


THE
CRYING BLADES
HOUSERULES



TUKRAM'S TOMB
INTRODUCTORY ADVENTURE

DAIMON GAMES



The Crying Blades
HouseRules for roleplaying games

Tukram's Tomb: Introductory Adventure - Beta 0.2

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INTRODUCTION

FOREWORD

The Tomb of Tukram is a short introductory adventure for the Crying Blades. It presents a traditional expedition inside an ancient tomb, allegedly full of treasures and rich of potentially deadly encounters.

The adventure is written in the format I find most useful and easy to run: the GM can read the adventure beforehand and be prepared, or otherwise can basically just run it while reading it for the first time.

In the rare cases where a location references another, there is a clear note about it that guides the GM to the appropriate page. Zero percent prep and work, one hundred percent fun.

ILLUSTRATIONS

The artwork used in the book is in public domain:

- Map by Josiane d'Este-Curry* (Map of the tomb of Merneith) 14
- Giovanni D. Tiepolo* 1, 10, 11
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OTHER NOTES

If you'd like to know more about The Crying Blades, you can check a free preview on RpgNow.

The Crying Blades is an OSR fantasy roleplaying game, built on the foundation of the tradition and with a few innovations and twists. It was inspired mostly by Lamentations of the Flame Princess and by Swords & Wizardry, but many other games also had a significant influence on the design, from WhiteHack to BlackHack, from Dungeon World to Fate.

So far, two manuals (out of three) have been released:

- Volume One: Characters & Basics
- Volume Two: Sorcery & Blessings

If you'd like to start with something easier and faster, there's also The Crying Hack - based on David Black's "The Black Hack".

It's less than 20 pages and offers a fast rules compendium for some quick dungeon crawling:

- The Crying Hack

Many thanks also to those who made so far comments and suggestions about the adventure.

Blank for GM notes

There are two villages nearby the tomb; the first populated and the second in ruins, abandoned.

The first village (where you may start the adventure, if you wish, instead of in front of the tomb itself)

hosts approximately a hundred families of farmers and hunters, and is within **one day walk** from the tomb.

Staying in the village overnight, in the tavern or hosted by locals, or actively seeking information about the tomb,



THE VILLAGES

will allow the characters to collect random rumors as by the appropriate table (roll a d10).

Rumors are marked with T for true, and F for false information (of course, the players do not know what's true and what's false - for those telling them, all rumors are true).

Each character gets to roll **once** on the table; repeated results simply indicate that the same rumor is reported by more than one villager.

If the characters pay to obtain additional information, roll+coin spent. Paying for information allows each character to roll a second time.

d10	True/False	Rumor as told by the villagers
1	T	Tukram was a barbaric warlord and was buried with his demonic blade
2	F	Tukram's ghost still hunts the tomb
3	F	Human sacrifice held within the tomb placates the evil spirits for a night
4	T	Tukram's dead body is perfectly preserved. The warlord is described in ancient scrolls as covered in fearsome tattoos
5	F	Bandits often use the tomb as a hideout
6	F	Tukram was killed with his own blade
7	T	Tukram's collected enemy skulls
8	T	Tukram was a bloodthirsty warlord, keen on killing enemies in person. They say he kept prisoners alive just to kill one every morning
9	T	Tukram's collected enemy skulls, used for sorcery, for eternal youth
10	T	There's another body in the tomb: it's the one of a sorcerer that was buried there by the villagers' ancestors, generations ago
11	T	It is better to leave a proper offer in the appropriate places. Characters can hear about this only if they roll a 10 and paid for this information

Table 1: Rumors' Table

RANDOM NPC GENERATOR

If you need to make up an NPC on the spot, you can use the tables below.

Roll a d6 as many times as needed to make up some prominent features and improvise the rest. If the characters want to head for the tomb, don't let them get stuck in the village in idle chat or meaningless interactions.

These tables do not represent the entire village population, nor a statistical distribution of occupations and such. They're just random generators for those villagers that the characters interact with.

d6	Starter
1	Slim
2	Tall
3	Long limbs
4	Shady
5	Loud
6	Fancy

Table 2: Start an NPC

d6	Occupation
1	Farmer
2	Hunter
3	Artisan
4	Slave
5	Guide
6	Unemployed

Table 3: NPC's Occupation

d6	Noteworthy
1	Missing eye(s)
2	Scar(s)
3	Jewel(s)
4	Beautiful
5	Special weapon
6	Very young

Table 4: NPC's Noteworthy Trait

d6	Attitude
1	Rude
2	Friendly
3	Pleasing
4	Honest
5	Scared
6	Boasting

Table 5: NPC's Initial Attitude



THE SECOND VILLAGE

The **second village** is abandoned, and within **one hour walk** from the tomb. There is not much left here: the wooden houses have rotted and collapsed, and only a few stone buildings still sort of stand. There's nothing to loot, there's no food, no tools, no riches. Centuries have passed since when the village was abandoned, and anything of value has been already taken by others.

Only a fortified tower offers some relative protection: it has a single entrance easily defensible, and even though it has no door, its walls are high and thick. The wooden floors have lasted until now, and it's possible to use shaky stairs to get to the higher floors.

Only the third and top floor threatens to collapse: warn the players of it and if anyone ventures to the very top of the tower, there's a 20% chance every Turn that the third and top floor will collapse. Inflict harm appropriately.

