

SILVER TORC

*A beautiful silver torc decorates your collarbones, and you carry a blunt silver sword.
Sketch in the details on the illustration.*

QUESTIONS

Answer this as you create the map together:

- What beautiful artifact is enshrined in the alcove off the northern wall?
Note your answer on the map.

Answer these as time passes:

- What was your name?
- Whom did you once love?
- What byname did you earn in life that describes your greatest accomplishment?
- What thing you once owned can be seen among the bones of would-be robbers that litter the floor? Note your answer on the map.
- Who here among the skeletons is kin to you, and what is your relationship?
- What connection do you have to those you've just killed or driven away?
What memory did they evoke?

MEMORIES

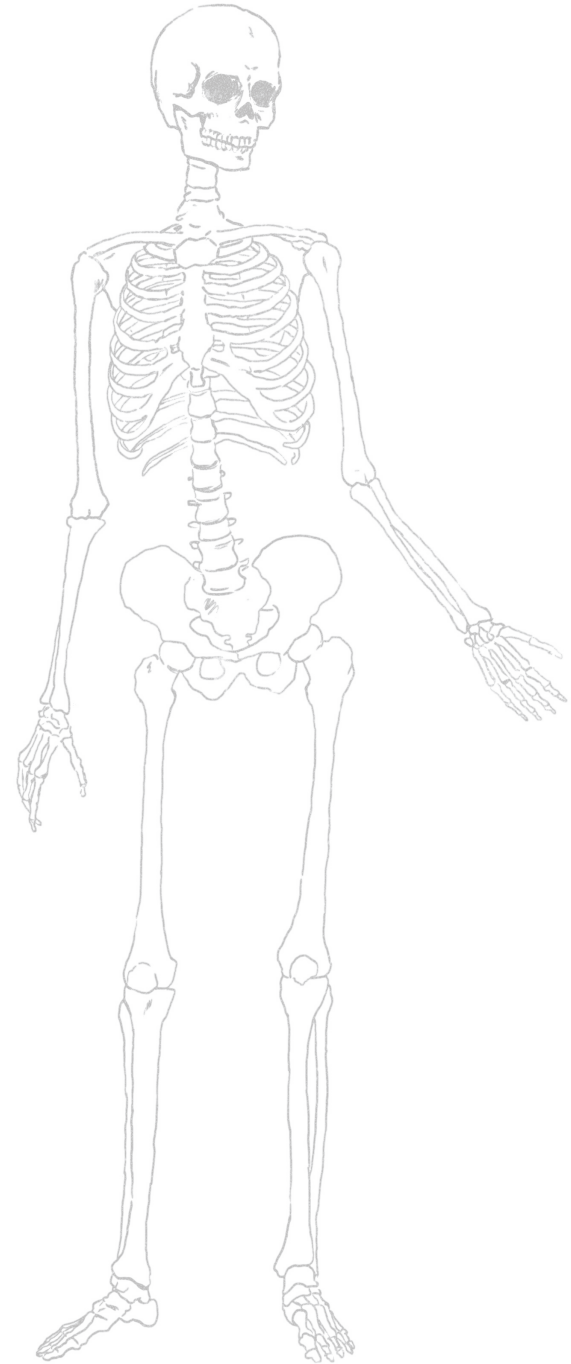
Here are some names of people and things that Silver Torc may recall from the sunny days before:

*Bhema, Thembo, Recubet, Bbeta, Thesin, Leodwa, Girvet, Isembaus, Edela, Empard,
Danne, Girand, Thunu, Rais*

OBSERVATIONS

Here are some things one might see in the tomb:

*A dome; pillars; vaults; pedestals; arches; porticoes; catacombs; traps; an offering pit. Statuary;
intricate stone decoration; carvings; screens and furniture in wood, stone or metal; suits of armor.
Piles of gold, silver and jewelry. Reliquaries.*



RUSTED SHIRT

*A rusty coat of mail hangs off your bones. You carry a bent spear.
Sketch in the details on the illustration.*

QUESTIONS

Answer this as you create the map together:

- What magnificent and imposing object dominates the western wall of the tomb?
Note your answer on the map.

