

# TOMB OF THE WYVERN LORDS

## <WYVERN CITADEL: UNDERGROUND LEVEL THREE>

A RARE CYCLE OF TALES IN SHOENIA SPEAKS OF A GREAT LEADER, MURGON, WHO SAVED THE COUNTRY FROM INVASION MILLENNIA AGO BY HIS WIT, CUNNING, MAGIC, LEADERSHIP, STRENGTH AND GOOD FORTUNE. HIS RECOUNTED EXPLOITS GIVE HIM DEMI-GOD-LIKE STATUS. SAID TO HAVE BEEN THE FIRST PERSON TO DISCOVER HOW TO BOND WITH WYVERNS, HE BECAME INSEPARABLE FROM "HIS" GOLDEN WYVERN (A TYPE OF WYVERN LONG BELIEVED EXTINCT, IF IT EVER EXISTED AT ALL), MALVERNUS THUNDERCHILD. WHEN THE PAIR DIED DEFENDING THE NATION IN ONE FINAL BATTLE, THEY WERE BURIED TOGETHER IN THE SAME TOMB. OTHER TALES IN THE CYCLE SUGGEST INSTEAD THAT THEY NEVER REALLY DIED AT ALL, BUT WENT VOLUNTARILY INTO A SUBTERRANEAN CHAMBER WITH A HUNDRED OF MURGON'S BEST RIDER-WARRIORS AND THEIR WYVERNS, THERE TO SLEEP UNTIL THE NATION SHOULD BE IN ITS DIREST PERIL, WHEREUPON THEY WOULD REAWAKEN AND EMERGE TO SAVE THE DAY. MURGON'S GREATEST ACHIEVEMENT, SOME SAY, WAS HIS INVENTION OF THE MAGICAL FLYING CHARIOT THAT COULD BE TOWED BY A BONDED WYVERN, AND WHICH ALL HIS WARRIORS ALSO USED. IT IS THOUGHT HE TOOK HIS CHARIOT, THE FIRST AND GREATEST, WITH HIM TO HIS LONG SLEEP - OR HIS TOMB, DEPENDING ON WHICH VERSION OF THE STORY IS BEING RELATED. SUCH CHARIOTS, LIKE THE GOLDEN WYVERNS, NO LONGER EXIST, IF THEY WERE EVER MORE THAN A FIGMENT OF A STORYTELLER'S IMAGINATION. MUCH OF THE CYCLE OF TALES REGARDING MURGON THE FIRST WYVERN LORD ARE REGARDED NOW AS LITTLE MORE THAN ENTERTAINING MYTH-STORIES.

THE TALES, HOWEVER, ARE TRUE. WELL, NOT SO MUCH THE "HUNDRED SLEEPERS" ONE, BUT MURGON EXISTED, AND HE BONDED WITH A GOLDEN WYVERN, FLEW IN A MAGICAL CHARIOT, WAS A GREAT LEADER KNOWN AS "THE WYVERN LORD" IN HIS LIFETIME, AND WAS FINALLY LAID TO REST WITH THE BODY OF HIS WYVERN IN AN IMPRESSIVE TOMB FAR BELOW THE RIDGE NEAR WHERE WYVERN CITADEL NOW STANDS. ONLY NOBODY KNOWS THIS FOR CERTAIN. THE REDISCOVERY OF THE GREAT WHITE MARBLE SPIRAL STAIRWAY THAT LEADS ULTIMATELY TO HIS TOMB FROM THE NEWLY CONSTRUCTED OPERATIONS ROOM IN UNDERGROUND LEVEL TWO OF WYVERN CITADEL, WHILE QUICKLY CONCEALED AND SUPPRESSED, HAS RAISED THE PROSPECT THAT THIS MAY BE WHAT HAS BEEN FOUND, GIVEN ITS STYLE, CONSTRUCTION METHOD AND MATERIALS FIT WITH THE ARCHAIC PERIOD IN WHICH THE FIRST LORD IS MEANT TO HAVE LIVED. EXPLORATIONS DURING THE REDISCOVERY PHASE WENT NO FURTHER THAN THE PILLARED HALL <C> ON THIS LEVEL, AND THAT ONLY BRIEFLY, HOWEVER. SECRET INVESTIGATIONS OF PAST RECORDS AND TALES ARE CONTINUING THOUGH, IN CASE FURTHER EXAMINATIONS OF THE REST OF THIS TOMB LEVEL MIGHT PROVE FRUITFUL.

## THE TOMB

THERE ARE THREE MAIN FACETS WITHIN THE TOMB ITSELF AS MAPPED. THE WHITE MARBLE STRUCTURES ARE BY FAR THE OLDEST FEATURES, DATING BACK IN TIME AROUND 2,500 YEARS, AND WERE ONCE THE ONLY PARTS OF THE TOMB, CONSISTING OF THE SPIRAL STEPS, A LONG, STRAIGHT PASSAGEWAY, AND THE GREAT TOMB <Q>. PROBABLY 500-600 YEARS LATER, THE PAIR OF MUMMY TOMBS <L & M> WERE ADDED OF LATER WYVERN LORDS, FOLLOWED BY THE SCARLET AND ANGEL TOMBS <J & K> AROUND 200 YEARS AFTER THAT. THE TWO SECRET PASSAGES FROM THE MUMMY TOMBS WERE ADDED WHEN THOSE TWO CHAMBERS WERE BUILT, BECAUSE THE DIRECT PASSAGE WAS TRAPPED AND HAD COLLAPSED AT A SIMILAR TIME, CREATING THE LOST PASSAGE <R>. THE IMPORTANCE OF STILL BEING ABLE TO ACCESS THE ORIGINAL GREAT TOMB <Q> WAS CLEARLY OF MUCH SIGNIFICANCE THEN, WHILE THE FACT BOTH PASSAGES WERE CONCEALED, AND TRAPPED, WAS DONE OUT OF REVERENCE FOR WHAT THE ORIGINAL BUILDERS HAD DONE TO PROTECT THE FIRST LORD'S TOMB. THE SIX TOMBS OFF THE PILLARED HALL <C> ARE CLEARLY LATER CONSTRUCTIONS STILL THAN TOMBS J & K, LIKELY BY ABOUT 200-300 YEARS. FOR ALL THERE ARE LARGE HISTORICAL GAPS IN THE SEQUENCE WHEN NO WYVERN LORDS WERE BEING BURIED HERE, THE GROUP OF TOMBS AROUND THE PILLARED HALL SUGGESTS A MORE FORMALISED PATTERN OF SUCCESSION AND RECOGNITION OF THE LORDSHIP WAS LATTERLY INTENDED, HOWEVER UNSUCCESSFULLY, GIVEN ONLY THREE TOMBS THERE WERE ULTIMATELY OCCUPIED. THE WYVERN LORD POSITION WAS ORIGINALLY OCCUPIED BY SOMEONE OF APPROPRIATE CAPABILITIES WHO WAS CHOSEN BY THE WIDER COMMUNITY AS A LEADER IN TIMES OF STRIFE AND EMERGENCY. ONCE THE EMERGENCY WAS RESOLVED, THE LORDSHIP BECAME MORE OF AN HONORIFIC TITLE, AS RULING POWER SHIFTED BACK TO THE INDIVIDUAL SETTLEMENTS AND AREAS MAKING UP THE COMMUNITY, AT LEAST IN THEORY. SOME OF THE EARLY LORDS APPARENTLY TRIED TO ESTABLISH BLOODLINE TIES TO RETAIN THE POST IN THEIR OWN FAMILY, THOUGH THIS SEEMS TO HAVE BECOME THE ESTABLISHED PATTERN ONLY FOR THE LATER LORDS, NONE OF WHOM ARE BURIED HERE, UNTIL THE LINE EVENTUALLY DIED OUT MAYBE 400-500 YEARS AGO.

THE DECREASE IN SIZE, MAGNIFICENCE AND QUALITY OF THE TOMBS THROUGH TIME IS VERY OBVIOUS, AND MIGHT SUGGEST A DECLINE IN THE SOCIETIES INVOLVED, OR PERHAPS ONLY IN THEIR (SEEMINGLY ALWAYS VARIABLE) INTEREST IN PRESERVING THE REMAINS OF THEIR LEADERS UNDER THIS TRADITION. THERE IS SOME FURTHER DISCUSSION OF ASPECTS OF THIS WITH THE INDIVIDUAL TOMB NOTES BELOW. ACTIVATING THE "GM ONLY" TOGGLE ALLOWS MORE OF THE MAPPED SECRETS OF THIS LEVEL TO BE SHOWN.

## FEATURES OF THE TOMB

THE WHOLE TOMB LEVEL MAY APPEAR TO BE SILENT AND EMPTY, BEYOND THE OCCUPANTS OF THE SARCOPHAGI AND THEIR GRAVE GOODS. AS A COUPLE OF THE LATER BURIAL PLACES (TOMBS G & H) MIGHT SUGGEST THOUGH, THIS IMPRESSION IS A LITTLE MISLEADING. WITH THE GM ONLY TOGGLE ACTIVE, THE FULL COMPLEMENT OF TOMB OCCUPANTS AND THEIR DEFENDERS CAN BE SEEN. WHILE THESE ARE DETAILED FURTHER BELOW, THERE ARE SOME GENERAL POINTS REGARDING THE DEFENDERS THAT APPLY THROUGHOUT THIS LEVEL. SOME CAN PHYSICALLY MANIFEST, INCLUDING ALL THE ARMED SKELETONS AND THE FOUR RED-BANDAGED MUMMIES IN THE GREAT TOMB (Q). THE OTHERS CAN APPEAR AS WELL, BUT ONLY IN INCORPOREAL FORM. ASIDE FROM BEING SHOWN AS SLIGHTLY TRANSPARENT, FOR ADDITIONAL CLARITY THESE LATTER HAVE ALSO BEEN PROVIDED WITH A DISTINCT GREEN GLOW.

OPENING ANY PORTALS WITHIN THE TOMB LEVEL (NOTE THAT ALL HINGED DOORS OPEN OUTWARDS FROM THEIR RESPECTIVE TOMB CHAMBERS), EVEN IF THAT MEANS PICKING OR BREAKING A LOCK, OR SMASHING A DOOR SEAL, DOES NOT CAUSE THE DEFENDERS TO APPEAR. IT IS A PREREQUISITE FOR THOSE IN THAT PARTICULAR AREA TO BE ABLE TO DO SO SUBSEQUENTLY, HOWEVER. TOUCHING ANY MOVABLE ITEM IN AN OPENED CHAMBER WITH LIVING FLESH (SUCH AS A SARCOPHAGUS LID, OR ANY GRAVE GOODS IN AN INDIVIDUAL ROOM, THOUGH NOT ANY OF THE SKELETONS, WEAPONS OR SHIELDS LYING ON THE FLOOR OF TOMBS G & H - THAT IS, THOSE VISIBLE BEFORE ACTIVATING THE GM ONLY TOGGLE THERE) CAUSES ALL THE PHYSICAL DEFENDERS ALLOCATED THERE TO APPEAR. MOVING ANY ITEM MORE THAN 10 FEET (3 METRES) FROM ITS FIND-SPOT BY ANY MEANS, CAUSES ALL THE INCORPOREAL DEFENDERS IN THAT CHAMBER TO APPEAR IN ADDITION. TRYING TO TAKE ANY ITEM BEYOND THE PORTAL TO THAT ROOM WILL CAUSE ALL THE MANIFEST DEFENDERS THERE TO ATTACK THOSE TRYING TO DO SO, AND ANYONE WHO DELIBERATELY GETS IN THEIR WAY.

THESE DEFENDERS MAY BE ALLOCATED ANY POWERS GMS WOULD ORDINARILY ASSOCIATE WITH SUCH CREATURES AS THE DEFENDERS APPEAR TO BE IN MAKING ATTACKS OR DEFENDING THEMSELVES. ALL THE DEFENDERS RADIATE A MAGICAL, UNDEAD AURA. HOWEVER, NONE ARE ACTUALLY UNDEAD AT ALL. INSTEAD, THEY ARE ALL MAGICAL CONSTRUCTS WHICH ONLY SEEM TO BE AS THEY APPEAR. POWERS AND MAGICS THAT WORK SPECIFICALLY AGAINST THE UNDEAD, INCLUDING SPECIAL FORMS OF WEAPON, OR OBJECTS THAT MAY BE SOMETIMES ESPECIALLY POTENT AGAINST PARTICULAR TYPES OF UNDEAD, ARE HERE COMPLETELY INEFFECTIVE, EVEN IF USED AS MAKESHIFT WEAPONS. IF ANY DEFENDER TAKES ENOUGH DAMAGE TO BE DESTROYED, IT SIMPLY VANISHES. IT IS NOT DESTROYED DESPITE THIS, AND MAY REFORM AT FULL STRENGTH SUBSEQUENTLY (AND IF NECESSARY REPEATEDLY), WHENEVER ANY ITEM FROM ITS CHAMBER PASSES THROUGH ANY OTHER PORTAL ON THIS LEVEL.