If you have no other rules for falling damage, every character falling from the third floor to the second suffers 1/3 HP damage (yes, a third of all HP, rounded up). Anyone on the second floor at the time of the collapse suffers 1/2 HP damage (yes, half the HP) from all the wood and stone falling from the top. Allow a save on dexterity or similar to those on the second floor: reduce damage to only 1/4 of the HP in case of success.

THE CEMETERY

There is a **small cemetery** on the hill next to the village: it's visible and recognizable as such, but there's nothing of value there.

According to your taste, you may or may not have spooky but weak undeads bugging the party if they stay in the abandoned village overnight.

If you need stats for undead on the fly, use the below.

There's 1d6 of them wandering from the cemetery to the village every night, and 1d6+4 of them in the cemetery itself.

Rotten corpse: 1 HD, 3 HP, 10 AC, 1d4 damage for claws and bite.

Save: 6 (roll under)

Special: there's a 1 in 6 chance that any corpse will rise again, with the same stats, the next round after being slain.





The area around the first village is relatively safe: it's the land of farmers and hunters, and most of the predatory beasts have learned to keep away from humans.

While traveling the fields and forest within half a day from the village, there is no risk of dangerous encounters.

The second half of the journey to the tomb might reserve some nasty surprises, though. If you'd like the chance of an encounter or two before the dungeon, roll a d10 on the wilderness encounters table below, twice.

The first encounter might occur while traveling between the first village and the second, abandoned one.

The second encounter might occur between the abandoned village and the tomb itself.

To make the return trip also dangerous, you can again roll twice when the characters travel from the tomb back to civilization.

If you roll the same result and a repeated encounter is credible, use it (the same pack of wolves, another fairy, for example). Otherwise, go to the next.

WILDERNESS

If you don't like wilderness encounters, skip this table and head straight to the description of the tomb.



d12	Encounter
1	A lonely, scrawny wolf: 1 HD, 3 HP, 12 AC, 1d4+1 damage bite. Save: 8 (roll under)
2	Giant Worker Ant: 2 HD, 6 HP, 14 AC, 1d6 damage bite. Save: 9 (roll under) There must be at least 2d10 more in proximity and 5d20 in their nest
3	Vampire tree: 3 HD, 9 HP, 10 AC, 1d6 damage branches (4 attacks). Save: 12 (roll under) Holds the corpse of a brigand (4d12 coins treasure)
4	A pack of d4+1 wolves: 2+2 HD, 8 HP, 12 AC, 1d4+1 damage bite. Save: 10 (roll under) If the party leaves them a horse or mule, they'll be content with that
5	Invisible fairy: 2 HD, 3 HP, 18 AC, 1d4 damage piercing screams. Save: 14 (roll under) Demands 1d6 coins payment from each character, except from the one which the fairy favors (the one with the highest charisma score?). A kiss to the invisible fairy will be enough to grant this one passage
6	Wild Boar: 3+3 HD, 12 HP, 12 AC, 3d4 damage gore. Save: 12 (roll under) Continue attacks 2 rounds after death
7	Rats; at least 1d20 of them. Every 4 rats count as: 1+1 HD, 4 HP, 12 AC, 1d4 damage bite. Save: 6 (roll under)
8	The dead corpses of a woman and a child, recently killed: There's 1d10 coins scattered around
9-12	Nothing dangerous; just regular wildlife and sceneries

Table 6: Wilderness Encounters



When the characters approach the tomb, it appears as follows: surrounded by the trees of the forest, there's a single hill almost perfectly rounded. On the top of it there's a large, flat and dark stone, which is the roof of the burial building.

The stone is lifted on huge squared columns, short and thick, made of the same material.

The tomb is half sunken in the ground of the hill: the stone blocks used to make the pillars are huge and appear to be very heavy; the roof appears to be made by a single block.

It is too big to think that humans might ever have moved it: even the giants of the legends could not have lifted it. You all should be wondering how the hell they built this thing.

There are more or less ten columns on each side of the tomb, and fewer to

the back, while there are none in front. There seem to be two entrances to the tomb, leading into the hill itself.

OTHER DETAILS

In fact, the tomb is dug into the ground, and the huge roof stone stands on the ground of the hill as much as on the columns. The space between the columns is also half filled by the ground of the hill and smaller stones, probably placed here while the tomb was dug.

If anyone in the party has extensive knowledge about this sort of stuff, or if they spend time investigating the subject, the characters can probably determine that the black columns and the black large dark stone were already here.

