

## “Tomb of Ash” © 2002

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### *Call of Cthulhu*

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#### **Introduction**

This adventure is set in the modern day but with suitable modifications it could be played in any time period. It has been written as part of a mini-campaign and assumes that the investigators have played "The Bookstore", "The Player of Hell", and "The Bone Dealers." However, it can be modified for use as a standalone adventure.

#### **Keeper's Background**

During Egypt's 26<sup>th</sup> Dynasty (664-525 B.C.) an Egyptian priest was involved in an accident that cost him his right leg and arm. Despite the severity of the injuries, the doctors of Egypt were able to provide enough treatment to permit his survival. The priest's initial joy at being alive soon gave way to resentment and resentment gave way to rage.

Sadly, the priest's rage was not impotent. Drawing upon forbidden knowledge, he called up Nyarlathotep and made a deal with the Crawling Chaos. In return for the priest's obedience, Nyarlathotep restored the priest's limbs and promised him an eternal existence.

The grateful priest served his new master well, infecting many with the taint of the Mythos and murdering many good citizens. Fortunately, agents of the governor of Bahariya, Zed-Kons-uef-ankh, learned of the priest's nefarious doings.

The governor's punishment was swift and sure. The priest's limbs were hacked off and then his body was burned to ash. At the advice of an untainted priest, a special tomb was constructed to house the ashes. Into this tomb were cast the followers of the slain priest, to be entombed along with their master. Once the tomb was sealed, all references (save one) to it and the priest were stricken from all documents and carvings.

The tomb remained unknown until an Egyptian archeologist, Dr. Ahmed Hawass, came across a reference to it in a copy of an ancient papyrus scroll. The scroll, a record kept by priests, included a detailed description of the location of the tomb as well as dire warnings about said tomb. Intrigued, Dr. Hawass continued his research. Despite his efforts, he only came across one document that had been written in 1921. This document, written by the sole survivor of an archeological expedition, purports to describe the chance finding of a tomb. According to the document, four men entered the tomb and were, after a short while, set upon by “the dead come back to some semblance of life.”

After reading the description, Dr. Hawass was convinced that the tomb was the one he was looking for. Naturally, he dismissed the dire tale as mere fiction.

Unfortunately for Dr. Hawass, the account is quite accurate. The men entered the tomb and because it had not been disturbed in centuries, its denizens were “asleep.” As the men explored the tomb, the denizens gradually became aware of their presence and set out to destroy them. In the end, three of them perished and only one survived by fleeing for his life.

Because many landmarks had changed or disappeared since the writing of the 1921 document, it took Dr. Hawass almost five years to locate the tomb and begin excavation.

The excavation progressed well at first, but then trouble began. To be specific, one of his men blundered into the Chamber of Memories (see below) and was driven mad by the experience. Recognizing the madness as something more than mundane insanity, Dr. Hawass decided to contact his friend Dr. Preston. Dr. Preston will, in turn, contact the investigators.

## **Getting the Investigators Involved**

In response to his friend’s request for aid, Dr. Preston will contact the investigators and tell them the following:

“One of my colleagues, Dr. Hawass, has informed me of a situation that might interest you. He is excavating a tomb in Egypt and during the course of the excavation one of his workers was found in the tomb in a highly agitated state...to be honest, he was insane. Dr. Hawass, who I respect and trust, believes that the insanity is something quite unusual. I told him that you might be of some assistance and I am asking you, once again, to help me.”

If the investigators agree, Dr. Preston will tell them what he knows about Dr. Hawass (that he is a talented archeologist) and what he knows about the situation (that a tomb of the 26<sup>th</sup> dynasty is being excavated and that the worker who went mad within its walls is in a hospital). If the investigators lack funds, he will be able to secure transportation to Egypt for them. With Hawass’ help, the investigators will have no difficulty getting into Egypt and he will meet them at the airport. He will also arrange for quarters for the investigators on a campus of a nearby university and will see to it that the investigators are not harassed.

Once the investigators have settled in and recovered from their trip, Dr. Hawass will inform the investigators of the situation.

## **Investigation**

### *The Insane Man*

The investigators might wish to speak to the man who went insane in the tomb. Dr. Hawass can arrange this and will do so as long as he believes that the investigators will not bring the man any harm.

