



THE TOMB OF ANAK'HAINUNEM

Beware the Mummy's Curse

Deep in the arid Desolation, beyond the lush confines of the mysterious and beautiful Oasis of the Dancing Waters, dwells an ancient secret, murmuring and muttering in its timeless agony. An ancient horror that human sanity cannot utter. An evil so malevolent and foul that should never again see the light of day. The ever broiling winds and the sands of time have shrewdly taken their toll on the once mighty and grand structures. Now forgotten, they have fallen into ruin and the ever present desert slowly reclaims them.

There is no rest, no peace for what was wisely imprisoned within the walls of the tomb and left to antiquity.

Beware the mummy's curse! Death is only the beginning.



Requires Shadow of the Demon Lord from Schwalb Entertainment.
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THE STORY

The deep desert is a dangerous place for travelers, especially those with an adventurous streak about them.

Braving the hardship of the sun, lack of water and the ever pervasive nature of malevolent creatures makes the desolation a very dangerous place to venture in and explore.

The **TOMB OF ANAK'HAINUNEM** is an **EXPERT** set of adventures for a group of players who are level 5 or 6. These materials may be played with minor adjustments in a few hours over the course of one session or you may extend the challenge for a longer period of play.

THE DESERT IS HARSH

It is important that the GM maintain the flavor of the desert nomadic life throughout the adventure, especially once the players leave the safety of the Oasis. Travel through the desert should be harsh. Players with horses will find the journey impossible as the beast will become exhausted and perish if attempting to travel across the hot, soft sands.

Here, within the Desolation, above the Wandering Dunes, the border citadels lie well over 300 miles to the south. The adventurers have arrived at the court of **SHEIKH LE'HAI BENHARU** at his renowned Oasis of the Dancing Waters. Benharu is a noble and the leader of *Garat'dun* tribe (one of the eight bedouin tribes that reside in this area of the desolation).

WHAT IS NEEDED

To run this adventure, you will need a copy of **SHADOW OF THE DEMON LORD** core book and the supplement **TOMBS OF DESOLATION**. Additionally, the supplements **LORDS OF THE BARROWS** and **TERRIBLE BEAUTY** are helpful and highly recommended, but not essential. All materials are available from [DriveThruRPG](#).

OASIS OF THE DANCING WATERS

The location of the Oasis has been known for more than a century and has become a natural stopping point for many travelers who journey across the desolation.

SHEIKH LE'HAI BENHARU [expert priest] is the current caretaker, having been awarded it by custom nearly two decades ago.

THE TASK

The Sheikh will task the players to journey through the desolation and locate the Tomb of Anak'hainunem. Once found, they are to locate and return with the scepter and death mask relics.

The location of the Tomb is roughly 4 days travel from the Oasis under normal conditions. He will provide the group with a rough map showing a route to the Tomb, an engraved stone scarab and 10 gold crowns in total with which they may travel to the market and outfit themselves as they see fit.

Upon their return with the relics, the Sheikh will reward the players with 150 gold crowns and two of his best stallions.

LOCATIONS AT THE OASIS

The Sheikh's palace and assorted other buildings are the few, half dozen or so, solid structures within the Oasis.

THE DANCING WATERS

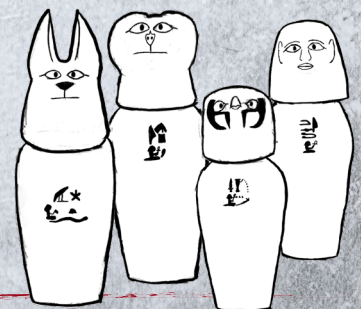
The famed dancing waters draw their name from an eternal spring deep within the arid desolation among a series of a dozen or so drift stones.

The waters are created by a Water Genie (*see Shadow, page 234*) named Ara. Under her care, the Oasis maintains its hydration and is quite fertile. Standard fruit and vegetable fare consists of palm dates, quince, prickly pears, avocados, cranberries, artichoke, eggplants, zucchini, chickpeas, carrots, chard, onions and olives.

As Ara works her will, the waters perform a series of dances of leaps, jets, showers and falls with multi-colored dramatic and beautiful flair.

TAVERNS

- **The Bronze Palm** - This upscale tavern run by *Fatima Qawi* is a place for quiet, undisturbed drinking and conversation. Nobles and merchants favor the lush and elegant drinks and opulent dividers placed for privacy here.
- **Crossed Scimitars** - Operated by *Jamal Hassan*, a shrewd and no nonsense owner, this place is known for the fantastic fire and dancing show put on by dervishes each night. This is a popular hangout for mercenaries and other fighting peoples.
- **Pebble and the Pot** - Two brother halflings, *Abbas* and *Hazim Peachpit* run a very cheery and pleasant open air tavern. This is the location of adventurers and hirelings at the Oasis.



INNS

- **The Desert Dingo** - *Hamun Mehran* runs a common and cheap house of rest. A somewhat soft bed and mostly clean linens are available here for the common adventurer. A onetime adventurer himself, Hamun Mehran likes to entertain his patrons with his varied and many exploits of heroism.
- **The Silver Sands** - This upscale inn is operated by *Abul Kashif*, a Salamander from the Burning Vaults. He relishes his exotic looks and enjoys the awe his lavish inn brings merchants and others who frequent here.
- **Zorah's House of Fortune** - Owned by *Madame Zorah*, this rich and upscale bordello includes exotic men and women and other pleasures based upon taste.

THE BEDU TENTS

This tent village is where the bulk of the population resides here at the Oasis. Residents are generally friendly and welcoming to strangers of assorted ancestries and think nothing of an orc living next to a human or goblin, etc.

It is common for a person who is thirsty to receive a mug of water and welcoming word from nearly anyone within the tents. They understand the nature of the desolation and that it levels all ancestries and creeds.

THE MARKETPLACE

If players wish to outfit their expedition and spend some time preparing for the journey; *Akabar's Fabulous Market of Wonders* will be recommended. This open air tent market is a place where all manner of rare and exotic goods can be found and purchased.

Caution is to be observed with a wary hand on your purse. For each hour spent in the marketplace, roll 1d6, with a random event taking place on a 1 or 2.

- **Akabar's Fabulous Market of Wonders.** Mundane and unusual items can be acquired here for a price. Almost nothing is too wild or wicked to be purchased.
- **Qalmatak's Alchemical Solvents.** Here the players may purchase rare and exotic potions.
- **Halil's Scrollworks and Mysteries.** Incantations galore and 1d6 random enchanted objects will be available here.
- **The Sublime Depot of Gal'dardin.** Durable desert clothing, armor and weapons are available for purchase.

MARKETPLACE ENCOUNTERS

d6	Result
1	A singing drunk meanders forward and falls at your feet and vomits profusely on several members of the group. Perform an Agility challenge or add 1 bane to all Social interaction rolls for each person who does not succeed until they clean themselves.
2	2d6 RAT MEN have entered the marketplace and are causing mischief. They see the party and decide to have a bit of sport at their expense.
3	A gnarled and old soothsayer woman selling apples from a cart notices one player in the group. She comes up to them, draws them close and gently places a kiss upon their face. She then places a yellowed and bruised apple in their hands and says, "Powerful it is, my little one. The seeds are your salvation." When consumed, the seeds will act as a Panacea Potion .
4	1d6 beggars [pickpocket] accost the group and refuse to cease their begging until they are given 5 gold crowns in total from the players. If unpaid, they sing false praises of their travels and victories, causing everyone to avoid the group and refuse to sell to them.
5	A swarm of flies forms a pestilence and attacks everyone in this section of the marketplace. The players must defeat 1d6 ANIMAL SWARM (see <i>Shadow, page 217</i>) to drive back the attack and keep the marketplace patrons safe.
6	Three SMALL DEMONS (see <i>Shadow, page 229</i>) have come in from the deep desert and begin wreaking havoc within the marketplace. They have taken a young female in blue silks as a blood sacrifice and will return into the desert with her unless stopped.

