the deceased are interred in a floor sarcophagus inside the room, are in a sarcophagus mounted on or in the wall, or they are incorporated into the wall behind a suitable plaque. The door is typically metal or stone, and is likely locked.

## Tables

The number of persons buried in a tomb is given by a 1d100 roll: (01-82) one person, (83-97) two persons, (98-99) three persons (100) four or more persons. When two or more persons are buried the relationship among the dead is given by 1d12 and 1d6 rolls:

1d12 Roll	1d6 roll = 1,2	1d6 roll = 3,4	1d6 roll = 5,6
1	Siblings	Friends	Enemies
2	Siblings	Friends	Enemies
3	Siblings	Comrades in Arms	Enemies
4	Unmarried Lovers	Comrades in Arms	Enemies
5	Unmarried Lovers	Comrades in Arms	Romantic Rivals
6	Spouses	Comrades in Arms	Professional Rivals
7	Spouses	Comrades in Arms	Combatants
8	Spouses	Comrades in Arms	Strangers
9	Spouses	Business Partners	Teacher and Pupil
10	Spouses	Business Partners	Master and Slave
11	Spouses	Employer and Employee	Master and Apprentice
12	Friends	Employer and Employee	Murderer and Victim

Deceased Person's Race (1d12 and 1d4):

1d12	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Cyclops	Elf	Elf	Elf
2	Centaur	Elf	Elf	Elf
3	Giant	Half-Elf	Half-Elf	Half-Elf
4	Ettin	Goblin	Goblin	Minotaur
5	Ogre	Human	Human	Minotaur
6	Orc	Human	Human	Kobold
7	Orc	Human	Human	Kobold
8	Leprechaun	Human	Human	Harpy
9	Nymph	Gnome	Gnome	Satyr
10	Nymph	Gnome	Gnome	Satyr
11	Dwarf	Dwarf	Dwarf	Pygmy
12	Dwarf	Dwarf	Dwarf	Cyclops

Deceased Person's Gender (1d12): (01-08) Male, (09-11) Female, (12) Neither / Unknown

Deceased Person's Age at Death (1d8 and 1d4, in Years):

1d8	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	1d6	3d12	5d10	8d8
2	1d10	4d6	5d12	8d10
3	1d12	4d8	6d6	8d12
4	2d8	4d10	6d8	9d10
5	2d10	4d12	6d10	10d10
6	2d12	4d20	6d12	11d10
7	3d6	5d6	7d8	12d12
8	3d8	5d8	7d12	13d12

Deceased Individual's Social Class (1d8 and 1d4, civilized creatures only):

1d8	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Slave	Peasant	Merchant	Professional
2	Slave	Peasant	Merchant	Professional
3	Serf	Peasant	Merchant	Gentry
4	Serf	Craftsman	Merchant	Gentry
5	Serf	Craftsman	Merchant	Gentry
6	Serf	Craftsman	Professional	Nobility
7	Free Man	Craftsman	Professional	Nobility
8	Peasant	Merchant	Professional	Royalty

Deceased Individual's Profession Prior to Death (1d12 and 1d4):

1d12	1d4 = 1	1d4 = 2	1d4 = 3	1d4 = 4
1	Adventurer	Adventurer	Adventurer	Adventurer
2	Adventurer	Adventurer	Adventurer	Adventurer
3	Bandit	Robber	Thief	Freebooter
4	Pirate	Knight Errant	Barbarian	Woodsman
5	Collector	Sage	Explorer	Spelunker
6	Bounty Hunter	Messenger	Courier	Miner
7	Geologist	Herbalist	Hunter	Monster Hunter
8	Soldier	Surveyor	Spy	Bodyguard
9	Watchman	Militia	Wanderer	Alchemist
10	Craftsman	Engineer	Missionary	Mercenary
11	Rebel	Agent	Guide	Hero
12	Hermit	Holy Man	Monk	Clergyman

When the deceased was an Adventurer, their class is determined by 1d20: (01-09) Warrior, (10-11) Crusader, (12-13) Rascal, (14) Warlock, (15-17) Wizard, (18) Shaman, (19-20) Priest. Their experience level at death is given by 1d6+1d4.

The Deceased Individual's alignment while living was (1d12): (01-02) evil, (03-05) neutral, (06-12) good.

