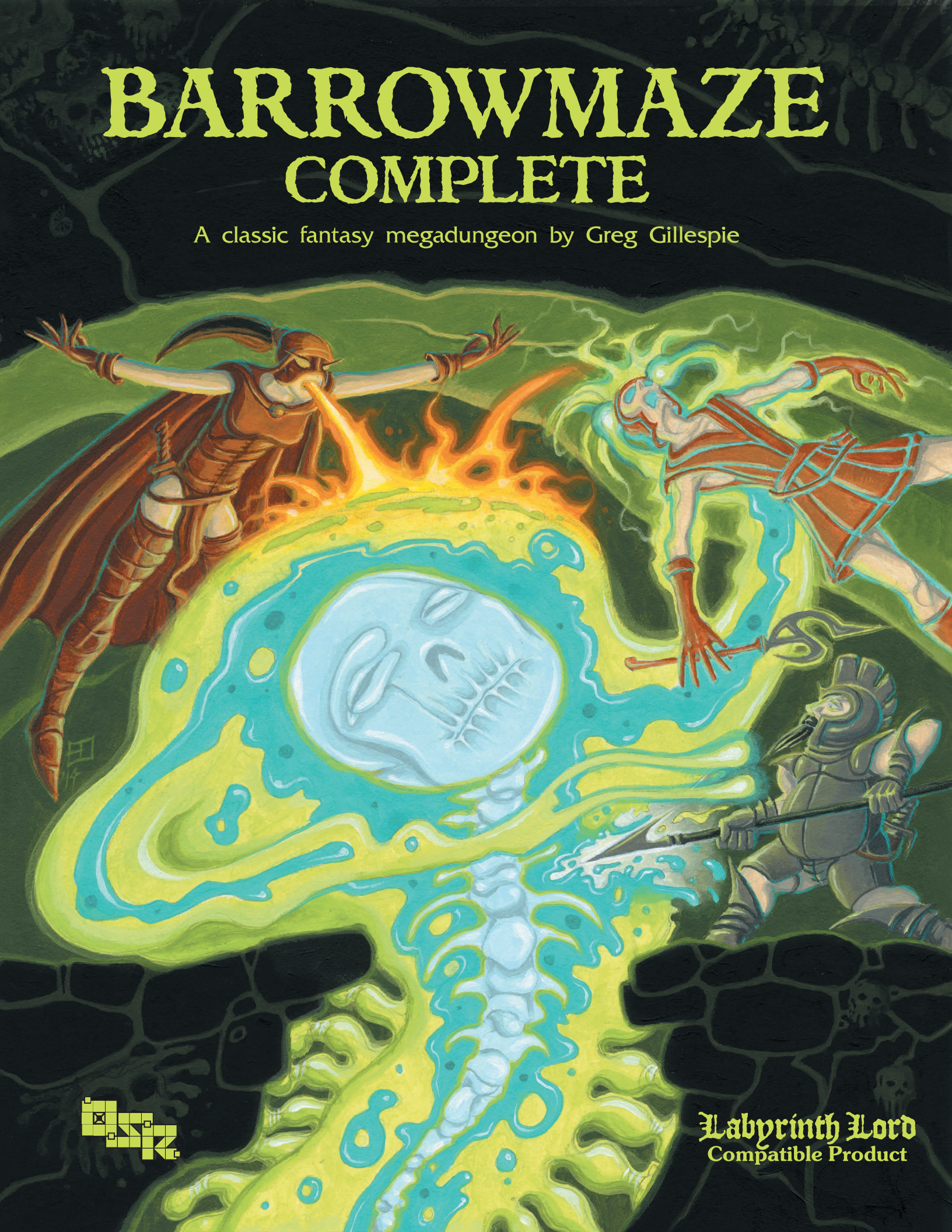
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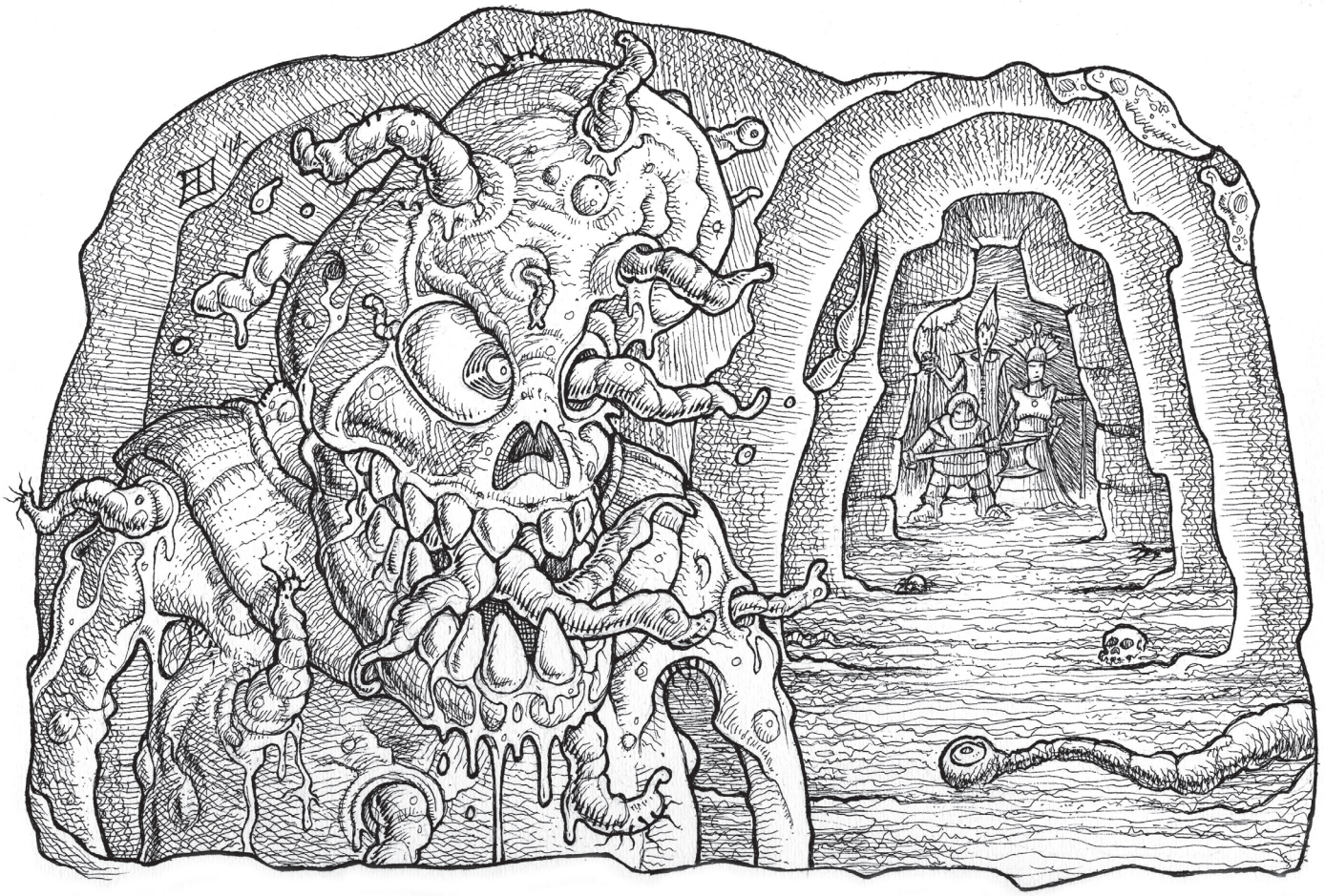
A classic fantasy megadungeon by Greg Gillespie