The man is coherent at times, but often babbles in the language of the 26<sup>th</sup> dynasty (it will probably not be recognized as such-after all there were no recordings then) and mumbles about tombs, death and pain. He will say things like the following:

“We followed the priest in his worship...thotep...darkness...chaos. Bones shattered...darkness...stone...pain...pain...pain...”

The investigators will not be able to learn much from the man, except perhaps that there is something truly awful in the tomb.

### *The 1921 Document*

This document was written by Dr. Jonathan Southport, an English archeologist. In 1921 Southport and his fellows chanced upon an unopened tomb. At first they counted themselves lucky and entered the tomb eager for fame (and perhaps a bit of gold). The document details the first level of the tomb quite carefully. The archeological description does not, of course mention the denizens.

The document is several pages long. The following excerpts details some points the investigators might take note of.

“One chamber is filled with bones. Among the bones are stones which bear odd marks. While no doubt symbols in an ancient language, they bear some resemblance to the letters ‘K’ and ‘A.’”

“Another chamber was most disturbing. The floor is strewn with shattered bones (which appear human). For some reason we all felt a mysterious sensation upon entering this chamber. While I place little stock in the nonsense of the spiritualists, for the brief time I entered the room, it was as if the dead were trying to reach out to me. Utter balderdash of course, but I will not return to that chamber.”

“The next to last chamber we entered contained three mummies, These gruesome figures were wrapped in crude cloths and seemed to be spiked to the wall of the chamber. Each one has a mask of bronze upon its head. My cursory examination revealed that the bronze had been heated and forged into a mask around their heads. The walls of the chamber are engraved with scenes that indicate why they had received such a dire fate- apparently they had engaged in some sort of terrible rituals abhorred even by the polytheists of Ancient Egypt.”

“In the final chamber we found a stone sarcophagus. We had little time for observation here. No sooner had we entered than George said that he heard something behind us. Fearing grave robbers, we readied our pistols. However, those who entered the chamber were not robbers. They were the inhabitants of the tomb, the dead come back to some semblance of life.”

“It shames me to say that I survived not because of any bravery or strength, but only through a mixture of luck and fleetness of foot. My fellows and I agreed to run for our lives after seeing that our pistols had no discernible impact upon the horrors. I reached the surface and realized that I was the only one who had made it back into the light of day. Though I loved them as brothers, nothing on this earth could have compelled me to enter the tomb again.”

## **Map**

The following details the tomb of ash, in which the nameless priest and his followers were entombed. The interior corresponds to the typical stereotype of an Egyptian tomb: it

is dry inside and the rooms and corridors are strewn with yellowish sand. The walls are decorated with carvings-most show dire punishments or express grave warnings about disturbing the evil that is entombed here.

The creators of the tomb imbued it with some power, within the limitations of what they knew. Fortunately, their knowledge was sufficient to create a chamber that would keep the nameless priest trapped for all eternity. Ironically, the energies spewing forth from the imprisoned priest have empowered the tomb and brought about many of the curses placed upon those trapped within.

### **Level One**

The entrance to the first level has been excavated and the sealing stones have been removed. The stones are piled beside the entrance. Each is marked with dire threats and warnings.

**Chamber of Bones:** This chamber contains the bones of the priest's followers. These followers were deemed the least guilty and were merely executed. In the time the priest has been imprisoned his mind created a dire spell and his will engraved it upon the walls of this chamber. Powered by his will, the spell caused loose stones on the floor to become engraved with symbols of power. These stones melded with the skeletons rising them up as KA skeletons. When the chamber is entered, they will rise up and attack those present.

**Chamber of Memories:** This chamber contains the shattered bones of the nameless priest's lesser followers. They were beaten to death with stone hammers and their shattered remains were deposited within this chamber. The walls are inscribed with curses against them as well as carvings that depict their story of corruption and punishment. The power of the nameless priest has brought forth the pain and rage of the dead and these emotions have been trapped within the very stone of the chamber. Those entering the room will undergo a mental attack each round they are present. This attack matches a POW of 16 against the victim's POW. If it fails, the victim has a disconcerting vision and develops a very strong dislike of the chamber. If the attack succeeds, the victim is flooded with the emotions as well as visions from the dead. In game terms, the victim loses 1/1D3 Sanity points and loses one magic point. The visions interfere with the person's ability to navigate and see-escaping the chamber requires either concentration or blind luck (roll under POW X5 to escape). The Keeper can modify the roll based on relevant factors, such as the assistance of other. If the victim runs out of magic points, he will fall to the floor of the chamber and be unable to leave the room on his own. If the victim is not removed from the chamber, he will eventually die of thirst and his memories will join the chorus of madness. Even if the victim survives, it is likely that he will be driven completely mad.