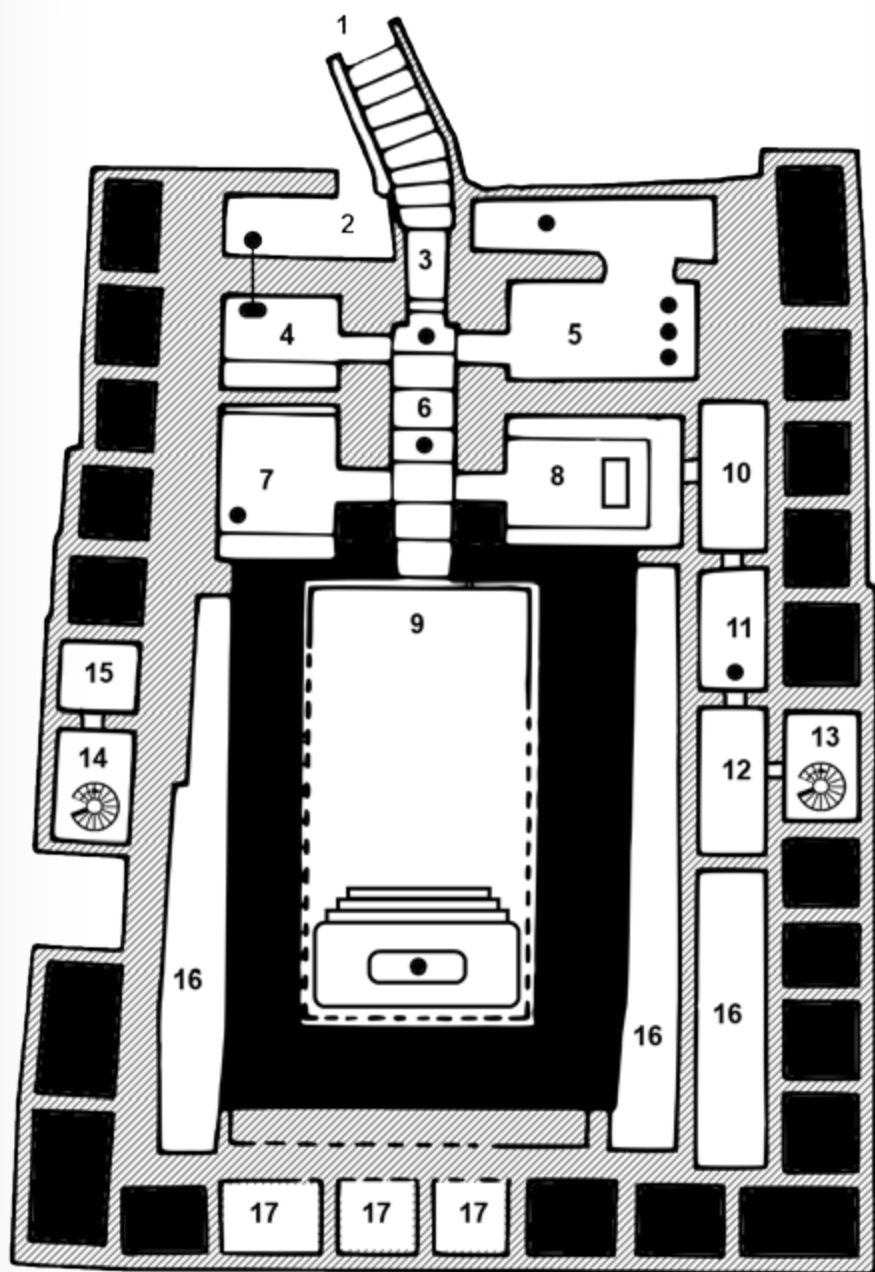


All the locations in the tomb are marked with a number, and are presented in the next paragraphs, one by one, starting from the entrance to the tomb.



Although they appear to be artificial, they were not likely placed here by humans or similar creatures. Something far bigger or stronger, or some obscure magical power, must have placed the stones here on the hill.

The tomb of Tukram is more recent: it was built by the barbarians by digging into the hill and placing leftover dirt and rocks all around, thus filling the space between columns and under the large stone roof.



1) THE ENTRANCE

A semicircular hole, dug in the ground and reinforced by gray stone. Flat stones on the floor lead to a flight of stairs that plunges into the darkness below.

The air is stale and humid. The walls to the side of the stairs are made in the same gray stone and are covered with moss.

2) THE OFFERING CHAMBER

Next to the entrance, there's a rectangular doorframe, with no door. Inside there's a small rectangular room, walls made of stone, and with floor littered by excrements and dirt, and the leftovers of a fire. There's a human rotten corpse on the floor, and what appears like a big bear in the far left corner.

Further inspection of the room will reveal that the corpse holds no loot and that the bear is dead, probably because of the many spear wounds on its flanks. The animal was probably wounded by hunters and escaped into the chamber, where it died. The hunters didn't bother to follow their prey here.

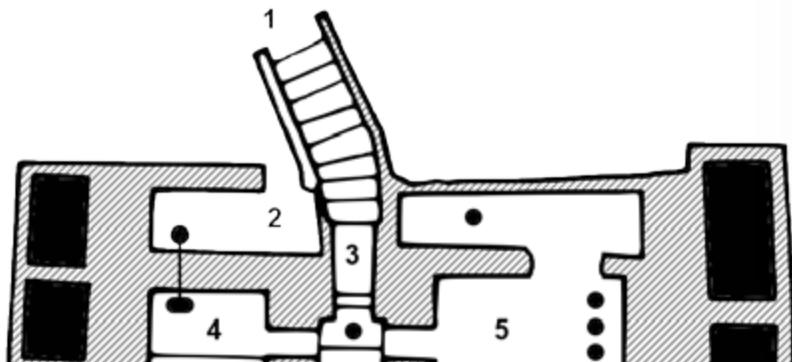
In the corner there's a **skull carved in the stone** (indicated by the black dot): it's slightly bigger than a regular skull and it appears to be ancient. It was probably carved by those who built the tomb, and it seems to have holes in the eyes' sockets.

