



# Tombs of Keshal

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## **Sinister Supplement about the Disturbing City**

*Created by Albert Rakowski in 2019,  
during several, quite pleasant days of spring.*

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## **PREFACE**

After almost seven years, I finally managed to complete the third booklet about Krshal. This time topic revolves more about the dead and all facts connected with them. Despite that, you can still find some more general random tables and listings in this booklet. I just included everything that came to my mind and I thought it will be worth adding to the book, to enrich your gaming experience.

I hope that you will enjoy the contents.

A.R.

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## TEN MAGICAL SKULLS

1. **Skull of the Western Wizard.** Not magical, despite the fact it's covered with the mystical carvings and symbols. Highly poisonous Pink Cockroach is living inside the crack in the cranium.
2. **Brass-Domed Skull.** Upper part of the skull was replaced by brass plate. When sprinkled with its user's blood (1 HP worth of blood is enough), it starts to recite the location of all hidden doors, switches and traps, although it does it in cryptic manner.
3. **The Bleached Cranium.** Strangely deformed, toothless skull. It's almost completely white. Grants total immunity to poison and disease but must be worn as pendant, which may be somewhat unwieldy.
4. **The Cyclopean Skull.** Large skull of some cyclops-like creature, coated with horribly stinky red paint. If user dares to stare inside the eye socket, he/she may experience visions of vast treasures buried nearby. Unfortunately, in most of these visions (77%), they can also perceive their own doom (which may cause WIS damage).
5. **Skull of the Howler.** Skull of a strange, horned, dog-like creature. During combat it emits howling noises which can unsettle the weak-hearted opponents such as goblins or kobolds (save or -1 to-hit). Unfortunately, during fights with demonic entities, howling skull only boosts the abilities of demons (+1 to-hit and +1 damage vs Good).
6. **Bird-Ape's Skull.** Truly disgusting artifact - the cranium of the grotesque hybrid of an ape and some kind of bird - it possess the beak and still have some remains of skin and strange, blue-green feathers. No one is certain about the origin of the skull, as no such creature was ever seen in Krshal. Skull's eye sockets start to glow in direct vicinity of gold, even if it's buried, hidden behind the wall etc. The bigger the amount of the precious metal, the brighter the glow.
7. **The Copper Eyeless Skull.** Despite being relatively heavy, it protects its bearer from weather effects (such as gales, rain and snow) and electricity (damage reduced by 50%). Despite these abilities, the most important feature of the cranium is the fact that the bottom part of the artifact possesses some kind of port or socket, which apparently connects the skull to some other, technologically advanced device. Unfortunately, the exact purpose of it remains unknown.

8. **The Three-Eyed Rat Skull.** This skull belonged to mutated, three-eyed rodent. When crushed, it emits a cloud of thick, greenish gas, repelling all undead and demonic entities within the range of several meters. Also combat inside the cloud is more difficult (-1 to-hit). When the gas cloud connects with a spark, it may explode (50% base chance, 1d6+2 fire damage).
9. **The Petrified Skull.** This stone skull is able to summon Stone Elementals (if thrown into water), Fire Elementals (if frozen, eg. with the spell), Wind Elementals (if filled with mud) and Water Elementals (if burning cinders are placed in its eye sockets). Bear in mind that skull's owner is not able to control the summoned creatures.
10. **Shrunken Demonic Head.** This peculiar skull is covered by a paper-thin, mummified skin of some kind of grotesque demon. Despite being magical by nature (one should be able to detect this fact with magic), it doesn't possess any supernatural powers. However - it's a unholy relic for all demonic entities and they may try to recover it by all means necessary. Great tool to bargain with demons - or to die horrible death by their hands.

