

# DUNGEONLANDS



TOMB OF THE  
LICH QUEEN  
TOMB CARDS



## DISCLAIMER

Dungeonlands is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

## CREDIT WHERE CREDIT'S DUE

**Illustrations:** James Denton, Jason Engle, Alida Saxon

**Design:** Aaron Acevedo

**Layout:** Mike Chaney



This document is copyright Savage Mojo Ltd 2013. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

version1.130426



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



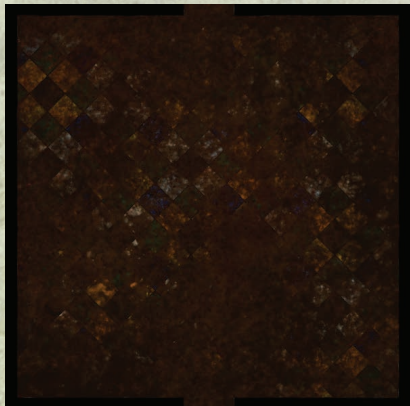
Tomb



Tomb



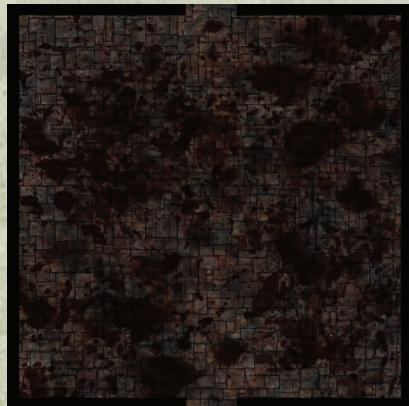




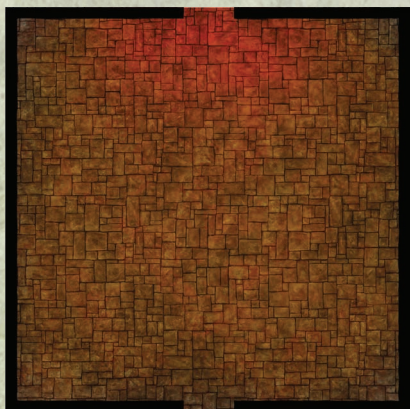