RAT MAN

DIFFICULTY 10

Size 1/2 *beastman*

Perception 12 (+2); **darksight**
Defense 13 (soft leather); **Health** 15
Strength 12 (+2), **Agility** 12 (+2), **Intellect** 8 (-2), **Will** 10 (+0)
Speed 12; climber, digger
Immune diseased, poisoned

ATTACK OPTIONS

Small Sword (melee) +2 with 1 boon (1d6 plus Tethus on attack rolls of 20+)
Short Bow (long range) +2 with 1 boon (1d6)
Tethus perform a Strength challenge roll with 1 bane or become diseased.

THE JOURNEY

Travel through the desolation is dangerous and deadly. The players should be well versed on the dangers and adornment of travel here. Each player has knowledge of setting up tents, protecting the skin from basic heat stroke, packing and riding beasts of burden and basic means of survival in a desert climb.

Characters are in danger of succumbing to exposure (*Shadow, page 201*) as they journey across the desolation. Note, the affliction, **MADDENING HEAT** (*Tombs of Desolation, page 19*), will apply as players leave the safety of the Oasis.

The threat level for the journey is minor (see *Shadow, page 189*). Check for encounters once per day and once per evening.

ENCOUNTERS

1d20	Result
20	Location discovered
18-19	Unique event
14-17	Weather event
8-13	No encounter
1-7	Creature encounter

CREATURE ENCOUNTER

Each creature encounter may be selected more than once if you feel it appropriate. If playing this adventure as a single session, it is recommended to use only one creature encounter to expedite game play.

d6	Result
1	DESERT WORM (see below)
2	A single GIANT SCORPION (see <i>Tombs</i> , page 29)
3	2d6 Giant Asps [medium animal + poison]
4	A clutch of 1d3 +1 COCKATRICE (see <i>Shadow</i> , page 225)
5	A pack of 2d6 ANUBIN (see <i>Tombs</i> , page 26)
6	1d6 Hyena/Jackal/Dingo are scavenging and attack [medium animal + pack fighting]

DESERT WORM

DIFFICULTY 25

Size 2 monster

Perception 11 (+1); sightless
Defense 16; **Health** 30
Strength 14 (+4), **Agility** 10 (+0), **Intellect** 5 (-5), **Will** 9 (-1)
Speed 8; tunnel
Immune blinded

ATTACK OPTIONS

Teeth (melee) +4 (2d6 plus Swallow on attack roll 20+)
Swallow If the target is smaller than the desert worm, it must make an Agility challenge roll with 1 bane. On a failure, the target is swallowed.

A swallowed creature is defenseless, moves with the worm, and cannot perceive anything outside the worm's body. At the end of each round, the swallowed creature takes 1d6 damage from the worm's digestive juices. If the worm becomes incapacitated, it vomits forth any creatures it has swallowed.

SPECIAL ATTACKS

Vomit The desert worm vomits digestive juices and anything it swallowed into a 3-yard-long cone originating from a point it can reach. Everything in the area takes 2d6 damage, or half the damage with a successful Agility challenge roll.

Any creatures the worm had swallowed prior to making this attack are expelled, landing prone in an open space within 1 yard of the worm. They make Agility challenge rolls against this attack with 1 bane. Once the stone worm uses Vomit, it cannot do so again for 1 hour.

SPECIAL ACTIONS

Tunnel The desert worm moves up to its Speed through earth, sand, or other material of similar consistency. It leaves a 1-yard-diameter tunnel behind it.

WEATHER EVENT

Each weather event may be encountered more than once. If playing this adventure as a single session, it is recommended to use only one weather event to expedite game play.

D6	Result
1	LIGHTNING STORM. Violet streaks of lightning strike the ground around you for 1d3 hours. The group must perform an Agility challenge roll (a single roll for the entire group) for each hour the storm lasts or suffer 8d6 damage (half damage on a success) split amongst the entire group (<i>characters can choose to suffer damage for another player</i>). Travel multiplier is increased by 1.5.
2-3	DUST STORM. Boiling clouds of dust race across the wastelands for 1d3 hours. A dust storm typically forms a curving line up to 2d6 + 3 miles wide, 1 mile high, and about a half-mile deep. It generally moves at 70 miles per hour, so escaping it is nearly impossible. Movement during a dust storm generally isn't practical; if the attempt is made, multiply travel time by 4. The storm heavily obscures its area, and creatures moving through it treat the area as difficult terrain. Objects in the storm take 1d6 damage at the end of each round. A creature must make a Strength challenge roll with 1 bane when the dust storm enters its space and again at the end of each round the creature is in the storm. On a failure, it takes 1d6 damage and becomes blinded until it leaves the dust storm; it just takes 1 damage on a success. If the creature was already blinded this way, it takes 1d6 extra damage instead on a failure.
4	FIRE HAIL. The smell of ozone reaches you as the sky erupts in a burning hail lasting for 1d6 + 1 hours. Exposed characters must perform a Perception challenge roll for each hour the hail lasts or suffer 2d3 damage per hour. Travel multiplier is increased by 2.
5	BOILING RAINS. At first, a gentle, refreshing rain falls around the players. Then, the ground begins to smoke as the rain waters boil. The boiling rain will last for 1d6 + 2 hours. Players must perform a Strength challenge or suffer 1d3 damage for each hour they move through the boiling rains. Travel multiplier is increased by 2.
6	EXTREME HEAT. The heat is extreme. Players must succeed on a Strength challenge roll with 2 banes or begin to suffer from heat stroke (see "Exposure" in <i>Shadow</i> , page 201) and maddening heat (see <i>Tombs</i> , page 19). All Perception checks for the day must be performed with 1 bane.

UNIQUE EVENT

d6	Result
1	Oasis Mirage. This oasis may look appetizing and a good place for a rest, but caution is to be observed! This is actually an elaborate illusion cast by a lone Bean-Nighe (see <i>Terrible Beauty</i> , page 40) seeking to mate with a well-endowed male wanderer. If the players succumb to the illusion, they will have a fitful night's rest without a recovery. However, the chosen victim will be fatigued and have a dry waxy, milky substance around their face and chest until they perform a rest. An oasis long past, this creature is bound to the soil here. Solid stone is the only protection against this creature if the players can locate some.

2 Undead Attack. A roaming band of 4d6 **GRAVE THRALL** (see *Shadow*, page 238) have found the location of the players and mercilessly attack.

3 Scarab Beetle Swarm. This swarm does no damage to the players but will remove armor, weapons, and supplies. This swarm of beetles will move through the players and take away with them 3d6 items from the entire party. Players may choose exactly what was taken using the following as a guideline. Roll 1d6. 1: GM's choice, 2: weapon, 3: armor, 4: basic item, 5: article of clothing, 6: steal 1d6 coins.

4 Wandering Merchant. A lone Goblin and a Clockwork are discovered wandering, hawking their wares throughout the deep desert. They carry many exotic goods and supplies for those with the proper amount of coin or items for trade. They have five enchanted objects available for sale here. The GM should establish a price of the items they are selling.

5 A scattered roadway connecting to a large arched bridge is found, buried in the sands. Along the castellated sides of the bridge are engravings of ancient animals and runic symbols/hieroglyphs. Beneath the bridge is a small cave. Within this nondescript cave is a lone cloaked humanoid statue with a crystal skull, clutching a polished mirror. If cleaned, the mirror will show each person gazing into it their death. Perform a Will challenge with 1 bane or gain 1d3 insanity.

6 Several stone fountains are askew in the desert sands. This ancient garden was once beautiful and verdant but the desolation has long since reclaimed it. Piles of pottery shards and ruined stone shelves dot the area. A series of large brittle rib bones with an indescribable horned animal skull are found in a shallow clearing. A giant lizard is cast in sparkling crystal and partially buried in the sand. Beside it are many pitted iron instruments of torture. A Perception challenge will reveal a small lead box with an ancient red velvet interior that contains 10 human teeth.

LOCATIONS

d6	Result
1-2	The Garden of Death
3-4	Petrified Ruins of Ta'Gayn
5-6	Stones of Faa'Kaf Mim

GARDEN OF DEATH

The players see what appears from a distance to be a long train of refugees meandering along the sands but quickly come to realize that what they are seeing are perhaps the remains of one.

