

# Light of the Lifeless

Doors open easily

Stairs go down 6' to #5 and #9

Light is visible from adjacent rooms, open doors

LOUD sounds heard in all rooms

Grid 5' squares

**THE TOMB MAID** carries the *Light of the Lifeless*

Reveals Invisible things.

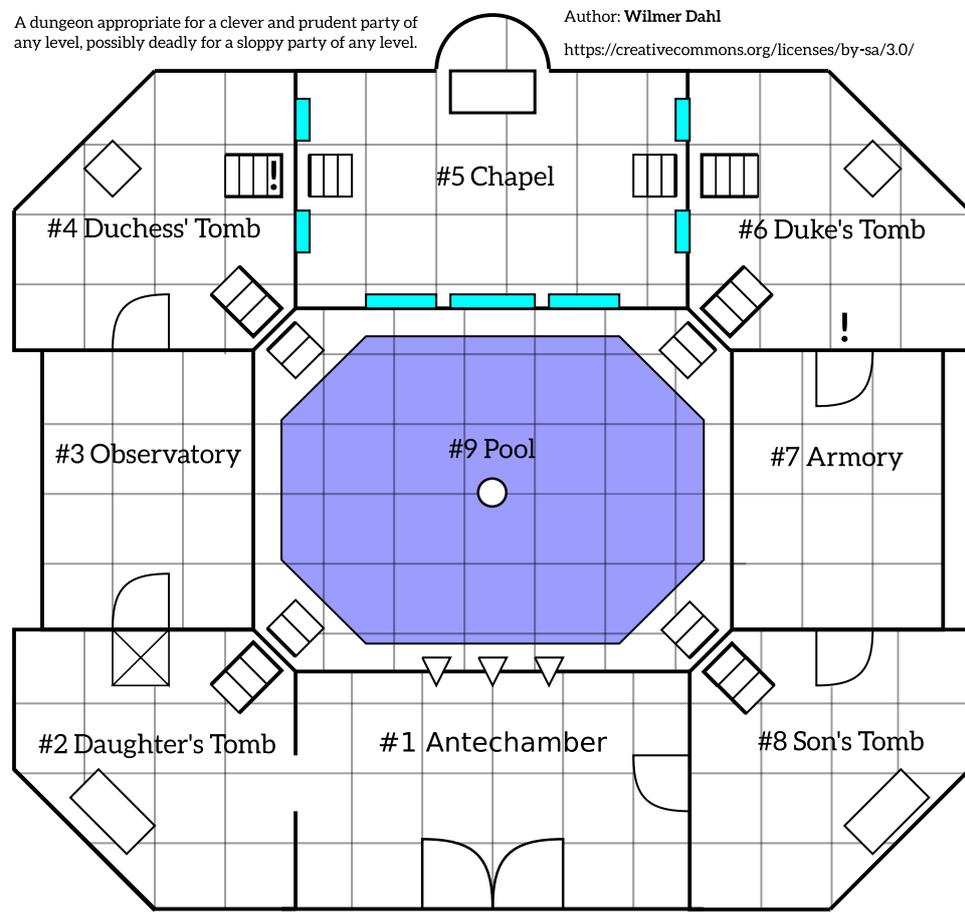
Dim light 30' Save vs Paralysis or be Paralyzed

Bright light 15' automatically Paralyzed

**The Tomb Maid** moves 60' per round, does not see in the dark, fights as **Stone Giant**, immune to poison, sleep, hold, charm, non-magic weapons. Slays one paralyzed victim per round. Levitates 1' off ground, long dress drags along floor.

**The lantern:** 7 hit points, armor as plate, immune to non-magic weapons and elemental damage.

**Tomb Maid** visits each tomb with **intact corpse** following shortest path clockwise. Spends 1 turn in each room. Will investigate **light sources** and **LOUD** sounds and slay intruders. **LOUD** will find disintegrated corpse. If no corpse left will guard **#1 Antechamber**. During first visit **The Tomb Maid** is in **#5 Chapel**, light visible through stained glass windows and triangular windows.