IF A SARCOPHAGUS' OCCUPANT IS DELIBERATELY DAMAGED OR DESTROYED, UP TO ALL THE CURRENTLY ACTIVE DEFENDERS ANYWHERE IN THE COMPLEX MAY MANIFEST NEARBY TO ATTACK THOSE RESPONSIBLE, CONTINUALLY REFORMING ON THIS LEVEL IF DESTROYED, AND AT ANY POINT ELSEWHERE AS LONG AS THE OFFENDERS ARE STILL WITHIN ANY PART OF THE WHITE MARBLE PASSAGES OR ROOMS AT HIGHER LEVELS BELOW WYVERN CITADEL (THUS UP TO AND INCLUDING AREAS 2, 3 & 4 OF UNDERGROUND LEVEL TWO OF THE CITADEL MAPS). SUCH ATTACKS WILL CEASE ONLY WHEN THE TOMB'S DESECRATORS ARE THEMSELVES DEAD, OR ARE NO LONGER IN AN AREA THE MAGICS CONTROLLING THE DEFENDERS CAN REACH.

THE BODIES WITHIN THE SARCOPHAGI ARE EXACTLY WHAT THEY APPEAR TO BE - THE REMNANTS OF DEAD BODIES. THEY HAVE NO MAGICAL POWERS TO MANIFEST OR ATTACK. MOREOVER, THE MAGICS OF THE TOMB HERE MEANS THEY CANNOT BECOME UNDEAD CREATURES UNDER ANY CIRCUMSTANCES.

## LABELLED FEATURES

**A) SPIRAL ENTRANCE:** THIS LARGE SPIRAL STAIRCASE-RAMP DESCENDS FROM THE WESTERN SIDE OF THE OPERATIONS ROOM (D) ON UNDERGROUND LEVEL TWO OF THE CITADEL. IT FORMS A VERTICAL HELIX WITH TWO-AND-A-HALF FULL CIRCUITS OF ITSELF, DESCENDING A TOTAL OF ABOUT 100 FT (30 M), TO END ROUGHLY 120 FT (37 M) BELOW THE GROUND LEVEL OF THE MAPPED CITADEL'S PINNACLE. THERE ARE BROAD STEPS, EACH AROUND 8.5 INCHES (20 CENTIMETRES) HIGH, CUT INTO THE DESCENT'S FLOOR, AND EACH STEP ALSO SLOPES DOWN AT AN ANGLE OF APPROXIMATELY 15 DEGREES. THE WALLS, FLOOR AND CEILING ARE COVERED BY BEAUTIFUL WHITE MARBLE TILES, NONE OF WHICH SHOW ANY SIGNS OF THEIR AGE, OR DAMAGE. THE CEILING MAINTAINS A CONSISTENT CIRCA 9 FT HEIGHT (2.7 M) FROM THE GENERAL FLOOR LEVEL THROUGHOUT. OTHER THAN THE DOUBLE STONE DOORS CONCEALED BEHIND THE WOOD PANELLING IN THE OPERATIONS ROOM, THERE ARE NO OTHER BARRIERS TO THE DESCENT, NOR ANY INSCRIPTIONS, TORCH HOLDERS OR OTHER FEATURES TO BLEMISH THE NEAR-PERFECTION OF THIS MARBLE STAIRWAY. THE PERSISTENT, UNBROKEN WHITENESS CAN BE DISORIENTING, AND THOSE USING THE SPIRAL MAY BECOME SOMEWHAT SNOW-BLIND BY ITS END WITHOUT CARE. IN THE CORRIDOR AT THE FOOT OF THE STAIRS, THE FLAT CEILING GRADUALLY RISES TO REACH ABOUT 12 FT (3.7 M) BY THE PORTCULLIS (B).

**B) PORTCULLIS:** THIS IS A BRONZE-BAR, RIVETTED LATTICEWORK GRILLE, AROUND 9 FT HIGH (2.7 M) SET IN A ROUND-TOPPED ARCHWAY IN THE WHITE-MARBLE TILED WALL ACROSS THE END OF THE ENTRANCE CORRIDOR. IT APPEARS TO BE OF COMPARABLE ANTIQUITY TO THE MARBLE PASSAGeway. THE GRILLE IS SET WITHIN THE WALL, AND CAN BE RAISED, THOUGH ONLY BY HAND, AS THERE IS NO OBVIOUS MECHANISM AVAILABLE. THE PILLARED HALL (C) BEYOND CAN BE VIEWED THROUGH THE BARS IN A LIMITED

WAY WHILE THE PORTCULLIS REMAINS DOWN. IT IS QUITE HEAVY, SO WOULD NEED TWO OR THREE AVERAGE BUILD AND STRENGTH HUMANS TO RAISE IT ENOUGH FOR OTHERS TO PASS BENEATH EASILY. IT CANNOT BE HELD OPEN ON ITS OWN WITHOUT SUBSTANTIAL EXTRA SUPPORT.

**C) PILLARED HALL:** THE CENTRAL PART OF THIS BROAD HALLWAY, FLANKED BY THE TWO ROWS OF SCARLET PILLARS, IS AROUND 12 FT HIGH (3.7 M), LIKE THE MARBLE PASSAGEWAY OUTSIDE IT. AWAY FROM THIS CENTRAL ZONE, THE CEILING SLOPES DOWN TO BE ONLY SOME 7 FT HIGH (2.1 M) AT THE SIDE WALLS, IN WHICH THERE IS A TOTAL OF SIX CLOSED WOODEN DOORS. THERE IS NO OBVIOUS EXIT, AND EXCEPT FOR THE WHITE MARBLE PORTCULLIS ARCHWAY WALL AT THE ENTRANCE, THE WALLS AND CEILING ARE OF RELATIVELY CRUDE GREY STONE CONSTRUCTION, WHILE THE FLOOR IS ROUGHLY FLAGGED WITH LARGER, FLAT STONES IN AN IRREGULAR PATTERNING. THE 12 FT HIGH PILLARS SUPPORTING THE CENTRAL ROOF AT FIRST APPEAR IMPRESSIVE. SHOULD ANYONE HAVE THE OPPORTUNITY OF CHECKING, IT IS CLEAR THEY MUST HAVE BEEN MADE IN IMITATION OF THOSE IN THE GREAT TOMB (Q). CLOSER INSPECTION SHOWS THEIR RED COLOURATION TO BE SIMPLY PAINT OVER PLASTER AROUND SOLID STONE CEILING SUPPORT PILLARS, WHILE THEIR SQUARE RAISED BASES AND TOPS HAVE BEEN SIMILARLY PAINTED DARK GREY, AGAIN WITH PLASTER FILLING ANY GAPS IN THEIR OUTLINES, TO SEEM BETTER THAN THE ROUGH, NATIVE SURFACE STONE FROM THE CITADEL REGION THAT THEY ACTUALLY ARE. ON EACH SIDE WALL ARE THREE EMPTY, BLACK IRON TORCH HOLDERS, ONE NEAR THE INNER SIDE OF EACH DOORWAY. THE DOORS ARE OF WOODEN PLANK FORM, SOLID ENOUGH, EACH WITH A BLACK IRON HANDLE AND LOCK, AND ABOUT 5 FT HIGH (1.5 M). A SMALL IRON-BARRED GRILLE TOWARDS THE UPPER PART OF EVERY DOOR GIVES A LIMITED VIEW INTO THE INDIVIDUAL TOMBS BEYOND. ALL THE DOORS ARE LOCKED, AND THERE ARE NO KEYS TO BE FOUND HERE. INVESTIGATION OF THE FURTHER WALL WILL REVEAL THE PAINTED-OVER OUTLINES OF THE VERTICAL ANCIENT MARBLE-TILED WALLS RISING TO THE CEILING AT THE POINT WHERE THE HIGHER CENTRAL ROOF SECTION, AND THE LINES OF PILLARS, END. WHILE NEEDING ITS CONCEALED LATCH TO BE FOUND AND ACTIVATED FIRST, THIS PAINTWORK POINTS TO A CRUDELY DISGUISED SECRET DOOR THAT ONCE UNLATCHED, WILL PIVOT A 10 FT (3 M) SECTION OF THE LOWER WALL, AROUND 7 FT HIGH (2.1 M), EASILY THROUGH UP TO 90 DEGREES, GIVING ACCESS TO THE MARBLE-TILED CORRIDOR LEADING IN TO THE MIDDLE-PERIOD TOMBS BEYOND THIS HALL. THERE ARE NO INSCRIPTIONS OR CARVINGS HERE, WHILE THE WHOLE HAS A SOMEWHAT UNPLEASANT, STALE-AIR-MUSTY SCENT TO IT, SOMETHING THAT EXTENDS INTO EACH OF THE TOMB CHAMBERS SURROUNDING THE HALL.

**D) WARRIOR TOMB:** ALL SIX SIDE-CHAMBERS OFF THE PILLARED HALL (C) ARE BASICALLY IDENTICAL - 20 FT SQUARE (6 M) IN PLAN, WITH A LOCKED WOODEN DOOR 5 FT HIGH (1.5 M), IN WHICH IS A SMALL, IRON-WORK, VIEWING GRILLE. EACH CHAMBER IS JUST 6 FT HIGH INSIDE (1.8 M), WITH A CENTRAL, LARGE, STONE SARCOPHAGUS. THE SARCOPHAGUS IN THIS TOMB RESTS DIRECTLY ON THE FLOOR, WHEREAS ALL THE OTHERS ARE SET ON A LOW STONE PLINTH. THIS ONE IS ALSO A LOT LESS DEEP THAN THE OTHERS, RISING AROUND 3 FT (90 CM) FROM THE FLOOR. IT IS MADE FROM DARK, BASALTIC ROCK, APPARENTLY WITH BOTH BASE AND LID CUT FROM A SINGLE PIECE OF THE STONE EACH. THE TOP OF THE LID HAS BEEN SKILFULLY CARVED INTO THE LIKENESS OF AN ARMoured, CLOAKED FIGURE, HANDS PRESSED PALMS TOGETHER AT MID-CHEST LEVEL, POSED AS IF STANDING ON THE BACK OF A COILED RECUMBENT DRAGON. THIS DESIGN IS CUT IN QUITE HIGH RELIEF. A DECORATIVE, LOWER RELIEF, RECTANGULAR BORDER DESIGN SURROUNDS BOTH THESE FIGURES, WITH A BAS-RELIEF LINE AND OTHER MARKS CUT BESIDE THE HUMANOID FIGURE SUGGESTIVE OF A SETTING IN MOUNTAINOUS TERRAIN. THERE IS NO OTHER INFORMATION REGARDING THE OCCUPANT ON THE OUTSIDE OF THE SARCOPHAGUS, AND THE TOMB IS OTHERWISE EMPTY. SHOULD THE DEFENDERS BE ACTIVATED, FOUR SKELETONS ARMED WITH SCIMITARS AND ROUND SHIELDS CAN MANIFEST. THREE OF THEIR SHIELDS ARE COLOURED RED, ONE GREEN, ON THE OUTER FACES. THE SARCOPHAGUS' LID, WHILE HEAVY, IS NOT FASTENED, SO CAN BE REMOVED IF REQUIRED. INSIDE IS A COMPLETELY EMPTY SUIT OF METAL ARMOUR IN VERY GOOD CONDITION, APPARENTLY IDENTICAL (WITHIN ARTISTIC CONVENTION) TO THAT CARVED ON THE LID. IT HAS RED LEATHER FITTINGS. TO ONE SIDE OF ITS LEGS IS A LARGE, RATHER BATTERED AND RUSTY-LOOKING, BROAD-BLADED SCIMITAR. TO THE OTHER IS A WAVY-BLADED DAGGER WHICH IS IN EXCELLENT CONDITION, MUCH LIKE THE ARMOUR. IT HAS A RED-LEATHER BOUND GRIP. THE ARMOUR HAS BEEN PLACED TOWARDS THE HEAD END OF THE SARCOPHAGUS, AS IF SOMETHING WAS MEANT TO BE PLACED BELOW THE FEET, BUT THE ONLY THING THERE, OFF TO THE SAME SIDE AS THE DAGGER, IN THE LOWER CORNER, IS WHAT SEEMS TO BE A LARGE SPIDER'S WEB. THIS WEB THOUGH IS COMPOSED OF AN AMAZINGLY FINE NETWORK OF SILVER STRANDS SET WITH TINY CUT DIAMONDS - SEVERAL HUNDRED OF THESE - SHAPED AND PLACED TO LOOK LIKE DEW-DROPS ON A REAL WEB. IT IS ONLY PLACED IN THE BOX, NOT FIXED, AND WOULD BE WORTH A VAST SUM TO ANYONE APPRECIATIVE OF THE EXQUISITE WORK INVOLVED IN ITS CRAFTING.