Answer these as time passes:

- What was your name?
- Whom did you once love?
- What byname did you earn in life that describes your greatest accomplishment?
- Whose bones rest within the great sarcophagus? Note your answer on the map.
- Who here among the skeletons was once a great rival of yours, and in what endeavor?
- What connection do you have to those you've just killed or driven away? What memory did they evoke?

MEMORIES

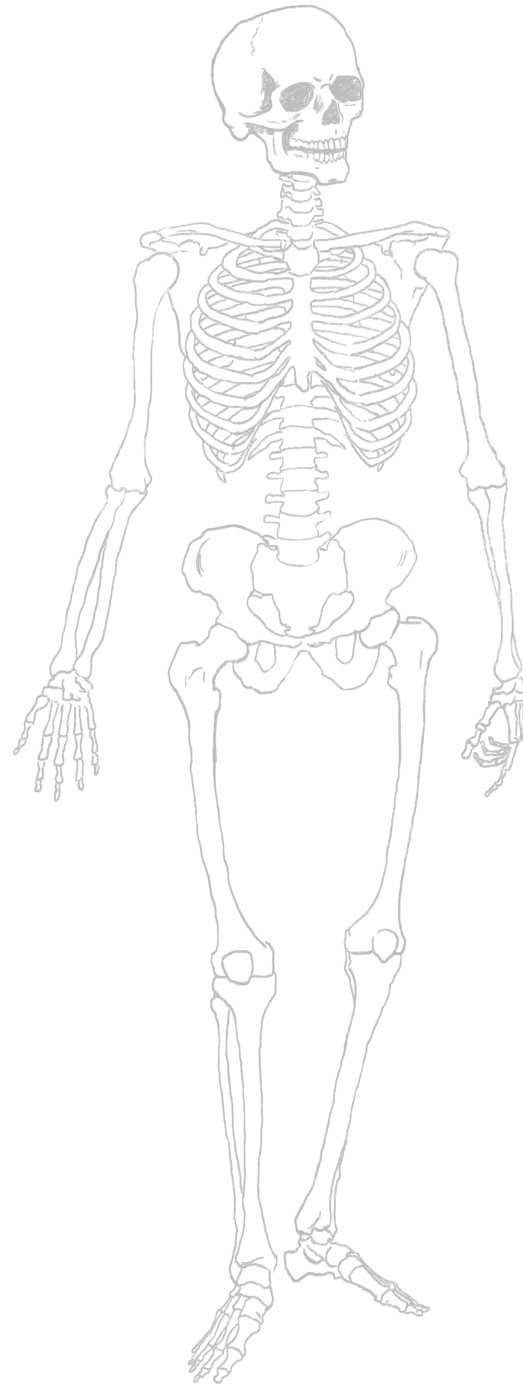
Here are some names of people and things that Rusted Shirt may recall from the sunny days before:

Thakana, Isembaut, Delikane, Azmes, Reignau, Oudine, Alfonau, Beros, Tecubet, Sakhon, Ursay, Selleya, Wegart.

OBSERVATIONS

Here are some things one might see in the tomb:

A dome; pillars; vaults; pedestals; arches; porticoes; false windows and balconies; a rotunda; niches. Deliberately broken idols; statuary; intricate stone decoration, carvings, screens and furniture in wood, stone or metal; caskets and sarcophagi in wood, stone, glass, metal or rarer substances.



TATTERED CLOAK

*Scraps of once-red cloth shroud your bones. You carry a battle-scarred sword.
Sketch in the details on the illustration.*

QUESTIONS

Answer this as you create the map together:

- Who are interred in the seven niches along the southern wall?
Note your answer on the map.