Special Circumstances were involved in the deceased person's death on 1d100 rolls GTET 88. These circumstances are generally known or easily discoverable (local tales, legends, songs, stories, etc.) on 1d100 rolls GTET 62, otherwise are hidden and must be uncovered by the Adventurers. The specific circumstances are selected from the Table below using 1d20 and 1d6.

1d20	1d6 = 1	1d6 = 2	1d6 = 3	1d6 = 4	1d6 = 5	1d6 = 6
1	Adultery	Greed	Oath	Inheritance	Revenge	Disease
2	Attacks	Hatred	Rebellion	Geas	Schism	Plague
3	Banditry	Bitterness	Revenge	Greed	Sibling Rivalry	Honor
4	Betrayal	Hopeless Defense	Riots	Hatred	Succession	Illusions
5	Commands	Jealousy	Schism	Honor	Vision	Theft
6	Compulsion	Kidnapping	Sibling Rivalry	Jealousy	War	Adoption
7	Crime	Kingship	Succession	Last Stand	Inheritance	Bigamy
8	Curse	Last Stand	Vision	Lover Pact	Pogrom	Divorce
9	Challenge	Lover Pact	Treachery	Lover Separated	Grant	Revenge
10	Defiance	Lover Pact	Adultery	Lover's Spat	Nobility	Killing
11	Demon	Lover's Spat	Attacks	Lover Triangle	Soul	Rebuke
12	Devil	Lover Triangle	Betrayal	Madness	Life's Goal	War
13	Divine	Forbidden Lust	Geas	Massacre	Failure	Escape
14	Drugs	Madness	Crime	Murder	Impoverished	Curse
15	Duel	Massacre	Foreigner	Dispute over Power	Enemy Action	Crime
16	Duty	Murder	Challenge	Prophecy	Lost Hope	2 Rolls
17	Lies	Dispute over Power	Divine Command	Protect Innocent	Omens	2 Rolls
18	Oath	Prophecy	Duty	Promise	Missing Person	2 Rolls
19	Finest Hour	Protect Innocent	Omens	Family Squabble	Lost Treasure	3 Rolls
20	Geas	Promise	Family Squabble	Rebellion	Family Secrets	3 Rolls

Select the Tomb Description (type of construction) using 1d20 and 1d6:

1d20	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Floor Cairn	Dais w/Cut-out and Plaque	Floor Sarcophagus with Statuary
2	Floor Cairn	Dais w/Cut-out and Plaque	Sarcophagus on Pedestal or Dais
3	Floor Cairn	Sarcophagus mounted on Wall	Sarcophagus on Pedestal or Dais
4	Floor Cairn	Sarcophagus mounted on Wall	Sarcophagus on Pedestal or Dais
5	Floor Cairn	Sarcophagus mounted on Wall	Sarcophagus on Pedestal or Dais
6	Floor Cairn	Simple Floor Sarcophagus	Dais Sarcophagus with Statuary
7	Cairn in Wall Niche/Ledge	Simple Floor Sarcophagus	Dais Sarcophagus with Statuary
8	Cairn in Wall Niche/Ledge	Simple Floor Sarcophagus	Guarded Statuary and Dais
9	Wall Cut-out with Plaque	Simple Floor Sarcophagus	Guarded Statuary and Dais
10	Wall Cut-out with Plaque	Simple Floor Sarcophagus	Guarded Statuary and Dais
11	Wall Cut-out with Plaque	Simple Floor Sarcophagus	Sarcophagus incorporated into Fountain
12	Wall Cut-out with Plaque	Simple Floor Sarcophagus	Sarcophagus incorporated into Fountain
13	Wall Cut-out with Plaque	Floor Sarcophagus on Legs	Free-Standing Mausoleum
14	Wall Cut-out with Plaque	Floor Sarcophagus w/Canopy	Free-Standing Mausoleum
15	Floor Cut-out with Plaque	Floor Sarcophagus w/Canopy	Free-Standing Mausoleum
16	Floor Cut-out with Plaque	Guarded Floor Sarcophagus	Mausoleum w/external Statuary
17	Floor Cut-out with Plaque	Guarded Floor Sarcophagus	Mausoleum w/external Statuary
18	Floor Cut-out with Plaque	Guarded Floor Sarcophagus	Mausoleum w/external Fountains
19	Dais w/Cut-out and Plaque	Floor Sarcophagus w/Statuary	Mausoleum w/external Fountains
20	Dais w/Cut-out and Plaque	Floor Sarcophagus w/Statuary	Guarded Mausoleum w/Statuary

The tomb is horizontal on 1d20 rolls GTET 4, otherwise the deceased person was interred vertically.