For the next two miles, a dire path of dessicated skeletal corpses placed up on poles are located along one side of the scattered path the players are following. Upon recognizing what they really are, players must perform a Will challenge roll or gain 1 insanity.

The poles along the pathway are placed roughly five yards apart from each other. The desert sands form small dunes causing the pathway to appear scattered. The corpses upon the poles have been here in this state for several decades and many of them have fallen to the ground in simple piles of scattered bones.

If the players investigate any of the remains in detail along the path, roll 1d6; if an odd number is rolled, they have discovered 1d6 **ANIMATED CORPSE** (see *Shadow*, page 218) that rise from the sands bearing various ancient and broken weapons, attacking until destroyed.

THE GRAVEYARD

Following this lost path of sacrifice and remains, the players will find a circular "garden" organized into an ill-formed graveyard at the end of the path, along with a requisite amount of piles of discarded bits of armor and weaponry that have long since become useless from suffering the effects of exposure to the elements.

The scorched bones of the dead have been arranged in a horrifying fashion throughout this fated garden. Players must perform a Will challenge roll or suffer 1 insanity.

Here among the decaying skeletons, the victorious army placed headstones in a concentric, circular pattern forming this garden, where they buried the fallen dead.

At the outermost ring will be discovered the unmarked and unremembered graves of their defeated. If investigated, a series of mass graves will be revealed where the bodies were stripped and the bones arranged in such a way as to give homage to the Dark Lady.

If disturbed or plundered, 2d6 +2 **ANIMATED CORPSE** (see *Shadow*, page 218) will rise up from the ground each hour and defend the sanctity of the burial site.

*Here lies our lady
Helal'phenat,
bringer of woe and
pestilence.*

*May her dark
presence burn the
unrighteous and
sear the flesh of the
unhallowed.*

*All glory and praise
be to her.*

*May she rise again,
forever till time ends.*

FOUL MAUSOLEUM

At the center of this garden of ancient death, a rough carved effigy of the Dark Lady twists in agony or rapture from the remains of a common myrrh tree.

Large rocks have been formed into a rough and rocky mausoleum. Skeletal remains have been placed on either side of the entry way as guards and as a warning to looters that this will be their end fate if the tomb is disturbed.

At the entryway, one tall and cracked rock where runes carved upon its surface have long since become wind blasted over the years reads, "*Here lies our lady Helal'phenat, bringer of woe and pestilence. May her dark presence burn the unrighteous and sear the flesh of the unhallowed. All glory and praise be to her. May she rise again, forever till time ends.*" This epithet is written in a long forgotten tongue. Players will need magic or be able to read a form of Gog to understand the writing.

WITHIN THE BARROW

A makeshift corridor descends down into blackness. All creatures larger than five feet must crouch slightly to progress. This will impose 1 bane on all attack rolls that take place in this descending hallway.

The hallway ends in a large, circular room large enough to accommodate the party. This room contains a large central rocky pillar that holds the ceiling stones in place.

Five large slabs are arranged around the pillar. Upon them are the ghastly skeletal remains of three **BARROW WARRIORS**, (see *Lords of the Barrows*, page 5), who were entombed to protect their mistress in the afterlife, and two smaller slabs that contain the bones of large beasts. These two remaining slabs hold the bestial remains of **BARROW GRIM**, (see *Lords of the Barrows*, page 8).

Upon seeing these skeletal remains, the players must succeed on a Will challenge roll or gain 1 insanity.

At the far back of the circular room is a rune carved sarcophagus that contains the remains of Helal'phenat, a **BARROW WIGHT** (see *Shadow*, page 219). To open this, players must have a combined Strength of 30 to lift the lid and the strongest player must succeed on a Strength challenge roll. If this sarcophagus is disturbed, an otherworldly wind will softly begin to blow throughout the barrow and the dead will rise up to protect their mistress.

PETRIFIED RUINS OF TA'GAYN

This stone forested area has all the trappings of a verdant forest but with a desert flair. In place of lush bushes, dry brambles and thorny tumbling weeds sprout. Hanging curtains of thorns tangle where moss would be. Sharp stones jut up from the earth at unnatural angles.

Throughout this ruined area of stone trees, sand and rough hills, the scarring of the earth is ever present. Life abandoned this location long ago.

This area functions just as a typical forest of palm trees, large saguaro cactus, iron wood trees, yucca plants, organ pipe cactus, agave bush, and buckhorn (to name a few) except through some mystical means everything has been turned to stone. This place will provide no respite for the players as it is uncomfortable to remain and a general sense of unease permeates.

FALLEN WALL

Here is found a crumbled and ancient stone building. All but two of its walls have collapsed into the sands of this petrified forest.

A **DESERT TROLL** (see below) has taken up residence and will protect the location against intruders.

DESERT TROLL

DIFFICULTY 50

Size 2 troll

Perception 7 (-3); darksight
Defense 15; **Health** 100; **Insanity** 1d3; **Corruption** 1d3
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (-3), **Will** 9 (-1)
Speed 8
Hatred During the first round of combat, a troll makes all attack rolls with 1 boon.

ATTACK OPTIONS

Big Club (melee) +5 with 1 boon (3d6)
Fist (melee) +5 with 1 boon (1d6 + 3 and Grab if 20+)
Grab If the target is a Size 1 or smaller creature, the cave troll can attempt to grab it as part of the same attack.

SPECIAL ACTIONS

Double Attack The cave troll attacks with its club and fist.
Thrash the Victim If the cave troll has a Size 1 or smaller creature grabbed, it swings the creature at another target creature it can reach. The troll makes a Strength attack roll with 1 boon against the target's Agility. On a success, the creature it has grabbed collides with the target, dealing 2d6 damage to each. On a failure, the creature the troll has grabbed instead takes 1d6 damage.

END OF THE ROUND

Regeneration The desert troll heals 1d6 damage if it is not incapacitated.

He guards a chest of 30 silver coins and two enchanted objects.

The Desert Troll has arranged a small setting of multi-sized rocks and twigs into a "lovely" mock tea party. He has adorned two pet rocks from the graveyard with cloth and placed some plant fuzz on them for hair.

If a player discovers this creature when in hiding, the player will see the troll seated upon the ground, performing an imaginary tea party with his company of rocks, singing an old elvish children's tune. If the troll senses the player, he will go into a frenzy. The troll will seek to kill any player it discovers who has disturbed or touched his tea party.

POISONED WELL

Within this modest clearing, players will find a small hole in the ground emanating a foul odor that is surrounded by a series of flat stones. A carved slab bench is arranged tastefully to the side of the low well and may seat three human sized persons.

At approximately 10 yards down the well is a foul, sulfurous water. Any player drinking this contaminated water must perform a Strength challenge with 1 bane or become incapacitated until they perform a rest. If afflicted, the player will defecate in moments of stress until they perform a rest.

GRAVEYARD OF THE FORSAKEN

The hills form large stone slabs creating a pathway of sorts that winds its way toward a central area. Here, a hundred or more beautiful quarter-sized stone effigies have been carved to resemble weeping people, mouths agape. It is a marvel to look upon the works and the skill required to carve these small statues, and yet horrible at the same time.

Gazing at them as you enter the area, they appear to move in the heat, swaying side-to-side in supplication or in revulsion. Players looking upon them must perform a Will challenge with 1 bane or gain 1 insanity.

These carvings have been placed in a circle and all their eyes are staring at a central pillar in the form of a cartouche, towering above carvings.

The graveyard is home to three **COCKATRICE** (see *Shadow*, page 225).

STONES OF FAA'KAF MIM

An area of floating stones that are tied together with thick, strong ropes that are rotting with age. The sections drift slowly in the heated air, traveling up to 500 yards from a central point then will begin floating back in the other direction.

Players may use any number of the dangling ropes to climb up on the floating stones. The stones form a small patch and float from approximately 5 yards to 100 yards above the surface of the ground.

Accessing the stones is not intended to be a difficult task. Falling, however, is another matter.

LONELY TOWER

A lone, lopsided tower rises on a wide stone platform, 20 yards above the ground. Much of the tower is in ruin, but enough structure remains to make it an appealing place for mischief.

