



1. Ruined Pier & Beach: A damaged stone pier has mostly collapsed into the sea. The island is sinking, and has fallen to ruin. Forgotten by time, it was a sacred site of an older civilization which once dwelled on the distant shore.

2. Sealed Door & Entry Vestibule: A heavy door of smoothed serpentine stone engraved with pictograms warning of curses befalling tomb robbers; it is very slightly ajar and stale stench emanates from within. The entryway is filled with *canopic jars* full of organs and offerings of dried flowers and golden coins worth 100GP. The organs crumble to dust if touched and cause vivid hallucinations if inhaled.

3. Damaged Crypt & Sealed Crypt: One burial hollow is opened; its heavy marble seal having crushed a would-be relic hunter who lays on *depressed trigger tiles*. Inside the crypt is a corpse with *funerary offerings* totalling 400GP. The other hollow is sealed behind a heavy marble slab of its own, decorated with saintly motifs. Inside is a corpse with *funerary offerings* worth 150GP. The slab is similarly booby-trapped with *trigger tiles* directly in front of it.

4. Matriarch's Tomb: A sarcophagus of polished llanite stone with decorative columns supporting large black *dirge candles*, a ritual offering to guide souls of status to the afterlife. Its top is ajar, and no corpse can be found within. Tucked into the sarcophagus are luxurious *bejeweled objects* worth a combined 1000GP and a *key of green iron*.

In the NE corner of the chamber, broken rock has given way to an extremely narrow, hidden pass out of the tomb, by which a person could conceivably enter or exit. In the opposing SW corner, very faint breezes pass around a *fresco* depicting an elysian field illuminated by black candles in brass lanterns. It is a *secret door*, which can be activated by lighting all four dirge candles or by sufficient (excessive) force.

5. Profane Chapel: Here columns support the vaulted, finished stone ceiling, which is covered with murals depicting a blasphemous inversion of the fresco in #4; legions of unnatural beings batter down the elysian gates and bind the angelic keepers of heaven in chains of green iron. Halfway down the length of the chapel, two alcoves are filled with containers of pulverized bone dust in front of tapestries embroidered with sacreligious texts in a forgotten cuneiform.

At the S end of the chapel is a *profane statue* of an evil aspect of death, with the body of a man and the head of a vulture. It is rendered in polished black gneiss, with *immense glittering opals* worth 10,000GP each for its eyes. Bones litter the floor around it. Touching the statue causes it to come to life and attack violently until all life in the room is extinguished.

6. Hall of Seneschals: A long hallway leads to a *locked door* of green iron. It is expertly inlaid with fine silver wire in a complex design of funeral wreaths in the talons of carrion birds. Chaotic or evil characters can simply push it open, but lawful, good, and neutral characters must use the key from #4.

Past the door is a great chamber, the opposite E wall of which is cracked and broken in places leading to a dangerous fall to razor-sharp stones and surf below. On the W wall to the left and right of the entrance are small burial nooks. Three contain *death-dreaming seneschals*, feathered with black vulture plumage and features halfway between human and bird. One contains an *awakened seneschal* who mutters incessant chants in a lost tongue to evil gods. If disturbed he will crow loudly and awaken the others. Each nook contains *ceremonial artifacts* worth 200GP.

At the N end of the hall is an unholy altar illuminated by three (out of four) *dirge candles*. The top of the altar is a single, rough-hammered *sheet of bloodstained electrum* worth 5,000GP. A *half-consumed corpse* shows sign of having been picked at by vultures. Lighting the fourth dirge candle unlocks a green iron door at the S end of the hall, and causes the half-eaten corpse to rise from the dead and lash out.

7. Matriarch's Chamber: Here the *matriarch* herself kneels before a profane tapestry consecrating the cult of the damned in forgotten cuneiform symbols. She is in a nearly catatonic state, astrally projected to the hellish realms of the death gods she served in life and serves now in death. If disturbed, she will assess, threaten, and attack those who dare to encroach on her sacred place. Around her are dishes and jars of glass and bronze, each filled with desiccated organs (as #2) and *coins and gems* totalling 30,000GP in value. The E wall has a plastered *fresco* depicting the vulture-headed champions of death reigning over a subjugated elysium; it is a *secret door* (as #4) and can be opened only by the matriarch's command word or by sufficient (excessive) force which will awaken any *death-dreaming seneschals* still asleep in #6 and interrupt the matriarch's astral projection if she remains at peace.

8. Vault of Dark Reflections: This room is dominated by a *grand chest* containing 20,000GP in *coins* and *four magical weapons of green iron*, which are +1 weapons vs most foes and +3 vs Good or angelic/celestial beings. Bearers of these weapons become more vulture-headed and feathered over time.

Five mirrors decorate the walls here. The *four corner mirrors* each reflect an image of the viewer in a distant place, and will teleport the viewer to a profane altar at that location if they touch the mirror's shimmering surface. The *center mirror* on the E wall is framed in green iron and if it is looked into by characters of Good or Lawful alignment it will spawn evil mirror images of them who will immediately seek to murder the originals.

★ Profane Statue

S Secret Door