

Tomb of Heroes

It happened such a long time ago that only historians know the details of that era. Mankind waged a fifty-year-long war against orcs and goblinoids and barely survived it. Few people know what it was like to live in the time of the Great Goblinoid War. People grew up in troubled times, were taught to fight for the cause, and perished before ever experiencing a period of peace.

Those who fought valiantly to help preserve the human realms were declared Heroes of the Great War. A title that brought fame a fortune to them and their families even after their deaths. Remembered for generations, their descendants enjoyed the selective prestige from the association. Over time, however, they were all ultimately forgotten. Those bygone heroes remain interred in a lavish tomb close to the capital city of their time. Today, it is nothing more than a ruin. The tomb houses the bodily remains of twenty-five individuals. They were buried with some of their wealth, weaponry, and other trinkets. A hefty fortune ripe for the taking.

It was expected that tomb-robbers, pillagers, and thieves would target the burial site. A grim testament to the wealth hidden within. Thus, the architects placed traps and warnings to discourage would-be robbers and to deal with those brave or foolish enough who entered the place. Those nefarious traps have seen plenty of action in the past thousand years. Many a man lost their lives to them.

But the traps pale in comparison with the heroes who have risen from the dead to guard their tombs. Undead abominations that remember nothing but figments from their long-gone lives. Most say the former heroes grew bored of the quiet afterlife and came back looking for more adventures. Other claim death turned them greedy; they won't allow others to keep the treasures they acquired in life.

Be it as it may, the Tomb of Heroes is a shunned location that no mercenary has been able to plunder so far. It is located two miles north of an abandoned city by the outskirts of a great forest. Rumors and hearsay of the tomb's great treasures are sure to attract the attention of bounty hunters and adventurers.

Area Descriptions

1. A staircase descends to the tomb's antechamber. Many trinkets lie on two stone shelves. Ancient engravings on the stone doors dictate that visitors must leave something of personal value behind, as tribute. Placing something of value causes the doors to open. Stealing an object incurs a terrible curse upon the thief.

2. A grandiose chamber is the home of the main warden's sarcophagus. Standing on the central stone disk summons the warden back from the dead. The undead wraith gives tomb-robbers one last chance to flee in peace. Otherwise, he curses them to die a horrible death. The apparition lunges and attacks!

3. The archive keeps a precise record of all those buried in the tomb and other heroes whose bodies were never recovered. It lists their biographies, their deeds, and the valuable objects they were buried with. Thieves can get a list of most of the riches in the tomb here by spending 2 hours sorting through the books.

4. This locked crypt contains six standing sarcophagi. The lids are sculpted in the likeness of the warriors enclosed within. Four of them shall not part with their belongings without a fight. The undead warriors emerge from their enclosures to attack the trespassers. A trapdoor behind a sarcophagus leads down to area 7.

5. This is an embalming chamber in a severe state of disrepair. The utensils, tools, and materials on the table have decayed beyond usability. Some of the books on the subject may be valuable to scholars or researchers of the era.

6. A golden effigy of a knight holding a vase dominates the area. It pours a red liquid into a small pond. The corrosive liquid attracts glowing bugs that buzz around the room. Seven undead knights leave their sarcophagi to confront trespassers. The knights wield shadow-bladed swords that steal the souls of those they reach.

7. The dungeon's landing contains two small tables. A plan for the Tomb of Heroes lies on one of them. It reveals all burial sites and secret areas in the tomb.

8. The cavernous crypts are littered with small bones of underground critters. Two natural tunnels branch out into the dark, uncharted depths of the world.

9. Heroes of lesser importance rest in niches carved out of the very stone of the cave walls. They emerge in the form of shadows and specters to slay the living.