## SHAPE OF THE CRYPT

1. **Spiral.** The main sarcophagus chamber is located at the center of the crypt. Niches with corpses/coffins are located in the walls of the main corridor. 1d6 portcullises separate the entrance from the central chamber.
2. **Star-shaped.** Corridors take the shape of a star, with small burial chambers located at the crossings of each chamber. In fact, the most important persons were buried at the tips of each arm of the star, not in the chambers.
3. **Labyrinthine.** The main chamber is well-hidden in the trap-ridden labyrinth of caskets, niches and chambers. The most interesting fact is that there are no corridors - all rooms are directly connected.
4. **Octagonal Chamber.** There is a single huge hall, full of stone catafalques. They all seem to surround something but... there is no central one. The main burial site is hidden (1d6: 1-3 beneath the floor at the center of the chamber; 4-5 over the ceiling at the center of the chamber; 6 it is concealed as the ordinary grave at the outermost ring of coffins/catafalques/etc.)
5. **The Pit.** At the very center of the crypt, there is a huge pit in the floor. Choking stench of death and decay is almost unbearable. It seems that all the remains were unceremoniously thrown into the pit. And - of course - there is a 66% chance that something lives inside the pit...
6. **The Amphitheater.** The crypt looks like an ancient amphitheater, with scene in the middle, surrounded by an elevated tribune. And both the scene and stands are actually occupied - by mummified corpses. The most important ones are the actors, with their dead faces covered with delicate, porcelain masks. They are clothed in expensive yet extravagant robes and take truly grotesque poses. The audience are much more "traditional" cadavers - dried husks of men, women and children.
7. **The Shaft.** There is one vertical shaft in this crypt. All tombs, caskets and corpses are placed in the niches carved in shaft's walls. There is a 30% chance that there is a system of pulleys and cogs, operating the platform which can be used to access the lower parts of the crypt.
8. **The Tower.** Yes, even the burial sites in Krshal can take shape of a tower! This one is windowless and even the entrance is walled up. Each floor (with the most important one placed on top) is designed to resemble the house of a living people, most likely to transfer some of their goods to

the afterlife. The dead are mummified with a great skill and care and look like they are just sleeping. Or maybe they are (2% chance that all of them are vampires, imprisoned inside the tower for centuries).

9. **The Circle.** Tomb comprises of a wide, circular hallway. Catafalques are placed directly on the floor. There are eight bolted doors in the inner wall of the tomb. Each one leads to a different chamber (1: Dimension Door to Hell; 2: the central crypt; 3: final resting place of the Architect who designed the crypt; 4: fake central crypt with Lava Trap; 5: secret passage, leading to the Crimson Arena; 6: the Pool of Living Metal; 7: vault with a collection of doll heads; 8: the empty chamber).
10. **The Triangle.** Triangular room with a throne in the middle and three plaster figures of minotaurs in each corner. The Skeletal King is sitting on the throne, with a Crown of Ammun sitting on his head. The figures are in fact animated skeleton of minotaurs, covered with plaster. When someone will try to remove the artifact, monsters will attack. In addition, the crown is fake (will crumble to toxic dust within 1d6 hours) but the real one is also present in the crypt, hidden in a lead box buried beneath the throne.

*THE NUMBER SIX WILL BE THE PROPHECY  
ONLY SIX FULL MOONS MUST PASS  
UNTIL THE GREAT FLAYER WILL RISE  
TO CLAIM YOUR  
WORTHLESS LIVES*

## SIX BIZARRE VAMPIRES

1. **Vael the Blind.** HP 29. His body is slowly crumbling and falling apart. He poses as blind, fragile one to delude his victims.
2. **Orm and Gea.** HP 34. Two-headed mutant, turned into a vampire. Both are potent spellcasters but they actually hate and despise each other so any cooperation between them is highly unlikely.
3. **The Crippled One.** HP 24. His arms were replaced by magical, clockwork prosthetics. Unfortunately they ceased to function when their owner "died" (succumbed to the Crimson Curse). To mitigate his obvious disadvantage, the Crippled One is constantly surrounded by swarm of his undead thralls.
4. **The Pale Dog.** HP 77. Medium-sized albino dog turned into a vampire. To make things even worse, he is possessed by the Guardian of the Monolith - antediluvian entity bound to guard the mysterious slab of glowing stone, hidden in the oldest crypts beneath the Tribunal of the Moon.
5. **The Flayed One.** HP 36. All inside features of this skinless monstrosity can be seen. The vampire is totally insane, thus unable to withdraw from combat, immune to all mind-controlling spells etc. Due to its lack of skin, direct sunlight (also that summoned by magic) deals him double damage.
6. **The Bloated Boris.** HP 42. This one is quite unusual, as for a vampire. His body is extremely obese, yet - due to his undead powers - he is extremely swift and fast. In addition, he can projectile vomit streams of foul blood, which is poisonous (save or -2 to-hit for 1d4 hours, due to terrible fever)