**Chamber of the Three:** This chamber contains the mummified remains of the three main servants of the nameless priest. These lesser priests were wrapped in crude cloths, spiked to the wall of the chamber and then heated masks of bronze were affixed to their heads. The walls of the chamber are engraved with scenes that tell the tale of their fall into corruption and their ultimate punishment. Driven by his rage, the priest sought to transform his former servants into instruments of vengeance. His will caused the walls of the chamber to be inscribed with a spell and this spell brought a horrid semblance of life to the dead. Shortly after the chamber is entered, the three will pull themselves from the wall and stagger towards those who are present.

**False Tomb I:** This tomb contains a large stone sarcophagus. The sarcophagus' lid bears the following inscription, in the language of the 26<sup>th</sup> Dynasty, "Let no one who cares for life disturb what lies beneath." The sarcophagus is full of bones that belong to those who have intruded into the tomb over the years. The oldest bones belong to grave robbers and the newest bones belong to the members of the ill-fated 1921 expedition. Mixed in with the bones are the clothing and equipment of the expedition, including their wallets (allowing them to be identified). The sarcophagus also conceals a tunnel that leads into the second level.

## **Level Two**

The second level of the tomb is similar to the first level. The chambers have been sealed off with stone. The stone walls are thin enough to break down with suitable tools.

**False Tomb II:** This chamber contains another empty sarcophagus. There are a few burial items, including a few small gold items. These things were left here to create the impression that it is an actual burial chamber.

**Guardian Chamber:** The chamber contains two large stone statues of Anubis armed with bronze swords. Though they look formidable, they are only stone statues. Naturally, the Keeper should do his best to lead the players to believe otherwise.

**Room of Ash:** The walls of the chamber are engraved with potent symbols intended to trap the nameless priest. The floor and walls of the chamber are marked with ash and there is a pile of ash in the center of the chamber. The ash is what remains of the priest. Such was the power of Nyarlathotep's promise that the priest's consciousness persists in the ash. The priest will attack anyone who enters the chamber.

## **Action**

The following provides guidelines for running the action oriented parts of the adventure and the action will most likely begin when the investigators enter the tomb. The accursed occupants of the tomb make it a rather dangerous place.

### *Dangers of the Tomb*

The following provides a guide to running the dangers of the tomb. The denizens of the tomb have been disturbed recently, so they will be active as soon as the investigators enter. As time goes by without disturbances, the denizens will gradually fall back into something of an "undead dream" and it will take longer to arouse them again. If it becomes a factor, figure that they will be "inert" unless directly disturbed for one minute for every day that has gone by since they were last active. For example, if the tomb is left alone for a month, about thirty minutes after the tomb is entered the undead will be aware of the intrusion and ready to act. At the Keeper's option, the maximum time of being "inert" can be a few hours regardless of how long the dead have been undisturbed.

**KA Dead:** The KA Dead will attack any person who enters the chamber they reside in. Once they become active, they will pursue intruders through the tomb and even outside. Given their limited intelligence, their main tactic will be to pursue and attack. The investigators should find them to be annoying, but they should not pose a severe threat.

**Memories:** The Chamber of Memories is a fixed threat-only those who enter it are subject to the effect. The chamber does not affect the mobile denizens of the tomb.

Thanks to their experience with past intrusions, the mummies know that the chamber is rather dangerous to living beings and they will attempt to herd intruders into the chamber.

**Blank Face Mummies:** The mummies are the most dangerous of the mobile threats. They are intelligent enough to use tactics against the intruders and will, as noted above, attempt to lead intruders into the Chamber of Memories. They are also burning with madness and rage to the degree that their only momentary relieve lies in slaying the living. Like the KA Dead, they will pursue intruders through the tomb and will even leave the tomb.

**The Priest:** The priest is the direst threat in the tomb. Fortunately he is trapped within one room and can only directly harm those that enter the chamber. Driven by madness and eternal anger, he will relentlessly attack all who enter the chamber.