Within, two **DUST DEVIL** (see *Tombs*, page 29) and five **FORSAKEN** (see *Tombs*, page 29) await a group of players to come and play.

A small chest can be discovered containing 10 gold coins, 50 silver coins and two enchanted objects.

COLLAPSED BUILDING

A ruined building appears to have fallen from a height. A perceptive player can discover a pair of striped socks, very worn reddish leather shoes and a human sized skeleton.

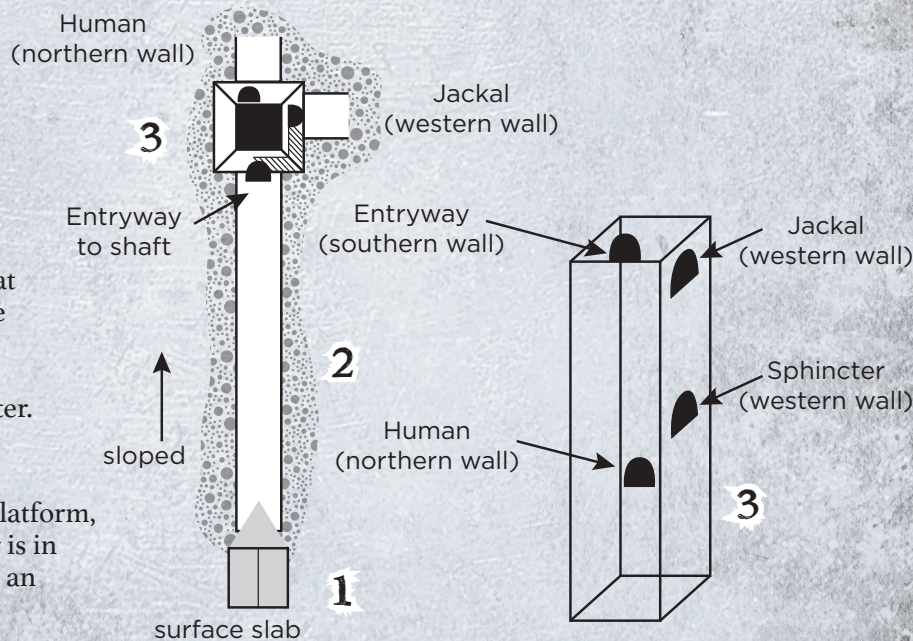
THE TOMB OF ANAK'HAINUNEM

Throughout the desolations hardships and travails, the players have at last arrived at their final destination.

A MOMENT IN HISTORY

Anak'hainunem was once a mighty ruler over all that can be seen here and beyond these physical boundaries. As with Shelly's poem, *Ozymandias*, nothing here remains but a toppled statue with its head buried in the arid and solitary sands.

Vile and wicked, he fought against the many denizens of the desert and was able to reign over a very successful kingdom for centuries. In the end, he was utterly defeated and then entombed beneath the sands here. His might and greatness have faded into the mists of time and legend.



~ Tomb of Anak'hainunem - Entryway ~

1. ENTERING THE TOMB

To gain access to this tomb, the players must insert the **stone scarab** that was given to them by **Sheikh Le'Hai Benharu**. Once inserted, the once malevolent writings will glow, the ground will rumble, the sands will move aside and a vertical seam will appear in the heavy, sunken doors that will then fall open.

As it opens, a mournful jackals howl will erupt from within the tomb, forcing any who hears it to perform a Will challenge or gain 1 insanity.

2. DESCENDING HALLWAY

The air within is stale and smells slightly of old, dry spices. There is a 7 yard drop through the open doorway to a sloping corridor. This area is filled with rubble and sand.

Four **BARROW WARRIORS** (see *Lords of the Barrows*, page 5) will animate from their positions along the walls and slowly proceed toward the players to protect the sanctity of the burial site. They will not pursue the players to the surface as their power is bound to the tomb.

3. SHAFT INTO DARKNESS

At the end of the hallway, a gaping beak of a hawk frames the archway leading to a domed shaft that descends down deep into the earth. Wisps of a foul odor, tinged with exotic spices, rise from the depths of the shaft.

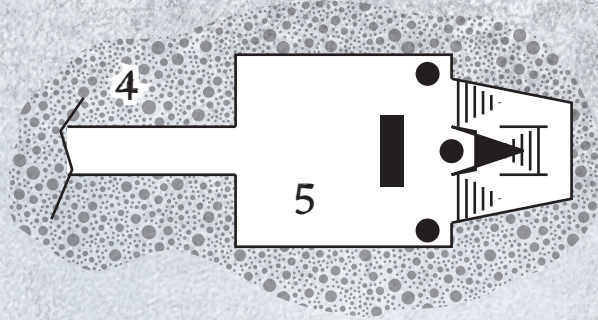
Beyond the archway, a narrow set of treacherous stairs lead downward into the rooms of the tomb.

Roughly 20 yards below is another archway opening out onto the shaft. Further down is another set of narrow stairs connecting to the adjoining wall to the north, descending yet again another 10 yards to a final archway.

The shaft descends down a further 40 yards before reaching its terminus. Players who fall down or elect to venture into the base of the shaft will be considered slain.



~ A Hypocephalus ~



~ Tomb of Anak'hainunem - Chamber of Stone ~

4. ENTRY OF THE JACKAL

After descending the first set of narrow stairs, players enter a hallway through a large, carved jackal effigy. Anak'hainunem's accomplishments are depicted—battles against multitudes of intruders, wonders performed in lush, verdant fields, massive structures being built—striking evidence that he was a terrible tyrant, praised highly and worshiped by his peoples.

Near the end of the corridor, Anak'hainunem is shown in a death mask, carrying a long rod of might (a *Was*), flying high above wielding his great and noble powers against his many foes.

Any player who studies the illustrations closely must perform a Will challenge roll or gain 1 insanity as the illustrations also depict horrors of maiming and mauling the conquered by dismemberment, boiling, evisceration, limb removal and castration.

5. CHAMBER OF STONE

This large room houses eight sets of hydrocephali made of bronze and covered in human flesh placed on the surrounding walls at a humans head height.

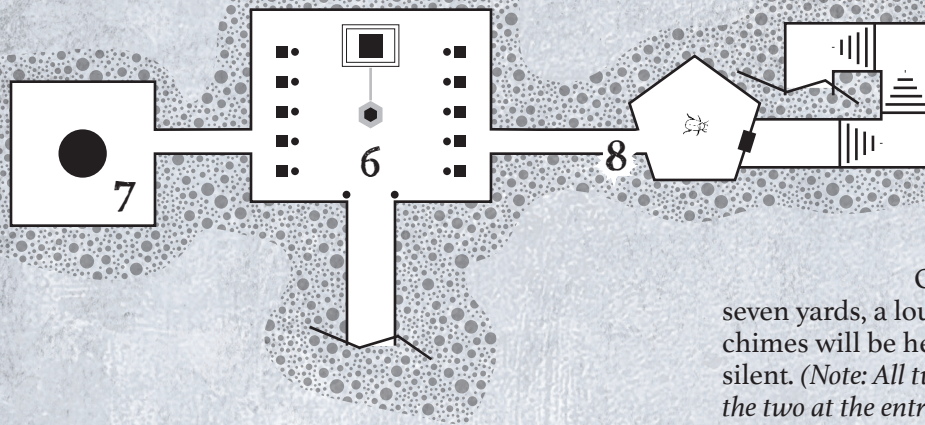
Piles of loose sand and various sized stones litter the floor of this chamber.

The central stone altar is coated with black, dried blood from many prior sacrifices. It has pooled near the area the players entered from, but has long since dried and left its stain on the ground.

Three Caryatids, **LARGE CONSTRUCTS** (see *Shadow*, page 226), are placed one each beside either stair and one on the far wall behind the altar. When the players touch the altar at the center of the room they will activate and attack until defeated. If the players retreat down the stairs and through the hallway or back into the entry hallway, the caryatids will be unable to follow as they are too large to fit into the hallway and shaft.

Steep, wide stairs descend at the rear of the room, leading to a final downward stairway and into a hallway identical to the one above (see room 4, *Entry of the Jackal*) and leads back out the lower opening on the western wall of the shaft.