**ENCOUNTER 1**



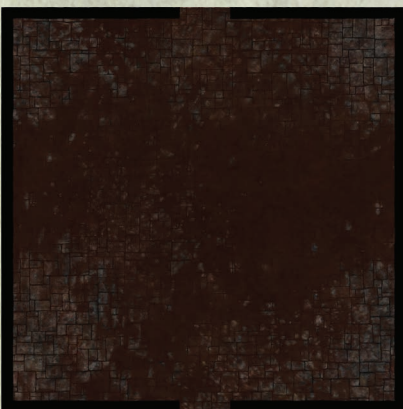
**ENCOUNTER 2**



**ENCOUNTER 3**



**ENCOUNTER 4**



**ENCOUNTER 5**



**ENCOUNTER 6**



**ENCOUNTER 7**



**ENCOUNTER 8**



**ENCOUNTER 9**



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



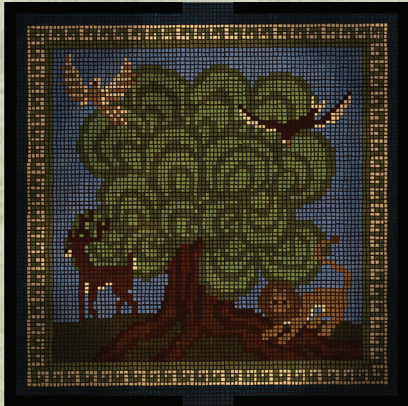
Tomb



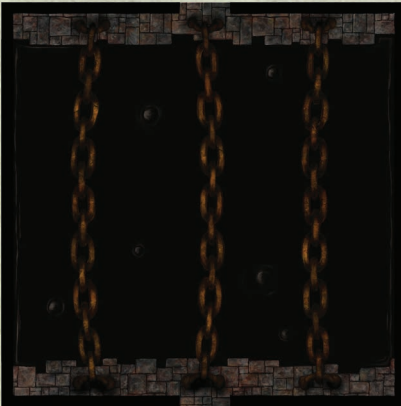
Tomb







**ENCOUNTER 10**



**ENCOUNTER 11**



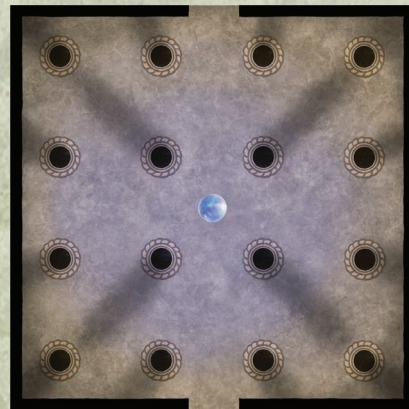
**ENCOUNTER 12**



**ENCOUNTER 13**



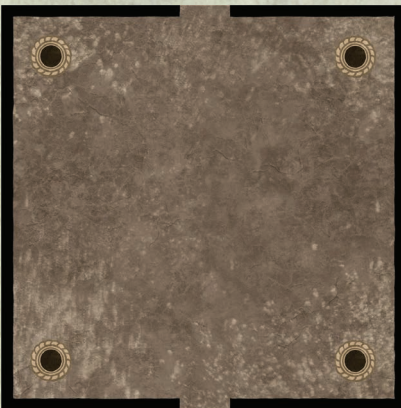
**ENCOUNTER 14**



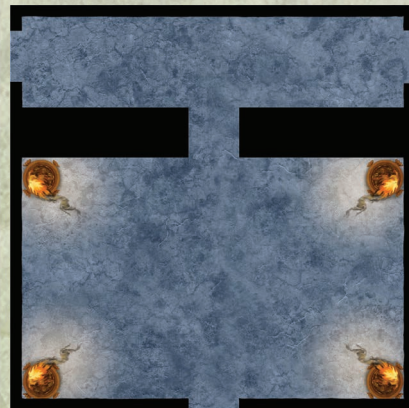
**ENCOUNTER 15**



**ENCOUNTER 16**



**ENCOUNTER 17**



**ENCOUNTER 18**



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