## RUMORS ABOUT THE LABYRINTH

1. There is an underground network of mystical channels, created to suck out our souls.
2. The Labyrinth was created in ancient times as a prison for the Abolisher. What? You never heard about the Abolisher?
3. There was the Architects Guild. They originated from another world. And they built the Labyrinth.
4. Actually, the Krshal itself was built on top of the Labyrinth to conceal its existence.
5. Creators of the Labyrinth ventured into its corridors to determine its perfection. And it turned out to be perfect - they were never seen again.
6. The entrance to the Labyrinth is guarded by the thing called the Silver Angel. They say it's made from metal and cast lightnings from its fingertips.
7. You cannot die in the Labyrinth. You will be trapped forever, wandering between the walls made of black marble.
8. At least seven minor gods were thrown there. Why?
9. The High Lords of the Palace of Ecstatic Journeys know the entrance. And they are eager to show it to anyone - but the price is, well, your eternal service.
10. *There is a message hidden in the biggest, oldest monuments in the City, leading to the entrance.*
11. The Goat Market, obviously! That's where the entrance is hidden! But you must go there naked during the full moon, and sacrifice at least a cat to reveal the gate!
12. If you enter the Labyrinth, you can reach any place in the City. Or even any place in the world. That's what the Wizard of the Green Tower is saying.
13. The Labyrinth is in fact another difference engine, operated by the souls of those who perished inside it.
14. They say that if you solve the riddle of the Labyrinth, the End of Times will begin.
15. The Labyrinth, the Inverted Pyramid, the Dragon Ossuary. Three greatest creations of the Weaver of Fates. Each one contains part of his soul and prevent him from being destroyed.

16. There is nothing special about it. It was just a huge underground warehouse or library and its design and rebuilds went out of hand.
17. In fact, there is much more than just a maze. People are living there their whole lives. You can even find stores and pubs there!
18. There is no such place as the Labyrinth, at least not in the “real” world. It’s just a connection between the nightmares of the citizens. Yes, all our night terrors are actually connected. And maybe even controlled by someone - or something.
19. Remember the Number Six! There are six ways to enter the Labyrinth and six ways to achieve immortality via it!
20. The Rats are living there. It is their kingdom. And it is expanding. The City will crumble down and fall into the bottomless pits of the Labyrinth. To be devoured by vermin.

*THERE IS A TRAPPED CHAMBER  
IN THE ORPHANAGE OF THE MOON  
SEVEN SOULS OF THE PURE  
ARE GUARDING IT  
THROUGHOUT ETERNITY*

*YOU MUST REPLACE  
EACH ONE OF THEM  
WITH A WILLING ONES  
STILL POSSESSING THE FLESH  
TO OPEN THE GATE TO THE CREATION*

*OF THE ARCHITECTS GUILD*

## RUMORS ABOUT THE RATS

1. The Rat Mothers. If you thought that Ghoul Mothers is the worst thing that can happen to our accursed city, you were wrong.
2. We must kill them all. They are in fact parts of the soul of the Great Flayer. When there are enough of them, he will be reborn.
3. There is an artifact, buried somewhere beneath the oldest ruins at the fringe of the Palatial District, which allows its user to look through the eyes of a rat. Of *any* rat.
4. There is a new breed of rats in Krshal. Slightly smaller, with darker fur and much longer tail. They say that they were designed by mages, to get rid of the monsters living in the city's vast underworld.
5. The Thieves Guild is using rats as spies for years. They also use them to steal small objects but people are saying that they can steal almost anything.
6. Beware of the Silver Rat. It's a very powerful magical creature, a true god of rodents. They say that it can turn gold into mud - and vice versa.
7. There is a homeless girl, living in the Leper's District, able to communicate with rats. In fact, mages protect her, as they cooperate with her quite often.
8. The White Crone sells the fake Rat Flutes on the Goat Market. Luckily, she is also selling various poisons, so she's not completely useless.
9. The real Rat Flute. Yes, that's quite an artifact. But you don't use it to control rats. Its sounds can induce the murderous frenzy amongst them!
10. The Ratcatchers Guild. Stay away from them. They pretend to exterminate vermin but in fact they plot to take over the city with the help of rats!
11. Have you ever eaten the rats on a stick, sold near the Hangman Alley? They are delicious!
12. Rat tails can be used by wizards to brew a magical potion, used to prevent hair loss. But do not ever drink it, as it brings visions of death and destruction!

## RUMORS ABOUT THE DEAD

1. The authorities are secretly snatching the bodies and burn them in huge crematoria, concealed as foundries. There are simply too many corpses in Krshal.
2. The corpse of the infamous Blind Necromancer is hidden somewhere in the crypt of the Oovis Family. They keep it to prevent him from rising again.
3. There is a collector - or maybe a scientist, who buys the bodies of the executed murderers. They say that he extracts the essence o sins from their brains.
4. Have you ever seen the shark? Oh, and a dead one? There is one, rotting in a huge tank, hidden in the cellar of the Wyvern's Wings Inn.
5. Before death, the Mad Astrologer swallowed his Ring of the Stars. Or maybe that was the reason of his death?
6. Remember the deserted White Mansion at the edge of the Unicorn District? There is a mysterious, glowing body, lying on the floor of mansion's hall.
7. The Great Taxidermist visited the Tanners District last week. They say that he's interested in people with tattoos. Especially when they are dead.
8. Six people has miraculously come back to life in Halia's Grave Chambers.
9. If you make a stew from a hangman's shoes, it will grant you immortality.
10. There is an old crypt beneath the Tree of Redemption in the Leper District. Someone - or something - is gathering human corpses there.
11. Have you ever heard about the Undead Fight Club? Yes, people are catching the undead monsters, such as zombies or animated bones, and are forcing them to fight each other in the ring! Beware though, as such activities are considered capital offense!
12. Last night, the dead body appeared on top of the Silver Sentinel's tower! I know, I know it's over a hundred feet tall! Yes, it's somehow impaled on the tower's spire!