The tomb has an identifying plaque on 1d20 rolls GTET 4; when no plaque is present carvings on the sarcophagus identify the deceased person on 1d20 rolls GTET 6. The material used to make a tomb's plaque is determined from the Table below using 1d10 and 1d6. Glass or clear resin (plastic) plaques are break resistant.

1d10	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Engraved Wood	Carved Granite	Carved Quartz
2	Engraved Wood	Carved Granite	Carved Soapstone
3	Engraved Wood	Carved Granite	Carved Soapstone
4	Engraved Wood	Carved Granite	Ivory
5	Engraved Bronze	Carved Marble	Enamel over Metal
6	Engraved Bronze	Carved Marble	Painted Ceramic
7	Engraved Steel	Carved Marble	Glass
8	Engraved Steel	Carved Limestone	Glass
9	Engraved Silver	Carved Limestone	Clear Resin
10	Engraved Gold	Carved Quartz	Clear Resin

A tomb's plaque, lid, or door is sealed on 1d20 rolls GTET 12, otherwise the weight of the heavy lid keeps the tomb closed (lifting a typically lid requires a cumulative Strength of 32+1d10). A seal is substance injected into the gap between the plaque, lid, or door, and the remainder of the tomb to make removal of the barrier more difficult; a sealant must usually be chipped out or melted before the tomb can be opened. The sealant is determined from the Table below using 1d8 and 1d6.

1d8	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Wax	Epoxy	Lead
2	Wax	Caulking or Adhesive	Lead
3	Wax	Caulking or Adhesive	Lead
4	Wax	Caulking or Adhesive	Lead
5	Resin	Putty	Lead
6	Resin	Putty	Copper
7	Resin	Rubber	Silver
8	Epoxy	Lead	Gold

A tomb is protected by a spell or prayer on 1d20 rolls GTET 17; if so the protection is a spell on 1d20 rolls GTET 08, otherwise it is a divine prayer. The kind of spell or prayer is determined from the Table below using 1d12 and 1d6:

1d12	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Minor Illusions	Area Mute	Fire Arrows
2	Putrid Scents	Call Flames	Fireballs
3	Remote Push	Area Blindness	Lightning
4	Sound Blast	Exploding Glyphs	Chain Lightning
5	Random Telekinesis	Create Poisons	Cold Attack
6	Area Deafen	Instant Freeze	Hail Blast
7	Poisonous Fumes	Area Fogs and Mists	Area Hailstorm
8	Blowing Winds	Confusion	Arrow Volley
9	Mesmerize	Create Panic	Wall of Fire
10	Acid Slime	Bar Mages	Wall of [translucent] Ice
11	Slippery Surfaces	Bar Priests	Wall of Force
12	Hold in Place, 15 FT	Major Illusions	Wall of Repulsion

When tombs have statuary, the number of different statue types present is determined from 1d12: (01-07) one, (08-10) two, (11) three, (12) four. The statue types are determined from the Table below using 1d20 and 1d6.

1d20	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Nymphs	Female Child	Male Child
2	Dryads	Nubile Human Women	Virile Human Men
3	Centaurs	Lovers with Hearts	Wizards
4	Satyrs	Mother and Babe	Priests
5	Mer Men, Mer Maids	Athletes	Warrior with Sword
6	Unicorns	Soldiers	Warrior with Scimitar
7	Rearing Stallions	Mariner with Wheel	Warrior with Staff
8	Flying Pegasus	Sage and Pipe	Warrior with Bow
9	Winged Bulls	Orator with Scroll	Standing Knights
10	Elephants on Globes	Man holding open Book	Mounted Knights
11	Griffons	Ogres and Trolls	Swords in Anvils
12	Hippogriffs	Standing Giants	Globes and Crowns
13	Sphinx	Dwarf Miner	Winged Babes (Cupid)
14	Manticores	Dwarf with Axe	Demons
15	Basilisks	Dwarf with Hammer	Devils
16	Giant Insect	Elf with Bow	Angels
17	Birds (Eagle, Owl, etc.)	Elf with Spear	Skeletons
18	Snakes (Cobra, etc.)	Gnome with Spade	Wraiths
19	Felines (Lion, etc.)	Gnome with Gem	Skulls
20	Canines (Wolf, etc.)	Gnome on Toadstool	Obelisks

Statues of Dwarfs, Elfs, Gnomes, Athletes, Soldiers, Mariners, Sages, Orators, Wizards, Priests, Warriors, and Knights are male on 1d12 rolls GTET 04, otherwise they are female. When a statue's race is not specified, determine the race from 1d12: (01-07) Human, (08-09) Elf, (10) Dwarf, (11) Gnome, (12) Other Race.



