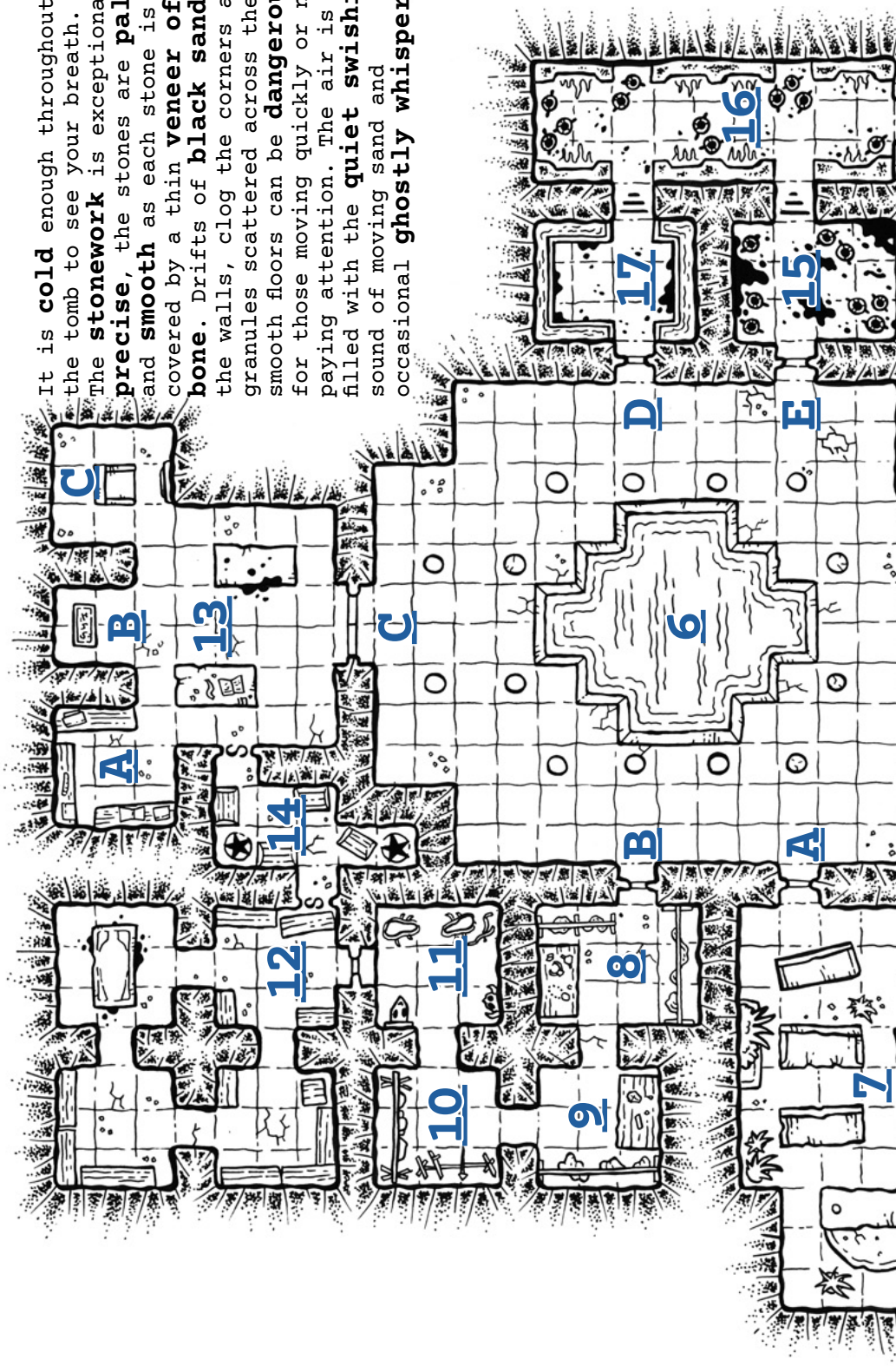


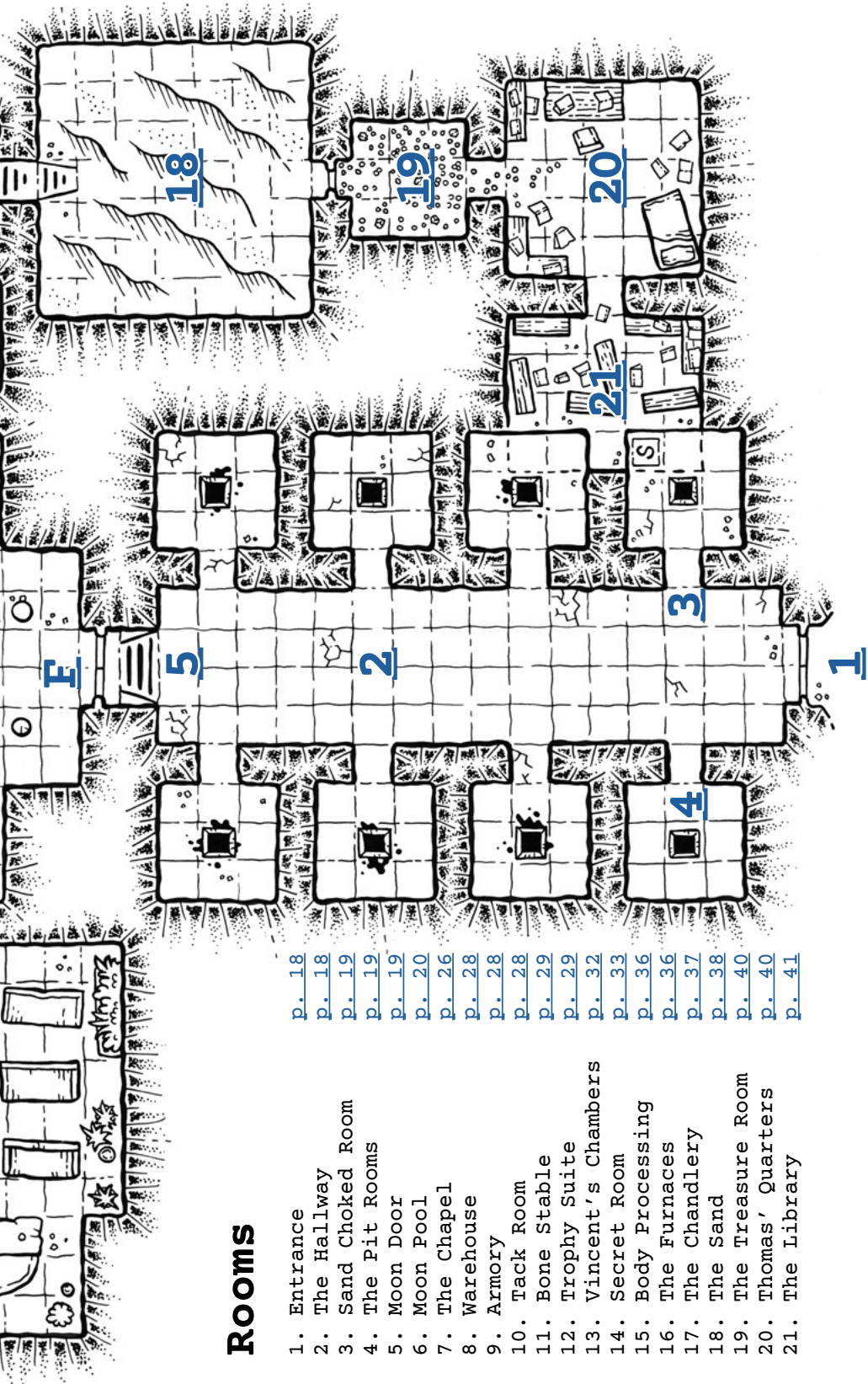


# The Tomb of Black Sand

AN ADVENTURE FOR LEVELS 4-5

It is **cold** enough throughout the tomb to see your breath. The **stonework** is exceptionally **precise**, the stones are **pale** and **smooth** as each stone is covered by a thin **veener of bone**. Drifts of **black sand** hug the walls, clog the corners and granules scattered across the smooth floors can be **dangerous** for those moving quickly or not paying attention. The air is filled with the **quiet swishing** sound of moving sand and occasional **ghostly whispers**.





# Rooms

- 1. Entrance [p. 18](#)
- 2. The Hallway [p. 18](#)
- 3. Sand Choked Room [p. 19](#)
- 4. The Pit Rooms [p. 19](#)
- 5. Moon Door [p. 19](#)
- 6. Moon Pool [p. 20](#)
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- 14. Secret Room [p. 33](#)
- 15. Body Processing [p. 36](#)
- 16. The Furnaces [p. 36](#)
- 17. The Chandlery [p. 37](#)
- 18. The Sand [p. 38](#)
- 19. The Treasure Room [p. 40](#)
- 20. Thomas' Quarters [p. 40](#)
- 21. The Library [p. 41](#)

# Need a Hook?

## Foul Witchcraft

Curate Baldo has written the PCs or their associates requesting aid in Brighton—people vanish leaving their possessions behind. He fears if word gets out, the regional authority (already skeptical of Brighton's local "moon goddess" St. Anya) will raze the town for witchcraft.

## A Bad Deal

An ancient iron mine, brimming with ore, was uncovered by loggers in Brighton. The Martel Company, seeking to acquire it, sent an envoy directed by Sir Reginald Blot to assess the mine and make an offer. Blot and his crew arrived before vanishing from the Red Squirrel the night before Dario Stone was to lead their expedition. Martel suspects foul play. Dario is convinced this is a Martel setup to seize the town.

## Gone Hunting

A rare creature allegedly stalks the woods outside of Brighton. Its horn/horn/tooth/blood are necessary to bring back a favorite NPC. Players are directed to a small cottage outside of town. The three brothers living there know the woods well but are preoccupied with their sister's disappearance.

## Candlelight Vigil

While traveling, the party arrives in Brighton, a small town, near dusk. As the sun sets, townsfolk stop what they

are doing and walk single file to a field stone church at the edge of town. Many weep openly, speaking of missing friends or kin. Curate Baldo leads a solemn service of prayer and remembrance. The villagers light candles and sing songs of hope. At the end of the service those who are missing someone, leave mementos on the church steps. Deep in the night, black riders on black horses silently collect the mementos and ride into the woods.

## Bonfire

Nomadic tribes camp outside of Brighton in colorful tents. They are friendly and welcoming and invite travelers to stay. A large bonfire is maintained and men sing songs through the night. The songs allegedly counteract the "Call of the Woods." The nomads believe an evil spirit in the woods eats the flesh of the living and any who hear its song walk into its jaws with open arms. Players are urged to stay near the bonfire's light and plug their ears if they hear a woman singing.

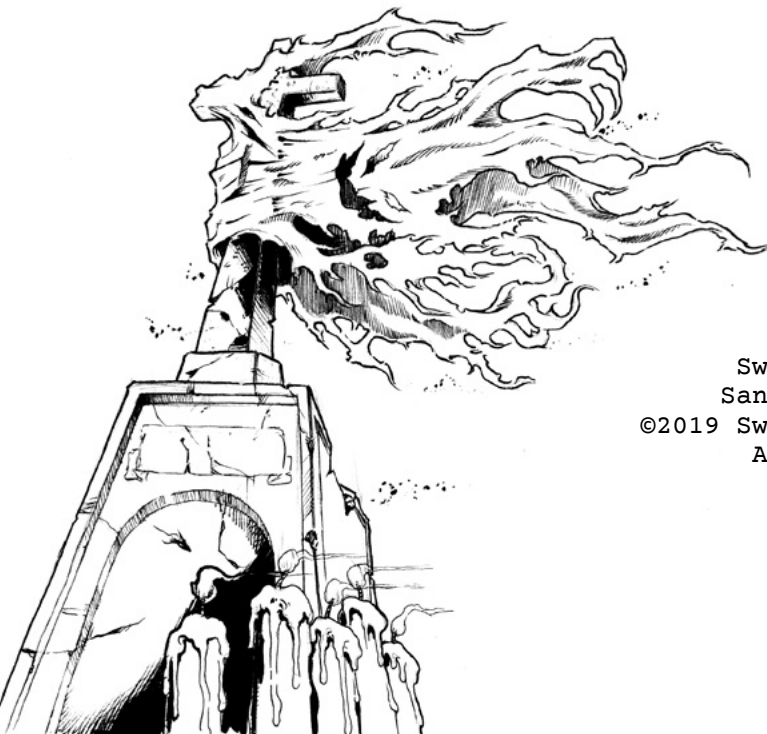
## Druidsbane

Multiple druids were found wandering roads leading to Brighton, naked and deranged—bodies painted with red spirals and clutching a blue flame lantern. Their ravings make little sense, all speak of the moon, hum fragments of the same song and scream about the eternal Void and a coming blight.

# The Tomb of Black Sand

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[SFI0006](#)

## Thank you playtesters!

*The Tomb of Black Sand* is an adventure created for use with contemporary (2019) table top role playing games. Yet, deeply rooted in “old school” RPG design sensibilities.

It was created for (and playtested using) parties of 3-6 level 4 characters—with some TPKs because failures easily cascade.

Creatures within the tomb are not here to be killed by or provide a challenge for PCs. They have their own concerns, are (mostly) minding their own business and PCs are intruding upon their mythic underworld.

The tomb is the Lich’s lair (CR 21), who is always present. There is no need, or expectation, PCs kill him. If a level 4 party goes up against him—expecting balanced, “combat-as-sport”—it almost certainly ends in their oblivion. It is possible, but his death is in no way the “intent” of this adventure.

The answers are not on your character sheet but uncovered with exploration and applied creativity.

### **GenCon 2019**

Benjamin Adelman  
Chris Brust  
Donnie Garcia\*  
Ian Anderson  
Jason Bryan  
Kenneth Moorhouse

### **The Mended Drum**

Christianne Elefante  
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Nick Danger  
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Adam Purtee  
Adam Schumacher  
Amanda Dinh  
Jacob Bolton\*  
Tamara Elles

### **The Pit Crew**

Jefferey Ohlstein  
John Schwalm  
Lenard West\*  
Matt Price  
Tim Cusack



# Overview

*The Tomb of Black Sand* was recently grown from bone, stone and dark magic by the (then) necromancer Vincent Bine. Vincent, seeking to leave these mortal realms, became a lich and now works ceaselessly, using rare treasures and forbidden knowledge, to become a demilich and transcend to the planes beyond.

The tomb is relatively self-contained and focused almost entirely in on itself. Blight spreads from its walls and distorts the land, but this impact is incidental. Something as petty as regional or global domination is far beneath Vincent's interests.

## Plugs & Sockets

*The Tomb of Black Sand* is expected to be "plugged into" a mid-to-high fantasy world. All plugs require sockets and to use the tomb, as presented, it needs:

**1. A Forest:** large and generally safe enough to support generations of nearby woodcutters.

**2. A Glut of Corpses:** The ritual requires a massive number of corpses to grow the tomb and as a reagent for the final spell. Possible locations include: a major battlefield, ancient catacombs, plague lands, the lands of a genocidal despot or any other mass grave. This adventure also assumes the location is within the forest for maximum aesthetic effect.

**3. A Town:** Living victims are also required, and NPCs need to disappear from somewhere. A medium sized village with a sizeable transient population from a trade route, recent resource discovery or seasonal nomads, would likely work best.

**4. Relative Isolation:** Enough room around the tomb for blight to spread (2 mile radius) without triggering a regional emergency.