THESE DETAILS MIGHT BE ENOUGH TO ALLOW SOMEONE SUFFICIENTLY KNOWLEDGEABLE TO LOCATE MORE INFORMATION REGARDING THIS TOMB'S INTENDED OCCUPANT AMONG THE SURVIVING WYVERN LORD RECORDS AND TALES, AS THE JEWELLED WEB AND PECULIARITIES ABOUT THE "OLD" SCIMITAR ESPECIALLY POINT TO IT BEING THE TOMB OF DAGMET OF THE WEB, WARRIOR LORD, ONE OF THE LATER WYVERN LORDS, WHO DIED PROBABLY SOME 1,500 YEARS AGO. A GREAT RED-WYVERN-BONDED FLYER, HER BODY WAS NEVER RECOVERED AFTER HER DEMISE, SO HER SPARE SUIT OF ARMOUR AND SURVIVING WEAPONS WERE BURIED IN HER STEAD. HER SCIMITAR, FOR ALL ITS ROUGH, INERT, APPEARANCE, IS REALLY A POWERFULLY MAGICAL, TALISMANIC ARTEFACT, DESPITE THE FACT IT RADIATES NO MAGIC AURA AT ALL UNTIL IT IS LIFTED BY SOMEONE DESTINED TO BE A GREAT WYVERN-RIDER, WARRIOR AND LEADER. THE ORIGINS OF THE SILVER WEB ARE NOT RECORDED, MERELY THAT IT WAS OF CENTRAL IMPORTANCE TO DAGMET. SOME TALES TO MENTION IT, SAY THE DRAGON ON THE SARCOPHAGUS' LID WAS CARVED IN ERROR FOR A

WYVERN BY A SCULPTOR WHO HAD NEVER BEFORE SEEN A WYVERN, AN OVERSIGHT NOBODY NOTICED UNTIL THE BURIAL CEREMONY WAS UNDERWAY. HOWEVER, THE LID DESIGN IS NEAR-IDENTICAL TO THAT IN THE EARLIER SCARLET TOMB (J BELOW), SO SUCH AN EXPLANATION SEEMS MOST UNLIKELY.

**E) EMPTY TOMB:** A PLAIN, FLAT-TOPPED, EMPTY, GREY SANDSTONE SARCOPHAGUS AROUND 4 FT DEEP (1.2 M) SITS ON ITS LOW PLINTH HERE. THE ROOM IS OTHERWISE QUITE EMPTY. THE RECORDS NOTE THERE WERE EIGHT TRADITIONAL WYVERN LORDS AFTER DAGMET OF THE WEB BEFORE A CONFUSED MIDDLE OF CLAIMED FAMILIAL BLOODLINE LORDS TOOK OVER, ALTHOUGH THE NAMES OF ONLY THE FIRST FOUR OF THOSE OLDER-TRADITION LORDS HAVE BEEN PRESERVED. THE LAST DIED PROBABLY A LITTLE UNDER 900 YEARS AGO. NOTHING MUCH WAS RECORDED ABOUT THESE LATER LORDS, ALTHOUGH THE OTHER OCCUPIED TOMBS HERE COULD SUGGEST THIS ONE HAD BEEN INTENDED AS THE LAST RESTING PLACE FOR WYVERN LORD ELT, KHAN (SPIRATED "H") OR JAR ("!") REPRESENTS A TYPE OF TONGUE-CLICK WHERE THE TONGUE IS DRAGGED SHARPLY FORWARDS ALONG THE UPPER PALETTE FROM THE BACK OF THE MOUTH), OR PERHAPS ONE OF THE FOUR "LOST" OLDER WYVERN LORDS INSTEAD. NONE OF THE LATER "BLOODLINE LORDS" WERE DESCRIBED AS BEING BURIED ANYWHERE SO IMPRESSIVE AS THIS.

**F) EMPTY TOMB:** LARGELY IDENTICAL TO TOMB E, SEEMINGLY AGAIN A CHAMBER WHICH NEVER RECEIVED ITS INTENDED OCCUPANT.

**G) RED LORD TOMB:** THE SARCOPHAGUS IN THIS TOMB, WHILE OF IDENTICAL PROPORTIONS TO THOSE IN MOST OF THE OTHER CHAMBERS OFF THE PILLARED HALL (C; AS DETAILED IN TOMB E), IS CARVED NOT FROM GREY SANDSTONE, BUT THE SAME BLACK BASALT AS THAT IN TOMB D, IF RATHER LESS ELABORATELY. A GOLD-COLOURED METAL PLATE (ACTUALLY BRONZE) GIVES THE NAME "XAS!" WITH DATES THAT, WHEN DECIPHERED AND RECOMPUTED, SUGGEST THE WYVERN LORD IMMEDIATELY AFTER DAGMET IN THE RECORDS, ALBEIT THAT LORD HAS BEEN LONG THOUGHT OF AS KHAN, WHO HAD A SIGNIFICANTLY LONGER REIGN, AT ALMOST 40 YEARS, COMPARED TO THE ROUGHLY 12 YEARS NOTED HERE FOR XAS!. XAS! IS NOT OTHERWISE KNOWN. LOW-RELIEF CARVINGS OF A LARGE RED SALTIRE CROSS AND A SCARLET WYVERN, BOTH CAREFULLY PAINTED IN NEAR-PRISTINE, VIBRANT COLOUR STILL, HAVE BEEN CUT PROUD OF THE LID'S SURFACE. TWO SKELETONS, TWO CIRCULAR SHIELDS, ONE BLACK, ONE BLUE, AND A NARROW-BLADED SCIMITAR LIE ON THE FLOOR BY THE HEAD OF THE SARCOPHAGUS. THE MAGICS HERE HAVE PARTLY FAILED, SO ONLY TWO SCIMITAR-ARMED ANIMATED SKELETONS, ONE EACH ALSO WITH A BLUE AND A BLACK ROUND SHIELD, WILL BE ABLE TO MANIFEST WHEN TRIGGERED. WHAT HAPPENED TO THE "MISSING" FOURTH SCIMITAR CANNOT BE ESTABLISHED.

WITHIN THE SARCOPHAGUS IS A BATTERED, PARTLY CLOTHED, PARTLY MUMMIFIED, CORPSE. IT STILL WEARS RED TROUSERS OR LEGGINGS, A MAIL CORSELET WITH LEATHER SLEEVES, A CROSS-BELT AROUND THE UPPER TORSO WITH A RIPPED LOWER ATTACHMENT POINT, AND THE REMAINS OF A METAL HELMET, THE LATTER MOSTLY AROUND THE BACK OF THE HEAD (ITS FRAGMENTARY STATE MIGHT BE MISTAKEN FOR A FILLET OR A BROKEN CROWN AT FIRST SIGHT). NONE OF THESE ITEMS ARE INTACT. A PAIR OF COPPER RINGS ENCIRCLE THE LEFT THIGH OUTSIDE THE RAGGED LEGGINGS. THE RIGHT FOOT OF THE CORPSE IS MISSING, AS IS THE LEFT HAND, ALTHOUGH THIS LATTER IS NOT OBVIOUS INITIALLY, AS THE ARM IS FLEXED WITH THE HAND END PLACED BEHIND THE BODY. THE RIGHT ARM IS IN TWO PIECES, SEPARATED ABOVE THE ELBOW JOINT WHERE THE ARM WAS BROKEN, PROBABLY PERIMORTEM. THE SURVIVING PATCHY HAIR IS EITHER SILVER OR VERY PALE BLONDE, AND THE MUMMIFIED SKIN THAT SURVIVES IS ODDLY PALE TOO. WHILE IT IS CLEAR THE BODY HAS BEEN PLACED IN THE SARCOPHAGUS WITH SOME CARE, IT IS REMARKABLY CARELESSLY LAID OUT, WITH NO LIMBS STRAIGHT, ALMOST AS IF IT HAD BEEN DROPPED INTO PLACE. A SHEATHED, NARROW-BLADED SCIMITAR IS BY THE LEFT SIDE, ALONG WITH A POLISHED, NEW-SEEMING, DAGGER BY THE HEAD. THE SCIMITAR IS WORN AND BATTERED, AS IS THE SHEATH. POSITIONED AS IF ONCE SUPPORTED BY THE CROOK OF THE SEPARATED PARTS OF THE RIGHT ARM IS A HEAVY, TALL, WOODEN STAFF, OVER MUCH OF WHICH A COILED SNAKE HAS BEEN RELIEF-CARVED, CULMINATING IN A LARGE, HOODED HEAD AT THE STAFF'S UPPER END. THIS SNAKE CARVING IS VERY DETAILED, AND HAS BEEN CAREFULLY PAINTED IN REALISTIC GOLDEN-BROWN COLOURS AND PATTERNING. THE STAFF IS LAID IN THE SARCOPHAGUS WITH THE SNAKE'S FACE POINTING DOWNWARDS. SOMETHING SEEMS VERY AMISS WITH ALL THIS, ALBEIT NOTHING HERE PROVIDES ANY CLUES AS TO WHY THIS SHOULD BE SO.

**H) LAST TOMB:** OR THE LAST OCCUPIED TOMB HERE, IN ANY CASE. THE MAGICAL PROTECTION HAS FAILED COMPLETELY, LEAVING ONLY THE CRUMPLED REMAINS OF FOUR SKELETONS AND THEIR ACCOUTREMENTS SCATTERED ACROSS THE FAR END FLOOR OF THIS CHAMBER. AMONG THE ITEMS LYING THERE ARE FOUR ROUND SHIELDS, TWO GREEN, TWO BLACK, A BROAD-BLADED SCIMITAR, A HEAVY, LARGE-BLADED SPEAR, A BLACKENED, HEAVY DOUBLE AXE, AND A LONG, HEFTY, DRAGON- (OR WYVERN-) HEADED CLUB. ALL THESE ITEMS ARE QUITE ORDINARY, IF ANCIENT AND AGE-WORN. BEYOND HAVING A BRONZE NAMEPLATE THAT, WHEN THE CHARACTERS CAN BE TRANSLATED, READS "ESHMET", THE SARCOPHAGUS HERE APPEARS IDENTICAL TO THAT IN TOMB E. RECORDS SHOW THAT ESHMET WAS THE WYVERN LORD WHO SUCCEEDED KHAN, SAID TO HAVE RULED FOR 60 OR 70 YEARS, AN UNCERTAINTY THAT MAY REFLECT THE FACT HE WAS A NOTED MAGE-WARRIOR, ASIDE FROM A BONDED WYVERN RIDER. HIS RULING PERIOD MAY ALSO HAVE OVERLAPPED THAT OF OTHERS OF THE LATER WYVERN LORDS. IT IS ALSO SOMEWHAT IRONIC HIS SHOULD BE THE ONE OCCUPIED TOMB WHERE NO PROTECTIVE MAGICS HAVE SURVIVED. INSIDE THE SARCOPHAGUS IS THE PARTLY-PRESERVED CORPSE OF A TALL, WELL-BUILT MALE, WRAPPED COMPLETELY IN AN INTACT, GREEN SILK WINDING-SHEET, LEAVING