The colors of Tombs with statuary or fountains, or Mausoleums are: determined by 1d100 rolls (01-35) single color – white, (36-42) single color – black, (43-50) single color – tan or brown, (51-58) single color – green or aquamarine, (59-67) single color – blue or sky blue, (68-74) painted in life-like hues, (75-81) painted in a variety of bright and clashing colors, (82-85) painted in a variety of pastel colors, (86-90) spelled – glowing white, (91-95) spelled – glowing green, (96-100) spelled – glowing blue

When a tomb is guarded, select the guardian from the Table below using 1d12 and 1d6. Guardians are summoned on 1d20 rolls GTET 13, otherwise they are always present near the Tomb, and called as necessary (responding 1d20 rounds after the tomb is touched or entered).

1d12	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Angel	Cockatrice	3d6 Skeletons
2	1d8 Ant Lions	1d8 Doppelgangers	3d6 Zombies
3	1d3 Baku	Earth Elemental	1d12 Ghouls
4	Banshee	Fire Elemental	1d6 Mummies
5	1d3 Basilisks	1d6 Ettin	1d4 Specters
6	1d12 Giant Vampire Bats	1d12 Gargoyles	1d4 Wraiths
7	1d3 Grizzly Bears	1d20 Goblins	1d3 Spirits
8	Black Annis	1d3 Hippogriffs	Undine
9	Boobrie Bird	Humbata	2d100 Giant Rats
10	1d4 Caleygreyhounds	1d3 Kinnara	1d6 Ogres
11	1d10 Centaurs w/Bows	1d3 Lamia	1d6 Minotaurs
12	Chimera	1d3 Lynx	Manticore

Ant Lion, Type: Composite, HD4, AC32, Attacks: Bite 1d8+2, Description: brown skinned ant with lion's head and mane and tail, Other: distinctive roar causes panic.

Baku, Type: Composite, HD5, AC40, Attacks: Bite 1d10, Two Claws 1d6, Description: monster with lion's head, horse's body, tiger's feet, cow's tail.

Banshee, Type: Undead, HD6, AC25, Attacks: death wail 25 FT, Description: incorporeal human or elven female with long blonde hair wearing black gown, Other: required gold or silver weapon to injure, fire injures 1d8.

Bat, Giant Vampire, Type: Mammal, HD3, AC12, Attacks: Bite 1d8, Talons 1d4, Description: black furred winged rodent, 6 FT wingspan, dark red eyes, Other: 50% chance bite sucks blood, carries disease vampiricism.

Grizzly HD 1d3+4, AC32, Bite 1d10, Claw 1d12\*2, Hug 1d20+1d6.

Black Annis, Type: Humanoid, HD6, AC14, Attacks: Fingers 1d3, Short Sword and Staff, Description: hideous female humanoid, 6 FT tall, single pale eye, long greasy hair, wears animal skins, likes human flesh and children, Other: Shaman L6, innate telepathic ability 50 FT.

Boobrie Bird, Type: Bird, HD7, AC40, Attacks: Beak 3d6, Talon 1d10, Kick 1d8, Shriek (1/ hour, panic), Description: brown bird 8 FT tall and 1500 pounds, raptor beak, bone hooks each foot, smell of rotten fish, Other: immune to poison, good eyesight, good swimmer, very aggressive.

Caleygreyhound, Type: Composite, HD1d4+1, AC24, Attacks: Bite 2, Gore (antlers) 1d8, Talons 1d8\*2, Rear Kick 1d6, Description: 6 FT long, 5 FT at shoulder, antelope head and antlers and body, eagle's legs as forelegs, oxen legs as rear legs, oxen tail.