## A Cold Start

Alternatively, you might run the Tomb as a one-shot or convention game. For this we recommend the following:

**1.** Make pre-generated characters but DO NOT give them to the players.

**2.** Begin with the players in the tomb as ritual victims. Split the party into groups of 2-3 and put them into different Pit Rooms [4]. Have them awaken in the niches, naked, except for a translucent burial shroud and a bejeweled netting of gems on their face. Imagine a Halloween ghost costume made from a single bed sheet with a jewel-netted "mask" helping to hold it in place.

**3.** The bejeweled headpieces deal **d4** cold to bare flesh.

**4.** The characters should have no memory of how they got there, where they are or why. Their amnesia does not need to be total but they should be missing at least a week. Perhaps the last thing they remember is lighting fine red candles and hearing beautiful music.



**5.** Add more bodies to the pits in the Pit Rooms [4]—enough to reasonably climb into the pits and back out. Perhaps add a lit *Candle Golem* in their pit for effect and illumination. The golem should not attack (summoning an *Elemental Wolf*) unless attacked.

**6.** Place obvious adventurer gear in the pits. When a character picks up gear purposefully, give them the corresponding character sheet. If a character picks up a holy symbol and doesn't want to be a cleric? Don't worry. It's your table and your game. You can solve it!

**7.** Treat the skeleton and candle golem encounters in this area as non-aggressive. They should defend themselves, but they are automatons focused on performing a specific function (collecting).

**8.** Bodies with glowing runes above them are ethereal. Corporeal sacrifice victims get back in their niche if they are manually removed. To save them, their personal object of shame must be recovered from the Trophy Suite [12].

**9.** The tomb's Entrance [1] is missing. In its place is a lifelike mural depicting a starry night sky. Inlaid on the floor in front of it are four bronze plaques showing the moon's phases. Hidden in the tomb are four pieces of an amulet, matching the plaques, that can be assembled to reveal the exit. Fragments glow within 30' of each other and snap together if brought within 6" of each other. The floor plaques also glow and could be pried up with effort.

## Amulet Fragments:

**New Moon:** Located in one of the Pits [4]. Best if found by the first character to equip themselves so they realize what's happening.

**Waxing Moon:** In the Armory [9] hanging on the non-animate suit of armor.

**Full Moon:** On a meat hook in Body Processing [15].

**Waning Moon:** If you're feeling devious, put it around the neck of the treasure guardian, Domino, in the Treasure Room [19]. As it's a magic item she won't care if they take it but they'll probably be quite spooked. Otherwise, put it by the terracotta map in the Library [21] on a book called *Magical Locks: A Primer*.

Minerva's brothers could also cause the door to appear when they arrive and flee, assuming the players want to follow a wounded werewolf.

## Upon return to Brighton:

- They are recognized by many townsfolk
- They were looking for a "Baroness Vanessa" who was last seen in Brighton
- This is the second time they have returned to town like this



Blighted creatures turn black, appear to fill with stars, and gain a Void based breath attack like Elemental Wolves (p. 43).

Blighted plants turn black, appear to fill with stars, and sometimes scream if touched.



## Brighton

Brighton is a remote logging town north of the Red Hills built along a major trade and pilgrimage route. All businesses are built along the main road and the few side streets lead to small, but tidy, family homes and farms. Most buildings are half timbered with brightly painted plaster, thatched roofs and lots of flower gardens. Hundreds of black and white chickens roam the streets.

**Pop:** 600 (~150 families)

## Common Family Names

- |                |           |
|----------------|-----------|
| 1. Holstead    | 4. Fuller |
| 2. Flax        | 5. Swift  |
| 3. Swallowtail | 6. Tulver |

## Common Male Names

*usually contain a hard N/IAN*

- |           |           |
|-----------|-----------|
| 1. Danwin | 4. Kellen |
| 2. Nick   | 5. Dax    |
| 3. Finn   | 6. Ivan   |

## Common Female Names

*usually contain an IA and K*

- |           |           |
|-----------|-----------|
| 1. Erika  | 4. Lilly  |
| 2. Melkia | 5. Kelsia |
| 3. Olkia  | 6. Anya   |

# Notable Places

## The Red Squirrel

*Taven/Inn/Stable/Dry Goods*

A **large, half-timbered, two story** inn and stable that easily accommodates up to 100 travelers. A **covered porch** wraps around the building, set with chairs and tables. On any given day, **d4 groups of d6 travelers** are found here. A sizeable colony of red squirrels nest in the rafters of the porch and locals like to stealthily antagonize them into throwing acorns at travelers.

## Niles Flax

*Proprietor  
Barkeep*



Older man with salt and pepper hair. Tall. Thin. Fought in a major war long ago and **always talks about his service** and the hard work he had to do "with the boys." Often interjects his stories in ways that don't immediately make sense but fit perfectly by the time he gets to the end. **Always wants someone to listen** to him and is generous with information and discounts to anyone who does. Was famous for his honey mead but, because of the growing blight, it's in short supply these days.

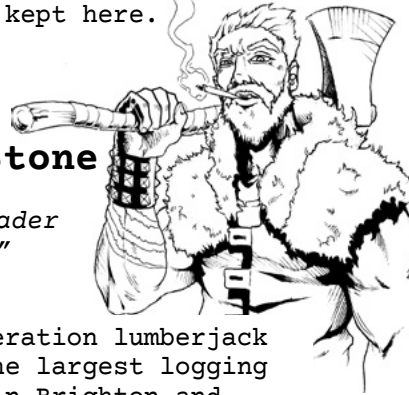
## Timber Yard

Locals call it the Stone Yard because the Stone family owns it—confusing travelers. In addition to the **timber**, there are **three large, roughewn log cabins** for **lumberjacks**. Many of whom have gone missing in recent weeks ("returned home I guess"). Anyone can stay for free if they work or look for the missing lumberjacks. The **local militia** meets here once a week.

Each cabin contains **d4 burlap bags** filled with **skulls and bones**. Whenever lumberjacks find bones in the woods (often), they bring them to be blessed and buried by the local priest Curate Baldo. Baldo has been backed up for a while now, so overflow is kept here.

## Dario Stone

*Logger  
Militia Leader  
"The Mayor"*



A fifth generation lumberjack who runs the largest logging operation in Brighton and heads up the local militia. He doesn't think of himself as a politician but the whole town seeks out, and defers to, his judgements on most things. Strong jaw. Sharp eyes. Major scarification on his right arm from surviving a bear attack. **Likes to let silences in conversations linger.** Strong family man. Wants the best for the town and is willing to make tough sacrifices to ensure this but he **can be too quick to jump to short term solutions.**

## St. Anya's

Church

This old **field stone church** has clearly **seen better days**. It has an exceptionally **large graveyard** with **few tombstones** for its size, the **climbing white roses** growing there cover the church's southern wall. The interior is simple save for a large, **roughhewn marble altar** bedecked with black ceremonial cloths, embroidered with **silver moons and roses**.

The church has always blessed and buried any bones found in unmarked mass graves. When the blight began it divided the town. The younger generation believes St. Anya's is somehow responsible because of its association with bones and death. The older generation thinks this is hogwash and believes St. Anya herself will provide their salvation. Attendance is down regardless.



## Curate Baldo

Priest (mid-level)

Old, kindly, but **practically deaf**. He is not an automaton but is so locked into his daily and weekly routine that parishioners joke he might be. Anything not occurring in the "proper way" or at the "proper time" disturbs him greatly and may cause him to shut down completely. **His petitioner hours are between noon and 4pm each day.**

Candles are delivered to the church each day and left on the door step. Many now come from the tomb (p. 14) and can cause parishioners to wander off into the woods after the lit white candles sing. Curate Baldo has never heard the song and wonders why his parishioners keep disappearing.

## St. Anya's Medallion

A personal relic of St. Anya worn by Curate Baldo. A silver disk of the moon contained in a heavy gold medallion. A dial cycles the disk through the moon's phases.

**Once per day, the medallion can bless four objects to glow with moonlight for one hour.**

Any object enchanted should be treated as magical, or silver. Note: a container of ammo counts as one item.

If the moon is in the sky, the wearer of the medallion can see as if it were daylight. The medallion can also open all the doors in the Tomb.

## The Fire Mounds

*Charcoal Manufacture*

A large **broken windmill** sits at the edge of town. **Children** are running **everywhere**, and all are **carrying something**. Useful plants, wood, or heavy looking bags. The movement never stops. There are **d4 giant mounds** of dirt (10' diameter) around the mill, and **d10 small mounds** (3' diameter) at any given time. Most mounds smoke slightly. The children, under guidance and guardianship of Mama Kohl make charcoal here constantly.

### Mama Kohl

*Collier  
Herbalist*



No one knows Mama's real name. She is a large woman, and always wears a **spotless white apron** over grey clothing and large floppy hat. Mama Kohl takes any and all unwanted children and raises them as her own. The children love her. In addition to her charcoal business, Mama Kohl trains her children to gather useful plants (magical, mundane and poisonous) which she sells to strangers she considers trustworthy. **None of her children have gone missing** (they don't use candles) and some villagers whisper that she might be behind the disappearances.

## The Straight Edge

*Blacksmith/Barber*

The blacksmith's shop has a **large covered porch** with four comfortable chairs on it because the smith (Ian Kohl) doubles as the town's barber. Ian usually **works brass** and doesn't normally do big jobs like weapons or armor. He mainly focuses on **small items** travelers would find useful such as nails, horseshoes, and the occasional pocket knife. His speciality is almost **flawless brass mirrors** and he closely guards the secret of their creation.

### Ian Kohl

*Blacksmith  
Barber*



The oldest of Mama Kohl's kids. If he's not at the shop (25%), he's helping her with a big job at the Fire Mounds. He's recently begun **making candle holders**, and it's starting to drive him crazy. He **can't remember** why or when he made them but he wakes up some mornings exhausted to discover 10 new, masterful, animal shaped brass candle holders sitting by the forge.

# A Love Story

Years ago, the necromancer Vincent Bine discovered an ancient ritual of the blackest magic for growing a lair, becoming a lich, then a demilich and transcending beyond the stars. To enact this lengthy and complicated process, he required a place of mass death with abundant bones.

After years of research, aided by his assistant Thomas, he identified the forests outside Brighton as a potential location. A couple years ago they arrived to investigate directly. They roomed at the Red Squirrel, where Vincent met Minerva, a serving girl with an amazing voice. Her family welcomed Vincent and Thomas with open arms and Minerva's three, expert woodsmen, brothers helped with their "botanical studies" in the forest.

Overtime, Vincent and Minerva fell into true and actual love. Then, a number of things happened nigh simultaneously: Minerva's parents died. Thomas identified a location for the tomb. Minerva's brothers began to suspect that Vincent had dark secrets. Vincent and Minerva "ran away" to be "together forever". Vincent grew the tomb, as he and Minerva planned their wedding. Being non-traditional, it incorporated Vincent's becoming a lich, and transformation of Minerva into a banshee.

Minerva's brothers, having searched for weeks, burst into the tomb as she pledged, of her own free will and true love, to guard Vincent's

phylactery forever. They watched in horror as she placed her own soul into a giant blue topaz, and attempted to "save" her, but Vincent cursed them with lycanthropy and they fled, howling into the night.

## And Now?

Minerva's brothers are stuck in a loop. Their sister is missing and every day is spent trying to find her. They are exceptionally frustrated because they know they should have seen some sign of her or found her body. They suspect she may have entered the strange tomb that appeared, and plan to "investigate it together this afternoon."

A pool in the central room of the tomb emanates the light of the full moon, transforming them into feral monstrosities when they investigate. They cannot recollect their forays into the tomb and transform so frequently that they are rapidly losing their ability to perceive the passage of time, outside of "today."

**Maximus:** Oldest brother. Game warden type. Exceptionally good at tracking, trapping and killing beasts. Very reserved around strangers. Always pushes his brothers to go to the tomb *immediately*.

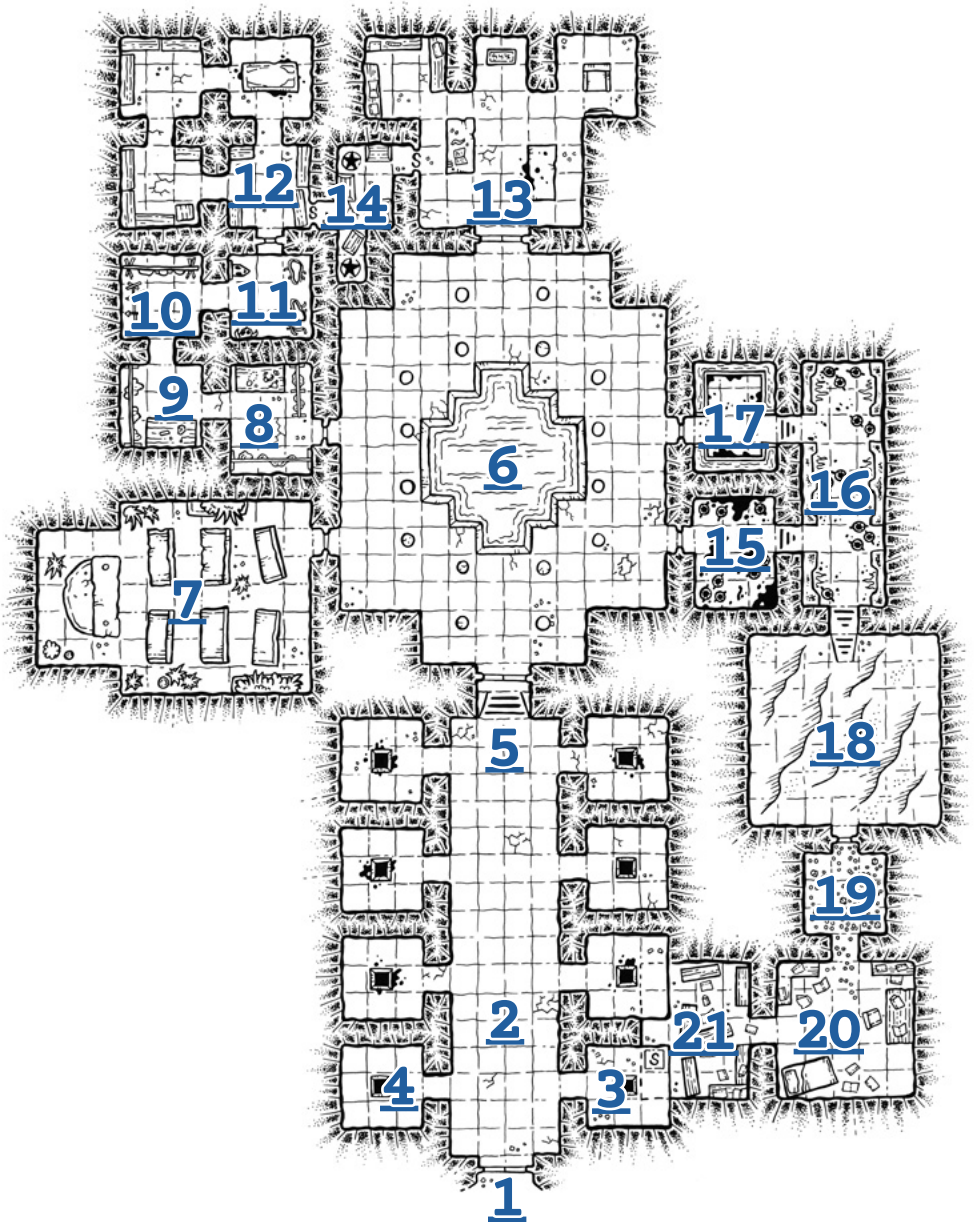
**Marcus:** Middle brother. Prepares the meat and skins from Maximus' kills. Usually the "face" of the group. He keeps the peace and believes something is deeply wrong but can't define it.