ONLY THE FACE EXPOSED. MUCH OF THE REST OF THE BODY IS JUST BONES, YET MOST OF THE FACIAL SKIN HAS SURVIVED. THE HEAD RESTS ON AN ORNATE, TASSELLED, BLACK SILK CUSHION. OVER THE LEGS AND FEET IS A LARGE, ROUND, BLACK-AND-SILVER ENAMELLED SHIELD OF IDENTICAL DESIGN, THOUGH MUCH BETTER QUALITY, TO MANY OTHERS FOUND AMONG THE MAGICAL DEFENDERS ON THIS LEVEL, AND IN OTHERS OF THE SARCOPHAGI. THIS SHIELD IS IN EXCELLENT CONDITION, RADIATES MAGIC, IS MAGICALLY LIGHTWEIGHT IN USE, AND PROVIDES ADDITIONAL MAGICAL DEFENCES TO ITS USER, SO LONG AS THAT PERSON IS A BONDED WYVERN RIDER. OTHERS WILL FIND IT PAINFUL EVEN TO THE TOUCH. BY THE BODY'S RIGHT SIDE IS A SHEATHED STRAIGHT SWORD RESTING OVER THE SHAFT OF A HEAVY-BLADED SPEAR WITH GREEN LEATHER BINDINGS. BOTH RADIATE RESIDUAL MAGIC, AND AGAIN, ONLY A BONDED WYVERN RIDER CAN EVEN TOUCH EITHER WITHOUT SUFFERING PAIN. IF SUCH A PERSON IS ABLE TO ACTIVATE THEIR FULL POTENTIAL, IT WILL BE FOUND EACH WEAPON IS CAPABLE OF ADDITIONAL MAGICAL DAMAGE, WHILE THE SPEAR, WHEN THROWN, ALWAYS RETURNS TO THE HAND OF ITS ATTUNED OWNER, SHOULD IT MISS, OR FULLY PENETRATE, ITS TARGET. THE GAUNTLETS BY THE LEFT LEG SHARE THE PROPERTIES OF THESE OTHER ITEMS TOO - PAINLESSLY MAGICAL ONLY FOR A BONDED WYVERN RIDER. THEY ALWAYS FIT WHATEVER HANDS ARE PLACED WITHIN FOR ANYONE IN THAT CATEGORY, ALWAYS MAINTAIN THEIR GRIP WHEN REQUIRED, AND ADD FURTHER POWER INTO ANY BLOWS MADE WHILE WEARING THEM (WHETHER WHEN WIELDING A WEAPON OR ALONE). THE GREEN LEATHER-BOUND BOOK BY THE LEFT SIDE OF THE HEAD CONTAINS COPIOUS WRITINGS IN A NEAT, IF SPIDERY, HAND. WRITTEN BY ESHMET, IT WOULD TAKE MANY MONTHS TO DECIPHER/TRANSLATE AND COMPREHEND ALL ITS CONTENTS. THERE IS MUCH OF HISTORICAL IMPORTANCE IN IT FROM ESHMET'S TIME, WHICH ALSO SHEDS LIGHT ON KHAN'S AND DAGMET'S TIME AS WELL. XAS! IS NOT MENTIONED, HOWEVER. THERE ARE NOTES ON WYVERNS AND THEIR CARE, INCLUDING NUMEROUS FRUITLESS EXPEDITIONS TO TRY TO TRACK-DOWN THE TRUTH OF CLAIMED SIGHTINGS OF GOLD, SILVER AND LIVING-CRYSTAL WYVERNS IN THE WILDER PARTS OF THE GREAT STONE WALL MOUNTAINS NORTH OF SHOENIA BY ESHMET AND HIS FELLOW RIDERS. A COUPLE OF UNUSUAL SPELLS, AND RATHER MORE CANTRIPS, NONE OF WHICH WILL BE FAMILIAR TO MODERN KENTORIAN MAGIC-USERS, CAN BE FOUND AMONGST THE NOTES TOO. MANY SCHOLARS AND MAGES WOULD BE DELIGHTED TO HAVE ACCESS TO THIS WORK.

I) EMPTY TOMB: APART FROM BEING ON THE OPPOSITE SIDE OF THE PILLARED HALL (C), THERE IS LITTLE TO DIFFERENTIATE THIS FROM EMPTY TOMB E OR F.

THE 12 FT HIGH (3.7 M) WHITE MARBLE CORRIDOR RESUMES EAST-NORTHEAST OF THE SWIVELLING-WALL SECRET DOOR OUT OF THE PILLARED HALL (C), FROM WHERE IT RUNS STRAIGHT ON TO THE JUNCTIONS TO TOMBS J & K, AND THEN L & M, WHERE THE MARBLE FLOOR AND CEILING DEAD-END INTO A MORE RECENT, IF STILL ANCIENT, BROWN-STONE WALL. THE CROSS-WAYS INTO TOMBS J & K ARE EACH 8 FT HIGH (2.4 M), THUS PART OF THE MARBLE WALLING REMAINS ABOVE THESE OPENINGS IN THE CENTRAL CORRIDOR, WHILE THE CROSS-PASSAGES LEADING TO TOMBS L & M RETAIN THE SAME HEIGHT AS THEIR WIDTHS THROUGHOUT (AND SO FUNNEL DOWN TO JUST 5 FT HIGH (1.5 M) BY THE NARROW DOORS INTO THEIR RESPECTIVE TOMB CHAMBERS, AFTER STARTING OUT AT 10 FT HIGH (3 M) BY THE MARBLE CORRIDOR'S MAPPED FLOORING). AGAIN, A NEAR-CEILING STRETCH OF MARBLE-TILED WALL LIES ABOVE THE OPENINGS TO THESE HIGHER CROSS-WAYS.

J) SCARLET TOMB: THE 6 FT HIGH (1.8 M) WOODEN DOOR IS COMPLETELY SOLID AT THE END OF THE CORRIDOR HERE, AND IS LOCKED, WITH NO KEY AVAILABLE. INSIDE IS A 7 FT HIGH (2.1 M) ROOM, WITH A CENTRAL SCARLET SARCOPHAGUS ABOUT 3 FT HIGH (90 CM) RESTING DIRECTLY ON THE FLOOR, AND TWO CLOSED, FASTENED, BUT NOT LOCKED, CHESTS AGAINST THE FAR WALL. AN EMPTY IRON TORCH HOLDER IS SET IN THE WALL ABOVE AND BETWEEN THE CHESTS. THE SARCOPHAGUS MAY SEEM ARTIFICIALLY COLOURED, AS SO BRIGHT, BUT IT IS IN FACT CARVED FROM A PERFECTLY NATURAL RED SANDSTONE. IT HAS A RELIEF CARVING OF AN ARMOURED WARRIOR STANDING ON A RECUMBENT DRAGON ON THE LID, WHICH SEEMS ALMOST IDENTICAL BUT FOR THE STONE TYPE, TO THAT IN TOMB D. IF TRANSLATED, SHORT TEXTS ON THE SIDES OF THE SARCOPHAGUS WILL REVEAL THIS AS THE FINAL RESTING PLACE OF ND!, THE SEEKER, A WYVERN LORD THAT RECORDS ELSEWHERE INDICATE FLOURISHED AROUND 1,700-1,800 YEARS AGO, AND WHO WAS NOTED FOR ALWAYS HUNTING FOR NEW THINGS, OR OLD ONES THOUGHT LONG LOST, AND WHO DIED DURING HIS LAST EXPEDITION TO A NORTHERN BARBARIAN LAND WHERE THE SUN WAS EVER SAID TO LIE TO THE SOUTH. WHEN ACTIVATED, FOUR SWORD- AND SCIMITAR-ARMED SKELETONS WILL MANIFEST, EACH BEARING A CIRCULAR SHIELD WITH A RED, BLACK, BLUE OR GREEN FACE. THE WOODEN CHESTS ARE FILLED WITH VARIOUS SMALL ITEMS, MANY CAREFULLY WRAPPED IN COLOURED TEXTILES OF MANY TYPES, SOME IN WOODEN BOXES OF UNUSUAL TIMBER AND DESIGNS. THE TEXTILES SOMETIMES HAVE MARKINGS, SYMBOLS, WOVEN PATTERNS OR EMBROIDERY ON THEM, SUGGESTING THEY TOO HAVE, OR HAD, SIGNIFICANCE, ALONG WITH WHATEVER THEY ARE WRAPPING. THE COLLECTION APPEARS TO BE A REPRESENTATIVE ITINERARY OF EVERYWHERE ND! WAS SAID TO HAVE VISITED, AND MORE PLACES BESIDES. MANY OF THE ITEMS CANNOT BE READILY IDENTIFIED. NONE HAVE ANY DISCERNIBLE MAGICAL PROPERTIES NOW, ALTHOUGH GIVEN THEIR AGE, THEY ALL SEEM TO BE UNUSUALLY WELL-PRESERVED. IT WOULD TAKE MANY DAYS TO EXAMINE EVERY ITEM IN THESE CHESTS, AND FAR LONGER TO IDENTIFY THEM ALL, OR EVEN TO CATALOGUE-LIST THEM. SUCH A TASK WOULD NOT BE ALTOGETHER UNPLEASANT, AS THE AROMATIC WOOD LINING THE CHESTS HAS IMBUED EVERYTHING INSIDE WITH AN EXTREMELY PLEASING SCENT. UNFORTUNATELY, THE SCENT ALSO HAS AN ADDICTIVE COMPONENT, SUCH THAT ANYONE SPENDING MORE THAN A FEW HOURS WORKING OVER THE CHESTS AND THEIR CONTENTS WILL BEGIN CRAVING MORE OF THE SAME EVER AFTER.

WITHIN THE SARCOPHAGUS IS A NEATLY LAID-OUT SKELETON IN A RED SILK ROBE THAT HAS LEFT THE HEAD, HANDS AND FEET EXPOSED. A LONG, BROAD-BLADED SWORD LIES OVER THE TORSO AND LEGS, WITH THE SKELETON'S HANDS PLACED ALONG THE HILT, FINGERTIPS UPWARDS. A MEDIUM-SIZED ROUND SHIELD, PAINTED BLUE, WITH THE USUAL SILVER-BLACK METAL DESIGN ON IT, OF A SPIKE-EDGED DISC WITH FOUR LONGER, CARDINAL, SPIKES ENDING IN *FLEUR-DE-LYS* SYMBOLS, RESTS OVER THE SWORD AND THE LEGS OF THE BODY. BELOW THE FEET IS A FROSTED GREEN GLASS FLASK WITH ATTACHED LEATHER CARRYING STRAPS. IT IS FIRMLY CORKED, BUT NOW QUITE EMPTY (ASSUMING IT EVER CONTAINED ANYTHING, AS THIS CANNOT BE CONFIRMED). TO THE RIGHT SIDE OF THE LEGS, HEAD DOWNWARDS, LIES A JADE-HEADED MACE WITH A WOODEN HANDLE AND LEATHER WRIST-STRAP. CHARACTERS INSCRIBED INTO THE JADE CAN BE TRANSLATED AS "NDI!, DRAGON LORD, WYVERN RIDER", NOT A FAMILIAR TITLE KNOWN TO HAVE BEEN ADOPTED BY OTHER WYVERN LORDS, BUT PERHAPS PARTLY EXPLAINING THE "DEFEATED" DRAGON OF THE SARCOPHAGUS' LID'S DESIGN. TO THE RIGHT SIDE OF THE CORPSE'S HEAD IS AN UNROLLED PARCHMENT SCROLL ATTACHED TO TWO WOODEN ROLLERS THAT HOLD IT OPEN. IT IS INSCRIBED ON THE FACE-UP INSIDE WITH RED-INK LINES THAT SUGGEST A RIVER PASSING THROUGH MOUNTAINS, THE RIVER WITH A FORK IN IT, AND WHAT SEEMS TO BE AN ISLAND MID-STREAM IN ONE BRANCH. AN "X" INSIDE A CIRCLE IS ALSO MARKED SOME WAY FROM THE RIVER IN THE MOUNTAINS. NOTHING ON THE PARCHMENT INDICATES WHERE THIS MAP WAS OF. BY THE LEFT SIDE OF THE HEAD IS A LARGE, CIRCULAR, NECKLACE. LARGER PIECES OF CAREFULLY CUT JADE ALTERNATE WITH SMALLER, YET STILL LARGE FOR THEIR TYPE, CUT EMERALDS. AT THE LOWEST PART AS LAID HERE IS THE LARGEST PIECE OF JADE, CUT IN A CIRCULAR DISC, IN THE CENTRE OF WHICH IS SET A HUGE, ROUND, BEAUTIFULLY-CUT, DARK BLUE SAPPHIRE. IN PURELY MONETARY TERMS, THIS NECKLACE WOULD BE WORTH A VAST SUM. ITS TRUE POWER THOUGH LIES IN THE FACT THAT WHEN WORN AROUND THE NECK, THE WEARER CAN SPEAK AND TRANSLATE ANY SPOKEN OR WRITTEN LANGUAGE FROM THE PAST, PROVIDING AN APPROPRIATE TEXT, SOUND RECORDING, OR PERSON WITH WHICH TO INTERACT IS AVAILABLE WITHIN READING VIEW OR NORMAL HEARING RANGE. IT RADIATES A STRONGLY MAGICAL AURA. NOTE THOUGH THAT THE NECKLACE HAS NO CLASP, SO IT MUST BE ABLE TO SLIP OVER THE WEARER'S HEAD AS WELL; IT CANNOT BE FORCED TO DO SO, AND WILL MAGICALLY RESIST ANY SUCH ATTEMPTS.

