

# The Tomb of the Prophet and the Sailor Prince

Hidden beneath the cellars of two unremarkable houses in Sussara Village are the twin stairwells that lead down into this tomb complex. The tomb's existence is known only to very few at the settlement. The map shows portraits of the two most significant people buried here, The Prophet and The Sailor Prince. A further Atlas drawing shows full-body portraits for the pair. The Sailor Prince is illustrated as he was in later life, while still at his more active. The Prophet's drawing is different, since it shows his appearance as he may be seen within the tomb complex, as a ghostly figure, although he is not undead. Each area on the tomb map is detailed in its alphabetical-list order below. Unless stated, all areas can be assumed to have an 8 foot high (2.4 metre) ceiling.

**A. Entrance Hall:** Both sets of white marble stairs down open into this curve-walled, narrow chamber, which is also fully tiled with the same white marble. Very broad steps lead further down from the middle of the flat south wall into the Hall of Pillars (B), while in the north wall is a deep apsidal alcove in which is a beautifully-made, great white marble throne. Into the centre top of its raised back is carved a six-pointed, star-like, floral-interlace design within a circle, identical to that shown below the image of The Prophet on the map. This is the holy symbol of The Prophet.

**B. Hall of Pillars:** Down the very broad stairs from the Entrance Hall (A), this is a large chamber with a 10 ft (3 m) ceiling, with a long, curving southern wall, extending from west to east. That wall is pierced by nine closed stone doors. Eight floor to ceiling pillars form a ring around a larger, open central area. In each pillar is set a lantern, fully enclosed and protected by clear crystal, which is visible all the way round the pillar. Everything else is tiled or made from the same white marble as the Entrance Hall, as are the seven small square tombs around the outer periphery. Each small tomb contains a stone sarcophagus in which is buried the remains of a Saint. All these sarcophagi also have a gem-inlaid, untarnished gold, silver or copper Prophet's holy symbol inside them. If removed, each symbol grants its holder immunity from magical fear, and enables the bearer to do twice their usual harm to undead creatures, even those that normally require magical weapons to harm them. However, those possessing knowledge of the Tomb's secrets know not to touch or remove any of them, for if even one is removed, the greater power of the Prophet's Tomb will be permanently lost. The door to each Saint's chamber-tomb bears their name in archaic local lettering, and if known or deciphered, that Saint can be prayed to. If successful, one lantern in the nearest pillar will light up for ten minutes. The eighth lantern is for the Nameless Saint, who is not buried here, but who may be prayed to by the pillar nearest the broad steps, to light the final lantern in it. When all eight lanterns are alight, the spirit of The Prophet will rise from his Tomb (D), pace through the Hall and up the steps to sit in the great marble throne off the Entrance Hall. While seated there, nothing inimical to the folk of Sussara may get within 50 miles (80 kilometres) of The Tomb, and anything already within that limit is immediately expelled from it. The Prophet remains seated until the following dusk. Should any of the Saints' holy symbols be removed, the Prophet's spirit will never rise again. The reach of this power can be extended much further, if an additional ceremony is carried out in The Sailor Prince's Tomb (J). See also Tomb C.

**C. Tomb of the Wandering Queen:** A red-marble-lined tomb chamber lies beyond the northeasternmost, unmarked, closed stone door off the Hall of Pillars (B). The Queen is not in her Tomb - the sarcophagus is empty, although its lid is actually fixed in place normally. In life, the Queen was famous for wandering incognito among her people, and she ruled a realm that covered much of the central Banjara Mountains long ages ago, including the Sussara area. A tapestry-map showing this former realm hangs from the north wall by the sarcophagus. She may appear in ghostly form anywhere within the tomb complex, possibly providing aid in locating some key facet to those seeking to invoke or extend the protective powers of The Prophet, or to try to prevent someone from breaking his power by taking a Saint's amulet.

**D. Tomb of The Prophet:** Beyond the northwestern stone door out of the Hall of Pillars (B), the white marble covering continues throughout, and the first tomb alcove that way holds the Tomb of the Prophet. Aside from having his floral star-disc symbol set into the lid of the sarcophagus, there is nothing here to indicate who lies within, nor are there any grave goods or treasures with the remains inside it. Only if his spirit is seen rising from it will it be obvious whose body lies here.