**Marius:** Youngest brother. Takes the meat and skins to town to sell. Usually only deals with Niles Flax at the Red Squirrel or Mama Kohl at the Fire Mounds. Pushes his brothers to seek help from the villagers, and even strangers.



# The Tomb of Black Sand

It is **cold** enough throughout the tomb to see your breath. The **stonework** is exceptionally **precise**, the stones are **pale** and **smooth** as each stone is covered by a thin **veneer of bone**. Drifts of **black sand** hug the walls, clog the corners and granules scattered across the smooth floors can be **dangerous** for those moving quickly or not paying attention. The air is filled with the **quiet swishing** sound of moving sand and occasional **ghostly whispers**.





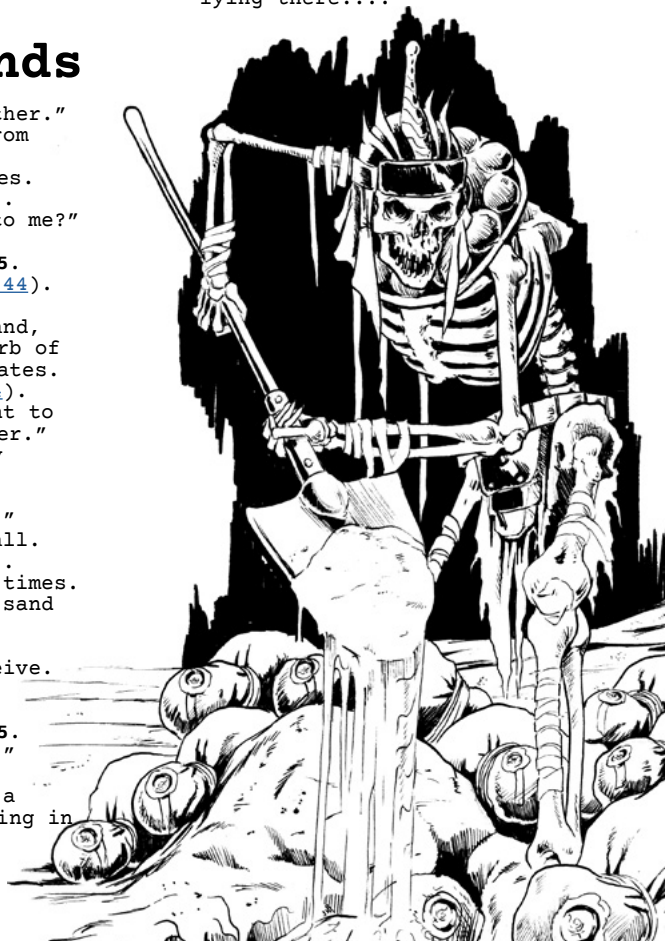
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19. The Treasure Room [p. 40](#)
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21. The Library [p. 41](#)

- 67-69: "No wait. Wait. I don't know how to get there. Wait! I don't know how to get there."  
70-72: The sand forms a head, arms and torso which crumbles away crawling towards a PC.  
73-75: 1 *Sand Warhorse* and *Sand Skeleton* ([p. 44](#)). Messenger. Galloping for the exit.  
76-78: The sand assumes a standing human shape—its right hand draws its finger from the left side of its neck to the right, its head falls off and the form falls apart.  
79-81: Soft Singing: "...and they bitterly cried 'till at last they grew weary and lay down and died."  
82-84: Faces form in the sand and mime laughing before disappearing.  
85-87: 3d6 *Sand Skeletons* ([p. 44](#)).  
88-90: Happy laughter. All characters add d4 to their next roll.  
91-93: "My eyes. My eyes. Who took my eyes?  
94-96: "Over here. Turn around!"  
97-99: Unsettling laughter. All characters subtract d4 from their next roll.  
100: Soft singing: "I left my baby lying there, lying there, lying there...."

## Sights & Sounds

- 01-03: "This way. A little further."  
04-06: An orb of light rises from the sand 50' ahead, flies erratically and dissipates.  
07-09: d4 *Candle Golems* ([p. 43](#)).  
10-12: "Why is this happening to me?"  
13-15: Sand hands trip the inattentive **DEX SAVE DC15**.  
16-18: d6+1 *Sand Skeletons* ([p. 44](#)).  
19-21: "He's coming...."  
22-24: A face appears in the sand, opens its mouth and an orb of light flies up and dissipates.  
25-27: d4 *Sand Skeletons* ([p. 44](#)).  
28-30: "I bit him because I want to feel better... feel better."  
31-33: The soft thud as a heavy object falls into sand.  
34-36: d4 *Sand Wolves* ([p. 44](#)).  
37-39: "End it. End it. END IT!"  
40-42: Loud scraping along a wall.  
43-45: d6+1 *Sand Wolves* ([p. 44](#)).  
46-48: A PC's name is called 6 times.  
49-51: Footsteps appear in the sand but quickly blow away.  
52-54: 1 *Sand Bull* ([p. 44](#))  
55-57: "Your eyes and ears deceive. Only touch is truth."  
58-60: Sand hands trip the inattentive **DEX SAVE DC15**.  
61-63: "Please, please, please." \*weeping\* "Please!"  
64-66: The sand forms legs and a torso which crumble running in different directions.



# The Ritual

The Tomb of Black Sand itself is an ongoing ritual of great and dark power, that transforms the user into a lich, then a demilich. Vincent is currently working on the second step. Almost everything in the tomb is oriented towards this ritual.

**Key Locations:** The core of the tomb/ritual is the Void Pillar [18], from which all things flow. The Candlemaker [17] is an avatar of the void and runs the operation. Corpses are dug up in [4] and processed in [15]. The bones become black sand in [16] and the smoke from this process is collected as a critical reagent in the final spell of ascension.

**The Sand:** A double edged sword for the spellcaster: it hates them and tries to kill them, but also secures the tomb from other threats.

**The Final Spell:** The spell caster needs 77 "willing" sacrifices to unlock the last spell. As each is drained, runes appear above their bodies [4] and on the pillars [6]. When 77 are drained, the pillar's code must be cracked revealing the true words of the final spell.

**Candles:** To find willing sacrifices, the Candlemaker creates corpse fat candles [17]. They trigger extreme self loathing. And when the victim gives in **WIS SAVE DC15** the candles suggest where they should go.

**Red Candles:** Suggest victims travel to Brighton, and bring a memento of their deepest personal shame.

**White Candles:** Suggest victims travel to the Tomb and drink of the pool [6].

**Black Candles:** Blessed by St. Anya, they keep the sand at bay but cause the Void to think less of the caster if too many are used.

**St. Anya:** A priestess of the moon who fell in love with the Void. She seeks to protect the downtrodden and depressed, and ensure that only the wicked or "weak" are consumed by this process. The Void approves of this "active undermining" as it ensures only the "strongest and most adaptable" access his powers.

**Getting Stuck:** Active participants in the ritual (Vincent, Minerva, Sacrifices) cannot leave the tomb, unless they have their memento, because the Hallway [2] becomes infinitely long and they cannot reach the door [1]. As the ritual progresses, the tomb itself distorts and increases in size. Mechanically: upon entry treat the grid as 5' squares. After traveling 50', treat all squares as 10'. A flower in [7] and [13] returns the squares to normal.



# Sacrifice Flow

1. Potential sacrifices arrive at the tomb and drink from the pool [6].
2. They find an available niche in [4], strip and throw their belongings into the pit (except their item of shame)
3. Go to the Chapel [7] to wait for one week
4. St. Anya tries to remind them of their value, giving them three chances to break the spell **WIS SAVE DC15** by showing them three acts of self-care the moon has seen them do. However, she may not do this for those who have knowingly perpetuated significant crimes against others (e.g., murderers).
5. After 7 days the Candlemaker collects them
6. They are "baptized" in the Moon Pool [6]
7. Then shrouded, and placed in a niche [4]
8. They become comatose and are left to "give up" on their life
9. When a sacrifice gives up completely, their body becomes ethereal and runes appear in [4] & [6].
10. Each sacrifice's item of shame is collected and displayed in the Trophy Suite [12]. The victim must have it to escape.

Anyone not yet "baptized" can be shaken or jolted out of their trance, but will be lethargic, dreamy, and **suffer disadvantage on their next 5 rolls.**

## Vincent's Extras

Vincent has added a number of personal flourishes to the Tomb to ensure his success.

1. The Moon Pool [6] can be filled with any liquid (usually water) to function. Vincent filled it with **Banshee tears**. Drinking them encourages self hatred and makes a person more suggestible (**-2 to WIS SAVES**).
2. Vincent enchants the candles with **Minerva's song** to speed up the process of getting sacrifices (**-3 to WIS SAVES**), which has increased the false positives and potentially slowed down his efforts.
3. He added the Sand Thresher to protect the Void Pillar [18]. The pillar is virtually indestructible, but he found some dragon bones and couldn't help himself.
4. He added the Flesh Golem and brick wall to the Trophy Suite [11], [12].
5. He cursed Minerva's brothers with lycanthropy to take advantage of the Moon Pool and provide additional guardians.

**Sand:** Essentially a slurry of necromantic potential, entirely comprised of angry, charred and finely powdered bone fragments. The sand is undead but neutral.

**Skulls:** Detect as evil. If they touch sand, they form an appropriate skeleton (e.g., bull skulls make bulls).

**Snatching:** Anyone ending their turn on or next to the black sand has a 25% chance skeletal hands pull them into the sand. Further, 25% chance it grabs a person it perceives as being in danger and "protecting them" from attacks. **DEX SAVE DC15** to avoid. **STR DC15** to pull yourself out.

If another character assists each makes a STR check with advantage. If the character outside the sand secures themselves and uses leverage no roll is needed.

**Suffocating:** Characters have a "breath bar" while in the tomb. It consists of *breath holding* and *dying* segments, only coming into play when a character is submerged in sand.

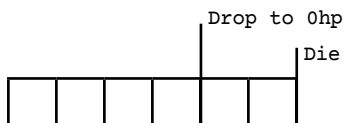
### Breath Holding

2 + CON MOD (minimum 2)

### Dying

CON MOD (minimum 1)

**Example Bar for a char with CON 15 (+2)**



Each turn a character is submerged the sand attacks them trying to enter their mouth, nose and other orifices (**+4, 1 dmg**).

Characters must concentrate to hold their breath. If they take damage **CON SAVE** with a DC of half the damage taken (**min DC10**). If they fail, they lose one unit of their breath bar.

If a submerged character makes a check OR save rolling an unmodified 5 or less, they lose a breath bar unit.

Once they hit 0hp they stay alive for their **CON MOD** (min 1) turns and die without intervention.

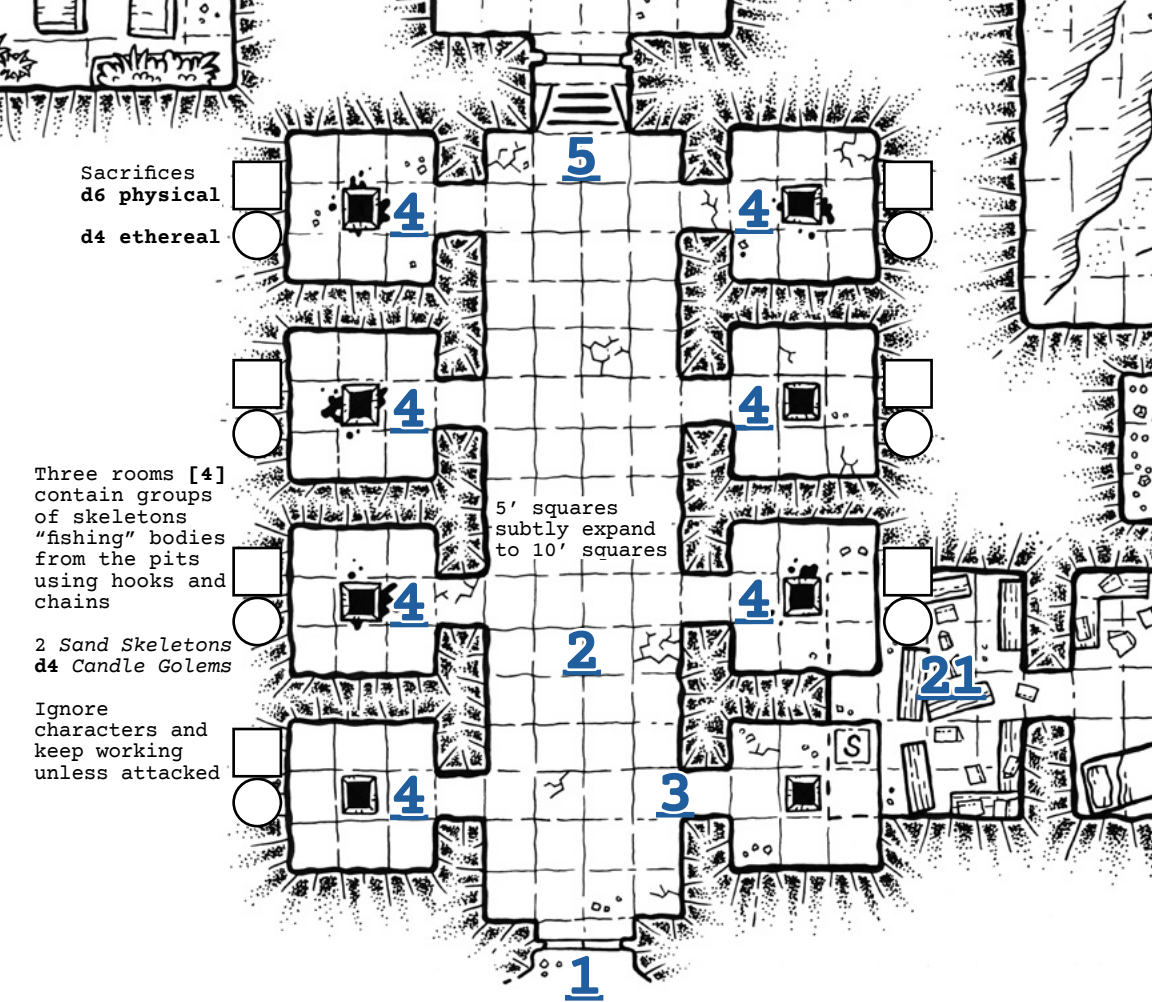
Lost breath bar does not recover naturally—characters violated this way are fighting extreme panic if submerged again. Characters always have at least one unit of *breath holding* no matter what, other units only replenish with lengthy peaceful downtime. If characters have special skills, backgrounds or specialized training that would nullify this panic reset their bar immediately.

**Note:** Saves and checks are noted with stats alone. If a character is proficient in a skill and that skill's use makes sense, use the bonus given by that skill.

### Damage Abbreviations:

- (p) - piercing
- (s) - slashing
- (b) - bludgeoning





Sacrifices  
 d6 physical  
 d4 ethereal

Three rooms [4]  
 contain groups  
 of skeletons  
 "fishing" bodies  
 from the pits  
 using hooks and  
 chains

2 Sand Skeletons  
 d4 Candle Golems

Ignore  
 characters and  
 keep working  
 unless attacked

5' squares  
 subtly expand  
 to 10' squares

## 1. Entrance

**Heavy bronze double doors** [10' x 10', patina, relief: procession of cloaked figures, hands raised towards a large moon] Open outward silently.