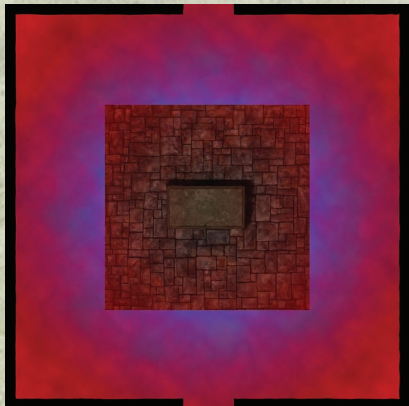
Tomb



Tomb



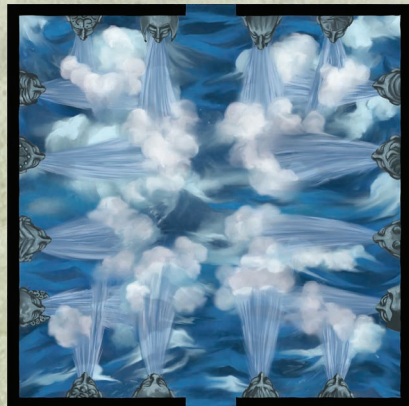




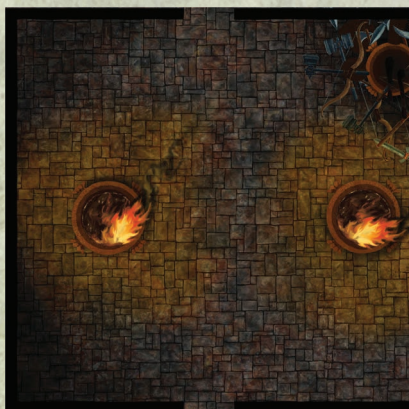
**ENCOUNTER 19**



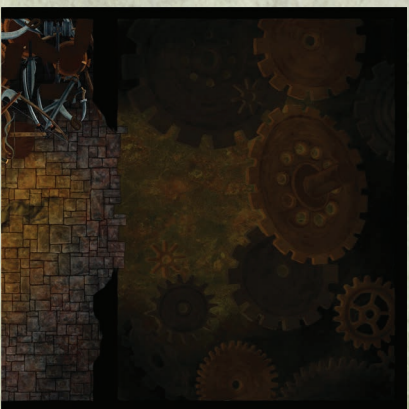
**ENCOUNTER 20**



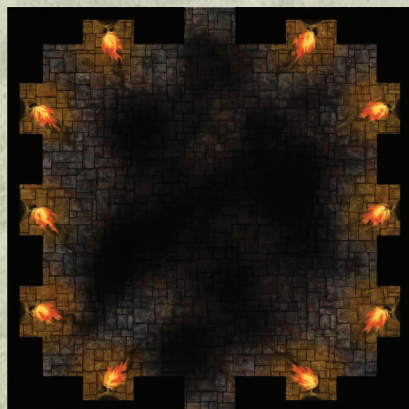
**ENCOUNTER 21**



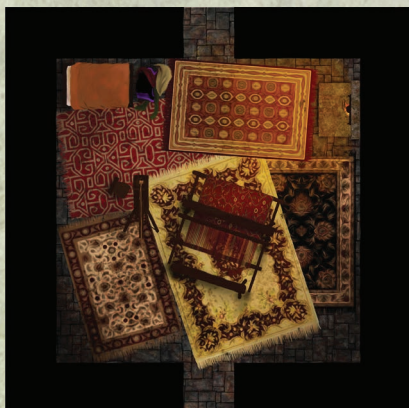
**ENCOUNTER 22A**



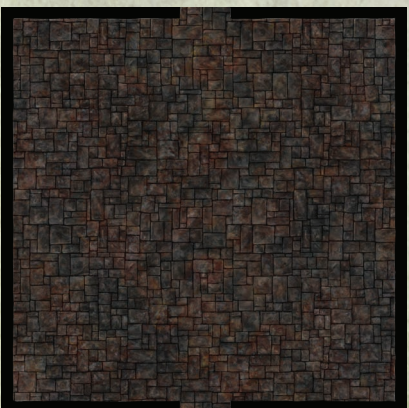
**ENCOUNTER 22B**



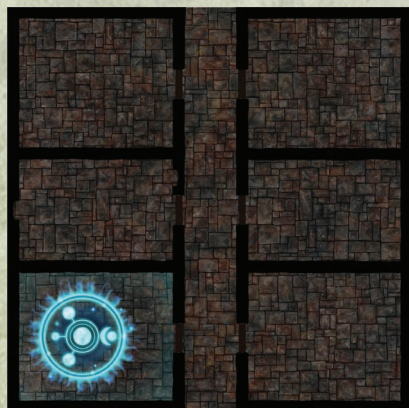
**ENCOUNTER 23**



**ENCOUNTER 24**



**ENCOUNTER 25**



**ENCOUNTER 26**



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



