

# GRIEVING ROAD

BY GUS L

## TRAPPED TOMB

A 20' chute descends to a tomb of black marble. Niches hold empty coffins.

The remaining sealed brass casket, inlaid with a mosaic portrait of a bureaucrat (100 GP, delicate) and resting on a marble bier is marked with a chalk X'. The coffin is **trapped** with a glass orb of orange poison gas—shattered if the lid is lifted (save or die). Inside the smirking mummy grasps a **quartz rod of office** (300 GP).



## DEEP WELL

Two vast legs of trunkless stone. Nearby a shattered, sneering visage is half sunk in the sand. A 60' shaft in an open pit surrounded by bones and pots shards leads to a small looted tomb, now a midden heap filled with trash. The wight of Captain Shar—a shambles of sinew, bone, and rusted plate hides in the shadow of an empty sarcophagus. Shar was an infamous brigand, thrown down the shaft decades ago. When anyone descends the shaft the wight will hide until the rope is empty before dashing forward screaming and wildly swinging his magical sword, "**Slaughter Child**". The blows are easily avoided by stepping back, but then Shar will seize the rope and scurry up to pull the rope up after himself. If he succeeds in trapping anyone in the cell, he will taunt them from the top of the rope for a day or so before wandering off to find someone to eat. Under the tomb's detritus are bones and 100 GP in loose coins.

Captain Shar ×1: As Max HP Wight in Plate Armor wielding **Slaughter Child**

**Slaughter Child:** +1 magic long sword. When it has killed an innocent in the last 24 hours treats all non-magical armor as leather. Whispers demands for murder.

Refugees ×6:  
As Bandits

6 refugees camp in this empty crypt, huddled by a fire in a looted casket—angry, hungry, and armed. A foul cess pit fills the lower tomb.

## SORCERERS TOMB

A lozenge of black star-metal floats above a pristine marble plinth. The face of the tomb is engraved with an epic poem written in magus' sigils and relating the life of the wyrm-taming fire sorcerer Cinis Ignis. The tomb repels dust and hums with old spells.

Sandwiched disks of steel-strong sorcerer's glass inset in the tomb's front hold a sluggish, unhappy yellow lizard. If its crystal prison is disturbed this elemental **Salamander** will flare white hot blasting anyone near the hatch for 1D6 fire damage and heat the tomb red hot for a turn. If soothed with a bath of magical fire the lizard cools to a dull red and sleeps, unlatching the hatch.

Faintly visible through the glass, the tomb holds a pile of seared bones topped with a gold and ruby crown (1,200 GP), and an **Obsidian Staff** that

**Obsidian Staff:** Absorbs and stores a single fire spell for later casting.

The old roads are lined with the tombs of the Imperial dead: nobles, sorcerers, soldiers and artists. They served a reviled oppressive order, cast down by the brave.

Why should any rest peacefully among plundered riches?

## HAUNTED SHRINE

This pillared shrine was once remade as a one room inn. Inside a crude hearth, simple rugs, and empty casks linger in the dust with the loud, harmless, and immaterial spirit of **Lef the Pot Boy**—Captain Shar's last victim. The ghost wails of an evil knight who butchered his family, was executed, but still lives. Lef will reward any who bring Shar's head or sword by showing them a cache of 500 GP in coin and garnets hidden in the chimney bricks.

## FALSE TOMB

A looted tomb of the rural nobility, its exterior built to resemble a country keep. Mosaics of rural life smashed and covered in obscene graffiti lauding the prowess of the "Moga's Roosters" fill the interior. A desecrated candle shrine behind the stairs is empty except for wax drippings and a secret trap door at the center of a circular floor mosaic depicting the Red Empress. Obviously hollow, the thin tile portal can be smashed with picks, or audibly unlatches when a burning a candle is placed at the center of the mosaic.

Beneath is a domed crypt with red jade inlay on its walls (2 turns to remove, worth 500 GP) and peeling frescoes of a grape arbor. Purple **quartz revelers**—three life-size statues of drunken rustics—dance around a charoite casket whose heavy lid is sculpted with the round, content features of a prosperous matriarch. The tomb decoration holds a grape bunch and bottle in bejeweled hands. If the tomb is opened the **quartz revelers** animate and attack.

Within the casket is an ancient corpse, face covered an encaustic mask of a cheerful matron. Beneath shrouds sealed with fragrant balsam and painted with grape vines, the body wears 12 fat gold rings (100 GP each) and a necklace of amethyst and gold grape bunches (800 GP).

**Quartz Revelers ×3:** As Living Crystal Statute immune to normal cutting and slashing weapons. Breath a cloud of intoxicating wine fumes every other round (Save vs. Poison if in melee or suffer magical drunkenness: -2 to all rolls for next six turns).