### *Returning to the Tomb*

It is likely that the investigators will elect to leave the tomb after encountering the menaces within and they might well wonder why they should return. Why not, they might ask, just seal up the tomb and leave it buried under the sand?

If the investigators take this approach, both Preston and Hawass will argue that they must investigate the tomb further and find some way to deal with the menace. They will point out that even a sealed tomb will pose a danger to future generations and, they will add, who knows what evil is lurking down there, awaiting its time? Dr. Preston will also add that the tomb might well contain information useful to their battle against the Mythos. He will want to get good photos of the interior carvings so that he can study them.

If the investigators persist in wanting to seal the tomb, Hawass will insist that they do not do so. If the investigators make it clear they intend to seal it, Hawass will have the government intervene. He will go so far as to have the investigators deported as threats to the national heritage of Egypt, if need be. He will not, however, instigate any action to actually harm them (unless they get way out of hand).

If the investigators elect to return to the tomb, they will be provided with cameras capable of taking high-resolution pictures in the dark. Preston will ask them to get as many shots as they can. Naturally, they will need to contend with the denizens of the tomb.

Clever and technically minded investigators might decide to come up with some sort of RV to carry a camera into the tomb. The undead will, of course, have no idea about such things and will probably ignore it unless there is something about it that would draw their attention (such as bright lights).

### *The Photos and Translations*

Once the photos are developed Hawass and his associates will study them. While they will be able to translate many of the symbols, they will find that some of them are unknown. Luckily, or so it seems, Hawass will receive a call from Yassir Mubarek, a self-proclaimed expert in ancient symbols. Mubarek seems to be a short, portly and jolly man. In actuality he is Nyarlathotep, who has been drawn by the intrusion into the tomb.

Mubarek will provide impeccable credentials and references and will act entirely above board. He will pretend to study the photos for a plausible length of time and will stop by to talk and joke with the investigators and their associates. He will also exhibit a fondness

for alcohol and make quite a show about how it causes him guilt, “being a good Muslim and all...” Naturally, he will have no trouble translating the symbols.

Once he has decided that a plausible amount of time has passed, he will call the investigators and the others together and say the following:

“I have managed to translate the symbols, though I suspect something is lost in the process. The majority of the translations appear to present various invocations...what the unlearned might call spells.”

If the investigators have not yet found the second level of the tomb, Mubarek will say the following:

“I have found references to a second level of the tomb. According to the dire warnings, a terrible priest is entombed in this lower level, in what is called the ‘tomb of ash.’ If my translations are correct, he served an evil god and was duly punished when caught.”

At this point, he will lean forward and whisper in a conspiratorial tone:

“I feel I have not been entirely honest with you. While I am a great scholar, I am also a student of the occult. I believe the symbols in the tomb are true spells and that a great evil is trapped within the lower level of the tomb. I urge you to find out what lies there, for my intuition tells me that the key to defeating the evil lies there. I implore you to be cautious however, for I have grown very fond of you all.”

If the investigators are able to get photos of the Tomb of Ash, Mubarek will study them for a suitable length of time and then call everyone together to say the following:

“I have studied the symbols from the tomb and have learned they are part of an enchantment designed to keep the priest trapped within the chamber. I have consulted with some of my colleagues and they believe that the spell in the chamber can be refined further to trap the nameless priest within a single stone. They believe that this would also free the tomb from the curse that pervades it. I would like to ask them to develop the spell.”

If the investigators agree, Mubarek will say that he will contact his colleagues. Naturally, he already has the spell but will maintain the pretense of waiting for it to be developed. Once the time has passed, he will call the group together again:

“My associates, who must remain nameless have finished developing the ritual. It is certain to work, but it is dangerous to perform for it must be done within the very chamber of ash. I, as a faithful follower of the prophet cannot taint my soul with such a ritual. However, as infidels (smile) one of you can perform it.”

If the investigators agree to challenge the priest, Mubarek will provide them with the ritual. The ritual is rather easy to learn (compared with most Mythos magic) and will take a week to master. The chance of learning the spell is the investigator’s INT X 4.

### *Mubarek*

As noted above, Mubarek will carefully maintain the appearance of normalcy. If the investigators investigate him, he will appear entirely above board. Mubarek will even allow himself to be “killed” by the investigators, if need be. Being Nyarlathotep, he is well up to the task.

