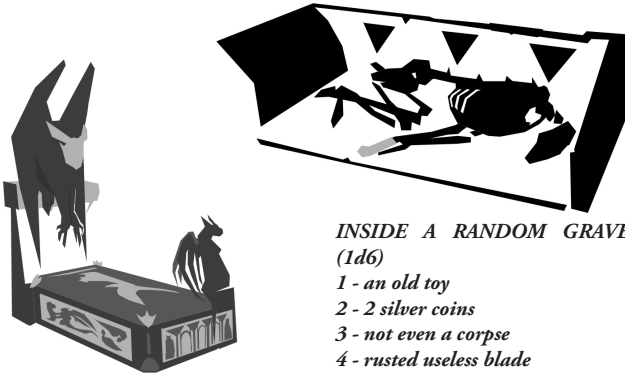


# RAPTA IN PACE

## Sir Bello's Rest

**Exterior:** Spacious sarkophagus adorned like a miniature crypt. Gargoyles with cat heads. Bas-reliefs of hunt and war. A plaque reads „Sir Bello Vornaus the Second, Bravest Among Knights“

**Interior:** A dog skeleton with a warlike silver collar (500 sp) and a prosthetic dog paw of ever-warm silver that will attach to any stump and be as movable and sensitive as a real dog paw (...not all that much).



### INSIDE A RANDOM GRAVE:

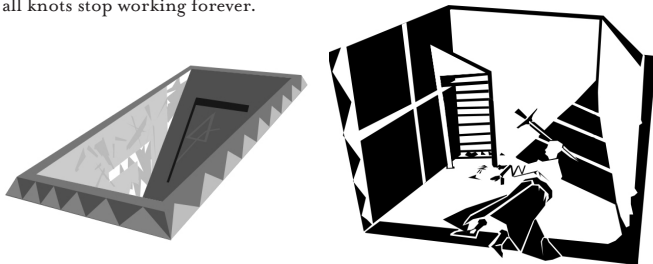
(1d6)

- 1 - an old toy
- 2 - 2 silver coins
- 3 - not even a corpse
- 4 - rusted useless blade
- 5 - jewelry (~10 sp)
- 6 - rotting silk

## Medeserz' Tomb

**Exterior:** Subterranean crypt of white marble. Geometric designs on door and roof. Quiet clicking noises.

**Interior:** Medeserz, Master-Mathematician(4HD), sits on cold stone plodding away at his abacus forever. Two ceremonial platinum coins misapplied as markers in the formulas covering every surface. Tread lightly! His calculation's almost done, but the soldier's sword lodged in Medeserz' brain keeps him from solving his final equation. If anybody solves it (maybe make players solve divisions using roman numerals) Medeserz finally finds some rest. PCs of 15+ Intelligence can spend a 2d4 days studying his formulas to learn a method to undo any knot they can touch. If the sword is removed from Medeserz (even on accident) he instantly solves it, then starts jumping to conclusions. 99% of all knots stop working forever.



## 1d4 UNPLEASANT CARRION EATERS:

1 - 1d8 Unhumoured Hyenas (2HD)- Thin, dry. Stalks party and pounces first player to laugh.

2 - 1 Marrow Mare (2HD)- Corpse-eating Horse. Screams horribly (Fear), bleeds infection.

3 - 2d4 Hooded Dwarfs(1HD) with Cauldron- Cauldron is almost full. One more corpse would do.

4 - 3d4 Dreaming Ghouls(1HD)- One only pipes for 3 Rounds then 2 Nightgaunts(3HD) descent

*St. Tobit's is a sprawling cemetery, rows of severe tombstones and picturesque crypts, interspersed with untamed hedges and statues of beheaded angels. It's a solemn place, but in its darker corners terrors and treasures slumber. In moonless nights, desperate graverobbers may don masks and climb the wall with a hangman's rope. Even more reckless fools might let themselves be hired to dare the most dangerous sepulchres and retrieve what has been buried by wiser men. And of course you might find burial places like this on your travels instead, even in the depths of a dungeon.*

## Malbannon's Kin-crypt

**Exterior:** A lone, decaying crypt. Glyphs almost hidden by moss read „If five enter, walking on eight feet, four may leave.“ Door is open.