Humbata, Type: Composite, HD7, AC30, Attacks: Bite 1d4, Gore 1d10, Foreleg Claws 1d10, Hind Kick 1d10, Description: body 7 FT, bull's head and horns and body, lion's forelegs, vulture's rear legs, lion's tail.

Kinnara, Type: Composite, HD3, AC15, Attacks: Talon 1d2, Talon Rake 1d8 (airborne), Description: bipedal bird-like creature, two human heads (one male, one female), 5 FT tall, Other: highly intelligent (speaks), Water Mage L1d4+3 on 1d20 GTET 14, one-quarter damage cold magic, double damage fire magic, excellent singer, tend towards good, hates Harpies.

Lamia, Type: Composite, HD4, AC63, Attacks: Foreleg Claw 1d8, Hind Kick 1d10, Trample 1d12+2, Bite fastens on (hp1 first round, hp2 second, hp3 third, etc.), Description: 7 FT body, 4 FT at shoulder, female face with blonde hair, bovine body, eagle's talons forelegs, long jaw fangs, feline tail, scales on back, Other: Bite transmits disease vampiricism on 1d100 GTET 97, always evil, hatred towards Lammassu.

Spirit, Type: Undead, HD5, AC35, Attacks: Gaze Attack causes panic, Touch Attack (removes 3000XP – regenerates hp 1d3, temporarily reduce Will 1d3 for 3d4 days), Description: incorporeal white humanoid often female, 5-6 FT tall, Other: elves are immune to touch attack, not affected by wood weapons, ferrous weapons -2 damage, infrared vision 50 FT, sees invisible/displaced/ethereal/incorporeal 50 FT, immune Shaman magic.

Undine, Type: Elemental, HD8, AC 100 blunt weapons 60 edged weapons 10 piercing weapons, Attacks: Tongue 1d8 (6 FT), Water Spray 1d8 (20 FT, every third round, can bite/spray same round), Description: snail-like creature with invertebrate body and eye stalks, 8 FT long, Other: immune water magic and lightning, triple damage cold magic, becomes invisible in water, opens 6 FT by 8 FT door to Elemental Plane of Water (open 30 minutes, 1/10 days), high humidity and condensation 25 FT (slippery, -2 Agility), temperature drops 20 degrees 25 FT, extinguishes all flames 50 FT, silver weapons act as +3 to damage.

The tomb's age is given by 1d12 and 1d6:

1d12	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	1d20 months	50 years	1000 years
2	2d20 months	75 years	2d100 + 1000 years
3	1 year	1d100 years	4d100 + 1000 years
4	2 years	2d100 years	1500 years
5	3 years	100 years	2d100 + 1500 years
6	5 years	1d100 + 100 years	2d100 + 1700 years
7	1d12 years	1d100 + 200 years	2000 years
8	1d20 years	1d100 + 300 years	2d100 + 2000 years
9	3d20 years	500 years	2d100 + 2200 years
10	10 years	1d100 + 500 years	2500 years
11	25 years	1d100 + 600 years	2d100 + 2600 years
12	5d20 years	1d100 + 700 years	3000 years

The tomb is found breached (open) on 1d20 rolls GTET 17. The Tomb's general state of repair is determined from 1d100: (01-07) Excellent, (08-15) Well Preserved, (16-50) Minor damage or defacing, (51-71) Moderate physical damage, (72-83) Heavily Vandalized, (84-95) Decrepit, (96-100) Nearly-ruined. A tomb's condition cannot be Excellent or Well Preserved if the sarcophagus has been breached.

The state of the deceased person's remains is determined from the following Table using 1d12 and 1d6. Mummified remains are dried, preserved, and wrapped; this process does not create the Undead monster, Mummy. Remains placed in stasis are fresh and life-like but begin decomposing when the tomb is breached; when the tomb is found breached the remains cannot be found in stasis. Rotting remains have retained some flesh and other organic material (e.g. clothing) but this material is in an advanced state of decay; a rotting corpse remains inanimate and is not a Zombie. Remains reduced to a state of bare bones have no remaining flesh, only the hard skull and skeleton remain; these remains do not create the Undead monster, Skeleton. When the deceased person's skeleton has been decomposed, the Tomb contains only decomposed grave dust. Incorruptible remains have not decomposed and will not, no matter how much time passes.