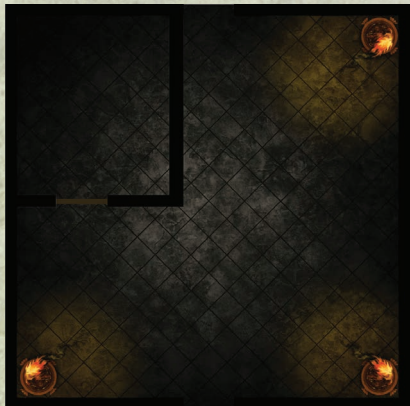
Tomb



Tomb



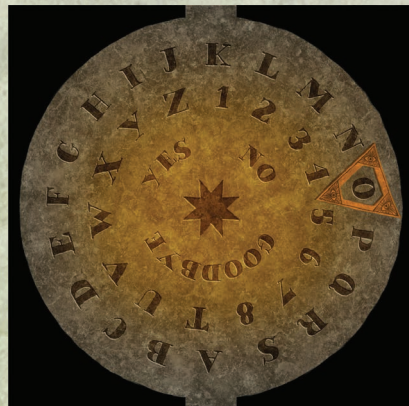




**ENCOUNTER 27**



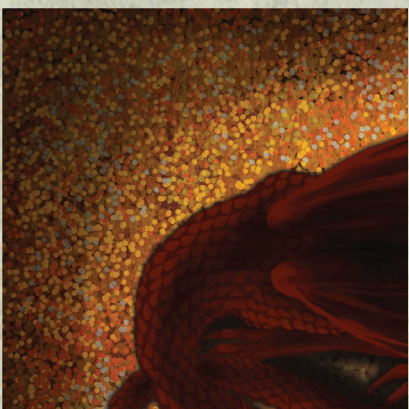
**ENCOUNTER 28**



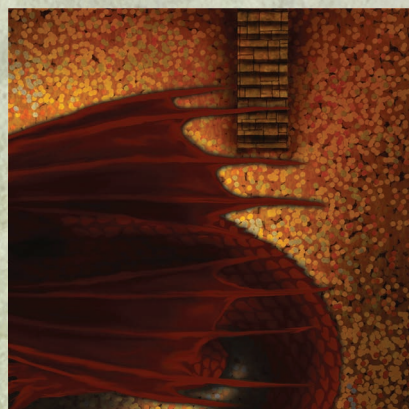
**ENCOUNTER 29**



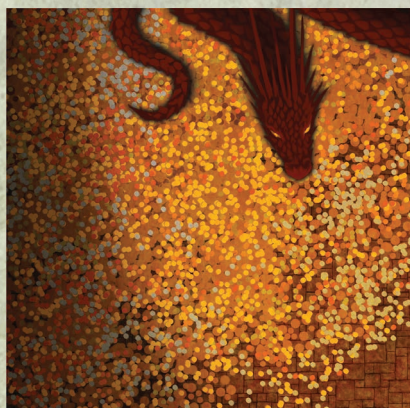
**ENCOUNTER 30**



**FINAL ENCOUNTER A**



**FINAL ENCOUNTER B**



**FINAL ENCOUNTER C**



**FINAL ENCOUNTER D**



**GENERIC 1**



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



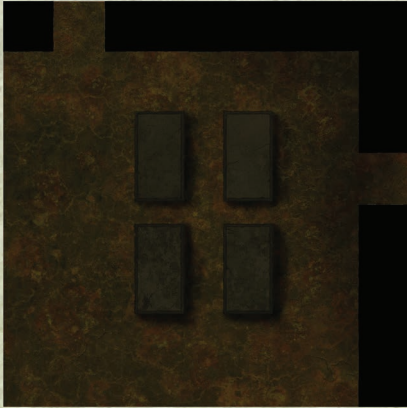
Tomb



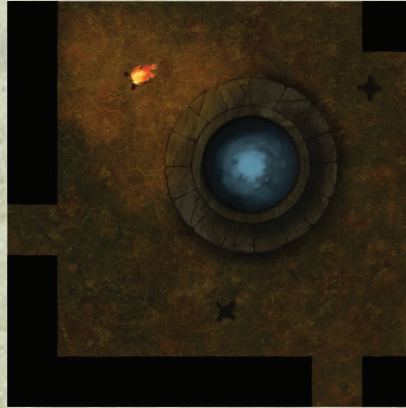
Tomb







**GENERIC 2**



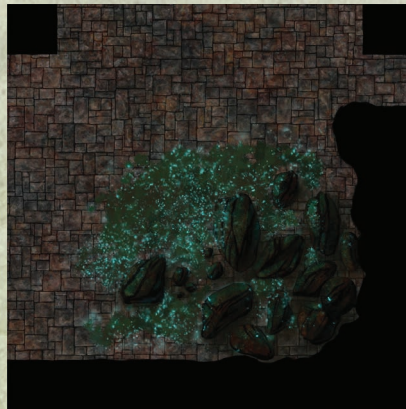