## FEATURES OF THE GHOUL MOTHERS

1. When killed, she explodes in torrent of black, slimy larvae.
2. She has three heads, one belonging to a beast. growing from her abdomen.
3. Her body emits very strong scent of roses, attracting bees and wasps.
4. She's a L5 spellcaster, able to cast disease- and vermin-related spells
5. She was kept as a pet by eccentric collector; is able to speak, read and write; despite her horrific appearance, her manners are flawless
6. Both she and her spawn are hideous Cockroach Ghoul hybrids, able to quickly regenerate and spread mutagenic disease
7. Able to communicate with Difference Engines, by producing series of clicking noises
8. Able to regain health by absorbing electricity. Immune to lightning-based attacks
9. Swarm of the Golden Ants made their nest inside her withered body. They will defend it, both from the potential attackers and from the ghoul offspring of the Mother.
10. She was created by the Wizard of the Red Tower, stitched from multitude of ordinary corpses, to create his ultimate weapon. You do not want to know how he enabled her to spawn ghouls.
11. When killed, her body will turn into stone. The statue, despite it's disgusting appearance and sheer size, may be worth considerable amount of money.
12. Her eyes were replaced by two large emeralds (worth 737 gp each). She is still able to see.

# TEN MYSTERIOUS COFFINS

1. Crystal Sarcophagus of the Moth Goddess
2. Jar with the Ashen Remains of a Thousand Warriors
3. Lead Coffin of the Glowing One
4. Mahogany Casket of Thorns
5. Iron Urn of the Demonspawn
6. White Coffin of the Liquified Sage
7. Box of the Hare Prince
8. Oozing Coffin of a Twelve Peculiar Scents
9. The Clockwork Casket of the Countless Keyholes
10. Paper Coffin of the Beheaded Poet

*R  
EMO  
VEYOU  
REYESAT  
THEGATEO  
FTHEMOONT  
OOPENTHECHA  
MBERHIDDENBEN  
EATHITSDEEPESTCE  
LLARSTHEFIFTHENTR  
ANCETOTHEMAZECANB  
EFOUNDONLYBYTHEBLIND*

## CRYPT ENTRANCES

1. Brass gate in the shape of demonic face. Demon's teeth are form of sophisticated trap - may impale any unauthorized visitor.
2. Extremely deep well or borehole in the ground, with pool of fetid water at the bottom. The actual entrance is hidden somewhere in the well's wall
3. The entrance is guarded by two large alabaster statues of cats. The door between them is trapped and leads to another (pit) trap. The actual crypt is hidden beneath one of the statues. If second statue is moved, it also reveals a hidden corridor, also leading to a trap.
4. Crypt must be accessed via the tall chimney - there is no other entrance. What makes things worse - there is a colony of Spider Bats living inside the chimney. They will try to defend their nest, made of slimy webs, located in the middle of the chimney.
5. The huge stone eye is the entrance. One must push the granite eyeball inside the eye socket to enter the crypt.
6. Huge brass toad is sitting at the top of the tomb. There is a circular carving on top of its head. If a crown of any kind (may be even made of cardboard!) will be placed on its head. Toad's mouth will open. That is the entrance.

## **STRANGE UNDEAD CREATURES**

1. Skeletal Hand of Doom
2. Ash Elemental
3. Collective Skeleton (made of snakes)
4. Mummified Rhino
5. The Scorpion Wraith
6. Undead King of Neanderthals
7. Bone Golem
8. Animated Levitating Catfish
9. Swarm of Undead Rats
10. The Clockwork Corpse
11. Blood Elemental
12. The Coffin Man
13. The Chained Skull of the Western Giant
14. The Infant Flesh Golem
15. The Soul Vortex
16. Zombie Tiger
17. The Teeth Vortex
18. The Tree of Spines
19. Ghost of the Black Gremlin
20. The Crumbling Mammoth