1d12	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Empty Tomb	Rotting and Putrefied	Partial Skeleton/Dust
2	Empty Tomb	Rotting and Putrefied	Partial Skeleton/Dust
3	Mummified	Rotting and Putrefied	Decomposed Grave Dust
4	Mummified	Rotting and Putrefied	Decomposed Grave Dust
5	Mummified	Rotting and Putrefied	Decomposed Grave Dust
6	Mummified	Bare Bones	Decomposed Grave Dust
7	Mummified	Bare Bones	Decomposed Grave Dust
8	Uncorrupted (stasis)	Bare Bones	Decomposed Grave Dust
9	Uncorrupted (stasis)	Bare Bones	Decomposed Grave Dust
10	Uncorrupted (stasis)	Bare Bones	Incorruptible
11	Rotting and Putrefied	Bare Bones	Incorruptible
12	Rotting and Putrefied	Bare Bones	Undead Transformation

When an Undead transformation has occurred, the deceased person remains trapped in their Tomb until it is breached from the outside, releasing the confined monster inside. The specific Undead that is created is determined from the following Table using 1d12 and 1d6.

1d12	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Skeleton	Zombie	Ghost
2	Skeleton	Zombie	Ghost
3	Skeleton	Zombie	Specter
4	Skeleton	Wight	Specter
5	Skeleton	Wight	Specter
6	Skeleton	Wight	Wraith
7	Skeleton Warrior	Ghoul	Wraith
8	Skeleton Warrior	Ghoul	Wraith
9	Skeleton King	Ghoul	Spirit
10	Zombie	Ghoul	Banshee
11	Zombie	Ghoul King	Vision
12	Zombie	Ghost	Lich (L 1d6+4)

A tomb contains a rotten or poisonous atmosphere on 1d20 rolls GTET 14; a tomb cannot have a poisonous atmosphere if the sarcophagus has been breached. The poisonous effect is determined from the following Table using 1d12 and 1d6.

1d12	1d6 = 1,2	1d6 = 3,4	1d6 = 5, 6
1	Causes Unconsciousness	Disease-Carrying	Parasite-Carrying
2	Causes Unconsciousness	Disease-Carrying	Parasite-Carrying
3	Causes Unconsciousness	Disease-Carrying	Parasite-Carrying
4	Causes Unconsciousness	Disease-Carrying	Rot-Inducing Spores
5	Nauseating	Disease-Carrying	Rot-Inducing Spores
6	Nauseating	Causes Confusion	Rot-Inducing Spores
7	Nauseating	Causes Confusion	Causes Hallucinations
8	Nauseating	Causes Choking	Causes Blindness
9	Coughing Attack	Causes Choking	Causes Shortness of Breath
10	Coughing Attack	Causes Sleep	Agility-Reducing
11	Coughing Attack	Carries Acid Mist	Stamina-Reducing
12	Allergy Causing	Causes Paralysis	Will-Reducing

A tomb contains grave goods in 1d20 rolls GTET 12 (no goods are present if the tomb has been breached). The specific goods are determined from the following Table using 1d8 and 1d6; the number of table rolls is given by 1d12: (01-07) one, (08-10) two, (11) three, (12) four.

1d8	1d6 = 1,2	1d6 = 3,4	1d6 = 5, 6
1	Coins	Armor	1d3 Alchemical Concoctions
2	Coins	Armor	Enchanted Armor
3	Coins	Helm	Enchanted Clothing
4	1d6 Gems	Shield	Enchanted Sword
5	1d6 Gems	Sword	Enchanted Weapon
6	1d6 Gems	Other Weapon	Enchanted Ring
7	1d4 Jewelry Items	Divine Prayer Scroll	Enchanted Jewelry Item
8	1d4 Jewelry Items	Enchanted Scroll	Miscellaneous Magic Item

When coins are found the number of coin denominations are determined from 1d12: (01-07) one type, (08-11) two types, (12) three types; the kind of Coins are determined from 1d20: (01-08) Copper, (09-14) Silver, (15-18) Gold, (19) Platinum, (20) Electrum. The number of coins found is determined from 1d20: (01-04) 1d20, (05-08) 3d20, (09-12) 1d100, (13-18) 2d100, (19) 1d100\*10, (20) 1d100\*25.

