

# Tomb of the Broken King

By: Anton L. C. at <https://savevshollowing.wordpress.com/> <http://creativecommons.org/licenses/by-sa/3.0>

The Broken King is long dead, yet his cruel regime somehow lives on. Hopeful monarchs rise to improve the kingdom, yet all are disposed of, driven mad, or corrupted. Rumors say the late king is still ruling from his cold grave, a covetous revenant unable to let go of this world.

Exorcists and graverobbers have visited his crypt, but none have managed to open the Basalt Coffin he is to reside in.

## Rumors

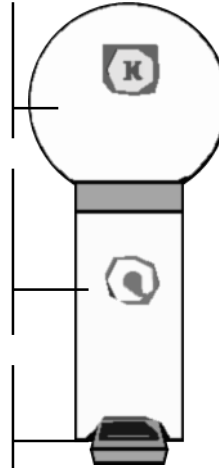
- The king was buried with his magical sword, which is said to behead a man with each stroke.
- A youth somehow entered the coffin and disappeared. Those that saw it happen all went missing within a week.
- The king behaved more and more erratically towards the end. The queen tried to keep track of him but went missing a week before his funeral.
- People regularly enter the tomb and never come back. There is talk of people that *have* come back but no one actually knows one that has.

## The Deep

The **throne room** is a black dome, hard stone tiles covering both floor and walls. The Basalt Throne is blacker still, and holds the **Broken King**.

The **corridor** is short and straight, ending in the Basalt Gate. Rows of skeletons line alcoves in the walls, each with a green copper sword. The **Broken Queen** is here.

You enter and leave through a **standing stone coffin**, which leads to the **Basalt Coffin** in the burial chamber.



Stone Golem

**THE BROKEN KING** sits on his throne, unable to ever rise. It's impossible to tell whether he's alive or dead, his gaunt features far beyond starvation, yet somehow more alive than a corpse. He still rules the kingdom from the shadows, 200 years after his supposed passing, locked to the Basalt Throne by the weight of his leaden hands.

**His wishes**, in order of priority:

- Keep ruling his kingdom, forever.
- Be released from the Basalt Throne.
- Return to a youthful form.

**If he is attacked**, he will defend himself by breathing out necrotic fog and summoning the corridor skeletons.

**THE BROKEN QUEEN** is kneeling outside the Basalt Gate, her hands of blackened lead anchoring her to the ground. The Sword of Sins is in her grasp. She will ask any seemingly honest people to use it to slay the Broken King, and then her.

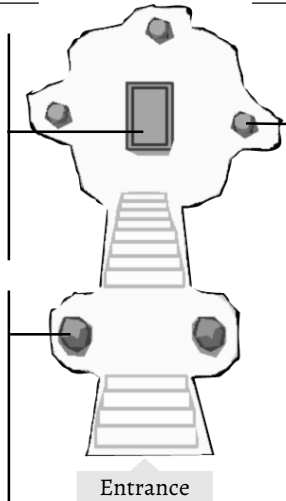
**Her wishes**, in order of priority:

- For the Broken King to die.
- For herself to die.
- For the kingdom to find peace.

**If she is attacked** by someone that she deems unworthy, she will call the swords of the skeletons to dance around her in a sphere of cuts.

## The Tomb

The **Basalt Coffin**, large enough for three people, is the centerpiece of the room. A plaque on top reads "My will is found among the dead". It can be opened with significant violence (which alerts the **Golems**) or by solving the **statues**. Inside are two gilded skeletons, with space for a person in between. If you slip inside and close the lid, you are transported to the **standing stone coffin**.



Three **statues** of the Broken King stand on the side of the **Basalt Coffin**:

- **To the west**, in armor, holding a scepter, with a plaque reading "I conquered".
- **To the north**, in court garb, holding a priestly staff, with a plaque reading "I ruled".
- **To the east**, in robes, holding a sword, with a plaque reading "I ascended".

The held items can be moved between statues, and it's obvious to see at a casual glance. If all three are in their rightful place (sword-west, scepter-north, staff-east), the coffin is unlocked.

Mirrored statues stand uncomfortably close to the path. They depict heavysset faceless humanoid creatures, half again as tall as a man, but lacking almost all detail. Their massive hands are covered in week-old blood. They are **Golems** that the Broken King commands. If enough of a ruckus is raised, they will come alive and hunt the intruders.

Entrance

## THE SWORD OF SINS



A slender longsword, of a dull grey metal, heavily worn. Each blow deals enough damage to immediately kill a normal man in one blow. Each kill accumulates Sin on the wielder. Killing a foe in combat adds 1 Sin, while killing a noncombatant adds 2 Sin. Each point of Sin causes a to-hit penalty, as the wielder's hands turn to lead, becoming more and more stiff and heavy. Reaching even 10 Sin would prevent most from even striking a live target.

At certain levels of Sin, the wielder acquires these traits permanently:

- **5+ Sin**: the wielder cannot die from old age, though all other ageing applies.
- **10+ Sin**: the wielder is unable to eat or drink and doesn't need to.
- **15+ Sin**: the wielder cannot be harmed by any other weapon than the Sword of Sins.
- **20+ Sin**: the wielder becomes unable to move, anchored to the ground by their heavy, sinful hands.



The Broken King



The Broken Queen



Burial Chamber