In the hallway remnants of a precious battle can be seen along with four skeletal figures with ancient



~ Tomb of Anak'hainunem - Throne Room ~

gear. Nothing is of value, but players may replace any broken weapons they may have as well as acquire 3d6 arrows of additional ammunition and two doses of a *Potion of Healing* in a sealed gourd. The arrows here are *Arrows of Slaying* and will do an additional 1d3 damage per hit. A simple *Sense Magic* will reveal the abilities and number of items in the hallway.

6. THRONE ROOM

As the group exits the lower hallway and find themselves once again in the large shaft, they may notice that the relief of the archway is carved to resemble a large sphincter where an oily black slime drips from the edge into the pit. Narrow stairs descend and curve along the western wall and onto the northern wall where another frescoed archway is carved to resemble a human with a horrific expression and its mouth stretched wide in madness or pain awaits. Viewing this, players must perform a Will challenge or suffer 1 insanity.

The human visage opens into a rather nondescript hallway with braziers placed along either side of the floor at the far end of the hallway.

LIGHTING THE BRAZIER

Lining the room on either side of the massive throne are ten iron braziers with a silver polished mirror affixed to the rear. Coals are within each brazier and it is a simple matter to set them alight.

The mirrors are focused on a central black pillar in the middle of the room that rises above the floor approximately 5 yards. The pillar is inside a stagnant pool of oily black ichor.

As each brazier is lighted, it will begin to illuminate a warm a set number of runes carved into the pillar and the black ichor will rise from the pool at the base upwards toward the top of the pillar, filling in the runes turning them golden. The black ichor will also make its way slowly toward the throne. Once each brazier has been lighted, the ichor will illuminate all the runes on the pillar and reach the throne, which

will also turn golden. This will cause the pedestals of the throne to rise from the ground, placing the throne approximately seven yards into the air above the floor.

Once the throne has risen upwards seven yards, a loud gong will sound and metallic chimes will be heard. The area will then become silent. (Note: All twelve braziers must be ignited, including the two at the entryway to complete the throne's ascent.)

SWORD OF THE DANCER

A giant khopesh sword is visible to all who enter the room. Suspended high above the throne it glitters alluringly to all who view it. If anyone sits on the throne without tripping a secret switch on the left leg, the sword will drop from the ceiling and impale whomever is seated. Perform an Agility challenge with 1 bane or suffer 3d6 damage (half damage on a success). The sword is a giants sword and requires a Strength of 20 or greater to wield it.

UNIVERSAL TRUTH

Suspended above the pillar in the center of the room is a large and intricate mural made of human flesh, tattooed with a chaotic yet colorful dye. The mural looks like a child's chaotic finger painting, but when sitting in the chair after it has risen above the floor, a bizarre unraveling of the universe will be revealed to the player, gifting them with +1 to their Intellect score. However, they must then perform a Will challenge with 3 banes or suffer 2d6 insanity. Anyone else gazing upon the mural from the ground must succeed on a Will challenge or gain 1 insanity.

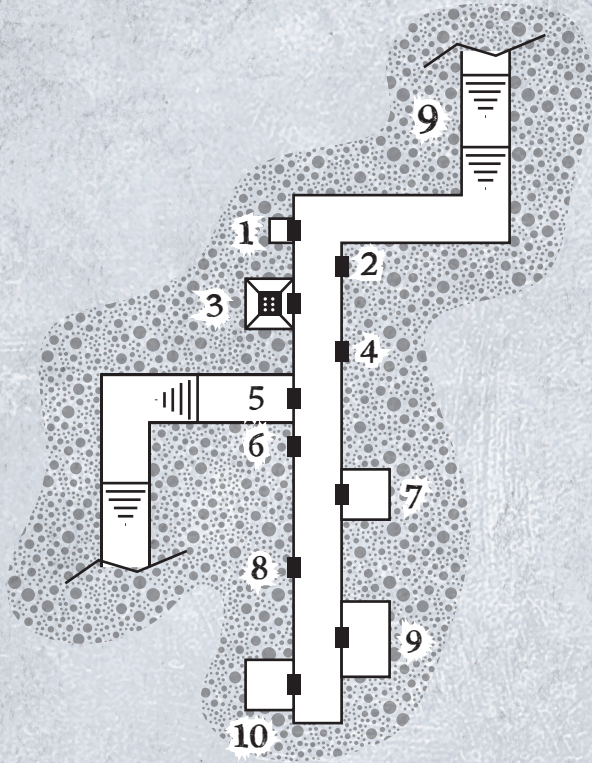
STATUES OF THE SUPPLICANT

Within the room are ten man-sized statues with human faces whose feet are within the stone of the floor and are hinged to be movable by a simple push. They have two positions: tall and erect or forward and suppliant. Players may easily move each statue forward or back and the perceptive player will hear a simple "click" once each statue reaches its ending location. The statues must all be placed in a suppliant position in order for the mechanism lowering the door in room 8 to open.

THE PENITENT

The two adjoining hallways leading from the throne room to the left and right have been carved and painted to look like chaos imbued, screaming human faces. Their mouths, opening onward into oblivion to either side of the chamber. Anyone gazing at these faces must perform a Will challenge or suffer 1 insanity.





~ Tomb of Anak'hainunem - Chamber of Names ~

7. CHAMBER OF BLACK WATER

Down the empty corridor, the dust sits undisturbed over the centuries. It swirls menacingly only to fall back to the ground once again after the players pass down the corridor.

This silent and lonely chamber is painted black. The light seems to soak into the walls. In the center of the chamber, a still pool of murky black water waits patiently for life and activity to return. Within the pool lay a **PROPHET OF THE DECAY** (see *Lords of the Barrows*, page 4) and two **BARROW WARRIORS** (see *Lords of the Barrows*, page 5). They will rise and attack the players, following them into the Throne Room (room 6) but will not pursue them into the corridor to room 8.

8. CHAMBER OF THE SCARAB

The hallway to this room is trapped with a stone menhir on ropes that is suspended from the ceiling. As each character passes the halfway point of the hallway, they must roll 1d6. Any character rolling a 1 activates the trap, dropping the menhir upon the unsuspecting group. Any player still in the hallway will be caught in the path of the menhir and must succeed on an Agility challenge roll with 2 banes or suffer 4d6 damage (half damage on a success).

In this five-sided room, a large stone scarab has been placed in the center. Each of the five walls are carved with scarabs tunneling through bodies, out of mouths and all orifices of the horrific carvings. Viewing the wall carvings players must perform a Will challenge or suffer 1 insanity.

The large scarab carved stone slab doorway will be closed making further progress impossible unless the players have met the requirements for causing the door to lower from the Throne Room (see room 6).

Beyond the doorway the hallway turns upon itself multiple times with sets of small stairs, each consisting of five steps, move the players further down into the depths.

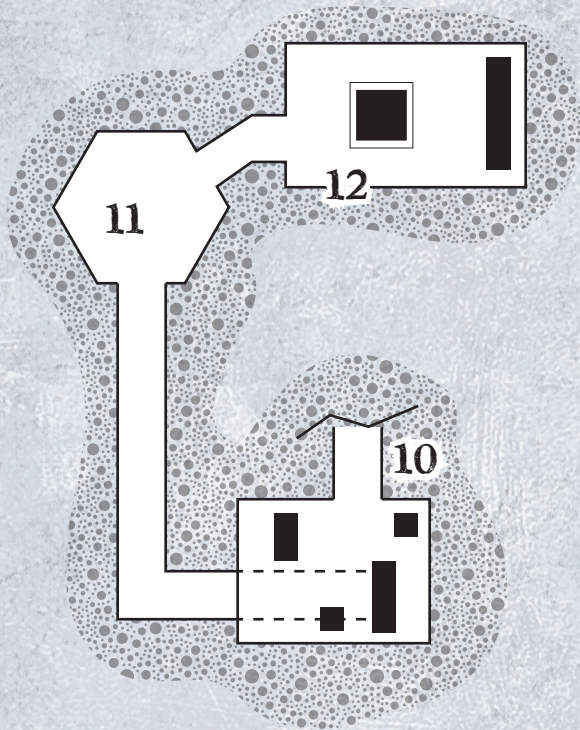
9. CHAMBER OF NAMES

The hallway completes its turning and the stairs deposit the players within a long corridor that contains ten solitary doors.