### *Facing the Priest*

If the investigators decide to learn the spell and face the priest, they will need to go into the Chamber of Ash and perform the ritual. While they are conducting the ritual, the priest will attack those present and attempt to slay them all.

If the ritual fails, surviving investigators can attempt it again at a later point. If the ritual succeeds, the priest will be drawn into a stone in the floor and his influence on the tomb will be stripped away. Any surviving undead in the tomb will stagger about and then collapse into dust. The Chamber of Memories will lose its power and the tomb will simply be a mundane tomb of stone.

## **Conclusion**

The adventure comes to an end when the investigators emerge victorious, give up or are defeated.

Destroying the denizens of the tomb and imprisoning the nameless priest will result in a victory for the investigators and they should receive a 1D10 Sanity point reward. Assuming all went well, the investigators will now have Hawass as an ally and he might prove useful in future endeavors.

If this adventure is being run as part of a mini-campaign, it will now be time to move on to the final adventure in the series, “Raising Up & Putting Down.”

If the investigators give up or are defeated, Hawass and Preston will continue to take action against the tomb and its inhabitants. The Keeper will have to decide how to continue. If the adventure is being played as part of the mini-campaign, the campaign can continue either by having the investigators return for another shot at the tomb or by having Preston and Hawass undertake the actions needed to keep the mini-campaign going. To be specific, Preston needs to acquire photos of the tomb’s interior and have the symbols in them translated by Yassir Mubarek (Nyarlathotep). In this case, the investigators will proceed to the final part of the mini-campaign, “Raising Up & Putting Down.”

If the adventure is not being run as part of a mini-campaign, then if the investigators give up, the Keeper can feel free to have Preston and Hawass come to bad ends in the tomb, thus costing the investigators 1D4 Sanity Points. The investigators could then take another shot at the tomb or simply let things lie under the sand.

## **A Deal with Nyarlathotep**

Preston’s situation will not go unnoticed by “Mubarek.” During the course of the adventure, “Mubarek” will work on influencing Preston. He will provide Preston with some books that “might be of interest.” In studying these books Preston will learn a ritual that will allow him to restore his damaged body at will. In a moment of weakness Preston will conduct the ritual. As a consequence of this ritual, Preston will go mad. This madness will create a split in his personality. One part of his personality will remain the same Preston who has been aiding the investigators all along. This aspect of his mind will have no awareness of the ritual and will act accordingly. The other aspect of his mind knows the ritual and is driven by an overwhelming desire for knowledge and power at any cost. This aspect of Preston’s mind will set out to raise up various dead “wizards” to glean lost secrets from them. These events are detailed in the adventure to follow: “Raising Up & Putting Down.”



## NPCs

### **Dr. Reginald Preston, Scholar**

STR: 4      CON: 7      SIZ: 8      INT: 15      POW: 18      DEX: 6  
 APP: 9      EDU: 20      SAN: 68      HP: 8      DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 16%, Library Use 87%, Natural History 20%, Persuade 56%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Compell Ghoul, Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian). Ward Ghoul.

Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic that will cure his body.

### **Dr. Ahmed Hawass, Archeologist**

STR: 12      CON: 11      SIZ: 14      INT: 16      POW: 12      DEX: 11  
 APP: 12      EDU: 20      SAN: 70      HP: 13      DB: +1D4

Important Skills: Accounting 40%, Anthropology 40%, Archeology 70%, Fast Talk 15%, First Aid 40%, Geology 21%, History 60%, Law 25%, Library Use 60%, Naturally History 30%, Navigate 30%, Occult 45%, Photography 20%, Spot Hidden 55%

Languages: English 60%, Ancient Egyptian 60%

Weapons: Fist 50% 1D3+1D4

Description: Dr. Hawass is an expert archeologist and historian. He has worked tirelessly throughout his adult life to unearth the historical treasures of Egypt and to preserve them. He is a staunch enemy of those who would steal the historical artifacts of his country. Dr. Hawass is, however, very much a member of the international community of scientists and enjoys working with professionals from all nations.

Dr. Hawass has had a few unusual experiences over the years, for Egypt is an ancient and mysterious place. He will bravely assist the investigators, provided they do not intend to steal from the tomb.