## SIX UNDEAD MAGIC ITEMS

1. **The Eye of Zaam.** Sees all and knows all. Must be constantly dipped in blood to maintain its abilities. The exact method of extracting the information from the Eye is known as the Ritual of Infernal Gaze.
2. **The Ogre Skin Mask.** Created from the mutant's face skin, grants ability to see in total darkness and detect undead (unfortunately, including itself).
3. **The Possessed Reliquary.** The Unholy Body Part is locked inside this gilded, jeweled piece of artwork. The weak-minded may be forced to crack the red glass of the reliquary. Then the demon will be set free and hell will break loose.
4. **The White Tail.** This squirming, animated body part of a monkey, is an artifact much sought after by the followers of the Virgin Worm. No one is certain about the abilities of the Tail but it's believed that the cultist may use it to summon their goddess to punish all the impure.
5. **The Blackened Tongue.** Can answer any question but only one. Then it will disappear. Must replace the tongue of a fresh, still warm human corpse to be able to give the answer.
6. **The Kinslayer's Head.** Severed human head, kept in a jar full of honey. Can detect the upcoming acts of treason and betrayal. Unfortunately, the user of this artifact must be a potent lip reader to be able to extract information from it.

## INHABITANTS OF THE CRYPT

1. Band of ordinary muggers made their hideaway here. Unfortunately, they all are infested by the Parasitic Fungi of Dire Requirements. The nasty disease transformed them all into the ravenous cannibals, savage yet cunning. And what makes thing even worse - they plan to infect even more people.
2. A pygmy Bog Dragon selected this crypt for his lair. The main chamber is full of beast's manure, also the whole gravesite is full of the poisonous gas, emitted by the monster.
3. Group of six Crocodile Men diverted the local water stream to flood the crypt and make it their home. They gnawed all of the bones in the crypt but - as they are really primitive and stupid - they left the treasure intact.
4. Actual rightful inhabitants - the dead which were buried in the crypt. And of course - they are quite restless right now - all of them were animated by the Great Reanimator - a clockwork construct embedded with necromantic powers, powerful yet mindless. Its minions are able to suck the souls out of their potential victims (level drain, WIS damage, you name it) to refuel the "batteries" of the unholy machine.
5. Swarm of huge Jade Bugs is nested here. They consumed all the metals in the crypt to produce the corrosive mucus which they use to repel attackers. Fortunately, all gems and objects made of stone (such as sculptures) are left intact.
6. George the Were-Spider lives here. Place is quite cozy - as for a crypt, of course. During days George is pretty harmless, if not friendly. Unfortunately, during nights, he locks himself up inside the tomb as his transformation starts, as he don't want to harm other people. Despite that fact, sometimes he must eat and leaves the crypt to hunt.

## SIX LOST SOULS

1. **Ihanaan the Keeper.** He once was a Grand Master of the Temple of the Seven Stars. After his demise, his heart was stolen by the Order of the Severed Tongue, which led to his eternal damnation and inability to rest in peace.
2. **The Headless Executioner.** It's said that he was beheaded by his would-be victim. His dried, crumbling head is still attached to a metal pole on the front of the Purgatory of Iltias.
3. **The Chainmaker.** They say that he was cursed by the Goddess of Twisted Connections, which made him insane. He allegedly killed, boiled and ate his whole family.
4. **The Creator.** Member of the mysterious Guild, author of the device which prolonged the life of the Ambrosius Varnham. He was slaughtered by his employers in exchange of his services. Death of Ambrosius is the only thing that can set his spirit free.
5. **The Poisoned Yvorre.** She was the infamous poisoner, killed the same way she chose to murder her victims. They say that she was executed in the Whispering Trees Park and the exact spot of her death is still marked by withered grass.
6. **Lord of the Ants.** Once well-known entomologist, assassinated by his rivals with the Clockwork Bug. The mechanical contraption still wanders through the deserted corridors of his mansion. The ghost is somehow linked to the Bug and knows its exact location in the manor.

## TWELVE GRAVE ROBBERS

1. **Rynn the Shortest.** He lost both his legs in a trap in the Vormar's Crypt but is still active in his trade.
2. **Azrag the Boiled.** His skin is almost totally red, so he looks like he's moments away from exploding (literally or in fury). In fact, he's extremely calm and withdrawn. He claims that his appearance is a result of an ancient curse.
3. **Rangug.** Afraid of women, he only robs the graves of men.
4. **Kien the Collector.** Obsessed with teeth.
5. **The Loud Rinnk.** They say that he can rob any tomb. and crack open any wall or plate.
6. **Aganna.** She robbed all her family graves.
7. **The Pale Erik.** People are saying that he is a ghoul.
8. **Erena the Stocky.** She claims that she can communicate with rats.
9. **The Mad Vlad.** He considers himself an undead, a cursed one, searching for his own gravesite.
10. **One-eared Ysmund.** His face is horribly scarred - once he fell into a Fire Pit in the Conflagrating Mausoleum.
11. **The Shovel Mary.** She habitually sharpens the edge of her shovel. Very skilled in using it as a weapon.
12. **Half-drowned lam.** Constantly shivering, afraid of water. He claims that he was almost drowned by the undead sailors in the West Harbor.