Closer inspection will reveal one iron coin stuck in one of the eye's sockets. Anything dropped in the eye's sockets will fall somewhere below, in the dark. There is actually a little tunnel behind the skull that descends **to room 4**, where the offerings fall.

The skull was used by those visiting the tomb to drop their offerings: usually meaningless junk, sometimes precious coins, rarely anything more of value.

If a character drops a silver coin (or anything of at least moderate value) in the skull, wait for their first failed roll. When they fail a roll, tell them that they imagine to hear a voice whispering "Thank you for your offer" and let them re-roll. This works only once per character, and only for those who made an offering before the players could understand the mechanism.

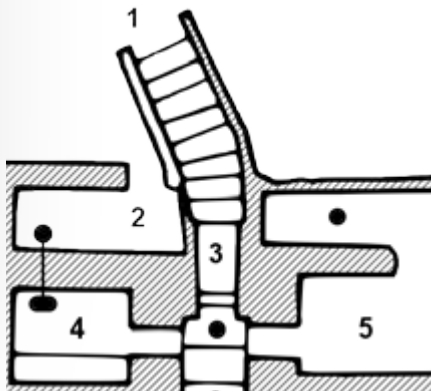
If a character drops a gold coin or something of higher value in the skull,



same as above, again just once. But if at any time during the adventure they die, they will wake up in the cemetery of the abandoned village, at the end of the adventure (take their character's sheet and return them to the players at the end of the adventure). They remember nothing of what they did after they dropped the coin: they just remember having this weird dream of a barbaric feast that lasted a day and a night and where they were guests of honor and where they... oh, no, they don't want to talk about what they did at the feast.

3) THE STAIRS

While it is possible to see something with the light from the outside while beginning to descend the stairs, it **becomes pitch dark** where the number 3 is placed, and afterwards. The stairs are steep and even though they're made in stone, they're ancient and unsteady. **They must be climbed with care.** Anyone running up or down in a hurry or without paying attention (escaping? fighting on them?) must pass a save on Dexterity or fall for 1 HP damage.



More importantly, anyone falling on the stairs while descending will fall to the platform where **there is a black dot**, which is actually a pressure plate for a trap.

While descending the stairs, if no lights are used, the characters will also **automatically** trigger the trap.

Otherwise, they will notice that on the floor of the platform there are three dead bodies, which are old enough to be turned almost to skeletons. If they look around, they'll see several circular holes on the roof. The entire platform is a single, large pressure plate.

It is possible to jump and avoid triggering the trap, without the need to make any rolls. A dexterity check or a clever plan is necessary if the characters want to enter chambers 4 or 5, which have corridors accessible from the trapped platform.

Oh, yes: the pressure plate simply makes deadly iron spikes descend from the roof, and then they spring back when the pressure plate is released of enough weight.

Technical facts about the trap:

- There are not enough spikes to prevent passage
- Triggering the trap while walking very close to the walls makes it basically useless, because spikes don't get you, there
- The trap instead is deadly efficient if at least two people step together on the pressure plate: each character on the plate suffers a hit from 1d4 spikes, each dealing 1d6 damage (1d6-1 if the character wears any armor)
- The trap does not trigger if a single character walks slowly on the plate, but triggers if someone runs on it or falls on it, or if two or more characters together step on it

5) THE WARRIORS' CHAMBER

- As long as the weight of two or more people is on the platform, spikes do not return into the roof. The three dead bodies, together with their rusty gear, barely count as a single person. So two of the characters will need to be on the platform to hold the trap still, or one overloaded with gear and metal armor

4) THE TREASURE CHAMBER

All the offerings from the skull in the Offering Chamber (chamber 2) **fall here, into a chest**, through a crack in the wall (there's a small tunnel sliding down from chamber 2 above). The chest is full of iron, worthless coins.

Every turn spent digging into this pile of worthless metal (which is so abundant that it overflows on the floor) will reveal 1d10 silver coins (up to a maximum of 6 Turns). A roll of 10 (or 0) on the d10 will reveal instead of 10 silver coins, 1d6 gold coins.

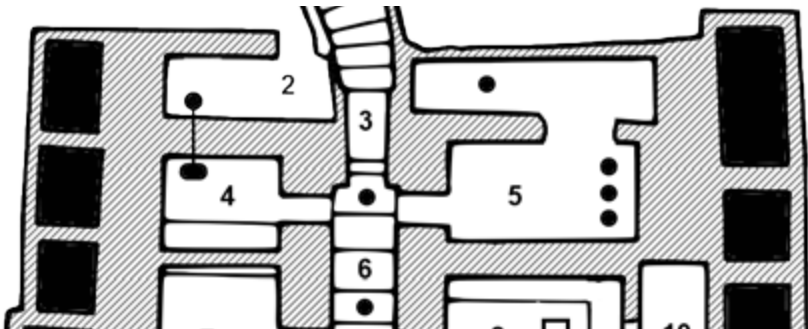
The chamber itself contains nothing more than the chest and a large, fine carving of a battle scene on the wall in front of the chest. The battle reasonably represents a barbarian gang of man and woman warriors slaying a helpless group of local farmers.

As the other rooms, this one is made in gray stone (it should be clear by now that this is not the same stone as the dark stone used for the columns and the exterior roof of the tomb). It is quite large and at the end of it are **three statues of barbarian warriors**: the first is a man, the second a woman, and the third is covered by a heavy, carefully carved, bear fur that hides the warrior features well enough to make it impossible to determine if it's a man or a woman.