## Mythos Beings

### KA Dead

Char	Rolls	Averages	#1	#2	#3	#4	#5
STR	3D6	10-11	13	14	11	15	12
CON	N/A	--	--	--	--	--	--
SIZ	2D6+6	13	12	12	11	15	10
INT	1D6	3	3	4	2	2	5
MP*	1D6	3	4	5	3	5	3
DEX	3D6	10-11	12	11	9	11	14

Move: 7

HP See Below

Average Damage Bonus: None                      1D4   1D4   --   1D4   --  
 Weapons: Club 1D6                                      36%   33%   27%   33%   42%

Sanity Loss: 0/1D6

\*KA Dead have Magic Points instead of POW.

Description: These skeletons are similar to those on page 183 of the 5<sup>th</sup> edition of *Call of Cthulhu*. Like the “normal” skeletons, the KA Dead are immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton. Unlike a normal skeleton, a KA Dead is animated by a stone that floats in its rib cage. This stone holds the fragments of spirit that animate and direct the bones. The stone confers the KA Dead with the ability to reform itself if it is “destroyed.” Each reformation costs the KA Dead one Magic Point. When a KA Dead runs out of Magic Points, it is destroyed and the stone crumbles to dust.

### Blank Face Mummy

Char	Rolls	Averages	#1	#2	#3
STR	3D6X2	20-22	24	26	28
CON	3D6X2	20-22	23	21	26
SIZ	2D6+6	13	11	10	10
INT	3D6	10-11	10	11	11
POW	3D6	10-11	12	10	13
DEX	3D6	10-11	11	12	14

Move: 8

HP    17    16    18  
 Damage Bonus:    +1D6    +1D6    +1D6

Weapons: Fist 50% 1D6+DB

Armor: 2 Point Dried Skin, impaling weapons do minimum damage and all others do half damage.

Sanity Loss: 1/1D8 Sanity Points.

Description: These mummies are similar to “normal” mummies (see page 182 of the 5.5<sup>th</sup> edition rules) with two exceptions: they are tougher and faster than normal mummies and

their continued existence depends on their masks remaining on their faces. If the mask is torn away (this can be done by grappling with a mummy), the mummy collapses into dust.

### **The Nameless Priest**

INT 16

POW 22

Sanity Loss 1/1D10

Description: The Nameless Priest exists as a wraith and is filled with unending madness and hate. It will attack all who enter the Room of Ash (it cannot leave the chamber). It attacks by matching its POW against its victim's POW on the resistance table. If the Priest wins, the victim loses 1D6-1 POW. If the target resists successfully, the Priest loses 1D6-1 POW. If the Priest's POW is reduced to 0, it is destroyed.

### **Spells**

The following details the spells that Preston will learn during the course of the adventure. His "normal self" will only be consciously aware of the Ritual on Entrapment.

#### **Restoration of Flesh**

This ritual restores damaged or missing limbs and organs, but at a terrible price. This ritual takes place over the course of seven days, with each day requiring no less than two hours of ritual activity and preparation. Each day of casting costs 1D3 sanity points and 3 magic points. At the end of the ritual the caster has any lost or damaged limbs or organs fully repaired and finds that his body has been strengthened. In game terms, add +1D4 to the character's STR and CON. However, the main part of the ritual binds the person to the will of Nyarlathotep, making the person lust for power and dark secrets. The power of the ritual enables the caster to remove or restore the effects of the casting at will-witnessing this process might cost the viewer up to 0/1D3 SAN, depending on the extent of the change (the process is somewhat horrific).

#### **Raise KA Dead**

This spell is used to bring a semblance of life to the bones of the dead. This ritual requires an intact skeleton as well as a stone engraved with a symbol that looks very much like "KA." Casting the spell requires an expenditure of at least one Magic Point (the caster may expend as many Magic Points as he has) and costs the caster 1D4 Sanity points. When the spell is completed, the skeleton will rise up as a KA Dead with Magic Points equal to those the caster has invested in it.

#### **Raising of the Flesh**

This spell enables the caster to bring a form of life to the dead. It is similar in some respects to the spell Resurrection. Casting this spell requires the remains of a dead creature-the length of death is not important as long as some of the flesh remains. The ritual requires the expenditure of 5 magic points and costs the caster 1D10 Sanity points. When the spell is complete, the dead being is restored to a mockery of life (a being so resurrected loses at least 1D20 Sanity points). Treat the restored body as a zombie for the physical statistics. The spell will restore all the available remains to this state of undeath,

even transforming ash and dust into rotted flesh. However, it cannot restore parts that are completely missing. While a mostly intact corpse will be effectively restored and recall what it knew in life, the Keeper will have to judge what the effects are when the spell is cast on less complete remains. Seeing the products of this spell will probably result in some Sanity loss-viewing a Raised corpse is equivalent to seeing a zombie.

