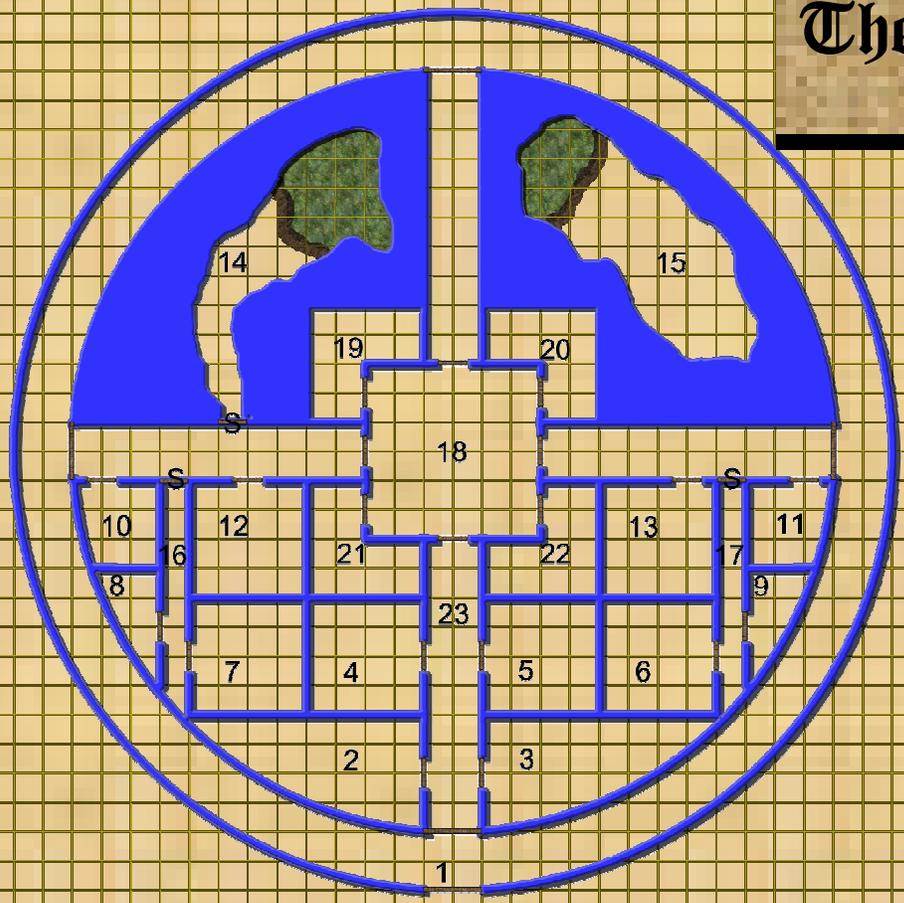


The Tomb of the Ancients

Level 1



After a recent earthquake, a massive silvery dome has appeared at the base of a nearby mountain. It appears it had once been buried beneath a portion of the mountain itself, but the earthquake has exposed it. Many are interested in what secrets the structure may possess.

Exterior—The exterior of the dome is perfectly smooth and perfectly round. There are no visible doors anywhere on the exterior. Several expeditionary forces have already encamped around the dome. An inscription, written in a flowing golden script reads, “At mornings first light, my shame casts my eyes down.”

- Main entrance**—only visible at morning's first light and only visible from the south. From the inside it appears to be a normal door. Any time the PC's rest in the outer ring, a honor guard of a dozen ghostly figures will march past along the outer ring. They can not be interacted with in any way.
- Waiting and preparation room.** Mural on wall depicts women in mourning. Several **small gold inlaid boxes** contain valuable **funeral preparation spices and oils**. A **spectre** haunts this room and actively attacks anyone disturbing the boxes.
- Waiting and preparation room.** Mural on the wall depicts men in mourning. Several **small gold inlaid boxes** contain **valuable funeral preparation spices and oils**. 1 Box is **trapped** and contains a **scroll**.
- Tomb.** Several coffins sit in this room. Each is occupied by a **zombie**. Each zombie was entombed with small **valuable**

trinkets.