## TWELVE GRAVE DIGGERS

1. **Dalen the Indomitable.** During nights, he arms himself with an old sword and the Ghost Lantern, and ventures to the deepest crypts to hunt down the undead;
2. **Angaar the Wicked.** Drunk most of the times, it's said that he's a fugitive murderer, on the run for almost two decades;
3. **Angaar the Bold.** Law-abiding citizen, sometimes confused with his not-so-pure namesake!
4. **Ybar the Poet.** He can be seen singing lullabies and reciting poems on the graves of the orphans;
5. **The Silent Emma.** People are saying that she sells body parts to the scientists and necromancers;
6. **Nyson.** He claims that his shovel is magical family heirloom.
7. **Gurin of the Knife.** Former assassin. He works on a graveyard as a form of repentance.
8. **The Immortal Smoyl.** He claims that he's cursed with immortality for his sins. Only if he will bury ten thousand dead, he will be relieved.
9. **Gerard the Dog.** Afraid of the undead, he is always accompanied by the large, grizzly mongrel. He insists that the dog was specially train to detect and fend off the walking corpses.
10. **Almost Blind Urnab.** Afraid of the sight of the dead! During his job he covers his eyes with a black scarf, yes he's still able to dig graves and bury people.
11. **Dancing Joria.** Apprentice necromancer, she can use her wicked dancing skills to animate corpses.
12. **The Trumpet Joe.** Once been buried alive but managed to escape death, now he carries the large, bizarre, trumpet-like device, which he uses to determine whether the buried one is actually dead.

## **TEN MAGICAL FLOWERS**

1. Rose of Oblivion
2. The Golden Tulip of Everlasting Hatred
3. Violet of Three Lethal Diseases
4. The Fungal Daisy
5. The Resurrection Cactus
6. The Orchid of Rage
7. The Burning Sunflower
8. Lily of Bestial Transformation
9. Freezing Snowdrop
10. Bellflower of the Drowning Nightmares

## **TEN PILLORIES**

1. The Hand of Death
2. The Red Pillar of Absolution
3. Portal to the Better World
4. Altar of the Last Hour
5. The Slab
6. King's Last Stop
7. Betrayer's Pillow
8. The Hill of Doom
9. The Throne of Torment
10. Hell's Gate

## TWENTY MAGICAL BIRDS

1. The Worldfire Osprey
2. Peacock of Mystical Hypnosis
3. The Plague Pidgeon
4. Heron of the Shadow Passage
5. The Holy Kingfisher
6. Ibis of the Violent Urges
7. The Lightning Sparrow
8. The Massacre Gull
9. The Riddling Parrot
10. The Teleporting Cassowary
11. Penguin of the Seventh Wind
12. The Golden Hen
13. Whiskeyjack of the Dreaded Return
14. Hawk of the Black Light
15. The Vampiric Owl
16. Eagle of the Ice Storm
17. The Platinum Jackdaw
18. The Multiplicating Starling
19. The Raven of Lies
20. The Duck of Doom

## SIX FUNERAL PROCESSIONS

1. The beheaded body sits on the throne, carried on a litter by eight hunchbacked porters. In front of the procession walks the man in a pig mask, dressed like a king. On the golden pillow, he carries the head of the deceased one.
2. Huge funeral ship made of sun-bleached wood is carried through the city on a carriage, drawn by several elephants. Groups of child-sized goblins swarm the animals, blowing the scented fumes into their trunks, to keep them calm and obedient. Both goblins and elephants are painted black.
3. The porters, dressed in white, are carrying an enormous wooden cog wheel, with a huge glass jar standing on it. There is a human body inside the jar, seemingly preserved in some kind of yellowish fluid.
4. Large group of children is dragging a crude, small coffin, attached to the sled decorated with black flowers. They shout about the death of the Child King and weep loudly. The whole procession is guarded by three middle-aged men at arms, apparently grizzled veterans.
5. Three ancient looking mages, cloaked in tatters, is followed by a swarm of dirty gremlins. The monsters are pulling large, iron cart with a polished metal coffin of immense size. There is a strange, glowing rune engraved on the lid of the coffin.
6. Eight troglodytic subhumans, dressed like nobility, are carrying a plain wooden casket. Each of them has a glowing red crystal attached to his forehead. The procession is led by a man with appearance (and odor) of a beggar. He is shouting obscene sentences, mixed with seemingly random verses from assorted religious scriptures.

