ALICARNASSUS' MAUSOLEUM

BY BARAKIELTHEARCHANGEL
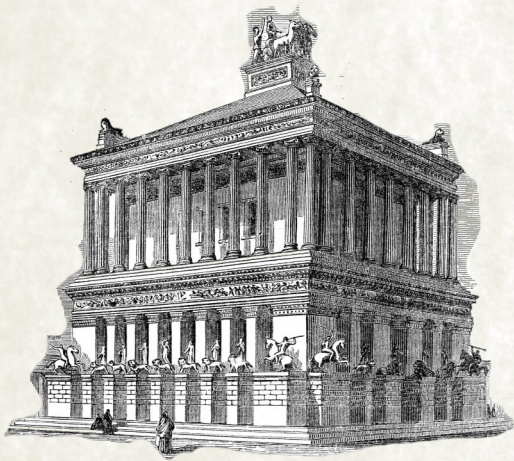
Little and nothing is known of this mausoleum, nor of the elusive Alicarnassus. Some scholars argue that the name was of an ancient emperor buried here, others that it was the name of the city where once it stood, now lost in time. What is certain is that none of the grave robbers who entered it re-emerged alive. So all the treasures that should be inside may still be intact ....

8. STATUE'S RAMP
A strange hollow is easily noticeable in the ceiling from the ramp's end. If the **Chariot Pin** is inserted, the altar with the **Fake Tomb** will move revealing the ramp to the **True Tomb.**

1. THE COLONNADE
On each column a statue: a mounted warrior with a spear or a supplicant bringing offerings. If a creature moves between the columns without an offering, the warriors will hit with their spears (d6).
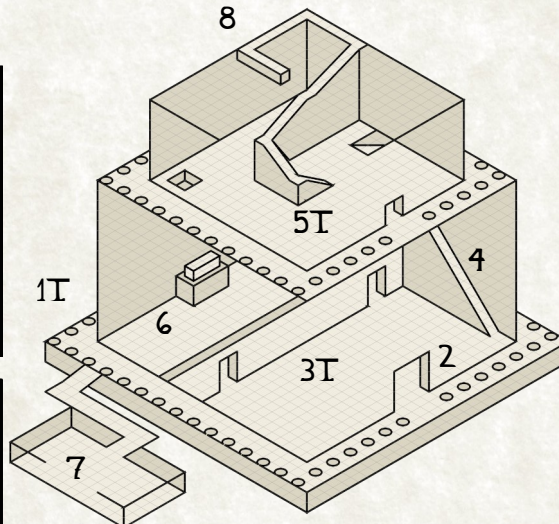Blood splatters everywhere.

2. THE ENTRANCE
An old man sits near the door. Offers the secret to enter the mausoleum without being stabbed by the statues in exchange for something the PCs keep dearly.
Will steal from the PCs if ignored.
If he receives something he runs away.

3. VESTIBULE
Two giant warrior statues clad in stone armor guard the two entrances (5HD, armor as plate and shield, great spears (d8)). They are impervious to physical damage. Both will crumble if the **Chariot Pin** is inserted in the ceiling (8).

4. RAMP TRAP
The **Pin Golem** will send a Boulder rolling from the top if PCs try to go up. The boulder is visible from below. Save to Dodge or take 4d6 damage. The Boulder will always kill every kind of statue it hits. This will happen only 1 time a day if the **Pin Golem** is not destroyed.

5. UPPER FLOOR
The **Pin Golem**, a monstrous construct of metal and flesh, roams this room, as eternal guardian (8HD, armor as plate, metal fists (d8)). Embedded in it's chest, the **Chariot Pin.** If the golem falls into the hole in the room, it dies instantly, shattering.

6. FALSE TOMB
An altar with a sarcophagus in a richly decorated room with mosaics. The sarcophagus contains a deadly poison that spreads in the mausoleum if opened and clears in 3 days.
An offering can be placed on the altar. The statues will not attack who placed it.

7. TRUE TOMB
The Emperor's true tomb. All the treasures not found in the previous rooms are here, plus 1000 GP. The armor of the Emperor can be removed from their body, but it's cursed. If worn, transform the wearer in a stone golem. The Emperor themselves is a stone golem in fact. If disturbed, they rise. Not angry. Just disappointed.

RANDOM ENCOUNTERS (1D8)
(every 10 min or if the PC's make some noise)
1 A rat runs away and hides. If the Characters are in the **False Tomb**, it disappears under the altar.
2 A **scavenger** (2HD). Armed with a knife (d6). 1 on 10 they have some treasure (1d 10×10 GP)
3 A **vengeful spirit** clad in ancient armor. Try to steal a PC soul and run away.
4 1d6 **Stone soldiers** 4HD, armor as mail and shield, spears(D6). Will try to scare away the PCs
5 **Hernest Brendbury** (famous goblyn explorer). Knows the secret to unlock the **True Tomb**. Is searching for the **Chariot Pin**
6 **Leonine Statue** 6HD, armor as mail, stone claws (D6). Will animate and attack. Can be distracted with a spherical object
7 Spirit of a deceased scavenger. Will give a random information about the mausoleum, then disappear
8 Pin Golem Omen: loud crashes and thuds coming from the **Upper Floor.**

TREASURES(1D8)
(Roll for T on the Map)
1 A gem encrusted chariot figurine
2 A golden military insignia
3 A light and sturdy stone weapon
4 1d100 shiny silver coin
5 A little figurine silently weeping
6 A golden harp: sound make animal cease to fight (even stone animals)
7 The Favorite veil: take a feminine appearance
8 The Emperor Signet: summon a stone soldier.