## 2. The Hallway

**Cold. Dark. Vaulted ceiling. Black sand** [large drifts, slippery, moving], **yellow glow** [end of hall from [5]], **wall niches** [melted but unlit white candles atop skull piles], **doorways** [8, dark].

**The tomb subtly doubles in size as characters walk down this hallway.**

Upon entry, The Hallway is 80' x 20'. When characters reach [5], the Hallway is 160' x 40'—creatures and objects retain their normal size. See The Ritual (p. 14).

**Moving Sand:** After a short time, it should be obvious the sand is moving. **DC20 WIS:** All sand is moving generally north, towards [5].

**Candles:** Lit white candles play the banshee's song (p. 14).

**Skulls:** grow skeletons if they touch black sand (p. 16).

### 3. Sand Choked Room

**Black Sand** [spills into the Hallway, piled almost to ceiling], **smooth walls**.

The sand noticeably moves from here to [2], but the room remains filled. 20% chance to see a small geyser of sand "erupt" from the corner above the secret tunnel to [21].

**Secret Tunnel:** The tunnel is open, but choked with about 20' of black sand. Black candles help but shovels and rope/chain are a better bet.

### 4. Pit Rooms

**Wall niches** [11, 1 per wall segment, fit a humanoid in fetal position], **bodies** [in niches, jeweled (d4x100gp in gems) and shrouded], **glowing runes** [on walls above bodies, soft glow only visible in room], **hole** [5', circular, dark, subtle stench], **black sand** [small drifts], **5' metal plate** [circular, engraved with a pentagram and blasphemies, propped on wall, partially buried, 5 handles, 2" thick, 500lbs].

All 7 rooms are effectively identical. d6 niches contain savable people, d4 contain bodies too far gone. Bodies removed from niches return on their own. Attempting to take a body out of the tomb causes the carrier to become "stuck" in [2]. See the Ritual (p. 14).

**Pits:** 15' drop into a 20' x 20' roughly dug pit. **Corpses** [embedded in walls and floor, many bones, some partially preserved], **clothing and gear** [new, assorted tools, weapons, coin (d4x100gp in

each pit)], **rough gashes** [mostly in walls, rips], **white residue** [2', wax, rings the bottom of wall].

20% chance d4 *Candle Golems* (p. 43) are stuck in a pit. If trapped for too long, they walk in circles, rubbing themselves to death against the pit's wall.

### 5. Moon Door

**Glow** [yellow, through open door], **steps** [smooth, down, 10'], **black sand** [west side of stairs], **carved faces** [on walls, head height, tormented, open mouths], **spears** [broken, litter stairs], **heavy bronze double door** [10' x 10', depicts all moon phases, arms reach towards moons, ajar, wedged open by black sand].

**Trap:** Pressure on the middle stair causes spears to pop out of the mouths of the carved faces. BUT, all spears on the western wall (sand covered stairs) were broken off by the werewolves (p. 25). If triggered, anyone 5' or taller, not on sand, **DEX SAVE DC17** or speared **4d6+5** (p) and begin bleeding.

**Doors:** The doors open outwards but drifts of sand make it difficult (**DC20 STR**) to open further. A regular human with regular encumbrance can squeeze through.



## 6. The Moon Pool

Minerva, the banshee, may sing quietly to herself (50%) or cry (25%), but stops if she hears a noise.

**Light** [yellow like a full moon starting to rise, from pool], **black pillars** [10' wide, granite, 11 horizontal bands carved with arcane runes, some glow, DC20

**WIS:** match runes in [4]], **domed ceiling** [above pool, coffered, magical darkness above the first row], **pool** [emits true moonlight, occasional ripple, 3' deep at edge then 10' deep, alcove at bottom hides Vincent's phylactery], **candles** [black, between pillars, ring pool, burning, wax pools], **black sand** [avoids candles, hugs walls, huge drifts on east side], **six doors, shadowed wall alcoves** [stacks of wolf, bull and human skulls]

**West (A & B):** [UNLOCKED] 5' x 8', heavy bronze. Depict **waxing moons** (platinum and obsidian, 2000gp), and scenes of people disrobing and throwing their clothing and possessions into pits. **Fresh red roses strewn in the sand in front of A.**

**North (C):** [LOCKED] 10' x 10', double door, heavy bronze. Depicts the **full moon** (platinum, 10,000gp) and scenes of nude people entering and exiting a pool.

**East (D & E):** [LOCKED] 5' x 8', heavy bronze. Depict **waning moons** (platinum and obsidian, 2000gp), and scenes of people shrouded and curled up in wall niches.

**South (F):** [AJAR] 10' x 10', double door, heavy bronze. Depicts the **new moon** (obsidian, 500gp), and bones.

**Pillars:** The horizontal bands can be turned to align the runes in different permutations. Vincent must crack this code to reveal the final spell ([p. 14](#)).

**Pool:** The water in the pool is 100% banshee tears.

The full moon is reflected in the pool, gazing in your face is reflected as it will look at the time of your death (**d4**: 1. old, 2. crushed, 3. poisoned, 4. throat slit). If she's looking, Minerva's reflection always appears right over the viewer's shoulder.

Water removed from the pool glows with actual light of the full moon until the next new moon and can open **(C)**.

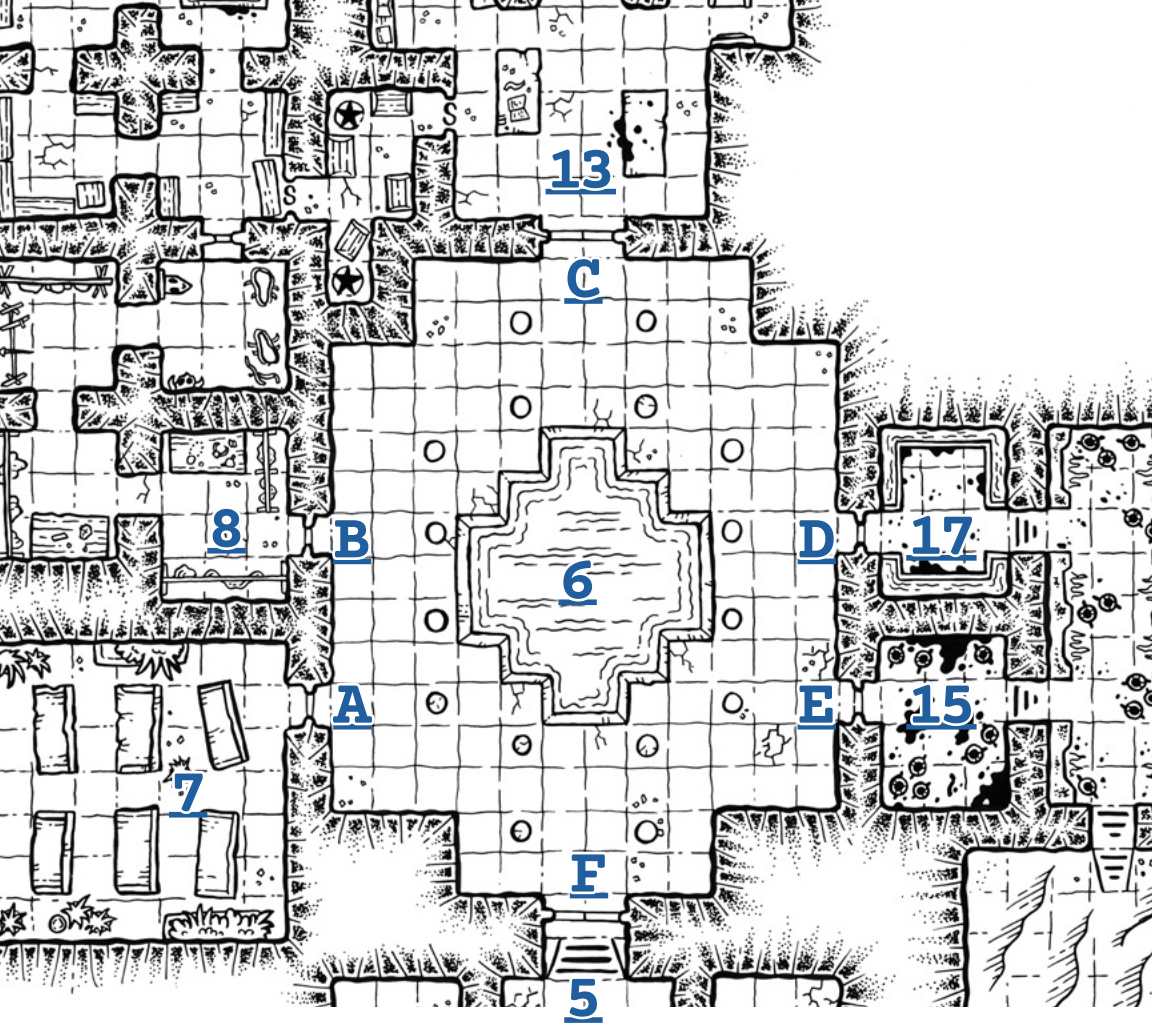
Vincent is alerted when living creatures enter the pool, which becomes more persistent the longer they linger.

If you drink the water **WIS SAVE DC12 -2** or become a willing sacrifice ([p. 14](#)).

**Phylactery:** Near the bottom of the Moon Pool (8' down) is an alcove—within is a gold box. Under the box is a tiled over cavity. Inside is a simple silver locket containing a lock of Minerva's hair—Vincent's true phylactery.

The simple gold box (1000gp) is empty, and enchanted with three charges of *chain lightning*—triggered if the box is touched or magic is cast directly on it.





10d8 lightning DEX SAVE DC20 for half. Five leaping bolts.

**Doors:** A & B are always unlocked. The others unlock when the moon is in that phase or if that phase's moonlight or "true" representation touches them (such as St. Anya's Medallion, or a Moon Disk from [7]).

The locks can be picked DC26 but failures or persistence may anger Minerva.

Magical attempts to bypass the locks may anger (or intrigue, if clever) Vincent.

If the Southern Door (F) is closed, it locks until the new moon and sand piles up against it, making it progressively more difficult to open until it is buried completely.



# Minerva

M *undead*  
N 1100XP

AC: 11      HP: 45      SPD: 40'

STR	DEX	CON	INT	WIS	CHA
-2	+1	0	0	+1	+3

**Darkvision:** 60'  
**Resistant:** acid, fire, lightning, thunder, non-magical attacks  
**Immune:** cold, necrotic, poison, charmed, exhaustion, frightened, prone, grappled, paralyzed, petrified, restrained

**Ethereal Sight:** Minerva can see 60' into the Ethereal and Material plane.

**Incorporeal:** Minerva can move through creatures and objects as if they were difficult terrain-5 force dmg if she ends her turn inside one.

**Rejuvenation:** If destroyed, Minerva reforms by the blue topaz (the Sand Thresher's "eye") in d4 hours.

**Cold Touch:** +5, 4d6+3 cold and can ricochet off her target up to 20' without provoking an opportunity attack.

**Disarming Shout:** Minerva can attempt to disarm a target within 40' with a concentrated blast of song. Contested roll, +3 vs STR or DEX. If successful the weapon is flung 10' away.

**Fling:** (recharge 5,6) [Bonus Action]. Minerva can telekenetically throw up to 4 items, within 120' and weighing less than 25 lbs each, up to 40'.

**Lullaby:** Minerva begins singing. Concentration. Anyone within 30':  
 Turn 1: Feels sleepy. Speed -10'  
 Turn 2: Disadvantage all rolls  
 Turn 3: **CON SAVE DC15** or unconscious

**Scream:** Minerva begins emitting a single piercingly high note. Concentration. Anyone within 30' takes 2d4+3 psychic damage.

**Shriek:** If Minerva sings or screams for 2+ turns she can escalate it into a sudden shriek. All living creatures within 30' are pushed back 20' and must **CON SAVE DC15** or drop to 0hp.

Minerva is lonely and sad about her brothers' situation. She usually simply watches intruders, unless they are an obvious aggressive threat, and may even join them in [7]. If she does, she usually pretends to be a priestess of St. Anya and caretaker of this tomb. Her answers to questions are short and cryptic, and she always tries to steer the conversation to get information about the latest news from Brighton.

When her story falls apart, she probably *cold touches* someone so she can (stylishly) ricochet off of them and through a wall.

If fought in [6], she *flings* skulls piled in the shadows along the northern wall into the sand and has *Sand Bulls/Wolves* (p. 44) attack before she descends from the dome, *screaming* or singing a *lullaby*.

Minerva usually attempts to stop any fights using her *lullaby*, *disarming shout* and *fling*—especially if her brothers are in danger.

She legitimately loves Vincent, even if she's unhappy with her situation, she won't let people harm him. She may fight him herself but she will not allow others to do so. If she is alive and Vincent engages in combat she waits for an opportune moment to come through a wall or attack with *Sand Bulls* and *Wolves* and she may throw *Candle Golems* into the fray.

Minerva cannot leave the Tomb without the blue topaz containing her true soul—otherwise becoming "stuck"

(p. 14) and unable to reach the Entrance [1]. The topaz is in the right eye socket of the *Sand Thresher* [18]. If destroyed she reforms by the topaz in d4 hours.

She loves learning new music and enjoys hovering above the Moon Pool [6] while singing.





The brothers (p. 10) are confused and delirious. If they did not enter with the party, they can arrive at any (in)convenient time. The light of the full moon from the Moon Pool [6] transforms them into feral monstrosities.



They are ravenous and cannot ignore fresh blood.

Minerva attempts to protect them and is enraged if they die. She usually attempts to stop combat, calming everyone with her *lullaby* if possible. She may even beg characters to save her brothers and break their curse—without mentioning Vincent as its source.

Despite their feral bloodlust the brothers are an exceptional team. First targeting the bloody, then the obviously weak. If clearly outmatched they may flee, and Minerva may pretend to go with them to lead them out of the tomb safely.