If someone tries to check "under the furs", they get stung by a small wooden needle. The needle was poisoned, but luckily for the players, the toxin has lost most of its power. Ask for a **Save vs. poison**: if the character succeeds, it's 1 HP damage, if they fail, only 2 HP damage.

At this point, between the pressure plate and the poisoned needle, they should have learned to be careful.

The Warriors' Chamber opens onto **another smaller room**: the room is empty except for what looks like the stone sarcophagus of a horse. The lid is heavy but easy enough for two characters to move. Inside the sarcophagus is what looks precisely like the skeleton of a horse.



7) THE SCALE CHAMBER

A single red ruby is inside what was the mouth of the horse. It's worth 400 silver pieces, and if the characters pick it up... nothing bad happens.

Detect Magic or Detect Evil will notify the characters that the statues and the dead horse are all four magical, even though they do not move.

Read Magic will determine that all statues are guardians to the tomb, but nothing more.

The horse, instead, was probably blessed when alive, but there's almost nothing left of its former magic.

6) THE STAIRS AGAIN

The steps here are irregular and very tall: each of them is at least half the height of a man. It is easy enough to jump down them one by one, or climb them down, and also climb them up, no rolls required. Where there is **a black dot, another corpse** is lying on the floor, and circular holes are visible again on the roof. This is all visible even from afar, from where the previous trap was.

The problem is: as soon as the first character steps **where the number 6 is**, the floor tiles and makes the character(s) slide onto the pressure plate.

Damage is inflicted as in the previous trap: 1d4 spikes, each dealing 1d6 damage (1d6-1 if the character wears any armor).

The weight of a single body is enough to trigger the trap and enough to keep the pressure plate down so that spikes do not go back up. The body on the floor is a fake: it's carved in stone. These barbarians were nasty and devout. Again, walking close to the walls is enough to avoid the spikes.

The room is empty besides a few corpses on the floor and **a small altar** in the far left corner of the room. The corpses are in various stages of decomposition; one barely more than a skeleton. They wear an assortment of rotten leather armor and rusty chainmail and with them are their rusted weapons. If characters check for traps, they notice nothing: there are a few loose stones on the floor, but these are not pressure plates.

On the small altar, there is **a small iron weighing scale**.

On one side there's a rusty dagger, on the other a little red stone, some grains of a black powder, a wooden figure of an eagle consumed by time and barely recognizable.

The dagger is heavier than the other items, but just a little, so the scale is **almost perfectly balanced**.

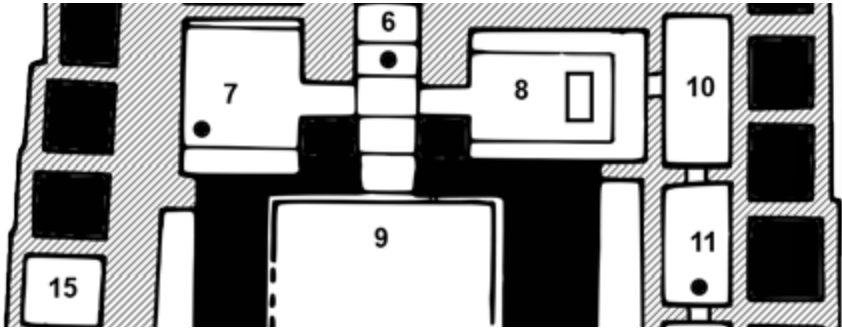
If the characters take the dagger, the scale tiles to the other side, and the movement also unlocks the door to chamber 9 (the main burial room).

Basically, any action that **moves the scale to the center** will unlock the door to chamber 9.

If anyone closely examines the scale will notice that it's fixed into place and perhaps can guess there's some hidden mechanism behind it.

The dagger is a +1 weapon (to-hit and damage) but only against undead.

If used against the necromancer of room 9, the dagger seems to come to life: its blade will glow in fierce red, and the weapon becomes a +3 weapon (to-hit and damage) but at the price of draining 1 HP from the wielder, every round. A character holding this weapon cannot drop it or switch it to another



weapon: if someone has it in hand when fighting the necromancer, they must use this weapon... but they're still free to decide not to attack, thus save themselves from loosing HP in that round.

If the characters take **the rest of the treasure** (the red stone, the black powder, the small wooden eagle), the scale will eventually tip on the side of the dagger. This happens when at least two (or all three) objects are removed from the plate.

When this happens, **the necromancer in chamber 9 comes to life**, but it will not move nor make any noise, for now.

The red stone is clearly magical and glows faintly: if a character smashes it with a weapon, the weapon gains a +1 bonus in the next fight, and the first damage inflicted with it will translate into HP regained by the character. It is worth 100 sp if sold as a simple gem, 200 if the magical power is revealed.

The black powder appears more or less like a spice or some sort of salt. Read Magic or a similar spell will reveal that if used to draw a circle on the floor (large enough only for a single person standing), no undead can pass that barrier. If used to draw a straight line, any undead crossing the line will lose 1d6+4 HP. If placed in the mouth of a dead body, it will prevent it from

ever being risen as undead, as long as the salt remains in their mouth.

The wooden eagle was once pretty and elegantly carved, but has been consumed by time, and is of no value, apparently.