Answer these as time passes:

- What was your name?
- Whom did you once love?
- What byname did you earn in life that describes your greatest accomplishment?
- What area within this place are you forbidden to set foot in? Choose from among those already introduced if you are able. Note your answer on the map.
- Who here among the skeletons richly deserves this fate, and why?
- What connection do you have to those you've just killed or driven away?
What memory did they evoke?

MEMORIES

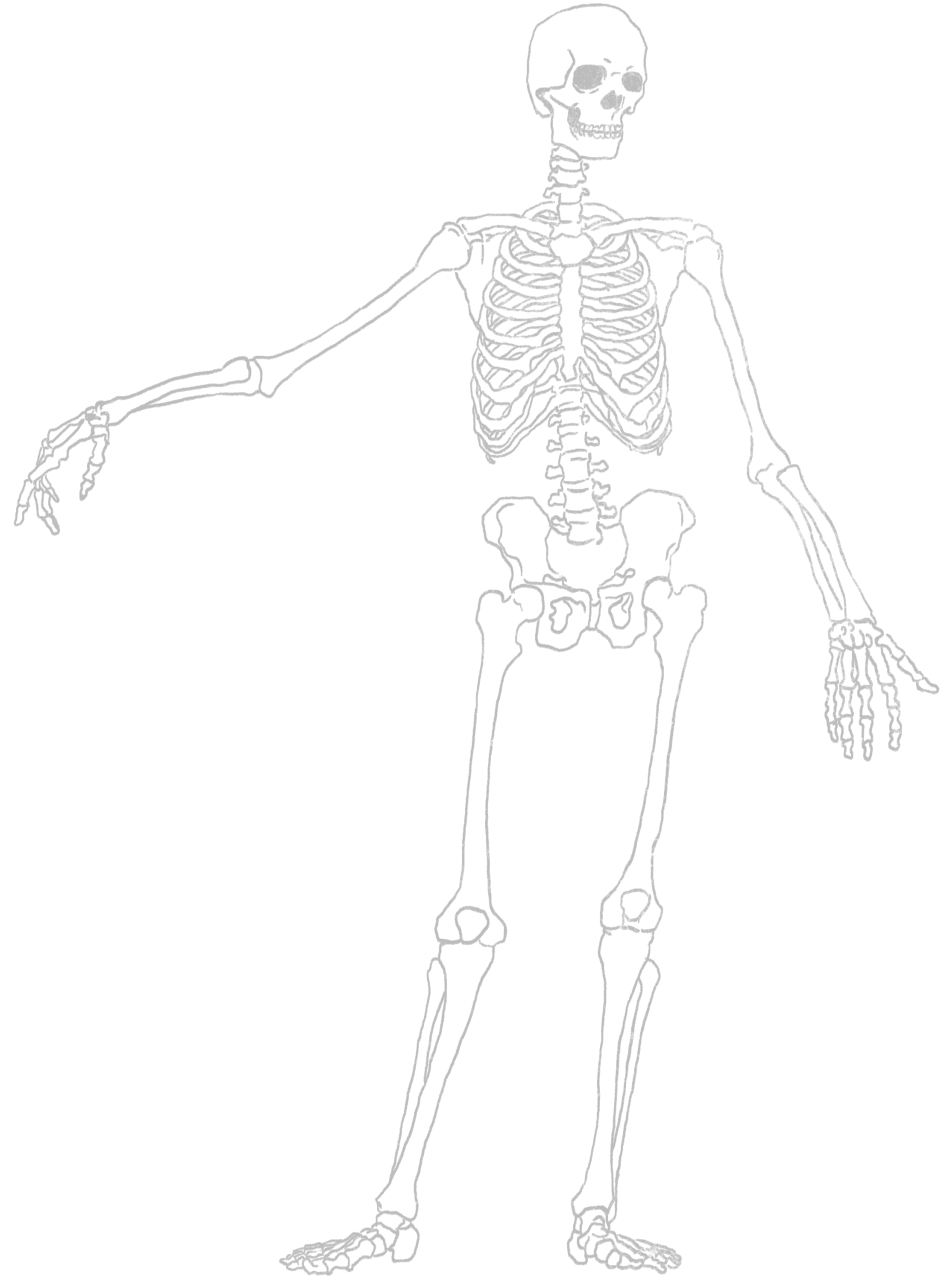
Here are some names of people and things that Tattered Cloak may recall from the sunny days before:

Aldina, Guinus, Beathe, Thew, Kosani, Palls, Estana, Fria, Phillela, Bonsteu, Herida, Clande, Segart, Dola

OBSERVATIONS

Here are some things one might see in the tomb:

A dome; pillars; vaults; pedestals; arches; porticoes; a chapel; a grotto; a pool. Statuary; intricate stone decoration; carvings, screens and furniture in wood, stone or metal; friezes, mosaics and paintings; rugs and carpets; drapes and tapestries.



HEADLESS

Your skull is long gone but it doesn't matter. You carry an iron mace and a holy symbol. Sketch in the details on the illustration.

QUESTIONS

Answer this as you create the map together:

- What scene is depicted in the fresco that covers the eastern wall?
Note your answer on the map.

Answer these as time passes:

- What was your name?
- Whom did you once love?
- What byname did you earn in life that describes your greatest accomplishment?
- What thing in this place did you lovingly craft with your own hands? Choose from among those already introduced if you are able. Note your answer on the map.
- Who claimed your head, and why?
- What connection do you have to those you've just killed or driven away? What memory did they evoke?

MEMORIES

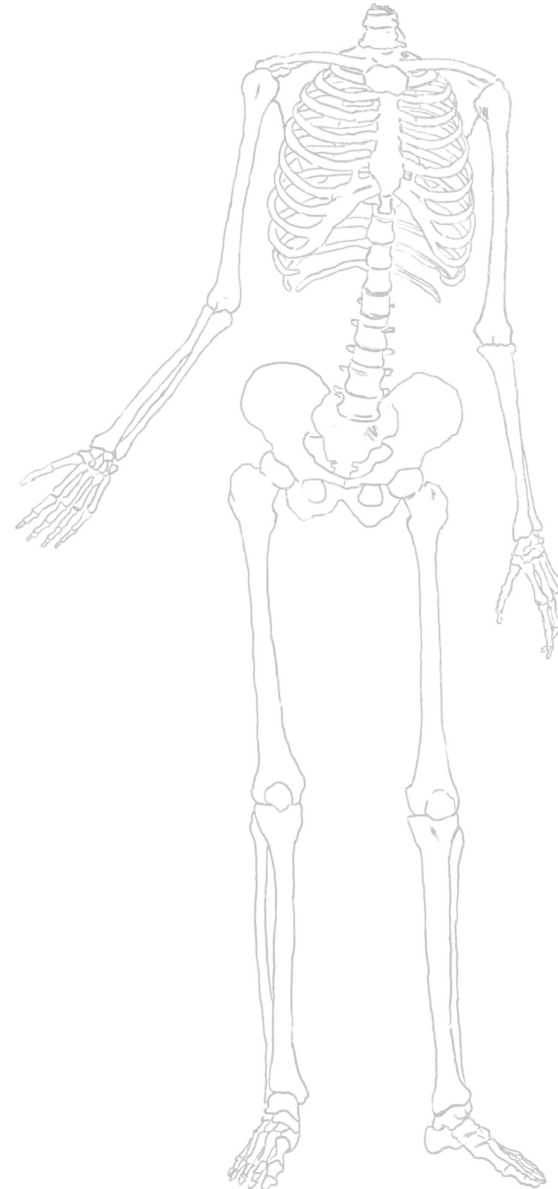
Here are some names of people and things that Headless may recall from the sunny days before:

Ursana, Azmeta, Jauthema, Azmes, Ancela, Thabet, Huchtin, Miquer, Bhunu, Ayane, Rolwand, Ancet, Grinus

OBSERVATIONS

Here are some things one might see in the tomb:

A dome; pillars; vaults; pedestals; arches; porticoes; a cupola; crypts; a mausoleum. Statuary; intricate stone decoration; carvings, screens and furniture in wood, stone or metal; sealed cases of household goods. Mirrors. Magical wards, sigils and objects.