## Werewolves

M humanoid  
CE 700XP

AC: 12

HP: 58

SPD: 40'

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	0	0	0

**Immune:** non-magical/non-silver attacks

**Keen Senses:** Advantage on WIS checks

**Pack Tactics:** Advantage on attacks if one of its allies is within 5' of its target and isn't incapacitated.

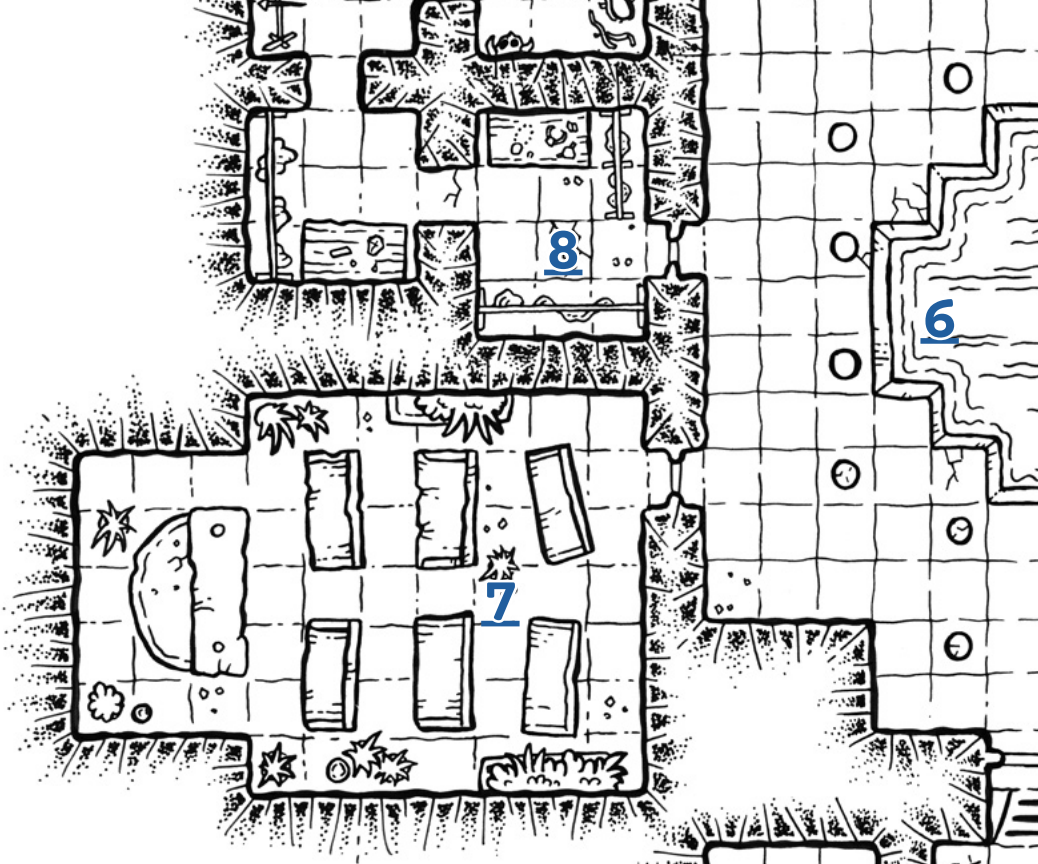
**Bloodthirst:** Can effortlessly track bleeding creatures. All damage against bleeding creatures is increased by **d6**. Chews on the freshly dead for at least 1 turn.

**Multiattack:** Bite and Claw each turn

**Bite:** +4, **1d8+2** (p) and target **STR SAVE DC13** or knocked prone.

**Claw:** +4, **2d4+2** (s)

**Bloody Flight:** At half HP the werewolf howls loudly and attempts to flee into the night. All living creatures within 20' **WIS SAVE DC15** or frightened for 1 minute.



## 7. The Chapel

**Fragrant** [rich, floral, heady], **bright** [actual sunbeams through windows], **windows** [stained glass, depict grisly war scenes, beautiful hilly terrain beyond], **pews** [stone, purple pillows, carved with moons and worshipers], **altar** [roughhewn white marble, black cloth, lunar embroidery, **d4** silver disks depicting moon **DC15** **WIS**: altar glows softly], **roses** [red, cover the wall behind the altar], **flowers** [throughout, in wooden planters, on tables/floor, not pews], **potting tables** [line walls, wood, flowers on top, tools below (bags of dirt, shears, planters, etc.)], **votive candle stand** [by entry, black candles, all lit], **no sand**

**Room Size:** When players enter the Chapel and smell the flowers' fragrance, they see the room "pull back into itself" and return to 5' x squares.

**Windows:** The sunlight and beautiful hilly terrain through the windows are the Elysian Fields. If the windows are broken they cease functioning, but they can be carefully disassembled and reassembled.

**Plants:** To occupy her eternity, Minerva has taken up gardening. In the light of Elysium, she becomes her corporeal human self. Sometimes she loves this. Sometimes it makes her feel like a prisoner. There are many different plants here,

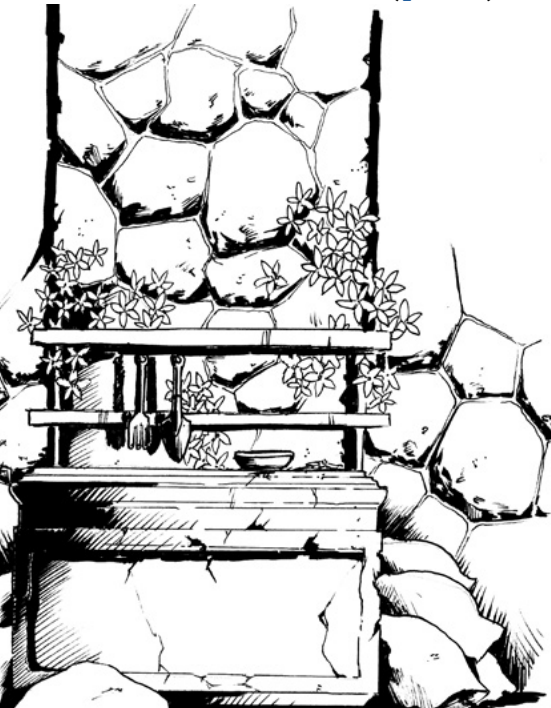
brought by Vincent's *Sand Messengers* (p. 28), and she works to breed new varieties.

**Altar:** Dedicated to St. Anya and closely resembles the one found in the church in Brighton. Detects as good, radiates serenity and soft moonlight, and "**calls out to the good aligned**. St. Anya reveals flashing scenes to those who pray at her altar:

*A room of swirling black sand and huge jaws of bone. A huge blue gem containing a screaming woman. Weapons bathed in moonlight upon the altar. A glowing silver disk held against a door. A large X shining on a red brick wall.*

Items placed upon the altar will glow with moonlight for one hour and count as magical or silver. **Good aligned characters** are also **blessed**, and add **d4** to their attack rolls and saving throws for the next **hour**.

See also *The Ritual* (p. 14).



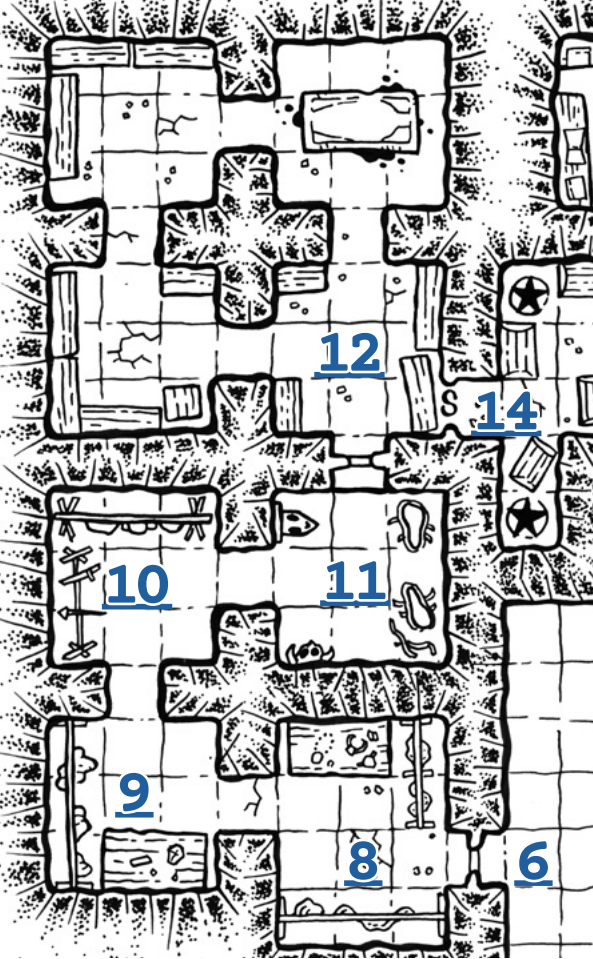
## Notable Plants

**Pink Bells:** Resembles a lily of the valley with small fuchsia bell-shaped flowers. If one is held (intact and in soil) it "snaps" the tomb back to its normal size for the holder. Valuable for creations involving the distortion or displacement of time and space.

**Banshee Fingers:** Minerva's first success. Appears to be a type of trumpet lily with a red/black interior but the unopened blooms look like a human finger complete with nail. Smells "expensive." You probably don't like the smell, but want to keep smelling it. Will start new trends in major cities, and once it takes off, could easily sell for 500gp per plant.

**Eye Stalks:** These spiny succulent plants resemble aloe vera but their bloom contains a single moving eye that weeps if the plant is broken. Juice from its fleshy leaves heals (**d8+3** per leaf, **d12+3** leaves) but itches after application. **CON SAVE DC12** or scratch yourself for the amount healed +2.

**Death Stars:** Delicate white flowers shaped like five pointed stars growing in tight clump of **d20+10** blooms. They are covered in a fine lavender dust that puffs up at the slightest disturbance. *Inhaling the dust leads to rapid death by asphyxiation (~3 minutes)*—**CON SAVE DC17** or die.



## 8. Warehouse

**Wooden crates** [contain bundles of red (75%) or white (25%) candles], **hanging clothes** [outfits, outdated, quality but worn], **crumpled clothes** [2 complete outfits, on floor, as if someone melted, lots of sand], **table** [wooden, sturdy, 4 pouches (100gp ea.), stacks of paper (travel documents) cover heavy lockbox], **hanging map** [regional, red dots by towns], **black sand throughout**

### Sand Messengers:

*Skeleton + Warhorse* (p. 44). Get equipped here before heading out to scout, deliver candles (red dots on the map) and fetch plants for Minerva.

**Lockbox:** (*TRAPPED*) DC20 **WIS:** Has a false bottom. Opening the box incorrectly opens the false bottom and a *Thief's Blade* (p. 45) flies out to attack. The main compartment contains five beautiful rubies (100gp ea.) and a blue velvet pouch.

### Blue Velvet Pouch:

(*CURSED*) The pouch contains 250gp. If the gold in the pouch is split up the user is compelled, as *geas*, to reunite the coins or suffer 5d10 psychic each day.

## 9. Armory

**Armor stands** [3 sets of full plate, old fashioned], **hanging swords, axes and bows, hanging tools** [picks, shovels, sledge hammers], **coils of chain** [3 x 200'], **table** [tongs, rings, picks, hammers, pliers, bag of feathers], **red bricks** [under table, small pile, trowel, mortar bags], **wooden crates** [arrows, bolts, daggers, mismatched armor, arrow heads, dowels], **black sand throughout**

**Armor:** Two sets of plate, decorated with horses, are *Animated Armor* (p. 42).

## 10. Tack Room

**Armor stand** [full barding, old fashioned], **cubbies** [horse blankets, black and white geometric patterns, one purple with golden knot designs], **4 saddles** [on stands], **hanging bits and bridles, coils of rope** [10 x 50'], **black sand throughout**



**Purple Blanket:** A hungry, 4' x 6' flying carpet (400 lb capacity, 60' speed). Decorated with a design of **d12+2** golden knots. Each time it is used a knot disappears. When one knot remains it attacks the next rider as a *Rug of Smothering*. After eating, **d12+2** knots appear.

## 11. Bone Stable

**Wall of skulls** [bleached, horse, rune on frontal bone, 40], **wooden shelves** [hold skulls and cover eastern wall], **2 saddles** [on stands], **sloppy brick wall** [DC15 WIS: large iridescent X], **black sand** [large drifts], **ghosts** [faint, walking]

**Skulls:** Horse skulls grow into *Sand Warhorses* (p. 44).

**Ghosts:** The room is filled with ghosts—difficult to see, but there are so many that it is inevitable that fragments of one or two are noticed. They circle aimlessly but, every so often, one breaks off and walks through the red brick wall. The total number of ghosts matches the number of victims in [4].

## 12. Trophy Suite

Three of the four rooms are identical. **Wooden shelving, burning black candles, no sand.** The shelves hold assorted personal items (rings, letters, books, brooches, cups, a teddy bear, etc.) each displayed as if in a **museum**.

**Secret Door:** The secret door behind the shelf in the eastern room is effectively one way. It is secured by metal bars on the shelf back and

opens when a button is pushed in [14]. There are scrape marks on the floor from its opening and closing, and the shelf holds seven trophies.

**Flesh Golem:** The fourth room contains a huge 15' **sarcophagus** of perfectly smooth, highly polished, black granite with inclusions that shine like blue fire. It is not sealed and the *Flesh Golem* (p. 31) sleeps fitfully within.

The golem emerges if it hears an exceptionally loud noise (e.g., a brick wall being knocked down with sledge hammers). There is also a 10% cumulative chance it emerges each time a trophy in the suite is touched.





# Flesh Golem

H construct  
LE 1800XP

AC: 9

HP: 93

SPD: 60'

STR	DEX	CON	INT	WIS	CHA
+5	-1	+4	-2	0	-3

**Darkvision:** 60'

**Immune:** non-magical attacks, lightning, poison, charmed, exhaustion, frightened, paralyzed

**Immutable Form:** The golem is immune to anything that would alter its form.

**Aversion to Fire:** Disadvantage to all rolls 1 turn after taking fire damage.

**Magic Resist:** Advantage to saves vs spells and other magical effects.

**Slam:** +7, 2d8+4 (b), 2 attacks

**Stitches:** After taking 22 points of damage, one of the golem's limbs falls off (d4). On the next turn, if the limb is within 5' **enchanted needles** shoot from its torso to sew it back on. Two needles can reattach one limb in one turn. 22 HP are restored when a limb is reattached.

**Needles:** AC: 18, HP: 6

**Immune:** non-magical attacks, direct damage spells **except**, fire, force, radiant, thunder

The needles hide deep in the flesh of the golem. If 7 are destroyed, the 8th hides in the golem's heart.

**Death Grab:** The golem grabs its target—contested roll, +5 vs STR or DEX. On success its target is passed to its stomach hands and **restrained**. On its next turn (and each turn thereafter on a fail), stomach hands attempt to "spread eagle" the restrained creature (free action)—contested roll, +3 vs STR or DEX. If a creature is successfully spread eagled, next turn the golem uses one hand to pull out its bones. The remaining flesh is absorbed into the golem's body and it is fully healed (excluding missing limbs).

The golem drops a restrained creature if it takes fire damage or with a **STR SAVE DC18**.

**Damage Transfer:** If a creature is restrained by the golem's stomach hands, any damage is split between the two (rounded down).

The *Flesh Golem* is fueled by hate and pain for it knows nothing else. If it is alive and Vincent is killed, it awakens and hunts those who killed its master. It can sense the general location of anyone who has harmed its master as long as they are within five miles of each other.





### 13. Vincent's Chambers

**Fragrant** [rich, floral, heady], **flowers** [cover a table, pink, bell shaped], **votive candle stand** [black candles, all lit], **messy table** [stone, mess of papers, books, mortar and pestle, broken jars, dice, two white rabbits in a cage frozen in stasis], **skeleton** [human, laid out on a table], **silver sand** [magic circle], **star chart** [western wall, 5' diameter, starts 2' off the floor, glows, shows current star and planet positions and updates in real time, *SECRET DOOR*], **three other rooms towards the back** [northwest: shelves, north: huge spider web, northeast: stone chair], **no sand**

#### **Star Chart:** DC15 WIS:

It is not centered at eye height. An illusion covering a round hole in the wall.

**Magic Circle:** Anyone touching the sand has their spirit flung deep within a storm on the Astral Plane. Their body is stuck in place until they are removed or a **WIS SAVE DC20** returns them to their body.