If the characters didn't touch the dagger nor the other three items on the scale, they can leave the room with no problems. But if they touched the dagger or the other objects (even if they left them in place), once they leave the room, **the corpses on the floor will animate**.

The corpses will wait for the last of the characters to be on the threshold of the room, and then attack the group from behind. Unless the last one or two characters succeed in a Notice test (or Perception, or whatever you use), the undead will attack with the favor of surprise.

The attack will be of two undead against the last character in line, and one undead against the one before the last. If the undead have the favor of the surprise, they attack with a +4 to-hit and +2 to damage.

If the undead do not have the favor of the surprise, roll initiative normally.

The undead are four in total, in various status of decomposition; one of them is barely more than a skeleton.

They all have the following statistics:

*Undead of room 7: 2 HD, 6 HP, 10 AC, 1d4 damage for claws and bite, or 1d6 for rusty weapons if the characters left them there on the floor.
Save: 6 (roll under)*

Remember that the characters are likely to be fighting next to the stairs and the trap of location 6.

8) THE ALTAR ROOM

All the walls are of this room are covered by skulls carved in the stone and there's a **small altar** in the center of it. On the altar are two small offering plates, filled with a total of 222 silver coins.

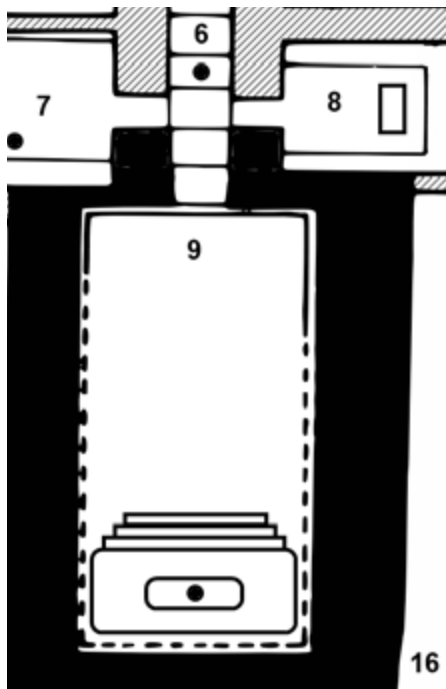
If the characters examine the room, they will notice that 22 of the hundreds of skulls carved in stone **have a hole in their mouth**. If a coin is dropped in each of them, a secret door opens to chamber 10.

If the characters look for secret doors before unlocking the door using 22 coins, they will automatically find evidence of the secret door, but the door is closed and carved in the stone, and won't open easily.

The characters must find a way to pull it open somehow (if they have a crowbar, it will do). If they manage to open the door or force it open, a small passage leads to chamber 10.

9) THE BURIAL CHAMBER

The burial chamber is behind a couple of **black iron doors**. The doors are locked, but the lock can be picked by any rogue or thief or anyone with the appropriate skills, if the release mechanism in chamber 7 is not detected. The doors are quite solid and cannot be



broken, but a few hours of excavation of the stone walls can anyway grant access to the burial chamber, either by breaking the doors hinges or by digging a tunnel straight into the burial chamber.

The burial chamber is made by the same black stone as the outside pillars and roof, and contains a large number of chests and baskets that were once full of offerings from the barbaric tribes. Most of the offerings were food, pelts, leather, and have long rotten. There are some metal offerings like shields, weapons, armors, but all of them are rusty and quite heavy and rough compared to those that the characters already have.

If anyone wants to make a set of barbaric weapons and armors, consider that everything weights a bit more than regular equipment, and weapons have a -1 to hit while armor offers -1 than the corresponding regular AC.

On the walls there's a line in **white polished marble**, sculpted with astonishing skills, which depicts the conquests and heroic deeds of Tukram. **Which clearly was a woman**, considering she appears in every scene, leading the barbarian tribe, and armed with a large vicious blade. Reveal this detail to the characters only if they spend time examining the marble decorations.

The chamber's roof is higher than the other rooms of the tomb, and on all sides are small holes at the top of the walls, which probably in the past let light come in from the outside. Now the little tunnels have given in or vegetation and dirt have covered them all, and they're in any case too small even for a child to use as a passage.

At the far end of the burial chamber, there's a platform in the same white marble as the decoration on the walls, and on it, there is an altar covered by hundreds of rusted swords.

On the altar lays the body of **a man in chainmail**, with a silver circlet on the head and a large sword to the side. The body is decomposing, but not yet a skeleton, and for some reason there's no smell. Also, if anyone bothers to ask, it looks far more recent than it should be, if this was really Tukram. The body is the one of a necromancer that was killed generations ago by the ancestors of the villagers.

The necromancer is the one responsible for the second village being abandoned: his twisted experiments with the dead have caused too many of them to rise, and the locals have lost their patience. For over a month the abandoned village, while it was still populated, was plagued by undead attacks, while the hunters and the strongest of the farmers were hunting the necromancer through the woods, and then have man-

aged to kill him nearby this tomb. They decided to bury him in this tomb, and have displaced the body they found on the altar (which was also not Tukram), substituting it with the one of the necromancer.

The local priests have blessed the village multiple times, but the undead plague didn't stop, so the villagers eventually packed their things and rebuilt somewhere else.

The necromancer's body is dead but **a fraction of his former spirit** is trapped in the scale in room 7.