Arcane and ancient etchings line the walls ranging from astrology, astronomy and signs of ritualistic sigils.

The correct door is #5 to continue through the tomb, all other doors are trapped. There are many clues given prior to alert the players of this.

Door	Result
1	This door has the symbol of a tiet on its surface. When opened, a spike strikes from within the doorway at waist height. Perform an Agility challenge with 1 bane or suffer 2d6 damage (half damage on a success).
2	This door has the symbol of a comet upon it. Once a player stands on the pressure plate at the doorway, this causes a stone in the ceiling to crash down on the unsuspecting player, thereby crushing them. Perform a Perception challenge roll with 1 bane or suffer 3d6 damage from the large stone.
3	This door has the symbol of a crescent moon on it. As the player pushes on the door, it flings open suddenly and the floor tile tilts, launching the player forward into the room and into a pit with spikes. Perform an Agility challenge roll with 1 bane or suffer 4d6 damage. Any player failing will need a hand getting out of the pit.
4	This door is carved with a constellation on it. Any attempt to open this door will cause large stone spikes to shoot up from the floor and down from the ceiling. Perform an Agility challenge with 1 bane or suffer 3d6 damage (half damage on a success).
5	This door has a pentagram carved on its surface. The door opens by pulling a small circle within the pentagram. This is the correct doorway to advance the adventure. Players suffer no ill effects when opening this door.
6	An exploding star is carved in this door. Opening this door will cause stone spikes to shoot out from multiple locations and from across the hallway, striking any player in the immediate area. Perform an Agility challenge or suffer 3d6 damage (half damage on a success).
7	A cloud is carved on this door. When a player opens this door, jets of acid will spray out at any player standing in front of the door. Perform an Agility challenge roll or suffer 4d6 damage from the acid (half damage on a success).
8	A camphor tree is carved on this door. When this door is opened, a large stone will swing forward and crush the opener against the far wall. Perform an Agility challenge with 1 bane or suffer 4d6 damage (half damage on a success).



~ Tomb of Anak'hainunem - False & True Chamber ~

9 A single cobra is carved on this door. Inside this small chamber, body parts have been placed in the walls. When opened, 3d6 **SEVERED** (see *Tombs*, page 33) spring forward and attack anyone on the other side of the doorway. All players must perform a Will challenge or suffer 1 insanity.

10 An eye has been roughly carved on this door. Opening this door will cause a spring-loaded slab to push quickly forward from behind the player, forcing them into the room beyond. Once through the doorway, the player will be faced with multiple scimitars slicing at them. Perform an Agility challenge with 1 bane or suffer 4d6 damage.

Each trap will reset after one minute once it has been triggered.

10. FALSE TOMB

Five **GRAVE THRALL** (see *Shadow*, page 238) and one **FORSAKEN** (see *Tombs*, page 29) guard this chamber.

Within the sarcophagus of the Forsaken is a false bottom that will lead down a corridor to the treasure chamber.

11. TREASURE CHAMBER

This chamber contains trophy's and other items Anak'hainunem acquired during his victories against raiding armies.

Some of the items here are:

- A long row of mummified human heads upon pikes. Their captured gear is placed reverently at the base of the pike.
- A series of low shelves that contain large glass jars filled with an ocher liquid. These bottles contain specimen of fingers, ears, penises and foreskins of those he triumphed over.

- Large taxidermy of a bear, a lion, a roc and a giant snake are mounted on display.
- A smallish bone throne with the gold flecking from it. A black chest beneath contains papyrus of names written in an ancient tongue that is said to be the souls of those Anak'hainunem captured and feasted upon to prolong his life. Sitting upon this small throne will cause spikes to thrust up from the base causing 3d6 damage. Perform an Agility challenge roll, on a success the target takes no damage.
- The corpses of eighteen mummified servants placed against the walls that were entombed with Anak'hainunem to provide service to him in the afterlife.
- Five random enchanted objects are placed about the room.
- Three coffer filled with 150 silver each.

12. THE TRUE BURIAL CHAMBER

Here is the final resting place of Anak'hainunem. His body was ungraciously mummified and placed in a modest sarcophagus. To open it will require a combined Strength of 30 points. The strongest player must get a success on a Strength challenge roll with 1 bane to open it.

Anak'hainunem's death mask and scepter are placed on a stand at the head of the sarcophagus and may easily be removed and taken. However, doing so will cause the creature, a **MUMMY** (see *Tombs*, page 31), and four **GRAVE THRALL** (see *Shadow*, page 238) to rise from the sarcophagus and from their position along the side walls and attack the players.

CANOPIC CHEST

This gold leafed, black chest is placed at the feet of the sarcophagus. Hieroglyphs adorn the sides indicating a great man is buried within. Placed inside the chest are the canopic jars that house the mortal remains of Anak'hainunem. When they are gathered together, the jars will glow a sickly greenish-black and each one will function as a Wizard's grimoire.

- **Jackal** - contains stomach. The wielder may cast **Acidic Glob** (*Alchemy*, *Attack 0*) based on their Power level (minimum of 1 per day).
- **Human** - contains liver. The wielder may cast **Pain** (*Curse*, *Attack 1*) based on their Power level (minimum of 1 per day). Perform a Will challenge with 1 bane or gain 1 corruption.
- **Baboon** - contains lungs. The wielder no longer needs to breathe and toxic fumes have no effect.
- **Falcon** - contains intestines. The wielder may cast **Hateful Defecation** (*Forbidden*, *Attack 1*) based on their power level (minimum of 1 per day). Perform a Will challenge with 1 bane or gain 1 corruption.

SHAFT TERMINUS

The shaft continues down another 10 yards and is filled with the bones of many bodies, miscellaneous gear. If searched, players may reoutfit themselves as you see fit. Ten **GRAVE THRALL** will rise and attack the players if they spend any amount of time here in the base of the shaft.

SCEPTER OF ANAK'HAINUNEM

This long rod, shaped in the form of an egyptian *Was* holds great and malevolent power. Each time a power is used from the scepter, the wielder gains 1 corruption.

GAME EFFECT

Drink the Light An otherworldly, dark power emanates from within the scepter, staining and burning a lighted area within short range from the scepter turning it into shadows.

Command the Dead You are able to command and control up to your group level of undead minions. Perform a Will challenge with 1 boon. They will remain in your control until you rest.

Command the Living You can command a number of living creatures up to your current Power level each hour. Perform a Will challenge roll against the creature to be compelled.

Cause Pestilence Perform an Intellect vs. your target's Strength and you may cause the darkness within the scepter to coalesce around an individual and place a disease upon them.

DEATH MASK OF ANAK'HAINUNEM

This mask is made of precious gold and encrusted with gemstones in the visage of a stern looking male warrior. The eyes appear to be weeping blood and the mouth is formed into a snarling command.

GAME EFFECT

Enchanted Armor While wearing the death mask, you gain a +1 bonus to your defense. Arrows cannot harm you.

Wisdom of the Ancients You are able to discern a truth or a lie when you hear it spoken.

Vision of the Dead You gain Truesight while wearing the mask.

Flight of the Eagles You are able to fly at a movement speed of 30.

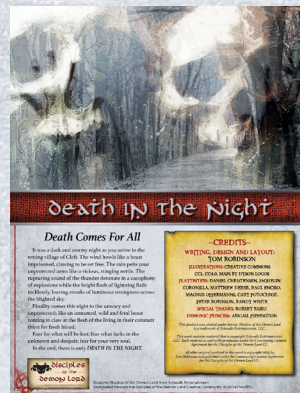
Horroric Visage The masks bestows the horrifying trait on you and exudes a dark aura against all creatures within medium range.

Insane Reverence For each hour the mask is worn, perform a Will challenge roll with 1 bane or suffer 1d6 insanity.