**Interior:** Malbannon, once proud sorcerer-patriarch, sits in his broken sarkophagus pointing his awful forefinger at the burial chamber's entrance. Will cover any group entering with 8 dice of Magic Missiles, every round, UNLESS they're carrying a corpse and proceed to inter it in one of the empty sarkophagi. There is not enough left of him to do anything else, not even prevent the party from breaking off his finger(Wand of Magic Missiles, 1 charge, recharged by buying Masses and Indulgences(~300 sp) for Malbannon's thoroughly damned soul) and pilfering the 2000 sp of jewelry strewn on the ground.

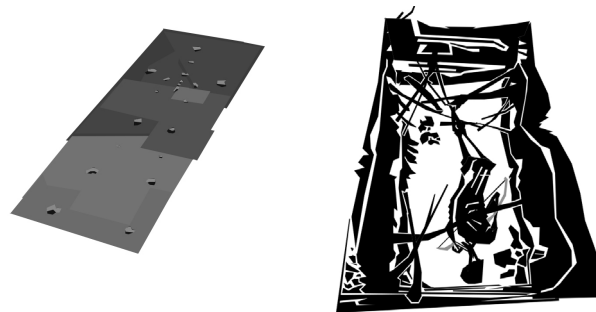


## Runtzlmó's grave

**Exterior:** In a row of graves, a cryptic headstone inscription: „The Runtzlmó. Nuntius of an Unknowable Age.“ Locals know a glacier mummy is interred here with its ancient weapons.

**Interior:** A strange apparatus of copper and darkened yew sits on top of the coffin. It can hold and separately fire two crossbow bolts and its superior launch speed allows the shooter to reroll 1s on the damage die.

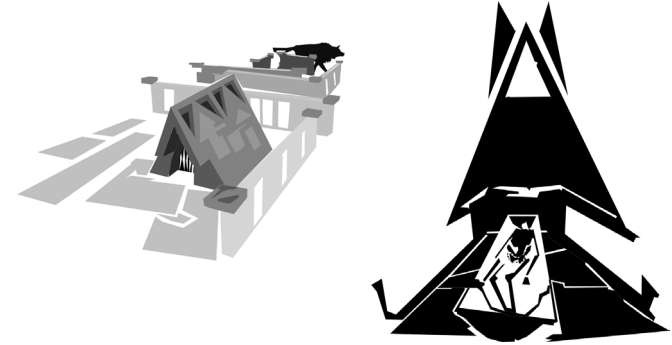
If even one bolt is shot from it, Runtzlmó's old enemy awakens in the eternal ice. After 4000 years, he finds his work still not done. (Suggestion: It's a Sniper Wight from the Cold) The coffin itself contains decayed pulp. 1-in-6 chance per hour the dizzying rot smell attracts unusually awful scavengers.



## Wolf-Groom's Grave

**Exterior:** Here a black wolf of abnormal size(HD 5) stalks the tombstone rows. Shying away from noise and fire, but returning to and ferociously defending a grave marked „WORG. Rest Forever.“

**Interior:** Under this stone and six feet of earth a rough coffin of oak and within a man's body, around the man's rotten loins a belt of bright man-skin. Putting on the belt transforms one into a powerful wolf of human cunning(roll hit points with d8s, really fast, can't use most tools and magic etc.) until after the next full moon. Saving throw or run away to spend 28 days baying at trees. Highly addictive.



## Gargoyle Castle

**Exterior:** Compact Crypt with little battlements and such. 3+1d4 extremely ugly gargoyles sit on the roof and over the door. „HERE LIES PETRARCUS. GO AWAY!“ reads a sign in one gargoyle's hands. Petrarcus of course is a legendary wizard.

**Interior:** As soon as the party is inside the gargoyles(2HD) turn to flesh and try to block the only door. Whoever stays inside the crypt turns to stone over 1d12 rounds to later fill the ranks of the gargoyles. The coffin contains only a Gorgon head, but one of Petrarcus' staffs is hidden underneath. There are 6 stone tablets currently powering the structure embedded in the walls: 3 scrolls of Flesh to Stone, 3 of Stone to Flesh.