### 13A. Personal Library

**Shelves** [packed with magical tomes, a statue head, 3 large glass jars of tar(?)], **chair** [soft black fabric, highbacked, wooden legs are carved skeletons holding up the chair], **side table** [wood, carved to resemble a cobra with an open hood]

**Glass Jars:** Contain *Black Puddings* (p. 42) Vincent uses to keep his chambers sand free.

### 13B. False Phylactery

**Silver web** [10' x 10', floor to ceiling, large holes, sticky, across entrance], **stone altar** [smooth, plain, black granite], **ornate golden reliquary** [atop altar, gold plated, rectangular with a pyramidal top, reliefs depict battles], **crocodile statue columns** [black granite, 4, one per corner, open mouths point down, shining golden eyes, hands press against ceiling as if holding it up], **gap in the floor** [6" wide, 6" deep, runs full length of the opening to this room (10')].

**Reliquary:** (1000gp)  
Empty. A halfling could fit inside but not close the lid.

**The Web:** The astral silver cords of Vincent's victims are effectively indestructible. **DC10 DEX** to go through it safely; if touched **DC20 WIS** or become stuck and paralyzed as *Hold Person*. **DC25 STR** and **3d4** tearing damage to be pulled off.

**Trap:** The eyes of the crocodile statues glow yellow when a mortal goes through the web. If a mortal touches the reliquary a 10' x 10' *Wall of Force* appears just behind the web, sealing the room. **Acid** pours from the statue's mouths and **filling the room 6" per turn. d10 acid** for every 6" submerged. The reliquary is impervious to the acid. If 5 statue eyes are smashed the *Wall of Force* vanishes. The statues are smooth and difficult to climb, especially when slick with acid. When acid touches all four of the crocodile's jaws (8'/16 turns) the flow stops. After 5 minutes, the acid drains into the gap in the floor **6" per turn.**

**13C. Observation Room**  
**Stone throne** [black granite, ornately carved with birds and feathers], **silver loop** [hangs on throne], **standing mirror** [black granite frame, ornately carved with birds and feathers], **purple cloth covers a lumpy object in a corner of the room.**

**Throne:** The silver loop is a circlet that sizes itself perfectly for the user. While wearing the circlet and sitting

in the throne, the mirror can provide a "birds eye view" (1000' - 4000') above any global location and, with practice, the user can take a flying tour of the world. The throne and mirror each weigh 1 ton and cease functioning if significantly damaged.

**Purple Cloth:** Beneath the purple cloth are the "incredibly lifelike" statues of two finely dressed, 4(?) year old boys with expressions of pure screaming terror. Princes prophesied to destroy their kingdom, a nobles conspiracy had them petrified—the "statues" have long been thought lost.

**14. Secret Room**  
**Fine wooden chests** [4, locked], **2 statues, no sand**

**Chest 1:** **d10+1** luxurious furs (d4 1. lynx, 2. fox, 3. mink, 4. ermine) (2500gp total)

**Chest 2:** 3500gp, 12 golden goblets (100gp ea.)

**Chest 3:** 700gp, 3 strings of black pearls (500gp ea.), *Wand of Magic Missiles* 3<sup>rd</sup> level 25 charges

**Chest 4:** empty(?). **DC15 WIS:** A *gelatinous cube* is permanently stuck in the chest. **DC12 STR** to remove a stuck hand and take **3d6** acid.

**Statue 1:** A 5' plaster statue of St. Anya arms out stretched in benediction. The plaster covers gold (2500gp).

**Statue 2:** A 7' wood and bronze figurehead of a mermaid. Exceptional quality. Protects a vessel from coral damage (but not rocks).

# Vincent Bine

M undead  
LE 33000XP

AC: 17

HP: 135

SPD: 30'

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	+5	+2	+3

**Truesight:** 120'

**Saves:** Con +10, Int +12, Wis +9

**Resist:** cold, lightning, necrotic

**Immune:** poison, non-magical attacks, charmed, exhaustion, frightened, paralyzed.

**Legendary Resistance** (3/day): If Vincent fails a saving throw he can choose to succeed instead.

**Rejuvenation:** If destroyed, Vincent reforms by his phylactery at the bottom of the Moon Pool in **d10** days.

**Paralyzing Touch:** +12, **3d6** cold **CON SAVE DC18** or **paralyzed** for 1 min. Save at the end of each of target's turns.

**Turn Resistance:** Advantage on saves against any effect that turns undead.

**Legendary Actions:** At the end of another creature's turn, Vincent can take a legendary action (3 total). He regains spent legendary actions at the start of his turn.

**1 action:** cast a **Cantrip**

**2 actions:** use **Paralyzing Touch**

**2 actions:** **Frightening Gaze.**

Vincent fixes his gaze on a creature within 10'. **WIS SAVE DC18** or become frightened for 1 min. Save at the end of each of its turns. The creature is immune to his gaze for 24 hours.

**3 actions:** **Disrupt Life.** Each non-undead creature within 20' takes **6d6** necrotic dmg **CON SAVE DC18** for half.

## Cantrips

- **Acid Splash:** 30', DEX SAVE DC20, **4d6** acid 2 creatures within 5' of each other
- **Mage Hand:** SPD 40'
- **Ray of Frost:** 60', +12, **4d8** cold, speed -10' until start of Vincent's next turn

## 1<sup>st</sup> Level:

□□□□

- **Charm Person:** target WIS SAVE DC20 with advantage in combat
- **Detect Magic:** 30'
- **Magic Missile:** 120', 3 darts, **d4+1** force
- **Shield:** Reaction, +5 AC, 0 dmg from Magic Missile

## 2<sup>nd</sup> Level:

□□□□

- **Acid Arrow:** 90', +12, **4d4** acid, **2d4** acid next turn. On miss, half **4d4** acid
- **Enlarge/Reduce:** CON SAVE DC20
- **Invisibility**
- **Mirror Image**

## 3<sup>rd</sup> Level:

□□□□

- **Animate Dead**
- **Counterspell:** against 4<sup>th</sup> or higher, +12 vs 10 + spell level
- **Fireball:** 150', 20' sphere, **8d6** fire DEX SAVE DC20 for half
- **Vampiric Touch:** +12, **3d6** necrotic and heal same amount, 10 turns

## 4<sup>th</sup> Level:

□□□□

- **Dimension Door:** 500'
- **Resilient Sphere:** 30', DEX SAVE DC20

## 5<sup>th</sup> level:

□□□□

- **Cloudkill:** 120', 20' sphere, **5d8** poison CON SAVE DC20 for half
- **Cone of Cold:** 60' cone, **8d8** cold CON SAVE DC20 for half

## 6<sup>th</sup> level:

□

- **Disintegrate:** 60', **10d6+40** force DEX SAVE DC20
- **Mass Suggestion**

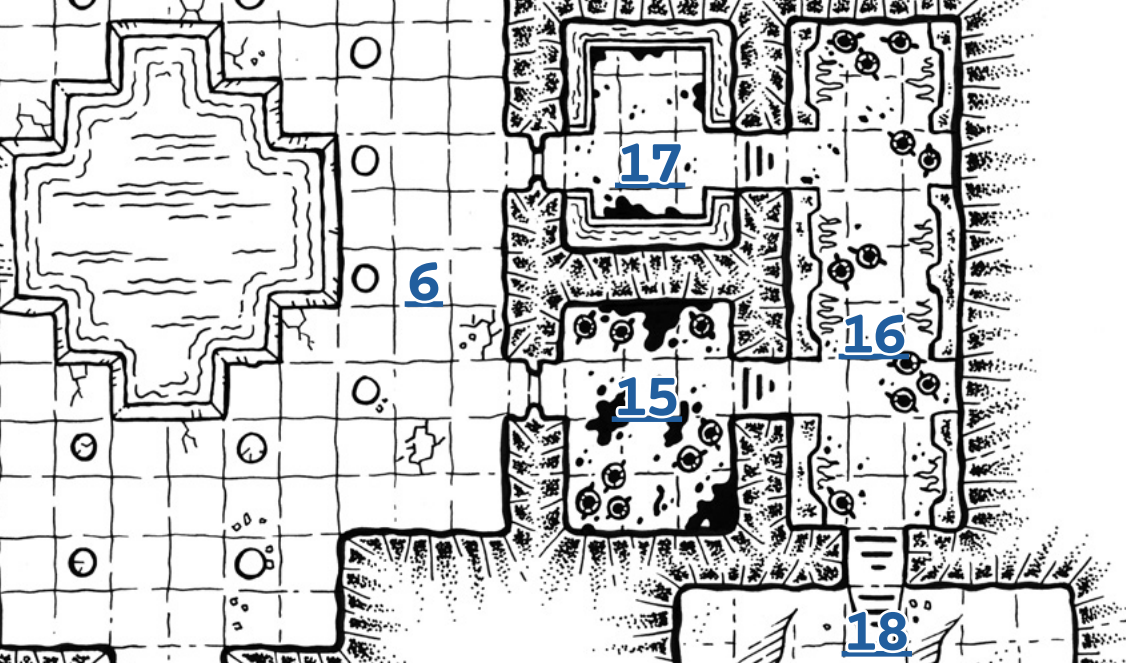
Vincent is a lich in his lair and has a challenge rating of 21. It is not intended for a party of level 4 characters to defeat, let alone meet him. He is extremely busy and behind a locked door. If they enter his chamber, he likely won't take them seriously.

If he is on his magic circle, he could turn his head 180° and coldly assess them before using *mage hand* to unleash the *Black Puddings* and "clean up the mess."

That said, **his heart is outside his chest.** If black sand, holy water or Minerva's tears get into it he is stunned for **d4** turns but becomes enraged. Players need to work fast before he *disintegrates* someone and throws others through *dimension doors* into their personal hells. Or perhaps he'll *mass suggest* everyone go drink from the Moon Pool [**6**]-they are so thirsty after all.

If Vincent dies Minerva attempts to kill the party and the Flesh Golem awakens and attempts to kill them as well (assuming they are alive).





## 15. Body Processing

**Stench** [rot, death, metallic, smoke], **skeletons** [12, blood stained, chopping, cutting, sorting, hauling], **partially butchered black bull** [on table], **blood** [floors, walls, splatters, wet and dry], **corpses** [pile, severe decay, mostly bones], **tables** [wood, sturdy, blood soaked, chipped], **chains** [hang from ceilings, hunks of flesh on hooks], **buckets** [corpse slop], **crates of bones**, **wax smears** [on floors and walls], **black sand** [minimal], **stairs down**

Bodies from [4] are brought here for processing. The skeletons separate any remaining tissue (put in buckets) from the bones (put in crates). Because the corpses have been dead for so long, supplemental flesh and fat is needed for the candle making process. Every few days, 8 *Candle Golems* form a circle in the center of this room and perform a ritual

that summons and tranquilizes a black bull. The skeletons then kill and butcher it.

## 16. The Furnaces

**Smoke** [thick, acrid, swirls towards ceiling], **heat** [significant, almost immediate sweating], **furnaces** [8, spit flames continually, resemble geometric skeletal faces, a metal barrel in each], **burning skeletons** [16, 2 per furnace, shoveling, cracking bones, hauling], **black sand** [large piles], **shovels**, **wheelbarrows**, **crates of bones**

**Furnaces:** occasionally (20%) spew a 15' cone of fire  
4d6, DEX SAVE DC12 for half.

Black sand is made here. Bones are cracked and thrown into metal barrels in the furnaces. The barrels crush the bones, then seal, and the pulverized bone powder is transformed into black sand. Smoke from the process



is sucked into a reservoir in the ceiling to serve as a critical reagent in the final steps of Vincent's ritual.

## 17. The Chandlery

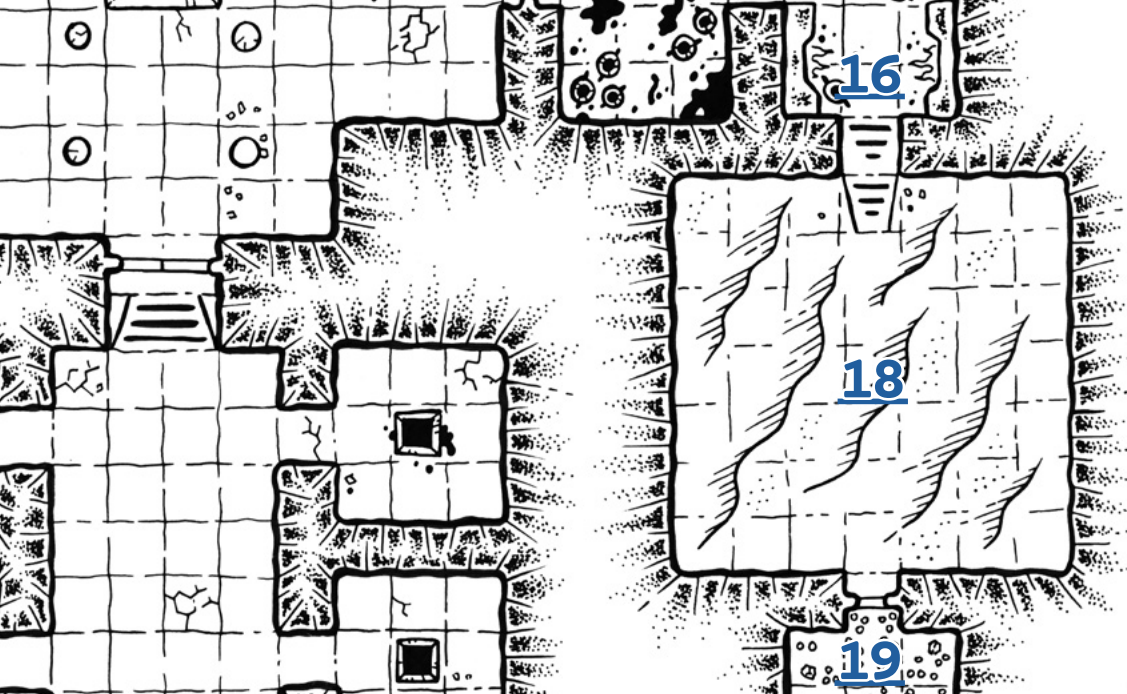
**Shelves** [wooden, candles, spider webs, blocks of tallow, bottles], **robed skeleton** [candlemaker, working], **candle golems** [d4+1 hauling supplies, d6+2 spinning wicks or ribbons], **cauldrons** [2, large, iron, 5' diameter, blue fire below], **fragrance** [subtle, pleasant, hanging bunches of herbs on ceiling], **bundles of candles** [many: red, black, white].

### The Candlemaker is busy:

1. Pouring candles.
2. Rendering corpse slop.
3. Bundling candles.
4. Pulling a thread of silk out of a spider.
5. Creating *Candle Golems*.
6. Melting tallow.

**Candle Golems:** Do as their master commands, and spend most of their time fetching him things. When not needed, they spin corpse hair into wicks or spider's silk into the ribbons used for bundling candles (p. 43).





## 18. The Sand

Spatial distortion is greatest in this room. The room is 140' x 140', and the sand is 30' deep in most places.

**Black sand** [huge drifts and dunes], **white rocks** [bone, exposed pieces of *Sand Thresher*], **domed ceiling** [dark, coffered], **a bright blue flash in the drifts**

**Southern Door:** Cannot be seen upon entry due to drifts of sand. It is brass and a heap of sand keeps it open. However, the drift is so large a normal sized human must crawl up the sand and through the opening.

**Void Pillar:** 20' diameter, perfectly smooth, black platform of crystalized void in the center of the room. Even with the sand, descending deep into the earth.

*Living creatures ending their turn on the platform take 2d4 void damage multiplied by the number of times they have stepped on the platform.*

## Sand Thresher

G undead  
LE 1800XP

AC: 17

HP: 94

SPD: 40'

STR	DEX	CON	INT	WIS	CHA
+4	0	+5	-4	0	-3

**Darkvision/Tremor sense:** 60'  
**Vulnerable:** bludgeoning  
**Immune:** poison, exhaustion

The sand thresher is about 25' long.