**K) ANGEL TOMB:** THE DOOR AND CHAMBER HERE ARE EFFECTIVELY IDENTICAL IN APPEARANCE AND SIZE TO THOSE OF TOMB J. THE DOOR IS AGAIN SOLID WOOD AND LOCKED, WITH NO KEY. AS IN TOMB J TOO, THERE ARE TWO WOODEN CHESTS, THIS TIME PLACED ON EITHER LONGER SIDE WALL IN-LINE WITH THE CENTRE OF THE SARCOPHAGUS. AN EMPTY IRON TORCH HOLDER IS ON THE WALL ABOVE THE CHEST OPPOSITE THE DOOR WALL. THE SARCOPHAGUS HERE IS IDENTICAL IN SIZE, AT AROUND 4 FT HIGH (1.2 M), AND STONE TYPE (GREY SANDSTONE) TO THOSE IN TOMBS E, F, H & I, AS THERE TOO, SET UPON A LOW STONE PLINTH. THERE IS A BRONZE NAME-PLATE ON THE LID WHICH READS WHEN TRANSLATED "FHASMET", ONE VERSION - OTHERS SEEM TO BE ONLY PHONETIC VARIANTS - OF THE WYVERN LORD'S NAME WHO RULED FAIRLY BRIEFLY, PROBABLY FOR ONLY TEN OR FIFTEEN YEARS, AFTER NDI! AND SOME CONSIDERABLE TIME BEFORE DAGMET. FHASMET WAS ALSO KNOWN BY THE EPITHET OF "HIGH-FLYER", AS SHE WAS BONDED WITH, AND GENERALLY ALWAYS FAVOURED, THE BLUE WYVERN. THE SARCOPHAGUS' LID HAS BEEN CARVED TO LEAVE THREE LOW-RELIEF, VIBRANTLY-PAINTED, CARVINGS STANDING PROUD OF THE FLAT SURFACE BELOW THIS PLATE. TWO FORM AN ANTI-THETICAL PAIR OF WHITE-FEATHER-WINGED HUMANOIDS WITH GOLDEN HAIR, WEARING GOLD-METAL BODY ARMOUR AND ARM BRACERS OVER WHITE TUNICS, LONG GREY SKIRTS, AND BARE FEET, EACH HOLDING A FLAMING SWORD. THE THIRD IS A LARGE BLUE WYVERN IN A STYLE IDENTICAL TO THAT SEEN ON THE SARCOPHAGUS IN THE RED LORD TOMB (G). WHEN ACTIVATED, FOUR SWORD- OR SCIMITAR-ARMED SKELETONS WITH CIRCULAR BLUE SHIELDS CAN MANIFEST. THE TWO FLOOR CHESTS ARE FASTENED, BUT NOT LOCKED. THAT BY THE DOOR WALL CONTAINS A FINE COLLECTION OF WYVERN HARNESS PIECES, AS WOULD HAVE BEEN USED BY A RIDER OF FHASMET'S TIME, INCLUDING SADDLE AND SADDLE-BAGS. THEY ARE ALL WELL-PRESERVED AND WOULD BE STILL USABLE NOW, IF IN A SOMEWHAT ARCHAIC SENSE. THEY WOULD SHED LIGHT ON PAST RIDING PRACTICES AS WELL, IF BROUGHT TO THE ATTENTION OF SUITABLE SCHOLARS. THE CHEST BY THE FARTHER WALL HOLDS TYPICAL PERIOD WYVERN-FLYING KIT, AND TRAVELLING GEAR SUCH AS A WYVERN RIDER WOULD HAVE USED. AGAIN, ALL IS WELL-PRESERVED, AND WOULD PROVIDE MUCH INTERESTING HISTORICAL INFORMATION TO THOSE INTERESTED IN SUCH TOPICS. NONE OF THE GEAR HAS ANY MAGICAL PROPERTIES.

INSIDE THE SARCOPHAGUS IS WHAT SEEMS TO BE AN EMPTY SUIT OF ARMOUR WITH BLUE LEATHER FITMENTS, APPARENTLY COMPARABLE IN FORM TO THAT IN DAGMET'S TOMB (D). CLOSER CHECKING HERE THOUGH WILL SHOW THE REMAINS OF A BODY WHICH HAS CRUMBLLED TO ODDLY FINE DUST. THOSE FAMILIAR WITH THE BEHAVIOUR OF BODY PARTS, ESPECIALLY BONES, *POST MORTEM*, MAY REALISE THIS IS VERY UNUSUAL. SOME MIGHT SPECULATE THAT A LIFETIME SPENT OFTEN SOARING AT HIGH ALTITUDE ON HER WYVERN MIGHT HAVE CAUSED THIS TO HAPPEN TO FHASMET. A LONG, BLUE-TIED SPEAR CROSSES OVER THE BODY FROM ITS LOWER LEFT TO UPPER RIGHT. A HEAVY, DOUBLE-BLADED BLACK METAL AXE LIES HORIZONTALLY BELOW THE FEET. BY THE LEFT SIDE OF THE BODY IS A LARGE, SOLID, WOODEN WYVERN- OR DRAGON-HEADED STAFF OR CLUB, WHICH LOOKS REMARKABLY LIKE, IF IN BETTER CONDITION THAN, THE SIMILAR CLUB FOUND LYING ON THE FLOOR OF THE LAST TOMB (H). THIS ONE ADDITIONALLY HAS A METAL TUBE FITTED INSIDE THE CARVEN OPEN MOUTH, ABLE TO MAKE A HIGH-PITCHED HOWL WHEN AIR PASSES THROUGH IT. THIS COULD HAVE BEEN USED AS A STANDARD OR A MUSICAL INSTRUMENT, OR POSSIBLY BOTH. IT HAS A LONG, LEATHER-BOUND HANDLE TOWARDS ITS LOWER END, SO SEEMS TO HAVE BEEN INTENDED TO BE HELD ABOVE HEAD HEIGHT FOR A TYPICAL HUMANOID ADULT. A SMALL WOODEN BOX WITH METAL FASTENINGS IS BY THE RIGHT KNEE. IT IS NOT LOCKED, AND HOLDS A SERIES OF EIGHT SMALL CLOTH POUCHES CLOSED BY DRAWSTRINGS. ALL THE POUCHES ARE MADE OF BLUE FELT. ONE IS EMPTY. TWO CONTAIN BLUE-RIBBON-TIED LOCKS OF HAIR, ONE LOCK DARK AUBURN AND STRAIGHT, THE OTHER BLACK AND CURLED. ANOTHER HOLDS A SILK-WRAPPED, CIRCULAR, CONVEX-LENS-SHAPED PIECE OF CLEAR CRYSTAL. IT IS NON-MAGICAL, BUT WHEN

LOOKED THROUGH BY A WYVERN RIDER, THE BOND BETWEEN EACH RIDER AND THEIR WYVERN IN VIEW, INCLUDING FOR THOSE BONDS NOT YET MADE, IS VISIBLE AS A PALE LINE OF APPROPRIATE COLOUR. THE REMAINING FOUR POUCHES EACH HOLD A SINGLE, LARGE, CAST-OFF WYVERN SCALE, ONE BLUE, ONE BLACK, ONE RED AND ONE GREEN. IN A SECRET SLIDING COMPARTMENT BELOW THE OUTER BASE OF THE BOX IS A LARGER, BLUE VELVET, DRAWSTRING BAG CONTAINING A GOLDEN WYVERN SCALE. THIS IS LARGER THAN THE OTHER SCALES, RADIATES A DISTINCT PROTECTIVE MAGICAL AURA, AND DEFINITELY BELONGED TO A WYVERN, NOT A DRAGON, FROM ITS SHAPE.

AS NOTED ABOVE, THE CROSSWAY PASSAGES LEADING TO TOMBS L & M FROM THE WHITE MARBLE CENTRAL CORRIDOR BOTH NARROW AND LOWER TO BE 5 FT HIGH (1.5 M) BY THE NARROW DOORWAYS AT THE TOMBS. THIS CROSSWAY, AND THE TWO TOMBS, ARE MADE OF A NOTABLY DIFFERENT BROWN SANDSTONE TO ANYTHING SEEN HERE UP TO THIS POINT. THE FINISH OF THE WALLS, CEILING AND FLOORS IS SMOOTH AND OF CAREFUL HIGH-QUALITY, UNLIKE THE RANDOM FLAGSTONES AND COBBLE-WALLING OF THE TOMBS UP TO THE SCARLET AND ANGEL TOMBS (J & K). THE WOODEN DOORS INTO TOMBS L & M ARE ALSO OF A FINER CONSTRUCTION AND FINISH THAN THOSE SEEN EARLIER ELSEWHERE ON THIS LEVEL. THEY ARE ONLY ABOUT 4 FT WIDE (1.2 M), AND ARE NOT LOCKED, BUT EACH HAS BEEN CAREFULLY SEALED WITH CLAY ALL AROUND THE DOOR JAM. SINCE AS USUAL, THESE DOORS OPEN INTO THE PASSAGES IN WHICH THEY STAND, THIS SEALING WILL ALL NEED REMOVING WITH SUITABLE TOOLS BEFORE EITHER CAN BE OPENED. THE CLAY IS ALMOST AS SOLID AS CONCRETE, SO THIS TASK WILL TAKE SOME TIME.

**L) GRAND MUMMY TOMB:** IT IS IMMEDIATELY OBVIOUS THAT THIS TOMB, AND TOMB M, REPRESENT A VERY DIFFERENT STYLE, AND PROBABLY SOCIETY, TO THOSE OF THE MORE RECENT TOMBS UP TO TOMB K. THE CEILING RISES IN A BARREL-VAULT TO BE 10 FT HIGH (3 M) ALONG ITS CENTRAL LONG AXIS, WITH A CAREFULLY MOULDED-IN CROSS-VAULT RUNNING INTO THE SEMI-CIRCULAR ALCOVE ON THE RIGHT-HAND TOMB WALL GOING IN. THE VERTICAL WALLS RISE 5 FT (1.5 M) FROM THE FLOOR BEFORE BEGINNING TO ARCH-IN. BOTH WALLS AND CEILING ARE CARVED IN LOW-RELIEF WITH LINEAR DESIGNS SHOWING STYLISED SCENES OF WYVERNS AND RIDERS IN THE AIR AND ON THE GROUND, SOMETIMES IN CAVES, SOMETIMES IN COMBAT AGAINST VARIOUS, USUALLY GROUND-SET, ENEMIES (THINK ANCIENT EGYPTIAN STYLE PICTORIAL CARVINGS FOR A GENERAL IDEA OF HOW THESE LOOK, THOUGH THESE ARE MORE ANGULAR). MOST ARE BRIGHTLY COLOURED FROM A LIMITED PAINT PALETTE, IF RELATIVELY REALISTICALLY WITHIN THAT CONSTRAINT. THE LEADING WYVERN IS OFTEN LARGER AND GOLD COLOURED, AND ITS RIDER IS ALWAYS MORE ELABORATELY CLOTHED AND ARMED IN ANY SCENE IN WHICH IT FEATURES. WHEN ANY MOBILE LIGHT SOURCE IS USED HERE, SUCH AS A TORCH OR A FLAME-LAMP, THE IMAGES SEEM TO COME ALIVE AND MOVE, THOUGH THIS IS A SIMPLE OPTICAL ILLUSION, IF PART OF THE DESIGN INTENTION. THERE ARE SOME FLAT BANDS AND PANELS OF HIEROGLYPHIC INSCRIPTIONS, WHICH WHEN TRANSLATED, WILL BE DISCOVERED AS DESCRIPTIONS OF SOME OF THE ACTIVITIES OF THE WYVERN LORD BURIED HERE, ALBEIT IN A VERY FORMALISED, STYLISTIC MANNER, OFTEN REPETITIOUS, SOMETIMES WITH ABBREVIATIONS THAT ARE NOW WHOLLY OBSCURE, AND WHICH DESCRIPTIONS OVERALL SEEM NOT TO FORM A RECOGNISABLE, SINGLE, CONSISTENT NARRATIVE. POSSIBLY THESE WERE MERELY SOME OF THE KEY ELEMENTS FROM HIS REIGN. THIS WYVERN LORD'S NAME SEEMS TO BE GIVEN IN AT LEAST TWO SEPARATE FORMS, TRANSLATABLE AS "AMET" AND "EFNUT". IT IS NOT CLEAR WHY. A LARGE, LOW Dais IN A PALER YELLOW SANDSTONE, WITH A BRIGHTLY-PAINTED DECORATIVE BORDER OF RECTANGULAR STRIPES AROUND THE EDGES OF ITS FLAT TOP, OCCUPIES THE CENTRE OF THE CHAMBER, ON WHICH HAS BEEN PLACED A LARGE, 4 FT HIGH (1.2 M) GILDED WOODEN SARCOPHAGUS. THE SARCOPHAGUS HAS PAINTED WYVERN RIDER DESIGNS ON ITS SIDES, A VERY STYLISED FACIAL PORTRAIT ON THE SHAPED LID, AND ADDITIONAL PANELS OF MORE FORMAL INSCRIPTIONS PRAISING AMET/EFNUT AND HIS WORKS IN THAT SAME VAGUELY UNHELPFUL WAY AS THE INSCRIPTIONS ELSEWHERE HERE. THE ALCOVE HAS A SEMI-CIRCULAR SHELF OR SEAT SET INTO THE WALL (IT IS AT THE RIGHT HEIGHT FOR A SEAT, AND HAS NOTHING SET UPON IT). FOUR LARGE, SEALED URNS, EACH A DIFFERENT SIZE, ALTHOUGH OF SIMILAR SHAPE, ARE SET ON THE FLOOR IN FRONT OF THE SHELF, ALL GILDED AND WITH DIFFERENT PAINTED DESIGNS. BETWEEN THESE AND THE CENTRAL SARCOPHAGUS' DAIS IS A LARGE, BARREL-TOPPED, WOODEN CHEST, WITH MORE HIEROGLYPHIC INSCRIPTIONS AND STYLISED WINGED DESIGNS UPON IT, WHICH HAS SCARLET PANEL-EDGING. IT IS ABOUT 3 FT HIGH (90 CM). TOWARDS THE WALL AT THE HEAD END OF THE SARCOPHAGUS' PLATFORM IS A TRIO OF MORE SEALED URNS COMPARABLE IN SIZE AND SHAPE TO THOSE IN THE ALCOVE, THAT NEAREST THE WALL WITH SIMILAR PAINTED PATTERNING TO THE LEFT-MOST OF THOSE ALCOVE JARS. THE OTHER TWO URNS HAVE IDENTICAL PATTERNS TO ONE ANOTHER, WHICH ARE DIFFERENT TO ALL THE OTHER URNS HERE. ON THE WALL OPPOSITE THE ALCOVE ARE TWO LARGE, PLAIN, WOODEN CHESTS ON THE FLOOR, WITH AN EMPTY, METAL, TORCH HOLDER ON THE WALL ABOVE AND BETWEEN THEM.