ARROW-SHIELD

A round shield peppered with arrows protects your bones. You carry a bearded axe. Sketch in the details on the illustration.

QUESTIONS

Answer this as you create the map together:

- What amazing treasure lies well hidden in the tomb, and where, and how? Note your answer on the map.

Answer these as time passes:

- What was your name?
- Whom did you once love?
- What byname did you earn in life that describes your greatest accomplishment?
- What memento of your old life is still somehow rattling around with you?
- Who here among the skeletons did you once feel fierce loyalty toward, and why?
- What connection do you have to those you've just killed or driven away? What memory did they evoke?

MEMORIES

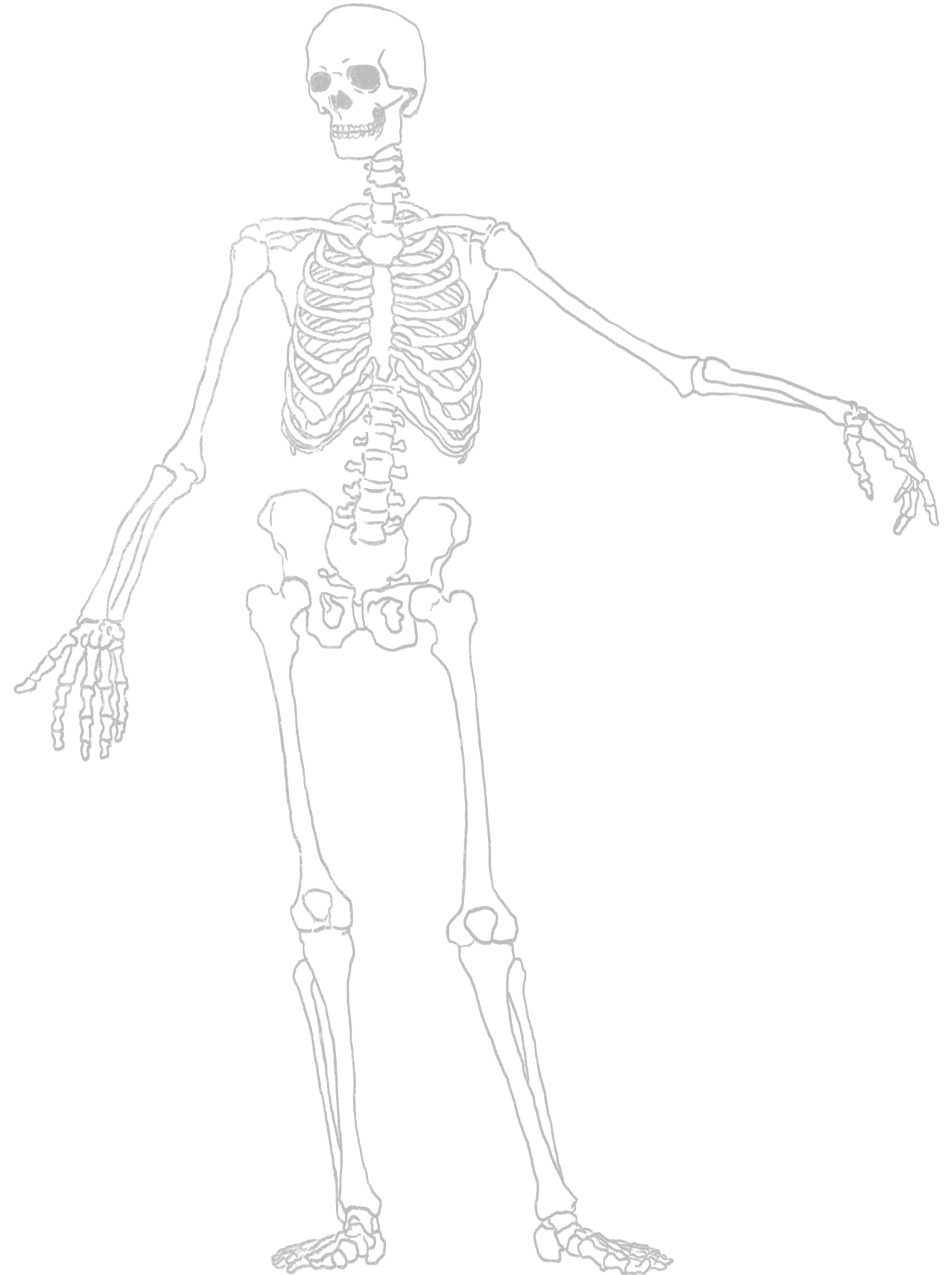
Here are some names of people and things that Arrow-Shield may recall from the sunny days before:

Fisane, Khemay, Theni, Lijaut, Vusumuier, Emes, Makakhan, Gerouin, Ayabo, Guina, Salvat, Fridard, Peric

OBSERVATIONS

Here are some things one might see in the tomb:

A dome; pillars; vaults; pedestals; arches; porticoes; a dais; sarcophagi; an altar. Statuary; intricate stone decoration; carvings, screens and furniture in wood, stone or metal. Treasure chests. Religious objects. Inlaid gems and precious metals amid decorative filigree.



OUTSIDER

Your bones are unlike the others. You carry a weapon that suits your frame, and fearsome armor. Sketch in the details on the illustration.

QUESTIONS

Answer this as you create the map together:

- Where are the signs of pending collapse, damage and decay in this ancient place?
Note your answer on the map.

Answer these as time passes:

- What was your name?
- How did you come to be among these strangers in life, and then in death?
- What byname did you earn in life that describes your greatest accomplishment?
- What thing are you personally cursed to defend in this place? Choose from among those already introduced if you are able. Note your answer on the map.
- Who here among the skeletons did you once serve, and why?
- What connection do you have to those you've just killed or driven away?
What memory did they evoke?

MEMORIES

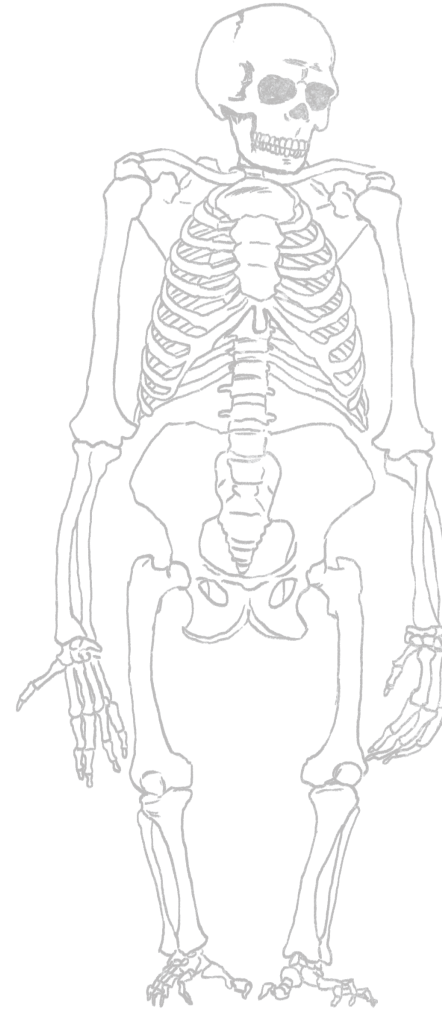
Here are some names of people and things that Outsider may recall from the sunny days before:

Khema, Jauthesin, Afšan, Ješileh, Hediya, Gug, Šamon, Páhir, Chag-Šaan, Behrazad, Tareša, Hameš, Yálevan

OBSERVATIONS

Here are some things one might see in the tomb:

Secret doors and concealed tunnels and hidden chambers. Cast rune stones; piles of aromatic herbs; legendary weapons; the mummified bodies of servants and horses. Piles of bones. A ship.



HORROR

You were assembled, or summoned, or imagined by an unstable mind and made real. You carry no weapon - you are a weapon - but you were adorned with jewelry.

Sketch in the details on the illustration.

QUESTIONS

Answer this as you create the map together:

- What subtle things in this place speak to a purpose far, far beyond honoring the noble dead? Note your answer on the map.

Answer these as time passes:

- What were you called?
- Who or what brought you into the world?
- What byname did you earn in life that describes the fear your existence evoked?
- What thing in this place came into being alongside you? Choose from among those already introduced if you are able. Note your answer on the map.
- Who here among the skeletons once treated you with kindness?
- What connection do you have to those you've just killed or driven away? What memory did they evoke?

MEMORIES

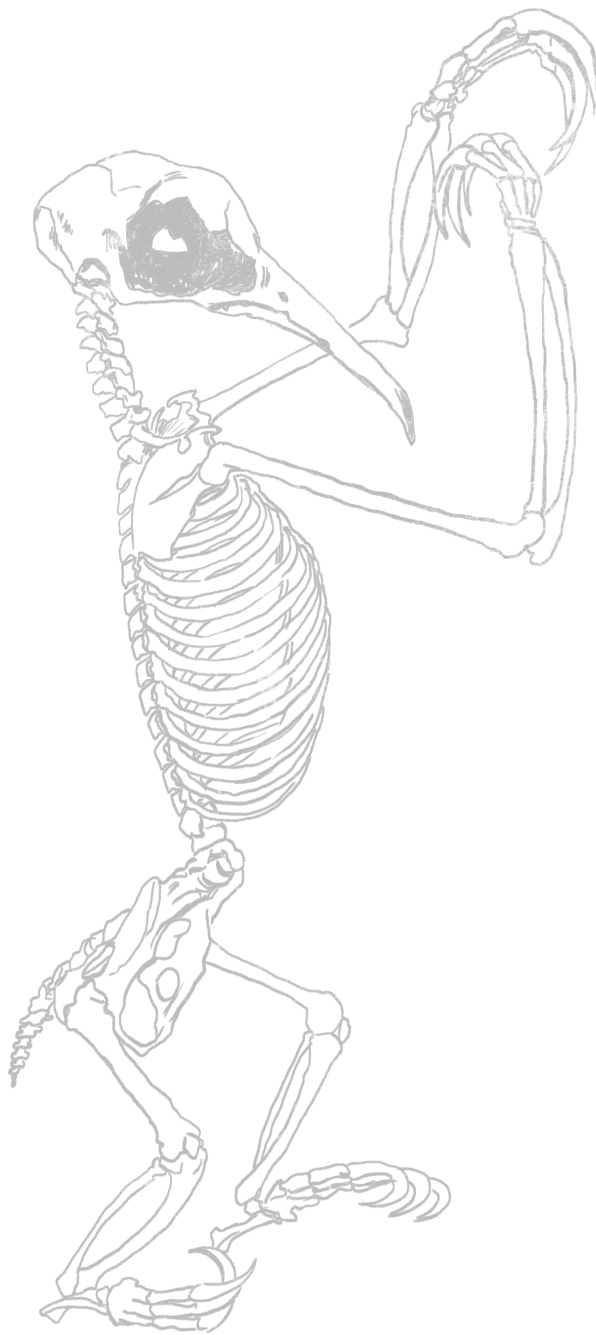
Here are some names of people and things that Horror may recall from the sunny days before:

Ramta, Simid, Shaban, Mehra, Shiban, Taghus, Simtan, Virdan, Waileh, Kimtus, Hafsan, Daresh, Hardeen, Marid

OBSERVATIONS

Here are some things one might see in the tomb:

Light where no light shines. Inchoate sounds from another time shaking the dust. Invisible tendrils of dying magic. The heat of the earth. Chunks of wax from dried-out spells of warding worked loose from the masonry.



BIG HEAD

A narrow band of tarnished silver encircles your bulbous skull. Around your neck hangs an amulet bearing a strange symbol of forgotten meaning. Sketch in the details on the illustration.

QUESTIONS

Answer this as you create the map together:

- What offerings were left to assist in the journey to the next world? Note your answer on the map.

Answer these as time passes:

- What was your name?
- Who was the reluctant object of your unwavering devotion?
- What byname did you earn in life that describes your greatest accomplishment?
- What trophies have you collected from the intruders? Choose from among those already introduced if you are able. Note your answer on the map.
- Who here among the skeletons most feared you in life?
- What connection do you have to those you've just killed or driven away? What memory did they evoke?

MEMORIES

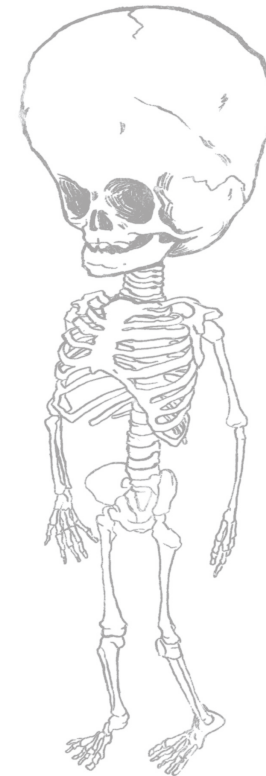
Here are some names of people and things that Big Head may recall from the sunny days before:

Uum, Zorai, Amiutan, Famha, Nazin, Ansha, Isris, Arif, Rasham, Maati, Raha, Zaal, Lamshu

OBSERVATIONS

Here are some things one might see in the tomb:

Graffiti scratched into the walls. Broken circles of salt and chalk. Piles of rotting scrolls and leather-bound manuscripts. Wax effigies wrapped in hair and tattered linen. Jars of perfumed unguent. Icy breezes of unknown source.



CRAWLER

Bent in life, bent in death—you cannot stand upright. You scuttle and crouch like a beast. You carry a much-nicked knife and wear the remains of an elegant fur-trimmed jacket. Sketch in the details on the illustration.

QUESTIONS

Answer this as you create the map together:

- What does the intricate mosaic that covers the floor depict? Note your answer on the map.

Answer these as time passes:

- What was your name?
- Whom did you once love?
- What byname did you earn in life that describes your greatest accomplishment?
- What thing in this place do you hate and revile? Do you know why? Choose from among those already introduced if you are able. Note your answer on the map.
- Why did you spend your life on all fours, loping like an animal?
- In what way is your immortal curse also an awful blessing?

MEMORIES

Here are some names of people and things that Crawler may recall from the sunny days before:

Lijauthe, Yáleh, Darinus, Hareša, Chahan, Simta, Ursand, Thakon, Páhiban, Selleh, Empar, Gerid, Pelvet, Phiban

OBSERVATIONS

Here are some things one might see in the tomb:

Banquet tables and chairs; piles of gold and silver coins; curtains and draperies in metal mail, linen, silk and feather; false walls and floors; a portable armory; a forge; bathing fonts and silver casks and pitchers; carefully-hidden niches with canopic jars.