- Niches**, stacked like bunk beds, line the walls. Each is currently occupied by a **skeleton**. **One magic weapon** (currently in use by skeleton).
- Tomb.** A single sarcophagus occupies center of room. **Large skeletal warrior** guards it. It wears **magical armor**.
- Lovers Room.** Two sarcophagi with a man and woman engraved on top facing each other. If either is disturbed, both **vampire spawn** attack. Each sarcophagi contains **one dozen roses made of pure gold and gems**.
- Storage room** occupied by a **skeleton covered in a mould**. Any creature physically struck by the skeleton is also effected by the mould (mind effecting).
- Decoration's Room.** Door is **trapped** and locked. Room contains **several valuables including a large gold covered holy symbol** to “The Unknown God” attached to the wall. It is also **trapped**.
- Grieving Chamber.** Wails can be heard from outside. **Ghost** inside. An ancient book, “**A Collection of Poems for the Broken Hearted**” can be found here.
- Storage.** Candles, torches etc are stored here. **Three candles are magical** and burn continually without heat. Door is not locked but is **trapped**.
- Body Preparation Room.** Several **ghouls** have taken up residence in this room.
- Living Quarters.** Door is locked and **trapped (magical)**. The **cleric** who once maintained the tomb still does, though he's now insane and attacks without provocation. No method of curing, either magical or non-magical, can restore his sanity. After eons, his mind no longer exists. **Several scrolls can be found here**.
- Sven's Final Resting Place.** Secret Door; Locked and **Trapped**; This irregular shaped room houses a single sarcophagus filled with dirt and a **vampire**. **Several valuables** are buried in the dirt along with a **wand and a scroll**.
- Refuse Room.** Accessible only by swimming through the scum covered pool from room 14 passing under the northern hallway. Water is contaminated with **disease**. This room is nearly knee deep in refuse. Several **dire rats** occupy this room. The **magical candle** missing from room 18 can be found here along with significant amounts of **treasure** that he dire rats have drug here from other parts of the tomb.
- West Hallway.** The door to this hallway is a Secret door, locked and **trapped**.
- East Hallway.** See 16.
- Central Burial Chamber.** Rooms 18 through 22 are effected by a magical

Vortex. Anyone may enter room 18 but leaving is much more difficult. The center of the room is occupied by a magical vortex that seems to suck light and life into itself. Anyone standing in the room takes damage from the negative energy it creates. On either side of the vortex stands a candle stand. The candle on the east side is missing (can be found in room 15 if searched well). Replacing the candle will end the effect, but release the **vampire** that resides in the sarcophagus within the vortex. Anyone attempting to use any door to exit area 18 must roll a d8 and a d6. For the d8, count clockwise around room 18 to determine the door that is actually used. For the d6, 1-2 is outside room 18 and 3-6 is inside room 18. Exit from room 19-22 use these same rules. Doors function normally if candle is replaced. **Golden furnishing** adorn this room. **Spells that heal or restore do not function in this room while the vortex is active**.

- Tomb of the High King.** A **large skeletal warrior** wearing a **crown** on his head guards the single tomb in this room along with his **wraith bodyguards**. The king's **favorite treasures** were entombed with him.
- Tomb of the Royal Wizard.** **Wraith**; Room is filled with books, mostly destroyed by time. The wizard's **spell book and his few magical items have remained**.
- Tomb of the Mother Queen.** **Ghost** and lots of **jewelry**. She wails incessantly about the loss of her children.
- Tomb of the Royal Confessor.** **Ghost** and **several wraiths**; the ghost will attempt to “turn” the PC's on round one (no effect what so ever) and will join the battle on round two. **Divine scrolls and wands can be found**.
- Hallways of the dead.** The four hallways leading to the central chamber are packed with ghostly mourners. They can not be interacted with in any way, but occasionally, among their other wailings, shout, “Woe to those who would approach the final resting place of the High King with out blessing.” Rest is impossible in these hallways. The doors leading into room 18 from the **south, west and north are all trapped**.

Rest is completely impossible in all hallways leading to room 18. Resting in Room 14 or 15 exposes PC's to **disease**.

Note: If other parties have entered the tomb at the same time the PC's enter, additional conflicts may arise. =)

Random Encounters - 1 in 4 Chance any time resting for: (Roll 2d6)

2 & 12	Wraiths
3-4	Zombies
5-9	Ghostly Mourners (See Room 23): Prevent Resting
10-11	Skeletons