## #1 Antechamber

**Dead tomb robber**

Brain spilling from right eye

Well preserved

Touching causes swift decay

Necklace with wolf tooth (2gp)

**Triangular windows** no panes

**Broken door**

Kicked off hinges

Boot print

**Marble panels**

Red stone inlay

"Here lies the great family Albret

Laid low by a Cursed Comet

Begone robber, Death cometh"

"The conundrum over the lake

is set for your sake"

## #5 Chapel

**Stone altar cloth**

Crystal cup (15gp) dried wine

Dry bread, disintegrates

**Crucifix** (125gp) bulky

**Cabinet** locked

3 bottles wine (15gp each)

cherub engraved chalice (250gp)

**Stained glass windows** (300gp)

The Madonna

St. George

Angels

### Research

**History of Noble Families** Albret family of 4 gone

/w ducal jewels worth 12,000gp after being cursed.

**Shaken Tomb Robber** tall shining monster

paralyzed and killed his colleagues. Willing to sell partial map (#1, #2, #9) for 300gp.

**Astrology or Soothsaying** "A cold star holds vigil

over those slain by the Comet. The light keeps their

grace and their grace keeps the light bound."

## #2 Daughter's Tomb

**Open glass tomb** (no lid)

Corpse disintegrates if touched

Silver coronet (600gp)

fastened /w silver needle (1gp)

**Shattered glass** (lid) **LOUD**

**Three dead tomb robbers**

Brains spilling from right eye

Well preserved

Touching causes swift decay

Tomb robbing equipment

**Pit trap**

20' deep

Water puddle outlining edge

Empty wineskin

## #6 Duke's Tomb

**High backed throne**

Corpse disintegrates if touched

Golden chain of office (4,000gp)

Magic dagger "Python's Fang"

4 gold rings set with emeralds

(200gp each)

**Ceiling trap**

Save vs Wands (or similar) or

suffer 3d6 damage pinned

under spears **LOUD**

**Stained glass windows** (300gp)

St. George

**Python's Fang** (dagger+1)

Blood congests in hand gripping

handle, +3 to throws when

wrestling

## Light of the Lifeless

A sickly cold light emanating from a cast iron lantern. The light

freezes water and keeps corpses from deteriorating. The

paralyzing effect of the light lasts as long as the creature is in the

light. It penetrates clothes and thin barriers of wood and metal,

such as a shield. It is a powerful treasure but difficult to handle.

## #3 Observatory

**Painted night sky**

Accurate

Silver text "Beware the stars,

they look back at you"

**Frame quadrant**

Dark wood

**Podiums**

Book of Fixed Stars (200gp)

Book of Planets (160gp)

Missing 1 page

## #7 Armory

**Glass case** locked

3 skulls "Beloved retainers Josse,

Roul and Pierre"

**War horse** stuffed

**Armor rack**

Man and child sized armor

High quality (x4 value)

**Wall mounted weapons**

3 Lances, 2 Swords, 4 shields /w

Albret coat of arms

## Cursed Comet

Astronomer can find a 13 tailed

comet looking back with a

hateful eye. The astronomer

and closest family falls under

**curse** causing death in 13

weeks (the comet counts down

hiding one tail per week)

unless 13 curses are removed

in one day.

## #4 Duchess' Tomb

**High backed throne**

Corpse disintegrates if touched

Opal studded crown (1,150gp)

Pearl necklace (800gp)

4 silver rings set with amethyst

(100gp each)

**Stained glass windows** (300gp)

The Madonna

**Stair trap**

Save vs Wands (or similar) or

suffer 2d6 damage transfixed

between spears **LOUD**

## #8 Son's Tomb

**Closed glass tomb**

Dropping lid **LOUD**

Corpse disintegrates if touched

Ruby studded coronet (800gp)

Dagger /w silver scabbard (200gp)

## #9 Pool

**Pool**

15' deep

Tepid water

Thin mist rising

**Column**

Vase with gems (3,000gp) and

fragile paper with coordinates

to the Cursed Comet

**Light of the Lifeless** freezes the

surface of the pool. Barely strong

enough to carry an unarmored

man. Melts after 2 turns.

## Grave robbing with finesse

Stealing the crowns without

touching corpse is easy, other

valuables requires a roll to Pick

Pockets (+4 bonus) or similar.