### **Ritual of Entrapment**

The ritual requires four rounds to perform and a minimum expenditure of ten Magic Points. The ritual can be performed by any number of casters, provided that they are all within the Chamber of Ash. When the ritual is complete, the caster with the highest POW matches his POW against the priest on the resistance table. The caster's effective POW for the spell increases by one for every ten magic points expended in the ritual. The casting of the ritual also costs 1D4 Sanity points. If the ritual succeeds, the priest will be drawn into one of the stones on the floor, like a whirlwind of ash.

## Handout #1 Southport's 1921 Document

“One chamber is filled with bones. Among the bones are stones which bear odd marks. While no doubt symbols in an ancient language, they bear some resemblance to the letters ‘K’ and ‘A.’”

“Another chamber was most disturbing. The floor is strewn with shattered bones (which appear human). For some reason we all felt a mysterious sensation upon entering this chamber. While I place little stock in the nonsense of the spiritualists, for the brief time I entered the room, it was as if the dead were trying to reach out to me. Utter balderdash of course, but I will not return to that chamber.”

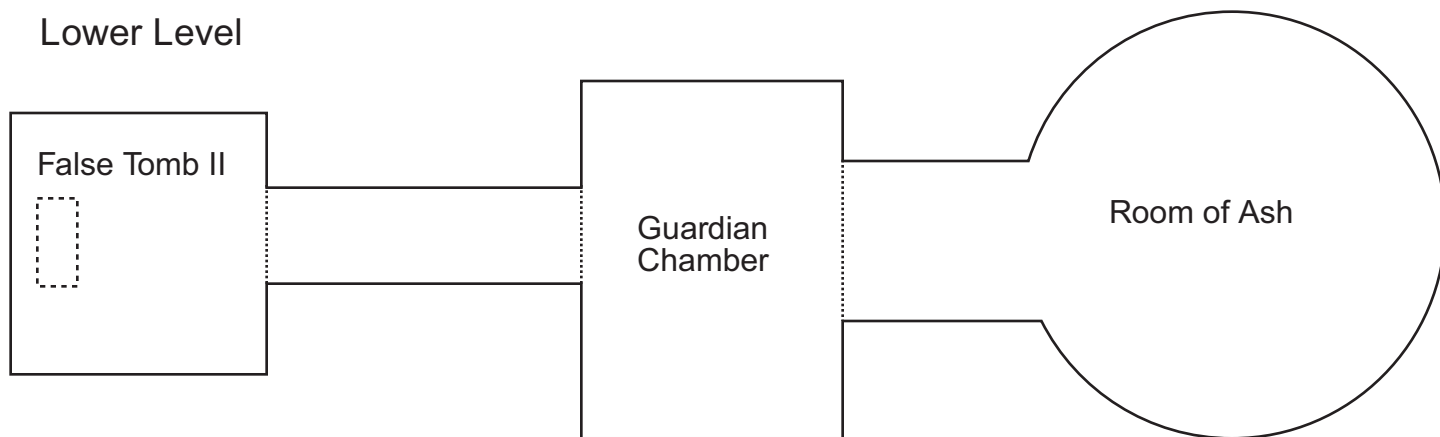
“The next to last chamber we entered contained three mummies. These gruesome figures were wrapped in crude cloths and seemed to be spiked to the wall of the chamber. Each one has a mask of bronze upon its head. My cursory examination revealed that the bronze had been heated and forged into a mask around their heads. The walls of the chamber are engraved with scenes that indicate why they had received such a dire fate—apparently they had engaged in some sort of terrible rituals abhorred even by the polytheists of Ancient Egypt.”

“In the final chamber we found a stone sarcophagus. We had little time for observation here. No sooner had we entered than George said that he heard something behind us. Fearing grave robbers, we readied our pistols. However, those who entered the chamber were not robbers. They were the inhabitants of the tomb, the dead come back to some semblance of life.”