**Aerator:** The thresher constantly emits streams of air from its bones. This completely liquifies sand within 10' of its body. As it moves away from an area, the sand immediately compacts.

**Multiattack:** Bite and Tail Thrash  
**Bite:** +9, 3d8+9 (p)  
If the target is size large or smaller, **DEX SAVE DC19** or swallowed.  
**Tail Thrash:** 15' from tail +9, 3d8 (b)  
**DEX SAVE DC15** or knocked into a square of liquified sand.

**Swallowed:** The thresher is only bones and sand. Anyone swallowed is buried under 0'-30' (d4-1) of sand.

## Swallowed? (d4-1 x 10')

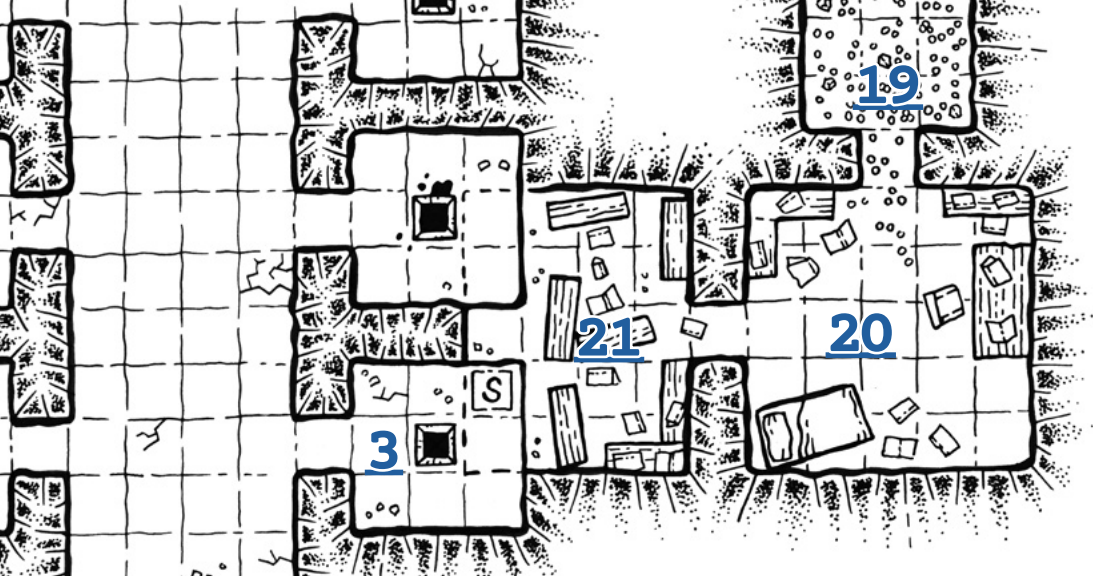
0' - Effectively treading water. Can attempt to grab the thrasher's bones **DC15 DEX**. Hold each turn **DC10 STR**. Fail/let go, sink to 20', can attack of opportunity as you sink.

10'-20' - Effectively submerged in water. Can swim as long as the thrasher is near. Otherwise buried.

30' - Buried in sand. Suffocating. **DC15 STR** to dig up 5'.

**The Topaz:** The thrasher's right eye socket holds a giant, flawless blue topaz (10,000gp). It holds Minerva's true soul (p. 22). She appears to scream in perpetual agony.





## 19. The Treasure Room

**Black sand** [throughout and sloping down to floor from north door], **piles of gold and gems** [35,000gp visible, 15,000gp hidden under sand], **3' plinth** [center of room, polished black granite, carved with eyes], **a white cat**

**Domino:** A white, long-haired cat with bright blue eyes sits atop the pillar in the center of the room. Minerva calls her Domino, because of a small patch of black fur on her crotch and chest. She is very friendly and rubs against anything non-evil but does not purr.

Domino cannot leave the room (and doesn't want to). If forcibly removed she will reappears on the pillar as soon as she crosses the threshold. She is fine with individuals touching the treasure in the room but, if they attempt to leave with any, she transforms into a large (15') black tiger with white stripes ([p. 43](#)).

If anyone escapes with her treasure and returns she will purr for them. If all the treasure is removed from the room, the pillar will spin rapidly for a moment and become as light as a feather, for easy transport to a new hoard in need of a guardian.

## 20. Thomas' Quarters

**Bed** [clean, looks soft, heavy green wool blanket, fluffy pillow], **papers** [stuck on wall, strings connect], **rug** [10' x 10', fine wool, tufted, black and white geometric designs], **desk** [wooden, books, papers, 3 skulls, pouch (350gp), a terracotta plate], **wash basin** [ceramic, green, flowers], **mirror** [above basin, unremarkable], **books** [stacks], **black sand throughout**

**Magic Circle:** Under the rug, red wax. Anyone touching it or stepping near the center of the rug has their spirit flung deep within a storm on the Astral Plane. Their body is stuck in place until they are removed or **WIS SAVE DC20** and return to their body.

**Papers:** Thomas' "crazy wall." Maps, and pages from spell books, historical texts and illustrated fairy tales are connected by colored strings. Anyone with INT > 15 inspecting the papers **WIS SAVE DC20** or refuse to leave the room until they have "cracked the code." Papers reveal the location of the Tomb.

**Terracotta Plate:** Every 4 hours, fresh baked bread, a chunk of aged cheese, and fruit appears on the plate. The bread and fruit are always different but the delicious cheese is always the same.

**Bed:** Anyone who lays down on the bed must **WIS SAVE DC15** or fall asleep for **d8+1** hours.

## 21. The Library

**Bookshelves** [10, wood, high quality, 3 fallen],  
**books** [stacked everywhere, all "mundane" in nature],  
**mountain of black sand** [reaches to the ceiling in southwest corner of the room],  
**terracotta diorama** [atop a stone table, complete model of the tomb].

The Library is stocked with rare, but mundane, books of history, fairy tales, geology, geography, the study of magic and personal journals (3000gp).

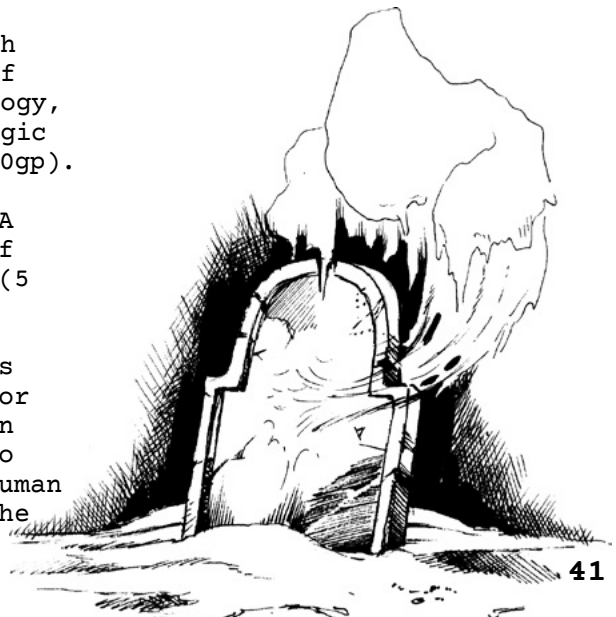
**Terracotta Tomb:** A perfect map of the Tomb of Black Sand done to scale (5 foot squares).

Vincent's assistant Thomas discovered the location for the Tomb losing himself in the process. He appears to be a normal, disheveled human scholar of about 30, but he

is stuck a loop of the 24 hours prior to discovering the location. He sleeps, eats, reads and messes with the pages on his wall. Around 10:00pm he has his breakthrough and appears to rush from the room only to phase out of existence. At midnight, Thomas reappears and the room returns to its original state no matter how much its contents may have shifted or been destroyed.

Thomas' spirit has become a poltergeist (p. 45) and gets angry if people attempt to speak with automaton Thomas and "interrupt his studies."

He prefers to throw books and objects in Thomas' Quarters [20], and generally leaves the Library alone. He will not touch the diorama, considering it to be one of his proudest accomplishments and goes berserk if it is damaged. Although the poltergeist is permanently invisible, he can be seen in the mirror affixed to the wall [20]. It does have a good view of the room though, broken shards of the mirror also reflect Thomas.



# Animated Armor

M construct  
U 200XP

AC: 18

HP: 42

SPD: 25'

STR	DEX	CON	INT	WIS	CHA
+2	0	+1	-5	-4	-5

**Blindsight:** 60'

**Immune:** poison, psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

**Fake Appearance:** Indistinguishable from regular armor until it moves.

**Damage Transfer:** If a equipped, any damage the armor takes is split between the two (rounded down).

**Slam:** +4, d6+2 (b) on a successful slam the armor can attempt to equip itself onto the target DEX SAVE DC13

**Squeeze:** If equipped, 2d6+2 (b)

Counts as full plate (14 pieces). One creature can pry off one piece per turn DC15 STR. For each piece removed squeeze damage -1. Individual pieces can attempt to slam/equip/squeeze. Separated pieces deal d4 (b) and each piece has 3 hp. Dispel Magic causes all pieces in a 5' area to fall unconscious for 1 minute CON SAVE vs caster's spell save.



# Black Pudding

L ooze  
U 1100XP

AC: 7

HP: 85

SPD: 20'

STR	DEX	CON	INT	WIS	CHA
+3	-3	+3	-5	-2	-5

**Blindsight:** 60'

**Immune:** acid, cold, lightning, slashing, blinded, charmed, deafened, exhaustion, frightened, prone

**Amorphous:** The pudding can move through a space as narrow as 1"

**Corrosive Form:** A creature that touches the pudding or hits it with a melee attack takes d8 acid. Any nonmagical weapon of metal or wood corrodes. After dealing damage it takes a permanent and cumulative -1 to damage rolls. If its penalty reaches -5 it is destroyed. Can eat through 2" nonmagical wood or metal in one round.

**Spider Climb:** Can climb difficult surfaces including upside down on ceilings without needing to make an ability check.

**Pseudopod:** +5, d6+3 (b) +4d8 acid  
Armor corrosion -1 AC per hit, destroyed at -10

**Split:** As a reaction, if hit with lightning or slashing it splits into two new puddings if it has at least 10hp. Each has half the HP rounded down. New puddings are one size smaller than the original.



# Candle Golem

T construct  
LE 10XP

AC: 13	HP: 2	SPD: 20'
--------	-------	----------

STR	DEX	CON	INT	WIS	CHA
-3	+2	0	-2	0	+1

**Darkvision:** 20'  
**Immune:** poison, lightning, charmed  
 1' tall but can easily carry 100 lbs  
 Flame: +3, d4+2 fire

**Sacrifice:** A jet of flame erupts from the candle golem for 1 turn, melting the golem completely. On the golem's next turn the flame opens into a portal and an *Elemental Wolf* of sparkling silver springs through to attack.



# Elemental Wolf

M elemental  
N 700XP

AC: 15	HP: 45	SPD: 50'
--------	--------	----------

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	-2	+1	-2

**Truesight:** 60'  
**Immune:** special

**Pack Tactics:** Advantage on attacks if one of its allies is within 5' of its target, and isn't incapacitated.

The wolf is imbued with an element: (d4): 1. fire, 2. cold, 3. acid, 4. fire and is immune to its element

**Bite:** +5, d8+3 (p) + 2d6 element  
**Breath:** (recharge, 5,6), 15' cone, 6d6 element DEX SAVE DC13 for half

The wolf disintegrates (leaving behind its skull) when it dies or after 18 seconds (3 turns).

# Domino

T/L beast  
N 1100XP

AC: 12	HP: 60	SPD: 40'
--------	--------	----------

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	0	+1	0

**Truesight:** 60'  
**Immune:** non-magical/non-silver attacks

**Keen Senses:** Advantage on WIS checks

**Pounce:** If Domino moves at least 15' straight towards a target and hits with a **claw** attack, **STR SAVE DC14** or knocked prone and she **bites** them a bonus action.

**Greedy Eyes:** Sees all mundane objects of value in the room and knows which are "hers". Includes those in extradimensional spaces.

**Bite:** +5, d10+3 (p)  
**Claw:** +5, d8+3 (s)

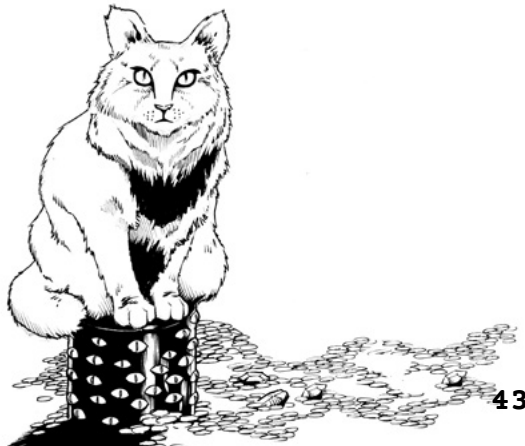
**Roar:** 40' A single bag on a target rips open and spills its contents. **DEX SAVE DC15** to lose 25% of its contents and hold the bag closed.

**Growl:** Telekinetically pulls d4 x 100gp from a targets bag and flings them at another target. d6 (b) for each 100gp **DEX SAVE DC14** for half.

**Fling:** [Bonus Action] Domino can pick up a creature (<1000 lbs) and throw them 20' into a wall. **3d8** (b) and prone **DEX SAVE DC14** for half.

Domino considers any mundane valuable objects dropped in the room with her pillar to be hers but has no interest in magic items. She targets those who stole from her and will not pursue anyone who drops or has none of her treasure.

Domino is not undead or apparently magical but if killed she reappears on her pillar in d4 x 5 minutes as long as at least one of the pillar's eyes remains unbroken.





## Sand Bull

L undead  
LE 600XP

AC: 12

HP: 67

SPD: 40'

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-4	+1	-2

**Darkvision:** 60'  
**Vulnerable:** bludgeoning  
**Immune:** poison, exhaustion

**Trampling Charge:** If the bull moves at least 20' straight towards a target and hits with a gore attack, **STR SAVE DC14** or knocked prone and the bull attacks with its **hooves** as a bonus action.

**Gore:** +6, 2d8+4 (p)  
**Hooves:** +6, 2d10+3 (b)

**Collapse:** The bull can silently collapse, becoming a large pile of black sand and a skull, or reform.

Sand bulls collapse at 0hp. If their skull is not destroyed (**AC:** 12, **HP:** 6) they can reform after 10min.

## Sand Skeleton

M undead  
LE 50XP

AC: 15

HP: 13

SPD: 30'

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	-2	-1	-3

**Darkvision:** 60'  
**Vulnerable:** bludgeoning  
**Immune:** poison, exhaustion

Shortsword/Shortbow: +4, d6+2 (p)

**Fake Out:** As a reaction, the skeleton can collapse, becoming a pile of black sand and a skull. In place of movement the skeleton can reform silently and attack with advantage.

Sand Skeletons collapse at 0hp. If their skull is not destroyed (**AC:** 11, **HP:** 4) they can reform after 10min.

## Sand Warhorse

L undead  
LE 100XP

AC: 13

HP: 22

SPD: 60'

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-4	-1	-3

**Darkvision:** 60'  
**Vulnerable:** bludgeoning  
**Immune:** poison, exhaustion

**Chill Aura:** Each living creature within 5' takes d4 cold dmg and has its speed reduced by 10' until the start of the warhorse's next turn.

