

The Desert Tomb

Deep in the desert are tombs of past rulers, priests, and wizards - half-forgotten relics of lost kingdoms now buried in the sands.

Hooks

- The characters pick up rumor of grave robbers heading out in the desert looking for an unspoiled tomb. The characters may want to stop the raiders' desecration or try to beat them to the tomb and raid it themselves.
- A treasure map or research on a related quest reveal the location of an unknown tomb in the desert.

Dungeon Features

The tomb is carved out of a mountain outcrop or plateau in the desert, cut into the mountainside.

All interior surfaces are polished rock. The tomb is a place for the dead with no ventilation or natural light.

Entrances

The reinforces stone doors are not intended to be reopened. Specialized tools and great strength is required to get inside. Above the door is a warning in an ancient language: "Death comes swiftly to those disturb the tomb of our master. The Whisperer in the Void calls." There are tiny cracks in the mountainside, allowing vermin access.

The Tomb Antechamber and Preparation Chambers.

The preparation chambers may have been preserved in honor of the buried, or may have been trapped to slay intruders.

The Lesser and Greater Tombs

The lesser tombs are for close servants, advisers, or the family of the buried master. The greater tombs are similar, but with more ornaments and a greater chance of treasure.

The Shrine

The buried master's god is honored with this shrine. The performers of the last rites placed relics for the ritual in alcoves. Cracks in the floor and walls allow vermin access to the tomb from the surface.

The Secret Tomb

Hidden behind a corridor wall is the secret tomb. This may be the actual tomb of the master or a valued servant. This may also be a shrine to a forbidden god, unknown to most of the master's servants.

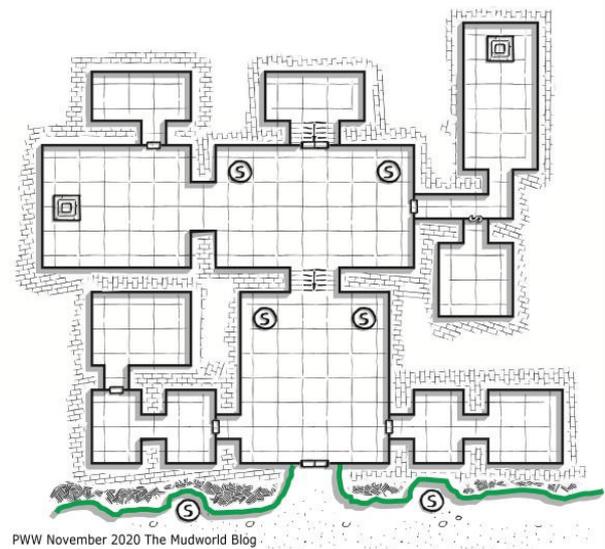
The Ritual Chamber.

At the center of this chamber is a stone altar. The room has no decor, and its stark simplicity contrast the rest of the tomb. The altar is ominous, and its relation to the shrine is unclear. The symbols at the base of the altar are unknown.

The Master Tomb

This chamber is sealed and often near-impossible to reopen. The master burial chamber is splendidly decorated with bas-reliefs celebrating the life of the departed. The sarcophagus itself usually depicts the master of the tomb. A cruel master or society may require the live burial of servants for the afterlife.

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Random Traps

1. A powerful curse befalls anyone disturbing the dead.
2. A tripwire triggers acid gas.
3. An arcane rune triggers fire blasts.
4. Sawblades rise from the floor and cuts across corridors.

Random Monsters of the Desert Tomb

1. Giant Beetles
2. Skeletons
3. Giant Snakes
4. Ghouls
5. Shadows
6. Wights
7. Wraiths
8. Death Demons
9. Undead Necromancer
10. Horrid Things

Events

1. **Brigands.** Bands of raiders have moved into the area and objects of armed intruders in their territory. They know of the tomb and will take an interest in any exploration.
2. **Cultists.** A dark cult is watching the tomb, waiting for the master to return, and will come to the tomb if it is threatened.
3. **Serpentfolk.** The scaly heirs of a ruined empire skulk in the dark, waiting for their chance to return. This tomb is more important than anyone realizes.
4. **Undead.** Packs of walking dead and wandering spirits are drawn to the tomb. A darkness is growing in the area, and the tomb may be the epicenter.

Reward and Resolution

Venturing into the tomb may be resolved and rewarded in many ways. Relations to the dead master may be grateful to anyone protecting the tomb, and its sanctity may be a state matter. On the other hand, there are the treasures and secrets undoubtedly hidden in the tomb. Gold artifacts, jewels and weaponry, old religious and necromantic texts, and things better left alone can be found here.