**GENERIC 3**



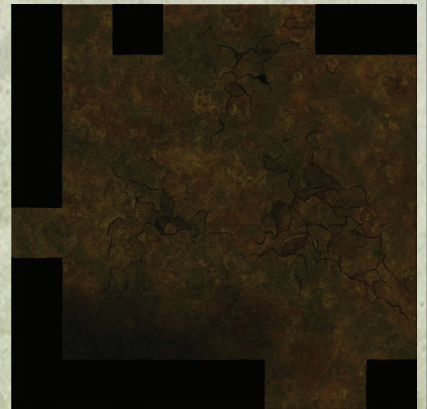
**GENERIC 4**



**GENERIC 5**



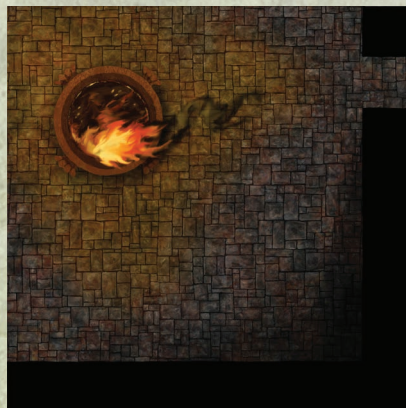
**GENERIC 6**



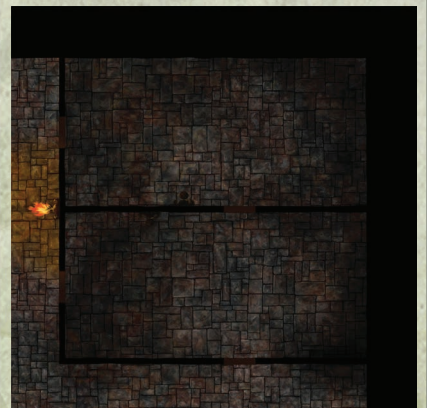
**GENERIC 7**



**GENERIC 8**



**GENERIC 9**



**GENERIC 10**



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



Tomb



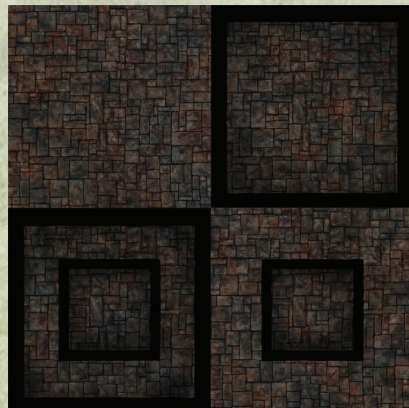




**GENERIC 11**



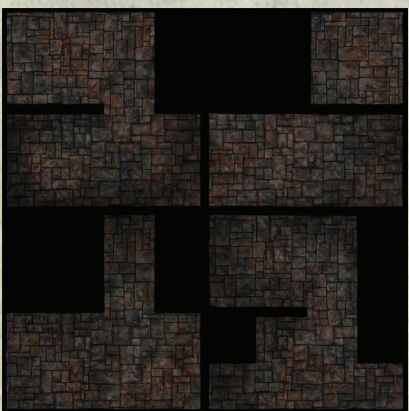
**GENERIC 12**



**GENERIC 13**



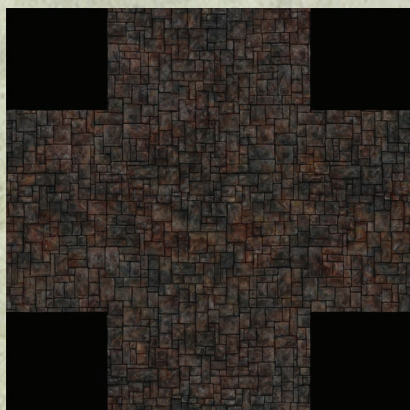
**GENERIC 14**



**GENERIC 15**



**GENERIC 16**



**GENERIC 17**



**GENERIC 18**



**GENERIC 19**



# Tomb