**E. Tomb of Delial, Oracular Artist:** This alcove's sarcophagus is lightly relief-carved with the form of a small, long-haired woman in long robes. The inscription, for those who can read the ancient characters, captions her as "Delial, Oracular Artist". Touching the sarcophagus gives the first person to do so disorienting oracular visions and dreams at seemingly random times, showing future (or possible future) events.

**F. Hall of the Kneeling King:** A barrel-vaulted, 9 ft (2.7 m) central ceiling here runs north-south over this white marble Hall, ending in a half-domed apse containing a marble statue of the Kneeling King. The statue is posed as if gratefully giving thanks. Four square-ceilinged alcoves are set two on the west and east sides, with a stone sarcophagus in each. All four sarcophagi have a hidden compartment in their lids. Clockwise around the four side-tombs from the northeast corner tomb, these contain: an electrum-inlaid light mace; a gold and silver finger ring, set with a large ruby; a dagger with three prongs like a trident, which is enchanted to warm in the bearer's hand when within 15 ft (4.5 m) of a hidden trap, secret door or another enchantment, and which can be extended with a shaft to become a short-staff-length trident; and a well-crafted iron helmet decorated with lion-head motifs.

The passageway between here and Tomb G narrows, then widens and bends (part of the wall at the outer corner has crumbled), then bends twice more along the way. At the middle bend are two plain stone sarcophagi in alcoves. That in the eastern alcove has a hidden lid compartment in which is an oddly-folded sheet of magical parchment. This shows a map of the bearer's current vicinity when in a tomb or necropolis, indicating secret doors, but not burials or tomb contents, and it is not always wholly accurate. In this Tomb, it will show whichever one group of rooms the bearer is in of areas D to G and I, or J, or A, B and H, or C, K and L. The south alcove's sarcophagus has set into its lid a platinum holy symbol of The Prophet, which can be easily lifted out. It grants immunity to magical influences, and reveals hidden doors and compartments to its holder.

**G. Tomb of the Swirling Leaves:** At the end of the marble passageway west from Tomb E, it narrows sharply and dead-ends, as if unfinished. There is though a secret door on the east wall into this small chamber, in whose apsidal southern end is an alabaster sarcophagus, carved like a swirling pile of fallen leaves. On the east wall is an oracular painting, illustrating a future time when the King kneeling in Hall F will be needed again.

**H. Hidden Way to the Prince's Tomb:** The back wall of the southwestern Saint's tomb off the Hall of Pillars (B) hides a secret door to the rest of the tomb complex. While difficult to access, the door does open out of the small chamber at least.

**I. Great Painted Hall:** The white marble chamber beyond concealed door H leads south to the great Sailor Prince's Tomb (J) and west into this long, two-part, chamber, with a great square pillar of marble-coated native rock in its midst. The marble here seems still more luminescent than elsewhere in the tomb complex, where it can be seen, given that the walls are given over to paintings and painted ancient texts that detail the years of adventures of the Sailor Prince, mapping the Kalabanjar and its tributaries, challenging and defeating bandits, weird creatures and other raiders, while also recovering lost knowledge and treasures, seeing and recording many wonders along the way. Spending an hour or more examining the paintings, even if unable to read the texts, is enough to indicate what an achievement all this was, and thus the significance of the Prince and his companions. This includes, latterly, images showing the prince, his boat, and both his husbands being buried here, in Tomb J.

**J. Tomb of the Sailor Prince:** The largest chamber in the complex, this has an 18 ft ceiling (5.5 m), and is carved from the native grey rock. Two white marble lantern pillars, larger versions if those in the Hall of Pillars (B) stretch from floor to ceiling. The Prince's boat, in which he is buried, lies towards the middle of the floor, flanked by the stone sarcophagi of his husbands. The statues in the recessed eastern wall are also of these same two men, recognisable from their tomb-sculptures, although the statues are larger than life-sized. Into the floor are cut blue-crystal filled channels, showing a stylized map of the main Kalabanjar River channels, with a larger expanse, partly obscured, though undamaged, by fallen debris in the partly collapsed southeast corner. Praying here to the two husbands for aid will light the pillar-lanterns like those in the Hall of Pillars. Praying similarly to the Prince will cause the crystal river and sea decoration to glow, again if successful. Should all this be done while The Prophet sits in his throne off Entrance Hall A, his power will extend right down the Kalabanjar into the Bay of Aqesh, all along its tributaries, and for 50 miles (80 km) around each area. If coordinated to be simultaneous with the Prophet's rising, this will last a year and a day. Although all three tombs here contain treasures, removing them will not negate The Prophet's power, but it will mean neither the Prince nor his husbands can be invoked ever again. A hidden compartment in the western sarcophagus' lid holds a golden goblet inlaid with silver and gems, while in the compartment of the eastern sarcophagus is a beautifully-crafted golden torque with incised linear patterns. Within the boat are six items: a mace whose top spike can be extended into a dagger, inlaid with gold, silver and gem decoration; the large fang of an unidentifiable carnivore (possibly extinct), inlaid with electrum star-shapes and a crescent Moon symbol; a set of splendidly-crafted leather body armour, not strictly magical, but with significantly better defensive capabilities in sustaining damage than typical similar armour; a finger ring studded with star