Well of the Ancients The mask extracts a heavy toll on the body of the wearer, causing them to age 2d6 years, once per rest, each time it is worn.



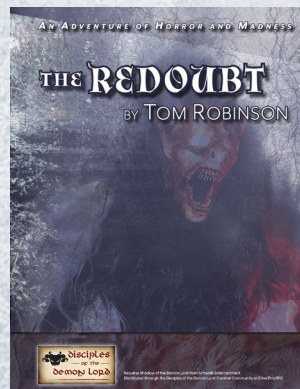
If you enjoyed this adventure, be sure to check out my other items on DriveThruRPG!



DEATH IN THE NIGHT

by Tom Robinson

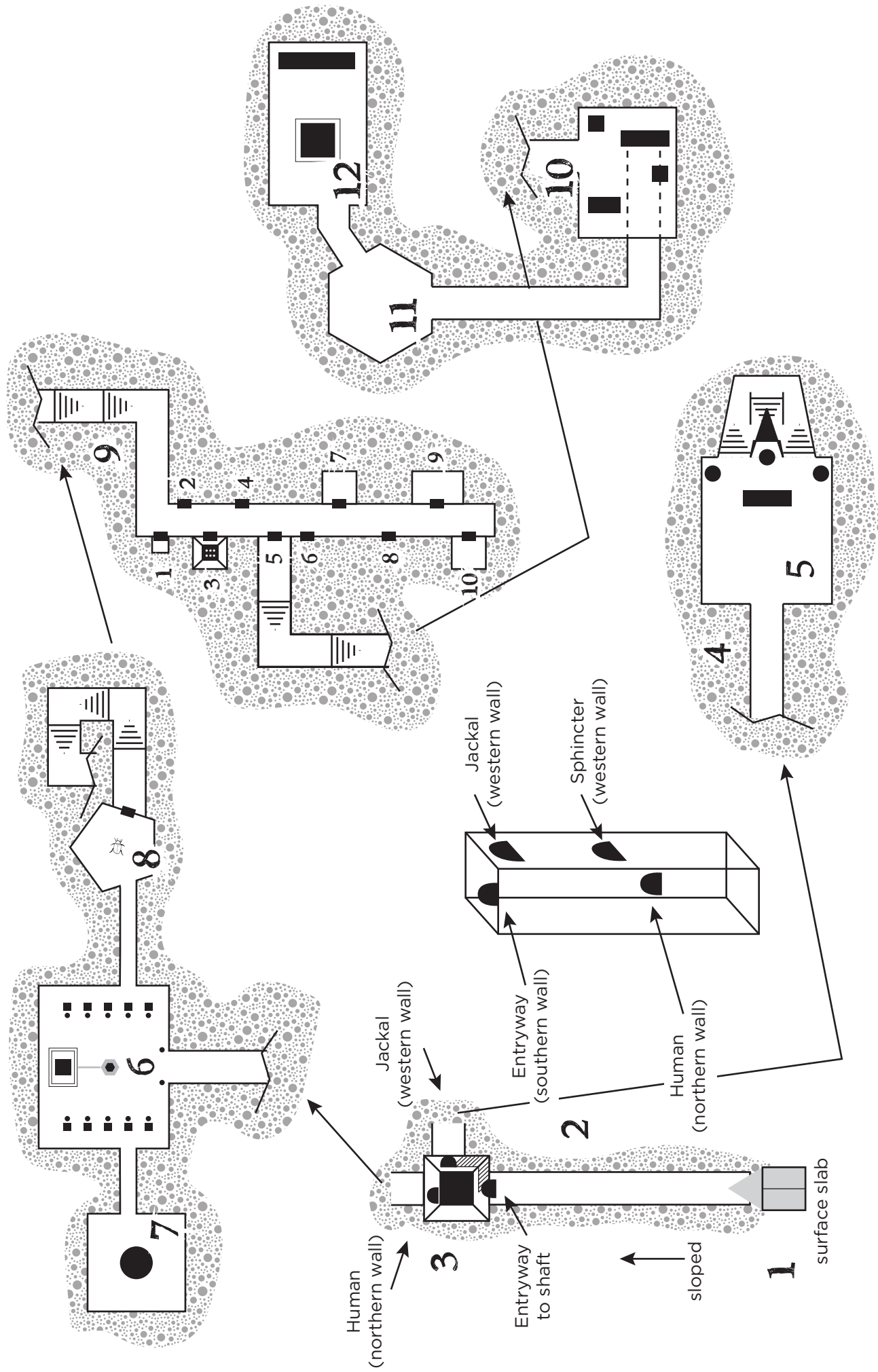
It was a dark and stormy night as you arrive in the rotting village of Cleft. The wind howls like a beast imprisoned. Finality comes this night to the unwary and unprotected. Fear for what will be lost; fear what lurks in the unknown and despair; fear for your very soul.



THE REDOUBT

by Tom Robinson

Deep within the barren wilds and marshes of Canterfell in Old Edene an evil has awakened. An evil not seen in the land before the coming of mankind. In the places deep and dark, it has been waiting for its day; waiting for a sign. Blood will flow and death will visit the realm of man once again.



Requires Shadow of the Demon Lord from Schwab Entertainment.
 Distributed through the Disciples of the Demon Lord Creative Community at DriveThruRPG

The Tomb of Anak'hainunem

by Tom Robinson

BOILING BLOOD

Target One living creature within short range.

Blood boils in the target's veins. If the target has Health 15 or less, it dies instantly, its body bloated and blackened. Otherwise, make an Intellect or Will attack roll against the target's Strength. On a success, the target takes 2d6 + 3 damage.

A target killed by this effect explodes and sprays boiling blood in a 3-yard radius centered on a point within its space. Each creature in the area must get a success on an Agility challenge roll or take 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

Tombs pg 13 - Blood Attack 2



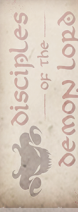
HEAT WAVE

Area A cone, 3 yards long, originating from a point within short range.

Each living creature in the area must get a success on a Strength challenge roll or become fatigued for 1 minute.

While fatigued in this way, the creature takes 1 damage each time it makes an attack roll or a challenge roll.

Tombs pg 14 - Air Attack 1



ACIDIC GLOB

Target One creature or object within short range.

A glistening glob of corrosive slime appears in your hand, and you throw it at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

DLC pg 34 - Alchemy Attack 0



TRANSFUSION

Target One living creature within short range.

A hole opens somewhere on the target's body and then closes. Make an Intellect or Will attack roll against the target's Strength. On a success, roll 2d6. The total rolled is imposed as a penalty to the target's Health, and you gain a bonus to Health equal to the same amount. Both the penalty and the bonus last for 1 minute.

Tombs pg 13 - Blood Attack 1



DISSOLVE

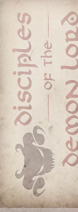
Target One creature with a physical body you can reach.

Take 2 damage. Make a Will attack roll against the target's Strength. On a success, the target takes 1d6 + 1 damage from your corrosive touch and becomes impaired for 1 minute.

If the target becomes incapacitated by this damage, it dies instantly and dissolves into sludge, leaving anything it wore and carried on the ground in the space it occupied.

Attack Roll 20+ The target takes 1d6 extra damage.

SotDL pg 124 - Destruction Attack 1



RAVENOUS MAGGOTS

Target One living creature within medium range.

Duration 1 minute.

Hungry maggots fill the target's belly, dealing 2d6 damage to it. At the end of each round for the duration, the target must make a Strength challenge roll; on a failure, it takes 1d6 damage and becomes impaired for 1 round. On a success, there is no effect; on the third success, the target vomits a knot of squirming maggots and the effect ends.

A target that becomes incapacitated from the spell's damage dies instantly, and a cloud of black flies spreads through a 5-yard-radius sphere from a point within its space. The flies heavily obscure the area and remain for 1 minute or until dispersed by fire or wind.

SotDL pg 149 - Forbidden Attack 2



PRODUCE WATER

Target One cup, bowl, or similar container that you can reach.

You touch the target, which fills with fresh, clean water.



SotDL pg 147 - Water Utility 0

DIVINE AID

Target Each creature you choose within short range.

Duration 1 hour.