ONCE ACTIVATED, FOUR SWORD-ARMED SKELETONS CAN MANIFEST, EACH ALSO BEARING A CIRCULAR SHIELD, ONE BLACK, ONE BLUE, ONE GREEN AND ONE RED. TOWARDS THE HEAD END OF THE SARCOPHAGUS, THREE INCORPOREAL APPARITIONS MAY ALSO BE SEEN, A MUMMY, AND TWO BLACK-CLOAKED AND HOODED FIGURES BEARING A BATTERED CLEAVER-LIKE SWORD AND DAGGER EACH. THE SARCOPHAGUS CONTAINS ONLY A WELL-WRAPPED, MUMMIFIED BODY. THE FOUR ALCOVE URNS CONTAIN ASHES AND DUST, WHICH CAREFUL INVESTIGATION COULD REVEAL ARE THE BURNT REMAINS OF INTERNAL HUMANOID ORGANS. OF THE OTHER THREE URNS, THAT NEAREST THE "HEAD" WALL IS EMPTY, THOUGH IT SEEMS ONCE TO HAVE CONTAINED SOME SORT OF LIQUID, NOW EVAPORATED THANKS TO A COUPLE OF HAIRLINE CRACKS IN ITS CLAY SEAL. THE OTHER TWO STILL CONTAIN VERY PURE (PROBABLY DISTILLED) WATER. THE LARGE HIEROGLYPHIC CHEST HAS A TWO-PIECE LID, WHICH SEPARATES AT THE MIDLINE OF THE LONG-AXIS (THE CENTRAL RED LINE ON THE MAPPED SYMBOL). INSIDE IS A LARGE, GILDED, WYVERN'S SKULL. IT SEEMS NOTABLY

LARGER, AND OF SLIGHTLY DIFFERENT FORM, TO ANY CURRENT KNOWN VARIETY OF RIDING WYVERN. THE WOODEN CHEST TOWARDS THE HEAD END OF THE SARCOPHAGUS BY THE OPPOSITE WALL CONTAINS WYVERN RIDING GEAR, AGAIN SUITABLE FOR A SIGNIFICANTLY LARGER CREATURE THAN PRESENTLY EXISTS. WHILE RECOGNISABLE ENOUGH, THE GEAR IS OF A CUT AND STYLE THAT MATCHES THE ROOM'S DECORATION CLOSELY. THE SECOND WOODEN CHEST CONTAINS A VARIETY OF JEWELLERY AND WELL-MADE, ORNATE, OFTEN BEJEWELLED, SMALLER ITEMS, SUCH AS MODEL BOATS, GAME BOARDS AND PIECES, FIGURINES, AND SMALL STRUCTURES (PERHAPS HOUSES, OR SHRINES). ALL HAVE BEEN CAREFULLY PLACED IN THE CHEST, THE SMALLEST ITEMS SOMETIMES IN BOXES, POUCHES OR WRAPPED IN SOFT TEXTILES. ALL ONCE MORE MATCH THE TENOR OF THIS TOMB IN STYLE AND EXECUTION, AND WOULD BE OF CONSIDERABLE MONETARY WORTH SIMPLY FOR THE MATERIALS ALONE, LET ALONE THEIR APPEARANCE AND OBVIOUS AGE.

THE SECRET DOOR IS LESS IN, THAN OF, THE ALCOVE. APPLYING HEAVY DOWNWARDS PRESSURE TO THE SEAT/SHELF THERE, UNTIL IT TILTS DOWN SLIGHTLY INTO THE ROOM, MAKES THE ENTIRE CURVED WALL AND THE SHELF VANISH, REVEALING THE LONG PASSAGEWAY BEYOND. WHILE OF SIMILAR BROWN SANDSTONE TO THE TOMB, THE PASSAGEWAY IS MUCH MORE ROUGHLY-BUILT, CLOSER TO THE WORK STYLE SEEN IN THE EARLIER, NON-WHITE-MARBLE, SECTIONS OF THIS LEVEL. THE ALCOVE REFORMS SEVERAL MINUTES LATER. APPLYING PRESSURE TO THE CENTRE OF THE BACK OF THE CURVED WALL FROM THE PASSAGEWAY SIDE MAKES THE ALCOVE DISAPPEAR SIMILARLY, IF REQUIRED. THE PASSAGEWAY IS AROUND 8 FT HIGH (2.4 M).

**M) MUMMY TOMB:** IDENTICAL IN SHAPE, SIZE AND CONSTRUCTION TO THE GRAND MUMMY TOMB (L), THIS ONE LOOKS MORE AN AUSTERE COUNTERPART TO THAT TOMB IN ITS VISIBLE CONTENTS. ASIDE FROM THE PAINTED PARTS OF THE TEN SEALED CLAY URNS PLACED ON THE FLOOR, AND THE TWO RECUMBENT SEALED AMPHORAЕ IN THE ALCOVE, THERE IS NO COLOURFUL DECORATION HERE AT ALL. FIVE PLAIN, WOODEN CHESTS SURROUND THE CENTRAL SARCOPHAGUS, WHICH IS A SHAPED, WOODEN COFFIN BOX AROUND 2 FT DEEP (60 CM), SET ON A 2 FT HIGH HOLLOW WOODEN "TABLE", WHOSE SIDES EXTEND TO THE FLOOR ALL AROUND. APPARENTLY BOTH CENTRAL ITEMS ARE GILDED, BUT A QUICK INVESTIGATION WILL SHOW THIS TO BE GOLD-COLOURED PAINT, NOT GOLD-LEAF WORK. A SINGLE, EMPTY, METAL TORCH HOLDER IS FITTED TO THE WALL OPPOSITE THE ALCOVE. FOR THE WORKINGS OF THE ALCOVE'S SECRET DOOR, SEE THE NOTES TO THE SAME FEATURE IN TOMB L ABOVE, AS THEY ARE IDENTICAL. EACH SIDE OF THE SARCOPHAGUS' "TABLE" BASE BEARS THE SAME, SMALL, SIMPLE, HIEROGLYPHIC LEGEND, PAINTED IN NEAT, BLACK CHARACTERS: "TELESTHON, SON OF AMET THE GREAT". THE LID OF THE SARCOPHAGUS COFFIN BOX HAS BEEN STYLISTICALLY CARVED INTO THE FORM OF A LYING, HELMETED AND CLOAKED WARRIOR IN PLAIN ARMOUR, WITH A LARGE KITE SHIELD OVER THE LOWER TORSO AND LEGS, HANDS CLASPING THE HILT OF A LONG, POINT-DOWN SWORD ABOVE THE SHIELD. SUCH A STYLE IS RATHER CLOSER TO THE DECORATIVE SARCOPHAGUS CARVINGS IN THE LATER TOMBS THAN THE PSEUDO-EGYPTIAN STYLE OF TELESTHON'S FATHER'S BURIAL.

WHEN ACTIVATED, AN UNUSUALLY STRONG MAGICALLY-PROTECTIVE RETINUE CAN MANIFEST: FIVE SWORD-ARMED SKELETONS WITH ROUND SHIELDS, TWO SHIELDS COLOURED BLACK, ONE EACH BLUE, RED AND GREEN; TWO INCORPOREAL MUMMIES; AND TWO MORE GHOSTLY FIGURES IN RED CLOAKS AND HOODS BEARING A SWORD EACH, AND A WHITE-FRONTED, SPIKED-BOSS, ROUND SHIELD.

THE LAYOUT OF THE FLOOR URNS SEEMS AWKWARDLY ASYMMETRICAL. ONLY THREE OF THE SMALLER ONES - BETWEEN THE SARCOPHAGUS' BENCH AND THE LONGER FLAT WALL - BEAR THE SAME PAINTED DESIGN, OF WHICH JUST THE TWO NEARER THE COFFIN'S HEAD ARE NEXT TO ONE ANOTHER. THE CONTENTS OF THESE FIVE SMALLER JARS ARE DUSTY ASHES THAT DETAILED EXAMINATION MIGHT REVEAL TO BE THE BURNT REMAINS OF INTERNAL HUMANOID ORGANS. OF THE REST, THE TWO URNS NEAREST THE DOOR CONTAIN CLEAR OIL, SUITABLE FOR LAMPS OR COOKING STILL, FOR ALL THEIR GREAT AGE. THAT ON ITS OWN BY THE SARCOPHAGUS' HEAD-WALL HOLDS A SERIES OF BLACKENED, SHRIVELLED FRUITS OF SOME KIND, NOW UNIDENTIFIABLE. ANY LIQUID HERE HAS CLEARLY LONG AGO EVAPORATED. IN THE ALCOVE, THE URN IS FILLED WITH REEDS, CUT, DRIED AND PREPARED AS LAMP OR CANDLE TAPERS. BOTH AMPHORAЕ CONTAIN BLACKENED RESIDUES FROM SOME FORMER LIQUID, WHICH GIVE OFF A VAGUELY ANTISEPTIC SMELL WHEN THE JARS ARE OPENED, ALTHOUGH THE NATURE OF THE ORIGINAL SUBSTANCE CANNOT BE DETERMINED. THE CHEST AT THE FOOT OF THE SARCOPHAGUS HOLDS LEATHER WYVERN-RIDER'S GEAR, SIMILAR IN STYLE AND FORM TO WHAT CAN BE FOUND IN TOMB L. EACH OF THE PAIR OF CHESTS BELOW THE EMPTY TORCH HOLDER CONTAINS THE MUMMIFIED BODY OF A HOUND, PROBABLY HUNTING DOGS FROM THEIR BONE STRUCTURES. IF VERY CAREFULLY TESTED, THE ASHY CONTENT OF THE SMALLER URN AT THE END OF THE ROW FURTHEST FROM THE DOOR BY THESE CHESTS COULD BE DISCOVERED AS DOG ENTRAILS, NOT HUMAN ONES. THE REMAINING PAIR OF CHESTS BY THE ALCOVE WALL HOLD WHAT WERE CLEARLY ONCE LARGE NUMBERS OF DOCUMENTS WRITTEN IN BLACK INK ON A VEGETABLE PAPER OF SOME KIND. HOWEVER, THESE HAVE ALL COMPLETELY DRIED-OUT AND EITHER HAVE CRUMBLLED AWAY, OR WILL CRUMBLE WHEN EXPOSED TO THE AIR, LEAVING ONLY DUST AND A FEW FRAGMENTS. THEY WERE STORED IN A SERIES OF STACKED, SHALLOW, WOODEN TRAYS IN EACH CHEST, OF A TYPE THAT WOULD ALLOW EACH TRAY, OR SEVERAL TOGETHER, TO BE LIFTED AND MOVED ABOUT WITHOUT CRUSHING OR DISARRANGING THE CONTENTS (FOR ALL THAT NOW SEEMS WHOLLY REDUNDANT). EACH OF THE TRAYS WOULD HAVE BEEN SLIGHTLY LARGER THAN THE FORMER PAPERY SHEETS. ONCE ALL THE TRAYS ARE REMOVED, EACH CHEST CAN BE FOUND TO HAVE A FALSE BOTTOM, ACCESSED BY A PANEL THAT CAN BE EASILY EXTRACTED, ONCE LOCATED. THE COMPARTMENTS BENEATH HOLD A SERIES OF IMPRESSIVE, LOOSE, CUT GEMSTONES AND ITEMS OF JEWELLERY, WORTH A CONSIDERABLE AMOUNT INDIVIDUALLY, LET ALONE COLLECTIVELY. THE CONSTRUCTED PIECES HAVE A STYLE CLEARLY SIMILAR TO THE PSEUDO-EGYPTIAN THEMES OF TOMB L.