If the characters made the scale tip to the side of the dagger, the body came back alive. It is waiting for the characters to approach before rising and attacking.

If instead the scale was left undisturbed, or if it was tipped only to the other side (where the gem, the black salt and the small wooden eagle are), the corpse will not move.

If the necromancer rises to fight, use these stats:

Necromancer: 3 HD, 8 HP, 14 AC, 1d4 damage for claws and bite, or 1d6+1 for the large sword if the characters didn't take it somehow from him.

Save: 15 (roll under).

In every even round (2nd round, 4th, and so on) the necromancer will use a random spell after the regular attack.

Roll a d6 on the next table to determine which spell is used.

1	<p>Pain Circle</p> <p>All characters fighting the necromancer will suffer 1d6 magical damage (Save vs. Magic for half damage). For each character struck by pain failing the Save, the necromancer regains 1 HP</p>
2-5	<p>Animate Undead</p> <p>One of the undead in room 7 will rise and join the fight after one more round. If they were already destroyed by the characters, they do rise again but with only 1 HP (they keep rising as long as their bodies are not utterly destroyed or the necromancer killed)</p>
6	<p>Animate Statue</p> <p>One of the statues of room 5 will slowly march to aid the necromancer. It takes 3 rounds for the statue to join the fight, and the characters will be clearly able to understand something's coming: they can hear stony heavy steps and the traps triggering on the stairs and so on. Only one statue can be animated at the same time. When the statue joins the fight, it has the following stats:</p> <p>Animated Statue: 4 HD, 15 HP, 12 AC, 2 attacks, 1d6 damage with heavy fist and 1d8 with stone weapon. Save: 12 (roll under). If the necromancer dies, the statue stops fighting and freezes in place</p>

Table 7: Necromancer's Spells

10) SECRET ROOM ONE

This room is **hidden** behind the secret door of the altar room (chamber 8). There is nothing relevant here: the room is dark and smells like stale air. There are some insects crawling on the floor, but nothing else.

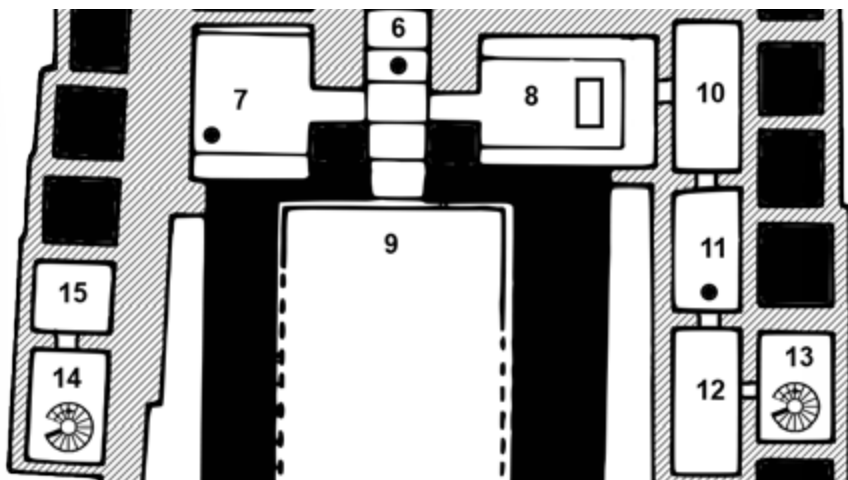
11) SECRET ROOM TWO

The room is empty but there's a mysterious barbaric rune carved on the floor, **where there is a small black dot**. Characters can easily step around it, if they have any source of lighting they'll automatically spot it.

Detect Magic or Detect Evil will

reveal that the rune is malignant. If a character does not step around it but across it, or steps on it, or touches it while examining it, that character is marked by the rune. The rune has three "charges" and will mark up to three characters.

A character that is marked will be stalked by one of the three statues of room number 5, **from the moment they will step out of the tomb**. The statue(s) will get to the characters in their first night of rest (in the woods or back in one of the villages) and never give up pursuit until they're destroyed. See the previous table under "Animate Statue" for the statues' scores.



12) SECRET ROOM THREE

This room is empty.

13) STAIRS ROOM

This room is empty, except for a flight of circular stairs plunging down in the darkness. Descending the stairs leads the characters to a long corridor, which ends in another set of stairs, ascending.

14) THE OTHER STAIRS ROOM

The tunnel starting from number 13 goes here, to the other side of the map. Stairs going up from the corridor lead to another empty chamber, but the walls, floor and roof here are made by precious white marble.

There is a heavy iron door, richly decorated with battle scenes, on one side of the room, leading to the next. The door is heavy but will open if anyone pushes hard enough.

15) THE REAL BURIAL CHAMBER

Another room made by precious white marble, with a single marble platform in its center. On the marble lies the naked body of a woman, covered with tattoos. She's clearly dead, but perfectly preserved.

She's not beautiful but everything in her speaks of war and command. Her face is strong, and the eyes, open even in death, are dark and magnetic. She's Tukram.

There is a golden pot resting on her belly, full of jewels and precious stones, worth 1d4x1000 coins in total, but which is impossible to sell unless the characters travel to a major city.

If anyone takes the treasure, a magic seal is broken and the entire tunnel from 14 back to 13 collapses (if anyone is in the tunnel, well, they're dead).