When gems are found, the type of gem is determined from 1d12: (1) diamond, (2) ruby, (3) emerald, (4) pearl, (5) jade, (6) turquoise, (7) amber, (8) topaz, (9) zircon, (10) blood-stone, (11) cat's eye, (12) garnet. The value of each gem is given by 1d8: (1) 1d10\*50 GP, (2) 1d20\*100 GP, (3) 1d100\*1d8, (4) 1d8\*1000 GP, (5) 1d12\*1000 GP, (6) 1d20\*1000 GP, (7) 1d8\*1d6\*1000 GP, (8) 1d12\*1d10\*1000 GP.

When jewelry pieces are found, the type is determined using 1d12: (1) plain ring, (2) jeweled ring, (3) pin, (4) locket, (5) pendant, (6) armband, (7) bracelet, (8) earring set, (9) jeweled hair pin, (10) tiara, (11) jeweled belt buckle, (12) necklace. The value of each piece of jewelry is given by 1d8: (1) 1d10\*50 GP, (2) 1d10\*100 GP, (3) 1d10\*500 GP, (4) 1d20\*750 GP, (5) 1d100\*1d20\*1d12 GP, (6) 1d20\*1500 GP, (7) 1d20\*2000 GP, (8) 1d20\*2500 GP.

When armor is found, the type is determined using 1d12: (01-05) leather armor, (06-07) studded leather armor, (08-09) chain mail, (10) ring mail, (11) breastplate, (12) plate mail. When swords are found, the type is determined using 1d8: (1) short sword, (2) long sword, (3) scimitar, (4) cutlass, (5) saber, (6) hand-half sword, (7) claymore, (8) rapier. When other weapons are found, their type is determined using 1d10: (1) bow, (2) 2d20 arrows in quiver, (3) mace, (4) club, (5) war axe, (6) war hammer, (7) spear, (8) javelin, (9) dirk, (10) glaive.

When the deceased was noteworthy or particularly blessed or cursed, coming into contact with their tomb may impart either a benefit or detriment. A tomb has an effect on Adventurers on 1d20 rolls of 19 or 20; when there is an effect, it is temporary on 1d20 rolls 01-19, permanent on rolls of 20. A temporary effect lasts,

1d8	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	30 minutes	12 hours	3 days
2	45 minutes	12 hours	4 days
3	60 minutes	18 hours	6 days
4	90 minutes	18 hours	10 days
5	2 hours	24 hours	16 days
6	4 hours	30 hours	20 days
7	6 hours	36 hours	30 days
8	10 hours	48 hours	60 days



The particular special Tomb effect is determined from the Table below using 1d20 and 1d6:

1d20	1d6 = 1,2	1d6 = 3,4	1d6 = 5,6
1	Saving Throws +1	Wandering Monster Avoid	All Detect Doors Fail
2	Saving Throws +2	Hearing Sensitivity	All Open Locks Fail
3	Saving Throws +3	Sight Sensitivity	Attract all Basic Spells
4	To Hit +1	1d3 Increased Agility	Susceptible Mezmerization
5	To Hit +2	1d3 Increased Intelligence	Susceptible to Domination
6	Armor AC +6	1d3 Increased Strength	Zone of Darkness
7	Armor AC +10	1d3 Increased Will	Summoned Monster Attacks
8	Armor AC +16	Silent Movement	Sneaking is Impossible
9	Armor AC +22	Understand Languages	Causes Sleep
10	Poison Immunity	Increase Movement Rate	Hallucinations
11	Illusion Immunity	Slow Movement Rate	Poison Susceptibility
12	Sleep Immunity	Confuse Languages	Armor AC-22
13	Invisibility	Loud Movement	Armor AC-16
14	X-Ray Vision	Diminished Will	Armor AC-10
15	Reflect Basic Spells	Diminished Strength	Armor AC-6
16	See Enchantments	Diminished Intelligence	To Hit -2
17	Summon Daylight	Palsy (diminish Agility)	To Hit -1
18	Summon Monsters	Blindness	Saving Throws -3
19	Open Locks	Deafen	Saving Throws -2
20	Detect Secret Doors	Wandering Monster Attract	Saving Throws -1

When a Tomb has a special effect, its effect is well known among Adventurers on 1d20 rolls GTET 08, otherwise there is no notice or warning about the tomb's properties. When a tomb is well known there are rumors, other Adventurers talk about it, it could be marked on maps or mentioned in graffiti, and/or dungeon denizens seek it out (or avoid it).