THE SARCOPHAGUS CONTAINS A MUMMIFIED BODY, PRESERVED AND WRAPPED IN AN APPARENTLY IDENTICAL MANNER TO THAT IN TOMB L, EXCEPT THAT HERE, THERE IS A CLOSED SCROLL-TUBE BY THE FEET OF THE MUMMY. INSIDE THE TUBE IS A BLANK PAPER SCROLL. VERY CLOSE EXAMINATION MAY REVEAL A SLIGHT HINT OF RESIDUAL MAGIC ABOUT THE PAPER, TOO WEAK TO DETERMINE ITS NATURE. IT IS LIKELY THE SCROLL ONCE HELD A PARTICULAR SPELL, WHICH ONCE TRIGGERED, FADED FROM IT. RIGOROUS CHECKING OF THE OUTSIDE OF THE COFFIN BOX MAY EVENTUALLY DISCOVER TWO SHALLOW, EXTREMELY WELL-HIDDEN, SECRET DRAWERS SET IN ITS BASE, ONE BELOW WHERE THE FOLDED ARMS AND CHEST OF THE MUMMY LIE, THE OTHER UNDER THE KNEES. BOTH OPEN ONLY ON THE ALCOVE SIDE OF THE BOX, AND EACH HAS A SLIGHT VARIANT TRICK OF WHERE TO PRESS TO RELEASE IT. INSIDE ARE FIVE THIN, FLAT, BAKED-CLAY TABLETS, COVERED WITH WRITINGS OF A FORM SIMILAR TO SOME TYPES OF ANCIENT CUNEIFORM FOUND ON EARTH, MIXED WITH SOME PICTORIAL SIGNS LIKE THE HIEROGLYPHS HERE AND IN TOMB L. TWO TABLETS ARE IN THE SHORTER KNEE DRAWER, THREE IN THE LONGER CHEST ONE. DECIPHERING AND TRANSLATING ALL FIVE COMPLETELY WILL TAKE MUCH TIME, EVEN WITH TRANSLATIONAL MAGICS; POSSIBLY WEEKS TO MONTHS, AS THE TEXTS ARE SO UNUSUAL, AND SEEMINGLY PARTLY IN CODE.

THE "KNEE" TABLETS ARE MOSTLY HISTORICAL DESCRIPTIONS OF THE REDISCOVERY OF THE TOMB OF THE FIRST WYVERN LORD (GREAT TOMB Q) IN THE TIME OF AMET/EFNUT, WHILE FOLLOWING A LONG, SUBTERRANEAN PASSAGE BELOW THE RUINS OF A SMALL, ANCIENT MARBLE SHRINE ON A RIDGE WHICH SEEMS VERY LIKELY THE PLACE WHERE WYVERN CITADEL NOW STANDS. THE NARRATIVE CONTAINS DETAILS OF HOW DISASTER STRUCK DURING THIS INVESTIGATION, WHEN UNEXPECTED TRAPS IN PART OF A VERY LONG, STRAIGHT CORRIDOR, WERE TRIGGERED, CAUSING A SUBSTANTIAL SEGMENT TO COLLAPSE. THE DESCRIPTION SUGGESTS STRONGLY THIS WAS WHAT IS NOW SHOWN ON THE GM ONLY MAP AS THE BLOCKED LOST PASSAGE (R). THE EFFECTIVE LOSS OF THIS PASSAGE LED TO ITS BEING SEALED AWAY BEHIND A NEWLY-CONSTRUCTED WALL DURING THE BUILDING OF TOMBS L, M AND THEIR ASSOCIATED CROSS-PASSAGES. THE TEXTS CONTINUE THAT TWO NEW PASSAGES WERE CUT PARALLEL TO, BUT SOME DISTANCE FROM, THIS COLLAPSED TUNNEL, TO CONNECT STILL WITH WHAT WAS CLEARLY THE SYMBOLICALLY-IMPORTANT GREAT TOMB. THERE IS AMBIGUITY AS TO WHERE, OR EVEN WHETHER, NEW TOMBS WERE TO BE ADDED FOR AMET/EFNUT AND THOSE FOLLOWING IN HIS RENEWED WYVERN LORD DYNASTY, BUT THERE IS MENTION THAT TO HONOUR THE ORIGINAL BUILDERS, FRESH TRAPS WERE ADDED TO BOTH THE NEW LINKING CORRIDORS, AT LEAST ONE OF WHICH WAS A SMALLER-SCALE TUNNEL COLLAPSE TRAP. THE SECOND "KNEE" TABLET DESCRIBES THE CUTTING OF TWO NEW ANTI-THETICAL TOMBS (THE DESCRIPTION FITS WITH HOW TOMBS L & M PRESENT), AND THE FURTHER CONCEALING OF THE NEW LINKING PASSAGEWAYS BY USE OF SPECIAL MAGICAL SECRET DOORS. WHILE IMPLYING THESE TO BE IN THE ALCOVES, THE NOTES GIVE NO DETAILS ON HOW THE SECRET DOORS FUNCTION.

ONE OF THE THREE "CHEST" TABLETS DESCRIBES IN SOME DETAIL THE PROCESS OF MUMMIFICATION, WITH THE LAYING TO REST OF THE BODY AND REMOVED ORGANS IN THE TOMB, IN A GENERAL SENSE. ANOTHER GIVES SOME INFORMATION ABOUT AMET'S HISTORY AND ACHIEVEMENTS, AND THOSE OF HIS SON TELESTHON. AMET CAME FROM AN UNSPECIFIED DISTANT LAND, POSSIBLY ANOTHER PART OF KENTORIA, AND BROUGHT WITH HIM ARTISTS AND ADVISORS TO ALLOW THE ESTABLISHMENT OF THE PSEUDO-EGYPTIAN ARTISTIC CULTURE HERE THAT HIS TOMB FULLY REPRESENTS. AN ABLE MAGIC-USER AND WARRIOR, HE BONDED WITH AN INCREDIBLY RARE GOLDEN WYVERN SOON AFTER HIS ARRIVAL, WHICH HE TOOK AS A SIGN OF HIS DIVINE RIGHT TO RULE AS WYVERN LORD. THIS WAS APPARENTLY BORNE-OUT BY HIS ACHIEVEMENTS IN MAKING THE REGION OF SHOENIA A SAFE, PROSPEROUS PLACE, WHILE RETAINING AN UNUSUAL MODESTY IN HIS LIFETIME ABOUT HIS ACCOMPLISHMENTS. IT IS OBVIOUS TELESTHON WAS EVER IN AWE OF HIS FATHER, AND NEVER ABLE TO QUITE LIVE-UP TO HIS ACHIEVEMENTS, FOR ALL HE SEEMS TO HAVE BEEN A GREATER MAGIC-WORKER (TOMBS L & M WERE CUT AND FINISHED IN THEIR CURRENT FORM IN HIS DAY, WITH ALL THEIR FEATURES). THE FINAL "CHEST" TABLET HAS COMMENTARIES ON THE CASTING OF SPELLS TO ALLOW CREATURES LIKE THE MAGICAL TOMB DEFENDERS, BOTH PHYSICAL AND INCORPOREAL, TO BE CONSTRUCTED AND SET-UP IN CONCEALMENT UNTIL TRIGGERED. TELESTHON ACKNOWLEDGES REDISCOVERING THE INCORPOREAL ELEMENT FROM HIS STUDY OF MORE ANCIENT TIMES AND TEXTS. (IT IS PROBABLE THIS SECRET WAS NEVER PASSED DOWN TO LATER TIMES BECAUSE OF THE INTERREGNUM - ABOUT 200 YEARS - BETWEEN TELESTHON AND NDI THE SEEKER (TOMB J).) ALL THESE TABLETS WOULD BE OF GREAT VALUE TO SCHOLARS AND MAGIC-WORKERS.

**N) FALLING WALL TRAP:** THE REASONING FOR THE ADDITION OF THIS TRAP IS EXPLAINED UNDER THE MUMMY TOMB (M) DESCRIPTION ABOVE. STEPPING ON ANY PART OF THE SHADED SECTION OF CORRIDOR HERE WITH THE EQUIVALENT WEIGHT OF AN AVERAGE ADULT HUMAN WILL CAUSE BOTH THE INDICATED WALL SECTIONS TO FALL INWARDS, BRINGING DOWN THE CEILING, BLOCKING THE CORRIDOR, AND POSSIBLY KILLING OR INJURING ANYONE IN THE AFFECTED AREA. THERE IS NOTHING ABOUT THIS SECTION OF PASSAGEWAY ON THE FLOOR, CEILING OR WALLS TO SUGGEST THERE IS ANYTHING UNUSUAL ABOUT IT, WITHOUT CAREFUL INVESTIGATION, UNTIL IT COLLAPSES.

**O) PIT TRAP:** ANOTHER TRAP ADDED BY THE BUILDERS OF TOMBS L & M, AS NOTED UNDER THE LATTER TOMB'S DESCRIPTION EARLIER. THE PIT RUNS RIGHT ACROSS THE CORRIDOR, IS 5 FT WIDE BY 10 FT DEEP (1.5 M BY 3 M), AND HAS TWO SLAB COVERS, EACH HINGED AT THE WALL SIDE, AND DESIGNED TO PART IN THE CENTRE WHEN A SIMILAR AMOUNT OF WEIGHT TO THAT NEEDED TO TRIGGER THE FALLING WALL TRAP (N) IS APPLIED TO EITHER SLAB. OTHER THAN BEING DISTINCTLY LARGER THAN MOST OTHER FLOOR FLAGSTONES NEARBY, THE TRAP'S SLAB COVERS GIVE NO OTHER INDICATION OF THEIR NATURE UNTIL TRIGGERED.

**P) SPIKED LOG TRAP:** AFTER THE 8 FT HIGH (2.4 M) BROWN-STONE SIDE PASSAGES REJOIN THE INTACT 12 FT HIGH (3.7 M) WHITE MARBLE CORRIDOR, IT CONTINUES ON TO THE PORTCULLIS AT THE ENTRANCE TO THE GREAT TOMB (Q). BOTH THE SIDE PASSAGES CUT THROUGH AT FLOOR LEVEL, SO THERE IS SOME WHITE MARBLE WALLING ABOVE BOTH BROWN-STONE EXITS. TOWARDS THE PORTCULLIS END, THE WHITE MARBLE PASSAGEWAY'S CEILING GRADUALLY RISES TO ALMOST 15 FT (4.6 M). THIS EXTRA HEIGHT, COUPLED WITH SOME ADDITIONAL ARCHING SUPPORT RIBS IN THE CEILING HELP DISGUISE THIS FINAL CORRIDOR TRAP. IT IS TRIGGERED BY ANY WEIGHT EQUAL TO OR GREATER THAN THAT OF A HUMAN CHILD OF ABOUT FIVE YEARS OLD BEING APPLIED TO THE SHADED SQUARE AREA ON THE RIGHT (SOUTHEAST) SIDE OF THE PASSAGE ONLY. THERE IS NOTHING TO GIVE THIS AWAY ON THE FLOOR SEGMENT INVOLVED UNTIL IT IS TRODDEN ON. ONCE TRIPPED, THE TRAP RELEASES A HEAVY WOODEN LOG WITH THICK METAL SPIKES ALONG IT, HELD BY CHAINS IN CEILING PIVOTS WHICH SWING IT NORTHEAST, TOWARDS THE GREAT TOMB'S ENTRANCE WITH SOME FORCE. IT ARRIVES AROUND 3 FT (90 CM) ABOVE THE FLOOR. DESPITE ITS EXTREME AGE, IT IS IN EXCELLENT REPAIR, AND THE SPIKES ARE STILL ABLE TO INJECT A MAGICALLY-PRESERVED, FULLY-POTENT, RED WYVERN TAIL-STING POISON INTO ANY WOUND THE LOG AND SPIKES CREATE. IT IS AT LEAST ONLY A ONE-SHOT WEAPON.