**Hooves:** +6, 2d6+4 (b)

**Collapse:** The warhorse can silently collapse, becoming a large pile of black sand and a skull, or reform.

Sand warhorses collapse at 0hp. If their skull is not destroyed (**AC:** 12, **HP:** 6) they can reform after 10min.



## Sand Wolf

L undead  
LE 200XP

AC: 14

HP: 37

SPD: 30'

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-4	+1	-2

**Darkvision:** 60'  
**Vulnerable:** bludgeoning  
**Immune:** poison, exhaustion

**Pack Tactics:** Advantage on attacks if one of its allies is within 5' of its target, and isn't incapacitated.

**Feral Bones:** If damage reduces the wolf to 0hp, **CON SAVE DC5+dmg**. On success, drop to 1hp instead.

**Bite:** +5, 2d6+3 (p) and target **STR SAVE DC13** or be knocked prone.

**Fake Out:** As a reaction, the skeleton can collapse, becoming a pile of black sand and a skull. In place of movement the wolf can reform silently and attack with advantage.

Sand wolves collapse at 0hp. If their skull is not destroyed (**AC:** 12, **HP:** 4) they can reform after 10min.



# Thief's Blade

*T construct*  
*U 200XP*

AC: 17

HP: 15

SPD: 50'

STR	DEX	CON	INT	WIS	CHA
+1	+4	0	-5	-3	-5

**Blindsight:** 60'

**Immune:** poison, psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

**Fake Appearance:** Indistinguishable from a regular dagger until it moves.

**Stab:** +5, d4+4 (p)

**Surprise:** If suddenly revealed attacks with advantage +5, d4+4 + 2d6 (p) and flies up and attempts to hide (stealth +6 in low light conditions).

**Stalker:** Attempts to float along and stealthily follow targets.

**Turncoat:** If bloodied, the blade will slowly float, hilt first towards an attacker to "offer its services." If grasped it will bond and function as a **dancing sword** that can sneak attack as a lvl 3 rogue (+2d6).

# Thomas

*M undead*  
*LE 1100XP*

AC: 11

HP: 45

SPD: 40'

STR	DEX	CON	INT	WIS	CHA
-2	+1	0	0	+1	+3

**Darkvision:** 60'

**Resistant:** acid, fire, lightning, thunder, non-magical attacks

**Immune:** cold, necrotic, poison, charmed, exhaustion, frightened, prone, grappled, paralyzed, petrified, restrained

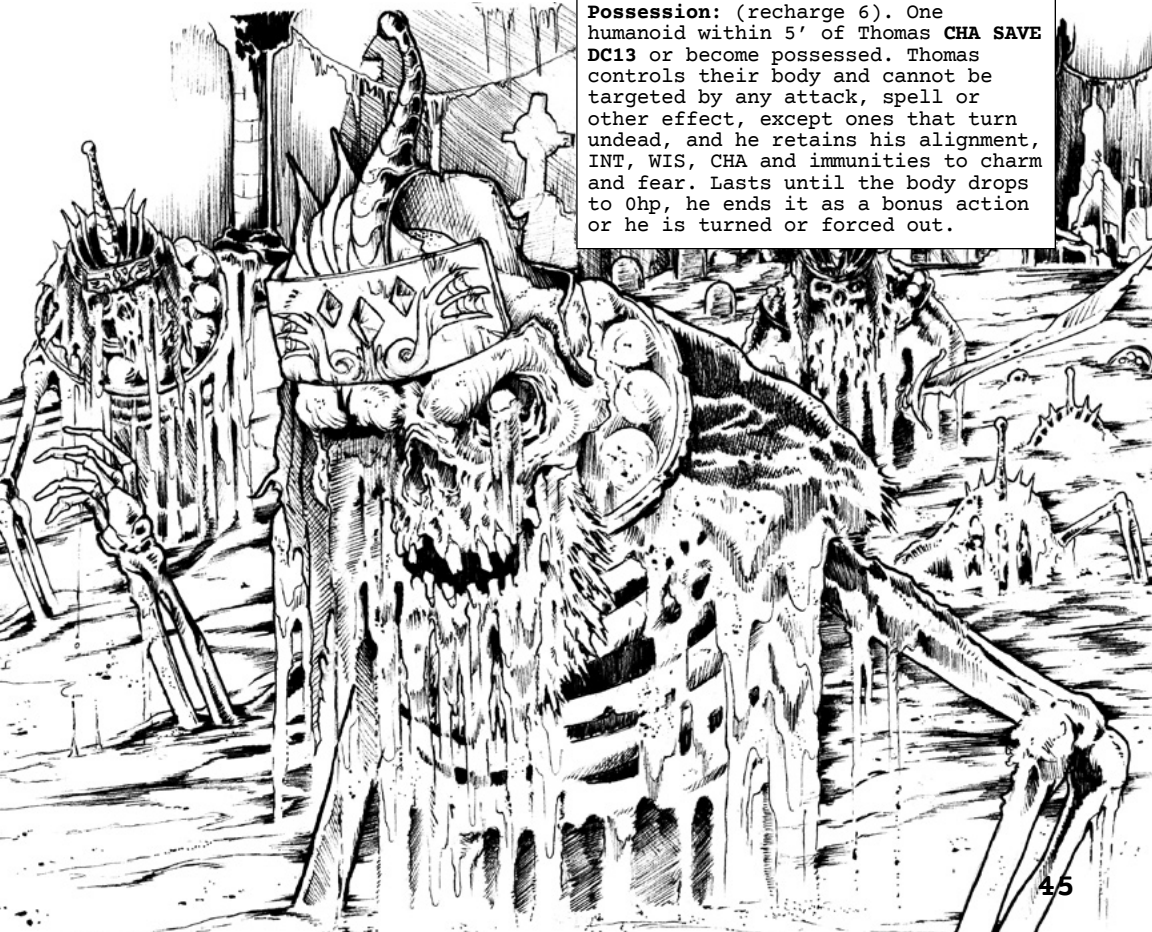
**Permanently Invisible:** Can only be seen reflected in the mirror in [20].

**Ethereal Sight:** Thomas can see 60' into the Ethereal and Material plane.

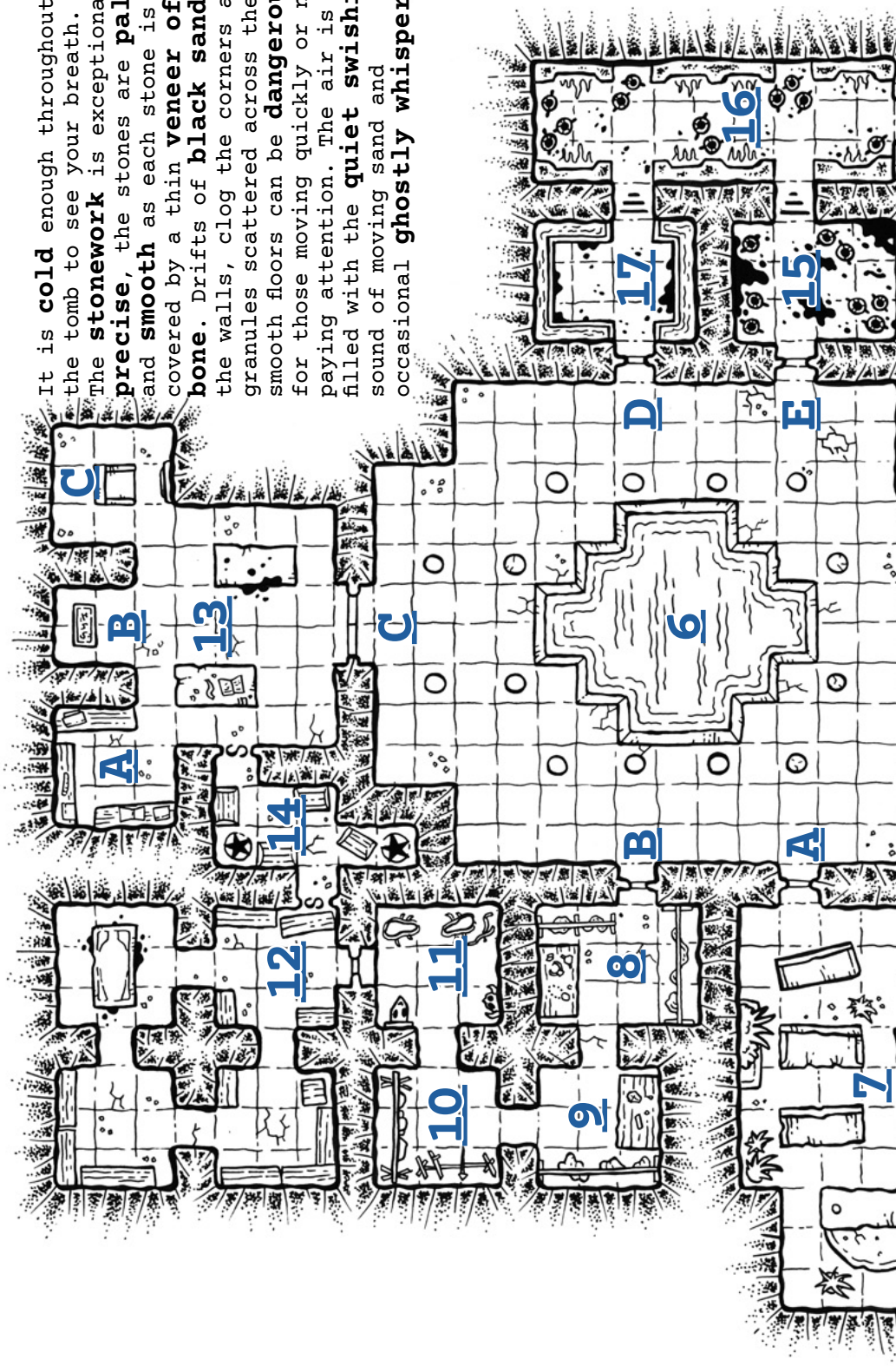
**Incorporeal:** Thomas can move through creatures and objects as if they were difficult terrain but takes 5 force if he ends his turn inside one.

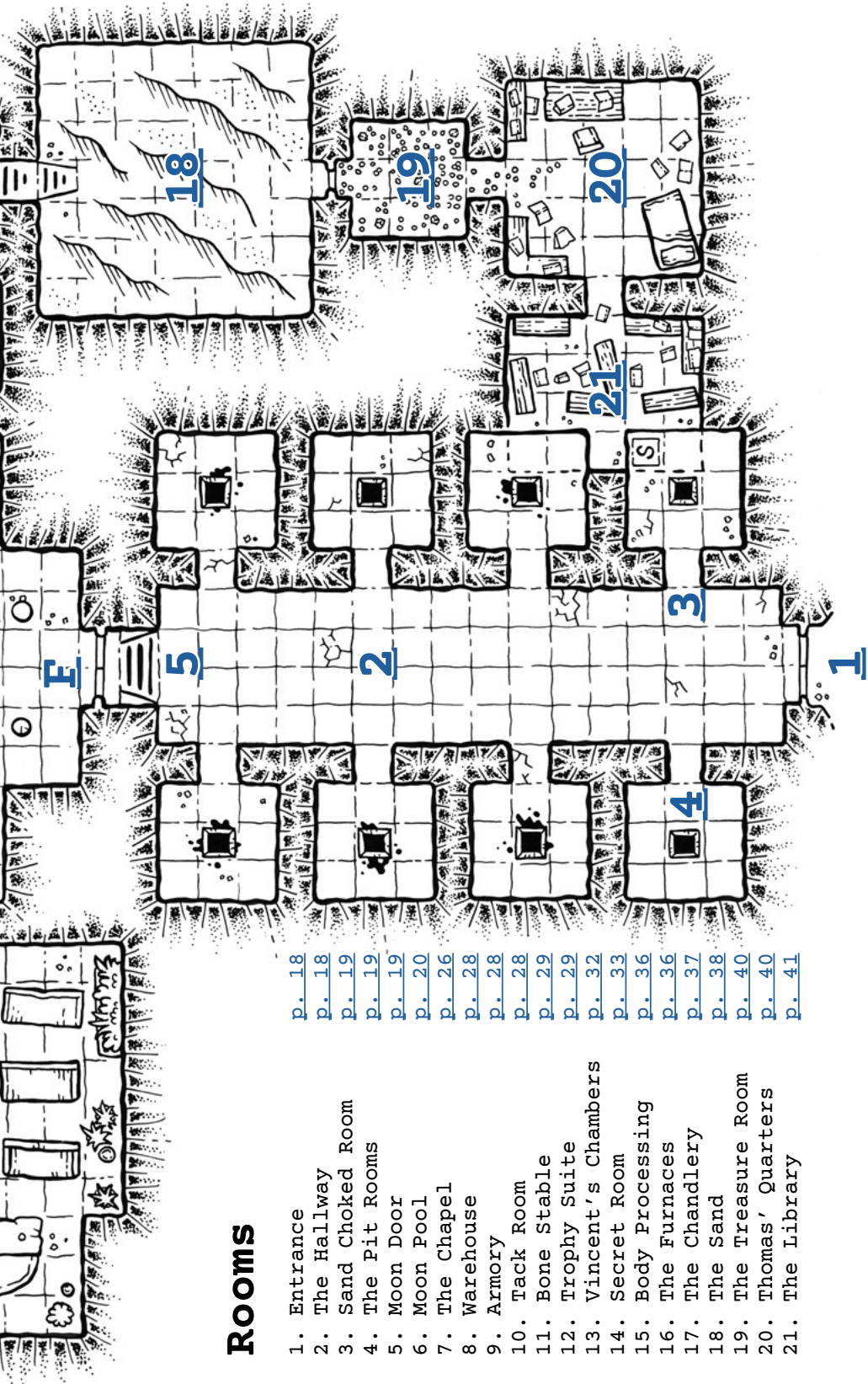
**Throw:** Thomas can telekenetically throw up to 6 items, within 120' and weighing less than 50 lbs each, up to 40'. d6+1 per item **DEX SAVE DC15** for half. Damage type depends on object.

**Possession:** (recharge 6). One humanoid within 5' of Thomas **CHA SAVE DC13** or become possessed. Thomas controls their body and cannot be targeted by any attack, spell or other effect, except ones that turn undead, and he retains his alignment, INT, WIS, CHA and immunities to charm and fear. Lasts until the body drops to 0hp, he ends it as a bonus action or he is turned or forced out.



It is **cold** enough throughout the tomb to see your breath. The **stonework** is exceptionally **precise**, the stones are **pale** and **smooth** as each stone is covered by a thin **veener of bone**. Drifts of **black sand** hug the walls, clog the corners and granules scattered across the smooth floors can be **dangerous** for those moving quickly or not paying attention. The air is filled with the **quiet swishing** sound of moving sand and occasional **ghostly whispers**.





# Rooms

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- 2. The Hallway [p. 18](#)
- 3. Sand Choked Room [p. 19](#)
- 4. The Pit Rooms [p. 19](#)
- 5. Moon Door [p. 19](#)
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- 11. Bone Stable [p. 29](#)
- 12. Trophy Suite [p. 29](#)
- 13. Vincent's Chambers [p. 32](#)
- 14. Secret Room [p. 33](#)
- 15. Body Processing [p. 36](#)
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AND THEY BITTERLY CRIED  
'TIL AT LAST THEY GREW WEARY  
AND LAY DOWN AND DIED.