

# THE TOMB OF KRELL

A lonely mound of dirt and grass. Stone doors, crumbling. Ancient weapons litter the ground, forgotten. All that remains of Krell, Warlord of the Seven Mountains, and his possessions are entombed within. At the height of the New Moon strange fires were spotted upon the barrow and the locals are worried. Animals have been going missing and suspicious travelers have been sighted along the road. When the corpses of livestock were found exsanguinated, the local priest hired the characters to defeat the evil within the tomb.

## TOMB EXTERIOR

Dry, yellowed grass. A mound, built up about head high. Worn stones and crumbling weapons stand out from its surface. Two entrances, one at the rear of the tomb in the north (used by the cult) and the main entrance in the south.

## TOMB INTERIOR

Low ceilings, rough hewn stone walls, wooden supports gray with age. Dusty and dry, faint smell of dried blood. Hard packed dirt floor.

## DOORS

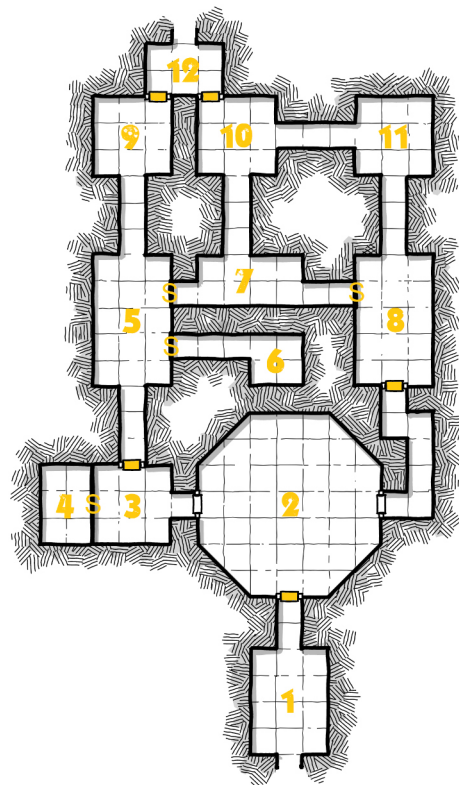
Unlocked doors are in white on the map. Locked doors are in yellow. All doors are made of wood and are braced with rusty iron bands; they can be destroyed but it would alert nearby cultists.

## SECRET DOORS

Secret doors within the dungeon are opened by sacrificing blood; the amount of blood should impact the individual that makes the sacrifice (~1d3 hit points). While they are hidden from casual observation, a more in-depth search immediately reveals them.

## CULT OF KRELL

The cult has recently taken up residence in the Tomb of Krell. Led by MELAKOR, a hulking brute of a man, the cult has been stealing animals to bleed for their rituals. Melakor hopes to gain the Spirit of Krell, a dark blessing only granted to the most dedicated supplicants. He needs to fill the stone bowls in the ritual chambers with blood and bathe in them to receive the blessing. Once he has that blessing, he intends to embark on a blasphemous crusade of murder and death.



## 1 Entrance Hall

Faded murals of Krell conquering the Seven Mountains. Piles of funerary vases crowd against the walls, mostly broken. A broken skeleton lies prone in the center of the room. Within the unbroken pottery: 1d6x10 gold pieces and a silver ring (15 gp). A locked door leads to 2 ARENA.

## 2 Arena

The floor of the arena is a foot lower than the rest of the dungeon and covered in loose sand. The walls are marked with crude drawings of violence. In the center of the arena is a BONE AND BRONZE SHRINE. Within the shrine: two rubies (100 gp each). Taking the rubies out of the shrine causes 1d6+1 SKELETON WARRIORS to emerge from the sand armed with bronze axes and attack the interlopers; destroying the shrine will cause any active skeletons in the room to be destroyed. A door to the west leads to 3 ARMORY. A door to the east leads to a locked door barring entrance to 8 EASTERN RITUAL ROOM.

## 3 Armory

Ancient weapons hang on the walls. A life-sized MOSAIC OF KRELL dominates the western wall, his eye is a ruby (100 gp). Close inspection of the mosaic reveals the secret door to 4 TREASURE ROOM. A locked door to the north leads to 5 WESTERN RITUAL ROOM.