**Q) GREAT TOMB:** THE ENTRANCE IS CLOSED WITH A PORTCULLIS IN AN ARCHWAY AT THE END OF THE WHITE MARBLE-TILED CORRIDOR. THE ARCH IS ABOUT 9 FT HIGH (2.7 M) IN ITS CENTRE. THE PORTCULLIS GRILLE IS MADE FROM RIVETTED BRONZE BARS, AND IS IDENTICAL TO THAT AT THE ENTRANCE TO THE PILLARED HALL (C), OF THE SAME STYLE AND AGE AS THE WHITE MARBLE PASSAGEWAY, AS WELL AS THE GREAT TOMB ITSELF. AS WITH THE "FRONT GATE" PORTCULLIS (B), THE GRILLE CAN BE LIFTED BY HAND INTO THE WALL ABOVE, NEEDING THE EQUIVALENT OF TWO OR THREE AVERAGE STRENGTH AND BUILD HUMANS TO DO SO. HERE THOUGH, AND ONCE INSIDE, IT IS APPARENT THERE IS A PAIR OF HOOKED LATCHES ON THE INNER TOMB WALL WHICH CAN BE USED TO HOLD THIS PORTCULLIS RAISED, LEAVING ITS SPIKED BASE AROUND 5 FT (1.5 M) CLEAR OF THE ENTRANCEWAY'S FLOOR.

ONCE INSIDE, THE TOMB IS LARGE AND IMPRESSIVE. FOUR SCARLET PILLARS, 9 FT HIGH (2.7 M) WITH BLACK BASALT PEDESTALS AND TOPS SUPPORT AN ARCH-VAULTED ROOF OF COMPLEX SHAPE. THIS HAS A DOME OVER THE CENTRAL AREA AND ITS SARCOPHAGUS, ARCHES BETWEEN EACH PAIR OF PILLARS, AND LOWER RIBS RUNNING OUT FROM THE NEARER PILLAR-TOPS TO THE ENTRYWAY WALL, AND THE ALCOVE WALL OPPOSITE THE PORTCULLIS. MORE LOWER RIBS RUN OUT FROM THE PILLARS AT RIGHT-ANGLES, TO CONNECT WITH THE SIDE WALLS. THIS CREATES A SERIES OF THREE ARCH-VAULTED AREAS BETWEEN THE PILLARS, SIDE AND END WALLS. THE CENTRAL DOME REACHES 12 FT HIGH (3.7 M) IN ITS MIDDLE, AS DO THE HIGHEST PARTS, NEARER THE OUTER WALLS, OF THE CEILING BETWEEN THE ENTRANCE AND THE NEARER PILLARS, AND THE FURTHER PILLARS AND THE BACK ALCOVE. THE RIBS DESCEND TO PILLAR-TOP HEIGHT IN PLACES, WHILE THE SIDE-ARCH ROOFS REACH UP TO 10 FT (3 M) HIGH. THE PILLARS ARE ACTUALLY OF SOLID BLACK BASALT, WITH THE SCARLET COLOURING DUE TO CAREFULLY CUT AND APPLIED SMALL MOSAIC PIECES OF RED MARBLE, WHICH GIVES AN IMPRESSIVELY UNIFORM RED COATING. A SINGLE, EMPTY, BRONZE TORCH HOLDER IS SET IN THE MIDDLE OF EACH SIDE WALL. OTHER THAN THE PILLARS, ALL OF THE FLOOR, WALLS AND CEILING ARE AGAIN COVERED WITH BEAUTIFULLY-SET WHITE MARBLE TILES. THERE ARE NO OTHER DECORATIONS OR INSCRIPTIONS.

ON THE FLOOR ARE PLACED AN ARRAY OF ITEMS, APART FROM THE CENTRAL SARCOPHAGUS. BETWEEN THE FRONT PAIR OF PILLARS IS A VERY LARGE PILE OF GOLD COINS, OVER WHICH LIES THE SKELETON OF AN UNUSUALLY LARGE WYVERN. AMONG THE BONES AND COINS ARE ALSO LARGE NUMBERS OF GOLDEN WYVERN SCALES, WHOSE COLORATION MAKES THEM HARD TO TELL APART FROM MANY OF THE COINS. THEIR PRESENCE INDICATES THIS MUST HAVE BEEN THE BODY OF A GOLDEN WYVERN IN LIFE, A CREATURE NO LONGER THOUGHT TO EXIST IN SHOENIA. TO THE RIGHT OF THIS GROUP AS VIEWED FROM THE DIRECTION OF THE ENTRANCE, TO THE SIDE OF THE SARCOPHAGUS AND AGAIN BETWEEN THE PILLARS THERE, IS ANOTHER HUGE PILE OF LOOSE COINS, THIS TIME OF SILVER, WITH A THIRD GREAT PILE, OF COPPER COINS, BETWEEN THE PILLARS ON THE OPPOSITE SIDE OF THE SARCOPHAGUS FROM THE SILVER ONES.

BESIDE THE LEFT-HAND (NORTHERN) WALL ARE TWO GROUPS OF ITEMS. NEAREST THE ENTRY WALL IS A LARGE RECTANGULAR SHIELD, AN UNSHEATHED STRAIGHT SWORD, A DOUBLE-BLADED HAND-AXE, A LOOSE SET OF FIVE FEATHER-FLIGHTED ARROWS, AND A GOLDEN BOWL. ALL THE METAL PARTS OTHER THAN THE BOWL ARE BRONZE, AND THE STYLE OF ALL THE WEAPONS IS VERY ANCIENT. EACH ITEM IS MAGICALLY POTENT, OF A FORM SUITED TO WHAT IT IS. THE BOWL IS A CURIOSITY, HOWEVER. ITS EXTERIOR HAS BEEN FINELY HAMMERED INTO AN INTRICATE SERIES OF OVERLAPPING LEAF-LIKE PATTERNS, SOMEWHAT LIKE LARGE WYVERN OR DRAGON SCALES, EACH LEAF FEATURING MANY CLOSELY-ALIGNED STRIATIONS RUNNING PARALLEL TO ITS LONGER EDGE. A PLAIN BAND ALMOST AN INCH WIDE (2 CM) RUNS AROUND THE OUTER RIM. THE BOWL IS OF QUITE THIN BEATEN SHEET METAL, FORMED INTO SHAPE BEFORE BEING DECORATED FURTHER, SUCH THAT THE BOWL'S INTERIOR SHOWS THE INDENTATIONS OF THE OUTER SURFACE PATTERNING AS WELL. IT IS IN FACT THE CUT-DOWN CROWN OF A DECORATIVE, CEREMONIAL HELMET, WITH THE STRIATED LEAF PATTERNS INTENDED TO REPRESENT STYLISED LOCKS OF HAIR, THE RIM-BAND A CIRCLER AROUND THE HEAD. ITS MAGICAL PROPERTY IS THAT ANY FRESH LIQUID POURED INTO IT BECOMES A HEALING DRAUGHT, ALTHOUGH IT CAN BE USED THIS WAY ONLY ONCE A DAY. THE FARTHER GROUP OF OBJECTS ON THIS WALL IS A SET OF FIVE IDENTICAL BRONZE URNS, EACH ABOUT 3 FT TALL (90 CM). ALL HAVE OPEN TOPS. INSIDE THE MIDDLE URN ON THE ROW NEAREST THE WALL IS A PAIR OF WHAT WERE PROBABLY ONCE DRUMSTICKS. THEIR WOODEN HANDLES ARE STILL INTACT, BUT THE PADDED LEATHER BEATING HEADS HAVE SHRIVELLED AND DRIED-UP. THE URNS WERE MUSICAL INSTRUMENTS, PLAYED WITH THE STICKS, ALTHOUGH SUCH A PRACTICE HAS LONG SINCE DIED OUT, SO THEIR USE NOW WOULD BE UNCERTAINLY EXPERIMENTAL.

By the southern, right-hand, wall is another pair of object-groups. That closer to the entrance wall comprises two sealed, double-handled, clay jars, each painted a bronze colour. That standing furthest from the wall is nearly 4 ft tall (1.2 m); the other is around 2 ft 6 in (75 cm). Both contain what was once probably fine wine. The liquids now are undrinkable, however. Beside these is a small, rather battered, wooden, flat-topped chest with bronze fittings. Its lid is fastened shut, though not locked. Inside are carefully packed six ceremonial gold drinking goblets, a gold jug, six roughly 8 in diameter (20 cm) golden plates, and six gold eating utensils, each a combination of a three-tined fork and a spoon, with one side edge of the spoon sharpened like a knife blade. The other object by this right-side wall is a large, 3 ft high (90 cm) barrel-topped wooden chest. Again, this has bronze fittings, and is not locked. The chest is completely empty.

Beyond the far end of the sarcophagus when entering the tomb is a large, highly magical, two-wheeled chariot. It is designed to be harnessed to a single, large creature. It has a large, square, open platform, with a coarse-woven floor covering designed so that bare humanoid feet would be able to grip firmly on and between individual strips of the weave. It has two semi-circular woven-wood-strip side panels, painted bright blue, and solid wooden wheels, also painted blue. Apart from some blue-coloured leather thongs fixing the yoke to the draught poles, the rest of the vehicle is a dazzling white. Its design is very ancient, and although it would require someone especially knowledgeable to tell - or who was specifically looking for it - this is a flying chariot, intended to be towed by a single, bonded wyvern. This is a kind of conveyance which no longer exists, to the point where virtually no one even believes such a thing ever existed, except in myth-tales. Thanks to its magical properties, it is surprisingly lightweight for its bulk, and could be carried easily by two adult humans with little effort. If it could be removed from here, with time, experimentation and much care, it could be used to recreate more such vehicles. It is however too large to pass through the narrow doorways out of Tombs L or M, and would need to be dismantled to do so. This would require exceptional care and/or a great expert in such chariots and their magics, to prevent causing irreparable damage to the chariot's powers, and rendering it useless as a flying vehicle.

The central sarcophagus, while of a similar form to those plainer types seen elsewhere on this level, is of a finer kind of white marble even than the marble tomb tiling. It is approximately 4 ft tall (1.2 m) and rests on the floor. It is undecorated and without any inscription.

A large entourage of tomb-defenders can manifest here once activated. This comprises five solid skeletons with swords/scimitars and round shields (four red, one black) and four red-banded mummies, two incorporeal red hooded and cloaked phantoms armed with swords and white-faced shields, and five black-cloaked and cowled ghostly figures, mostly armed like the red spectres, though one with a dagger and cleaver-like sword.

Inside the sarcophagus is a cocoon-like wrapping of some very thin, almost transparent, papery fabric. This gossamer wrap contains a humanoid skeleton, laid flat with its arms by its sides, which can be seen through its translucent covering quite clearly. If the wrap is touched by living flesh, the entire body and its cerements will crumble to fine dust. A long, sheathed, bronze-bladed sword lies by the body's right side, with a bronze-bladed sickle near the left side of the head. Both are magical weapons. At the foot is a partly unrolled scroll, held by a bronze three-quarter ring. The scroll is inscribed with a series of dots and lines, apparently a text of some kind, but of a type wholly unknown previously. If magically deciphered and translated, something which will necessitate an unusually powerful spell to accomplish, this turns out to be the recounting of a tale long believed a fragmentary myth, concerning how the youngest brother of three became lost in the mountains through a trick by his siblings, until exhausted and starving, he took refuge from a storm in a cave, where he had a dream-vision of a gigantic, multicoloured, crystalline bird, which spoke to him, and guided him to a place in the mountains where he would meet his destiny. Waking to find a pool of freshwater and some edible fungus in his cave-shelter, he followed a path like that in his dream for several days, until he chanced-upon a young golden wyvern, Malvernus Thunderchild. Bonded with this creature, he was able to fly back to civilisation on his new friend, to become Murgon, first Wyvern Lord, famed in later ages for inventing the wyvern chariots used in his time, and many other mythically-great achievements. This would seem to be his tomb.

**R) Lost Passage (Blocked):** This becomes visible on the map when the GM Only toggle is activated. As noted in the comments to Tomb M earlier, this was a trapped passageway which partly collapsed when first entered, and was subsequently sealed-off and bypassed by the two secret passages northeast from Tombs L & M. Although much of the passage length remains open away from its two blocked ends, if rubble-strewn, it contains nothing of significance. Should someone reopen and investigate it, its remains are identical, but for the damage, to the rest of the surviving long, straight, white marble central passageway here.