sapphires; a platinum holy symbol of The Prophet, able to find and open secret doors nearby in the necropolis, while also providing the possessor with immunity to poison, and better than normal resistance to disease and magical influence (it is this magical device that so greatly enhances the powers of The Prophet); and a beautifully-made, unbreakable, ironwood fighting staff.

The northeastern annexe sarcophagus, off the passage to the cavern tunnel leading to the Hall of Treasures (K), is that of the ship's captain. In a secret compartment in the base of the box is a short spear with an electrum-inlaid blade, patterned with wave-like curlicues. The spear is weighted, with an oversized, rounded, metal butt-ferrule that can be used as a blunt weapon in combat.

**K. Hall of Treasures:** At the far end of the short natural cave passage north and east from Tomb J, a fresh, though much more ancient, style of native stone passageway begins, then descends a flight of stairs into this Hall. The narrow passage just before the steps leads nowhere now, apparently. This area is long, narrow and has six triangular alcoves set into its northwest wall. A well hidden secret door is in the southeast wall, which opens into a small, square alcove, in whose back wall is a second concealed doorway to the Hidden Painted Tomb (L). Each alcove has a wooden stand or table in it, on which is placed a single valuable object. From southwest to northeast, these are: a well-made silver armband, chased with flowing imaginary animal designs; a shortbow and a quiver of twelve silver-tipped arrows, the bow and quiver also both bearing linear silver inlay designs; a copper-bound humanoid skull that can summon a near-invisible servant that looks like a wispy shadow, and which moves at walking pace, carrying a single item weighing no more than five pounds (2.25 kilogrammes), and able to perform simple tasks, such as opening or closing a door, or communicating non-verbally, and which will remain for four hours before needing half an hour to recharge; a finely-crafted suit of studded leather body armour; a superbly-fashioned fighting net; and a gold-inlaid shortsword which can convert between a rapier-like piercing form and a broader, slashing blade, by using a control in its pommel.

**L. Hidden Painted Tomb:** A second main part of this more ancient, deeper segment of the tomb complex, this is on the same angled axis as the adjoining Hall of Treasures (K), and it can be accessed only through a pair of secret doors in a brief alcove-like passage from there. Its northwestern wall is divided by stone walls into eight alcoves, in each of which is a wooden coffin-like sarcophagus. The stonework is a dark red marble, unlike the only other red marble used here, in the Tomb of the Wandering Queen (C). On the back wall of every alcove is a well-painted portrait, presumably of the coffin's occupant in life. There are no captions to these. Inside each coffin, over or beside the bodily remains, are the following items, from southwest to northeast: Coffin 1 - a gold-inlaid green leather belt; Coffin 2 - a beautifully-bound, slim volume of prophetic poetry, entitled (when the characters can be read), "from the Sky", by Kinya Utbo; Coffin 3 - a superbly-made gold and silver wire circlet, the wires interwoven with metal leaves and thorns; Coffin 4 - a rapier whose hilt is inlaid with gold and gems; Coffin 5 - a set of well-crafted leather body armour and a pair of leather gauntlets; Coffin 6 - a heavy war hammer with a cast-in symbol of The Prophet, which can be activated to heal its owner of hurt as if they had just rested well overnight, up to three times a day; Coffin 7 - a pair of boots with The Prophet's symbol stamped into their leather, which when worn, magically help resist all poisons and venoms; and Coffin 8 - a gem-inlaid gold idol of a robed, queenly figure.