## 4 Treasure Room

An ornamented chest sits in the center of the room covered in dust. Opening the chest sets off the GAS TRAP: upon opening the chest caustic yellow gas emerges from it, requiring a saving throw or taking 1d6 poison damage. Within the chest is 1d6x100 gold pieces, a circlet of gold and rubies (250 gp), a potion of healing, and the AXE OF BLOODTHIRST (this is a hand weapon that deals magic damage; the wielder may choose to have it deal double damage on a successful attack against a living creature, if they do so it deals half that amount of damage back to them).

## 5 Western Ritual Room

A MASSIVE STONE BOWL filled with semi-congealed blood dominates the center of the room. 1d6 CULTISTS guard the bowl (Axe, shield, leather armor). On the eastern wall are two murals of Krell in victorious poses; a close inspection reveals the secret doors to 6 STATUE OF KRELL and 7 CULTIST CAMP. To the north is a hallway to 9 OSSUARY.

## 6 Statue of Krell

A gleaming brass larger-than-life STATUE OF KRELL. Scorch marks in the shape of people mar the walls. Ruby eyes (150 gp each) and a diamond studded circlet (200 gp) adorn the statue. Touching the statue causes a beam of light to emit from the diamond and strike at the one who dared touch it (saving throw or 2d6 magic damage). Removing the diamond causes the statue to become inert. Careful inspection of the statue reveals that a large counterweight is buried beneath the ground, keeping the statue in place and making it incredibly difficult to move. If removed, the statue will slowly and inexplicably erode away.

## 7 Cultist Camp

Cluttered bedrolls and clothing piled around the room. 1d6+3 CULTISTS are lounging in the room. There is a small lock box hidden among the clothing. Inside the lock box: 1d6x10 gold pieces and an obsidian ritual knife (50 gp, this knife deals magic damage). A hallway north leads to 10 BLEEDING ROOM. There are secret doors to the west and east that lead to 5 WESTERN and 8 EASTERN RITUAL ROOMS respectively.

## 8 Eastern Ritual Room

A MASSIVE STONE BOWL filled halfway with blood dominates the center of the room. 1d6 CULTISTS guard the bowl (Axe, shield, leather armor). On the western wall is a mural of Krell drinking from a skull; upon closer inspection a secret door to 7 CULTIST CAMP is revealed. A hallway to the north goes to 11 MELAKOR'S ROOM.

## 9 Ossuary

Meticulously arranged SKULLS AND BONES cover the walls. Touching the wall prompts the bones to reach out and grasp for the creature that touched them (saving throw or pulled into the wall; buried alive). To the north a locked door leads to 12 REAR HALL and a hallway to the south leads to 5 WESTERN RITUAL ROOM.

## 10 Bleeding Room

The corpses of animals hang upside down, bleeding into buckets below. 1d3 CULTISTS patrol the room occasionally replacing a full bucket with an empty one and bringing the full bucket to 8 EASTERN RITUAL ROOM. A locked door to the north leads to 12 REAR HALL, a hallway east leads to 11 MELAKOR'S ROOM, and a hallway south leads to 7 CULTIST CAMP.

## 11 Melakor's Room

A low table sits in the center of the room covered in half-translated scrolls and opened books. A bedroll and chest hug the eastern wall. MELAKOR and 1d6 CULTISTS are in here researching. In the chest is 1d6x10 gold pieces and a Cloak of Shadows (AC as cloth armor, become invisible while in shadow or darkness, each use has a 1-in-6 chance of causing the cloak to fade into nothing). A hallway south leads to 8 EASTERN RITUAL ROOM and a hallway west leads to 10 BLEEDING ROOM.

## 12 Rear Hall

Two CULTISTS guard this empty room from enemies. Two locked doors lead south, one to 9 OSSUARY and the other to 10 BLEEDING ROOM.

### d6 Random Encounters (check as needed)

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| 1   | 1d6 skeleton warriors wandering (from the arena) |
| 2-3 | 1d6 Cultists patrolling the tomb                 |
| 4-5 | A cultist carrying a bucket full of blood        |