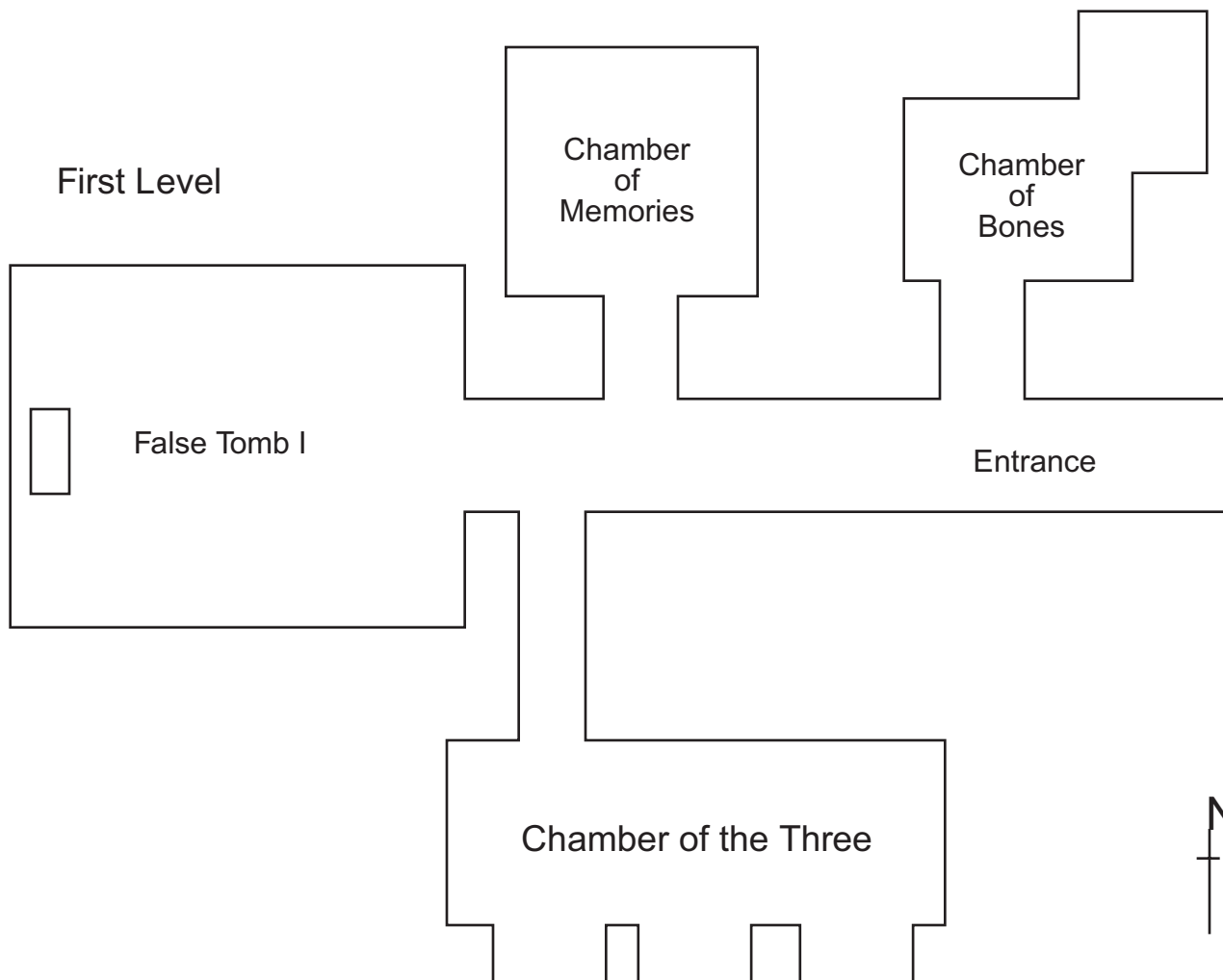
“It shames me to say that I survived not because of any bravery or strength, but only through a mixture of luck and fleetness of foot. My fellows and I agreed to run for our lives after seeing that our pistols had no discernible impact upon the horrors. I reached the surface and realized that I was the only one who had made it back into the light of day. Though I loved them as brothers, nothing on this earth could have compelled me to enter the tomb again.”

# Tomb of Ash Map

## Lower Level



## First Level



3 Meters