It will take the characters 5 days to dig their way out through the tunnel (7 if they don't eat a ration at least every day). But if someone is smart enough to break the walls in room 14 or 15 and dig in the dirt straight out of the burial chamber to the side of the hill, in a few hours they will be out in open air.

Detect Magic will reveal that there is magic on the treasure (the magic trap) but also something else there... close to the dead body of Tukram.

If the characters move the dead body, **there is a long, dark blade** resting under her, in a shallow hole on the marble table.

The blade is a +1 weapon (+1 to-hit and damage) with a demonic power in it: anyone killed by the blade has their soul trapped in their skull, and cannot reach the underworld.

Every time a person is killed by the blade, the wielder can regain 1d6 HP or rejuvenate of 1 day, but not more than once per day. Kill one a day to basically become immortal, but yes, you must kill every single day.

16) THE SKULLS CHAMBERS

These three chambers are completely sealed. A close inspection of the walls of the adjacent chambers (9 and 12) will reveal nothing, but **Detect Magic** or **Detect Evil** will identify that there's something behind the walls.

If the characters dig into the earth from the outside, or into the stone walls

from inside the tomb, they will be able to open a passage into the chambers.

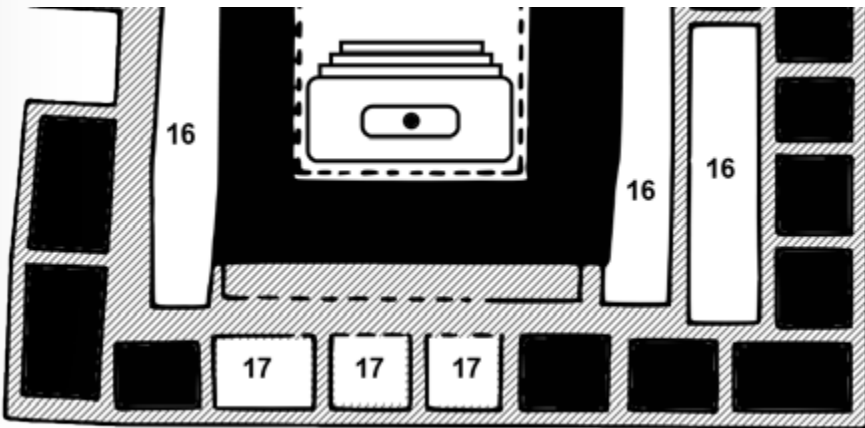
The chambers' walls are all covered with carefully stacked skulls; by digging into the chambers the characters will make many of them to fall to the ground, shattering.

Each broken skull will shriek in pain, as the soul trapped into it finally finds a way into the underworld where it belongs. It is a mystery how the builders managed to place the skulls here covering every inch of each of the walls and sealing the chambers, but the characters probably don't care.

When breaking the skulls entering the room, there is a 10% chance that a **blessing** will be released on the first character entering the room (roll 1 to 10 on a d100) and a 10% chance that instead it will be a **curse** (11 to 20 on the same d100).

Each skull contains a soul; each of them of a man or woman killed by Tukram and by the virtue of the magical blade (see chamber 15), their souls were trapped in their dead skulls.

If the characters know nothing about the blade, the only things they know are these:



- The skulls are real, and ancient
- When a skull is broken, a shriek resounds and then a cold breeze blows in proximity of it, whispering with release
- There are probably thousands of skulls in each chamber

Magical investigation will reveal that each skull contains a soul, which is trapped and cannot reach the underworld.

Close examination with **Detect Magic** or **Detect Evil** will identify a dozen blessed skulls and a dozen cursed ones, in total (for the three chambers). If the characters investigate one chamber only, there's a d6 blessed skulls and a d6 cursed skulls.

If the characters are breaking skulls randomly after entering the room, for each of them there is a 1% chance that a blessing is released, and a 1% chance that it's a curse.

Roll in secret a d100 if the characters start to break skulls, 1 is a **blessing**, 11 a **curse**. You don't want to roll individually for each skull, ask them how many they break and increase odds proportionally.

If the characters decide to carry the blessed or cursed skulls outside, each of them counts as one inventory slot (same as 100 coins treasure).

The skulls have no market value, but alchemists or sorcerers might pay up to 30 coins for each of them (blessed or cursed).

The blessing: if the character is wounded, heal 1d4.

Otherwise roll a d6 on the table.

The curse: roll a d6 for a random curse.

While the blessings are permanent, these curses can be cured with the appropriate spells or blessings (such as Remove Curse).

d6	Blessing
1-2	Increase a random attribute by one point (works only once for the entire party, further rolls of 1-2 count as 3-4)
3-4	The character gains 100 XP
5-6	The character gains 1 Hit Point (to the maximum Hit Points, increasing the total of available HP permanently)

Table 8: Skulls' Blessings

d6	Curses
1-2	The character loses 1 point of Charisma
3-4	The character loses 1 point of a random attribute
5-6	The character loses 1 HP permanently but never below 1 HP

Table 9: Skulls' Curses

17) THE HOLLOW COLUMNS

These three pillars on the back of the tomb are partially hollow. They look normal from the outside of the tomb, but beyond the thick vegetation growing on them, there's room enough for one man at the time to squeeze through. Each of them hosts a small chamber where animals have made their lairs and they can be used for safekeeping. No one will ever find whatever the characters decide to hide in here.

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