Each target has a +15 bonus to Health for the duration.



SotDL pg 145 - Theurgy Utility 3

BLESSING

Target Any number of creatures you can reach.

Duration 1 minute.

You touch each target and bestow your blessing. For the duration, the target makes attack rolls and challenge rolls with 1 boon and cannot be frightened.



SotDL pg 145 - Theurgy Utility 1

FORCE FIELD

Duration 1 minute; see the effect.

An invisible field of force surrounds you and moves with you. The field has Health 10. For the duration, when you would take damage, the field takes the damage instead. If the field's damage total equals its Health, the effect ends immediately.



SotDL pg 137 - Protection Utility 1

CALL MEDIUM ANIMAL

Target A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface

Duration 1 hour

A compelled medium animal, small animal, or tiny animal appears inside the area.

The animal is of a kind appropriate to the environment where you cast the spell. When the effect ends or the animal becomes incapacitated, it returns whence it came.

A small or tiny animal can have one of the following traits: climber, flier, poisonbub, or swimmer.

SotDL pg 136 - Primal Utility 2

VITALITY BURST

Target Up to three living creatures within short range.

Each target heals damage equal to its healing rate.



SotDL pg 133 - Life Utility 1

POTION OF HEALING

This red colored magical liquid smells faintly of fresh fruit. The imbiber heals their normal healing rate.



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POTION OF AGILITY

A shimmering silver liquid. This potion grants its user 1 boon to Agility attacks or challenge rolls for 3d6 minutes.



POTION OF COURAGE

A bright blue liquid smelling of strong alcohol. This potion grants its user 1 boon to Will attacks or challenge rolls for 3d6 minutes.



POTION OF CUNNING

A light green, effervescent fluid with a dry taste. This potion grants its user 1 boon to Intellect attacks and challenge rolls for 3d6 minutes.



POTION OF MIGHT

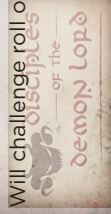
An orange liquid that smells of vinegar. This potion grants its user 1 boon to Strength attacks or challenge rolls for 3d6 minutes.



POWDER OF FRENZY

Made from gallstones harvested from living orcs, frenzy is a yellow-green powder. You can use an action to inhale the powder. At the end of the round, you become frenzied for 1d6 rounds. While frenzied in this way, you cannot be frightened, and your melee weapon attacks deal 1d6 extra damage. Whenever a creature, friend or foe, would trigger a free attack from you, you must use a triggered action to make the attack.

At the end of each round until the effect ends, you must get a success on a Will challenge roll or gain 1d3 Insanity.



POTION OF DARKSIGHT

Your eyes burn with a magical fire and you gain darksight for 1 hour.

The light your eyes produce is equivalent to a lightning bug and will not spoil any vision, but can be seen at close range.

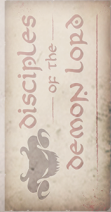
After the effect ends, your eyes appear hollow with no irises or pupils for 1 day.



SLIPPERS OF GUILLE

You can use an action to grant 1 boon on all attacks and challenge rolls you make for 1d3 rounds that involve Agility, Perception or Intellect.

The object has one use.



RUNE-INSCRIBED LEATHER HAND WRAPS

You make all Strength and Agility attack and challenge rolls with 1 boon for 1 minute.

This object has one use.



BROOCH OF LIGHTNING TOUCH

This lightning-shaped brooch allows the user to deliver a shocking touch, doing 1d3 damage to the target. Perform an Agility attack vs. the target's Agility.

The brooch has three uses. The charges are not consumed until damage has been dealt.



DESICCATE

Target One living creature within short range.

A fine stream of crimson mist rises from the target's body as you relieve it of its vital fluids. Make a Will attack roll against the target's Strength. On a success, the target takes 2d6 damage and becomes fatigued for 1 hour. If the target drinks a number of gallons of water equal to its Size, it removes this fatigued affliction. If the target was already fatigued, it instead takes 2d6 extra damage.



WAND OF BURNING BEAM

This wooden wand is inscribed with runic symbols along the shaft and has an orange tassel at the base. The handle is wrapped in silken strips.

Target One creature or object within medium range

A fiery beam leaps from the wand.

Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes blinded for 1 round.

This item has three uses.



BRONZE DAGGER OF WOUNDING

Damage 1d3 + 1d6

Attack 20+ The target performs a Strength challenge with 1 bane or will suffer an additional 1d3 damage from bleeding each round until healing is administered.

This item has three uses.



POTION OF WIND BLAST

A powerful wind assails one creature or object within short range. Make a Will attack roll against the target's Strength. On a success, the wind moves the target 1d6 yards away from you.

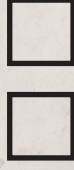
Attack Roll 20+ The target also falls prone at the end of this movement.



GLOVES OF FINESSE

These green leather gloves provide 2 boons to any attack or challenge roll that requires Finesse.

The object may be used two times before becoming a normal pair of finely made gloves.



LUCKY COIN

You may use this coin as an action or triggered action to gain 2 boons to your next challenge or attack roll.

This coin has one use.



TWINE BRACELET

On command, this twine bracelet will uncoil itself and become 20 yards of strong rope.

Speaking the phrase a second time will cause the rope to shrink and become a bracelet once again.



OIL OF WEAPON BITE

Rubbing this oily substance on any single melee weapon will add +2 damage to it for 1d6 + 1 rounds.



POTION OF SWIFTNESS

For 1 minute you gain +10 to your Speed. When the effect ends, you become Fatigued for 1 minute.



FIRE LIZARD HIDE

This breastplate and leggings (hard leather armor) provides 1 boon against fire effects.



RHINO HELMET

This single horned helmet allows the user to make a triggered attack to an adjacent foe other than the target of your regular attack. A successful attack will render 1d6 damage.

You receive a +1 bonus to your Perception checks.

If you **charge** a foe, you may also push them two yards beyond where they were last standing. Test Strength vs. target's Agility or Strength (whichever is lower).



VOLCANIC SHIELD

Upon command this shield will surround you in a 1 yard area of obscurement of smoke (just your location).

Once per day you may release the inner fires of the shield as per the **Fire Blast** spell (*Fire Attack 1*, see *Shadow page 128*).



KHOPESH OF CLEAVING

This weapon is scrawled with runic symbols and has a knotted, silk cord attached to the handle.

It performs as a normal sword (damage 1d6 +2) and on an attack roll of 20+, you may perform a second attack on a different adjacent foe.



JANBIYA OF REPOSITIONING

After making a successful attack of 20+ against your target with this dagger, you and the target may teleport up to five yards upon solid ground from your current position. Adjust the positioning of you and your target as you see fit.



BOTTLED LIGHTNING

This oblong leather container houses a small storm. The wielder may remove the cover and cause a single bolt of lightning to launch at a target within medium range.

Perform a Perception attack vs. the target's Agility. If struck, suffers 1d6 +2 damage and must then perform a Strength challenge with 1 bane or become stunned for 1 round.



RING OF STRENGTH

Wearing this ring will provide a bonus of +1 to your Strength.



MOVABLE ROD

This rough cut, clumsy, three foot long, thick iron rod with a large bolt on the end seems to have no use.

If pressed against a heavy solid object, the wielder may move it as if it had no weight whatsoever.

After a single use the rod will have no further function.



LENSES OF DETECTION

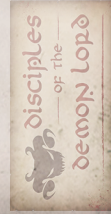
These bronze frames with shaded glass prisms will provide 2 boons to Perception challenge rolls.

The lenses have two uses then become plain glass.



MITRE OF THE HIEROPHANT

This gaudy hat allows any Priest wearing it to cast **Create Holy Symbol** (*Theurgy Utility 0*) and **Censure** (*Theurgy Attack 1*) each, once per day.



BANDAGES OF VAPID RECOVERY

Utilizing these bandages, the target gains +10 temporary health for 1 hour.

This item has one use.



HAND OF STONE

This mummified hand allows the wearer to summon and animate 1d3 medium-sized stones for 1 minute.

These stones will act as a medium **CONSTRUCT** (see *Shadow, page 226*) under the bearers command. This item has one use.