## SIX STRANGE COLLECTIONS

1. Seventeen dried hearts, apparently human. Each of them rest in a separate wooden box and each is pierced by a thin piece of a polished, sharpened bone.
2. Eight sets of ornate plate mails, obviously made for cats.
3. Huge jar of eyeballs of different colors and sizes. There is an inscription on the lid, saying "UNSEE ME NOT".
4. A dozen of finely crafted shoes, made of various exotic leathers. Each shoe is way too big for a human being - they should fit the giant's foot better. Each shoe is the left one.
5. Several hundreds of keys, displayed on nine large boards. Each key is made of yellowish bone, and each one is snapped in two.
6. Five jars with organs preserved inside. Each organ is very similar to each other, although they are clearly not human. What is even stranger - all of them totally differ in colors.

## TWENTY TOMBSTONES

1. Figure of the three-legged crane, made of bronze. Details of the feathers are encrusted in gold.
2. Statue of the angel, covered in poisonous, violet-blue vines. The wings and the head of the figure are broken off and missing.
3. Huge obsidian hand, with a ring finger pointing to the sky. The inscriptions on the tombstone are in some strange, spider-like alphabet.
4. Finely carved stone skull. Beautiful flowers are growing in its eye sockets.
5. Statue of the Grim Reaper, made of black iron. Green, magical flame can be seen in its eyes.
6. Tower made of grey bricks, approximately 7 feet tall. There is a name and a date carved on each brick.
7. Gravestone is made of a slab of semi-translucent glass. There are several colorful beetles and butterflies trapped inside the glass.

8. Half-melted block of iron. The description is hard to read, as it was damaged by molten metal. Interestingly, nearby graves (if any) seems to be undamaged by heat.
9. A big, detailed sculpture of a fungus, made of two differently colored blocks of granite.
10. Statue of an old man. Strange, blue liquid is dripping from its eyes.
11. Statue of a tree, made of sections of twisted metal rods and parts of scrap.
12. Ordinary block of limestone, with a disgusting, deformed human faced carved on it with a great detail.
13. Tall, rotting tree trunk, covered by colorful bracket fungi.
14. Rusty iron plate with several dozens of broken pocket watches attached to it.
15. Small, basalt pyramid with the same name and surname carved on each side. Strangely, each side has totally different date of birth and death.
16. Tall block of granite with fifteen names carved on it. According to the dates, each of these people are actually still alive.
17. An obsidian sculpture of a duck. There is an inscription on the pedestal, saying "THY DOOM COMETH"
18. A stone rocking chair (immovable), covered with thousands of half-melted, small candles.
19. Sculpture of a padlock, made of stone, with a huge metal key sitting in the keyhole. Judging from the scratches on the surface of the tombstone, someone took a considerable effort to try to remove the key - but obviously failed.
20. A huge sculpture of Medusa's head. It seems that the eyes of both Medusa and the serpents were made from something valuable, as for now all of them are missing.

## SIX MAD POETS

1. **Cyrus the Younger.** Witnessed the murder of his whole family, including his much revered father, Cyrus the Older. His whole creative output revolves about that fact.
2. **Two-faced Lloen.** Writes only about the purity of body and soul. Frequent visitor to brothels and gambling dens.
3. **Watery Glann.** Claims to be possessed by the Great Lobster Demon. All his poems have aquatic themes.
4. **All-Seing Brynnis.** While everyone believes that he was blinded by an angry god. He's in fact a potent spy, although it's not sure whether he is able to see or not.
5. **Mysterious Resa.** Always covered with shrouds. While her voice is soft and calming, her body slowly transforms into the Oozing Toad of Ooax.
6. **The Candle Man.** He always carries a huge, brass candelabra. Gets really mad when one or more candles get extinguished.

*FEED THE NEWT-BOY  
TO THE STONE COCKROACH  
AT THE TOP OF THE  
RAVEN'S WATCHTOWER*

*THE PILLAR OF FLAME  
WILL SHOW YOU THE ENTRANCE*

# ONE HUNDRED CORPSES

1. An old man with a pick axe still sticking out of his back.
2. A dead albino horse. Someone has removed its hooves with a hacksaw.
3. Middle-aged woman, posed as scarecrow.
4. A Rat Man, stabbed and clubbed to death by an angry mob.
5. A noble gentleman, died of a stroke.
6. An extremely tall man.
7. A street prostitute, drunk to death.
8. A man, hit by a crossbow bolt between the eyes.
9. A headless girl.
10. A blacksmith, burned to death.
11. Member of the Black Knights, broke his neck when he fell of his horse.
12. An apprentice wizard, struck by lightning.
13. Petty noble killed in a duel.
14. A dwarf.
15. A constable.
16. A leper.
17. Farmer from outside of the city. Looks like something came out of his belly.
18. An assassin, cloaked in black. Someone slit her throat.
19. A human forearm, holding a dagger, stuck in itself.
20. A gambler.
21. A plague doctor.
22. Young, stocky guy, kicked by a horse in the head.
23. A nun.
24. Tax collector, killed by sword and robbed.
25. Tattooed barbarian from the North. Someone cut off both of his arms.
26. A dead two-tailed dog.
27. The Mad Prophet.
28. A capuchin monkey, wearing a hat and vest.
29. Man dressed like a frog.
30. A wig seller, strangled to death by his own goods.
31. A bard, shot with a bow from a great distance.
32. A drunkard.
33. An acrobat. Almost every bone in his body is broken.
34. A sailor.

35. Horribly disfigured mutant, killed by the golden, jeweled dagger, still sticking out of his heart.
36. A jeweler who choked to death on a huge ruby.
37. A swineherd, trampled to death by his pigs.
38. Young, pretty boy, dressed in red.
39. A peacock, struck by an arrow.
40. A tanner, drowned in his dyes.
41. One-eyed, old woman.
42. A man with his throat cut open, still holding a razor in his hand.
43. An archeologist, almost cut in half with a shovel.
44. A sword swallower, choked on a mace.
45. A gymnast who fell from a great height.
46. A large, quite old goblin.
47. A priest, stabbed to death by a strange crystal.
48. A fruit salesman.
49. Huge, silvery fish.
50. Naked man, all painted yellow.
51. Furniture maker, crushed by a huge, mahogany wardrobe.
52. A gladiator, armed to teeth, without any apparent cause of death.
53. A heart-broken lover.
54. A witch hunter. Killed with a pitchfork.
55. A woman dressed in a pink fur.
56. A watchmaker, died of old age.
57. A candle maker, with a whole body covered by a thick layer of wax.
58. A private detective.
59. Street cleaner, scratched to death by cats.
60. A glassblower.
61. A hunter. Bottom half of his body is missing.
62. Pair of female feet.
63. A gravedigger.
64. An auctioneer, beaten to death by his hammer.
65. A painter, scared to death.
66. A drowned woman.
67. A beheaded duelist.
68. A mugger, killed by magic spell.
69. Wild pig.
70. A broom maker.

71. An Amazon warrior from the South.
72. A noble woman.
73. A flayed corpse of a man.
74. A lion trainer. Shot dead.
75. A stonemason.
76. A burglar.
77. A charwoman.
78. An inn keeper.
79. A locksmith, killed by poison.
80. Mostly eaten human, impossible to identify.
81. Messenger of a Noble House.
82. Difference Engine designer.
83. Old woman, dressed like an archetypical witch.
84. A fisherman.
85. A demagogue, choked to death by his pamphlets.
86. A dogcatcher.
87. A racketeer. Hanged himself.
88. A butcher, chopped into parts.
89. Member of a Death Cult.
90. Huge, black bull.
91. Decomposing corpse. Most likely a zombie which ceased to function.
92. Caretaker of the Putrefaction.
93. A gardener.
94. A bodyguard, disemboweled.
95. A pickpocket, killed with a long iron needle, sticking out of his nostril.
96. A travelling monk.
97. A cook. Choked on a bone fragment.
98. A botanist. Poisoned judging by the color of his skin.
99. A luthier. Killed by a wooden dagger.
100. Huge pool of blood and several small pieces of fabric mark the place when something horrible happened.

## EIGHT MAGICAL TOOLS

1. **Nether Bone Saw.** All wounds caused by it are totally painless.
2. **Rake of Death.** Can raise dead if a gravesite is raked by them during the rainy night.
3. **Shovel of the Moth.** If used for digging, it emits virtually no sound during the process.
4. **Sickle of Detection.** Will vibrate and hum if used to collect a poisonous plant. Double damage vs. plants.
5. **The Preserving Box.** If used to store food, it will keep it absolutely fresh for 27 days. At the beginning of 28th day, its contents will simply disappear.
6. **The Boxes of Displacement.** Two skilfully crafted wooden boxes, one painted red and one painted green. If an object will be placed in one of them, it will disappear during the night, to be found in the second one, no matter how far the Boxes are from each other.
7. **The Black Spyglass.** It's impossible to use it in bright light or during the day. However, in darkness, it allows to see everything perfectly. Unfortunately, due to the fact it's a spyglass, it's not particularly useful at short ranges.
8. **Anvil of the First Sea.** Grants the ability to breathe under water. Very useful indeed.

*THE CLICKING SOUNDS  
OF THE ARTIFICIAL GODS  
ARE HOLDING BACK  
THE MONSTROSITIES OF THE MAZE*