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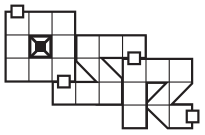
BARROWMAZE COMPLETE

Greg Gillespie



A Classic Fantasy Megadungeon for Labyrinth Lord™

Labyrinth Lord
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2.0

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Dan Deline, and Alex Sinnige

OSR Logo: Stuart Robertson

Acknowledgements: The OSR, Ryan Dancey, and particularly Gary
Gygax and Dave Arneson,
the founding fathers of fantasy

Dedication: For Ryane and Gavin

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Preface

The book you hold in your hands represents the completion of a three-year project with two stages.

In 2011, I revised the notes of my home-game megadungeon to create Barrowmaze I (published under the Open Gaming License and compatible with Labyrinth Lord and other classic fantasy role-playing games). One year later I ran a crowdfunding campaign to publish the second half of the dungeon, called Barrowmaze II.

Through the support of the old school gaming community, Barrrowmaze was listed in the Top 10 on RPGnow for months and finished in Second Place for the prestigious Three Castles Game Award for RPG Design at the North Texas RPGcon in June of 2013.

Barrowmaze Complete represents the consolidation of Barrowmaze I and II, featuring new content, art and layout.

Although Barrowmaze has my name on the cover, I view the adventure as a communal expression of old school gaming—it speaks to the type of game we want to play, the style of game we want to forward, and that the history and roots of our hobby are important and worth preserving for future gamers.

Although Barrowmaze first found expression with my local gaming group, many people, from countries across the world, helped to facilitate the creation of Barrowmaze Complete. Specifically, I want to express my sincere appreciation to all those who contributed to the crowdfunding campaigns held in 2012 and 2014. Thank you.

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Introduction

Barrowmaze is an exploration-style megadungeon for Labyrinth Lord™ and other classic fantasy role-playing games. The dungeon is designed to begin with first level characters and continue through mid and high-level play. Barrowmaze starts in the isolated village of Helix located in a swampy region known as the Duchy of Aerik. Over the course of the adventure, players will learn that a great field of mist-swept barrow mounds exists in the marsh and that the dead have risen in the dungeon below.

As a megadungeon, Barrowmaze is intended to support an extended campaign lasting months and years. Unlike most megadungeons (constructed vertically with levels and sub-levels corresponding to character ability), Barrowmaze is constructed as a vast sprawling horizontal dungeon. As the player characters (PCs) move from west to east across the map, the monsters increase in power and the treasures increase in value. Subject to the choices made by the PCs, this megadungeon presents opportunities for more than one end-game scenario.

This book is divided into the following parts, each with their own subsections. The first provides an introduction to the history of Barrowmaze. The second provides a gazetteer and outlines the geography of the Duchy of Aerik, paying particular attention to the village of Helix. The third offers information to Referees on how to run Barrowmaze. The fourth details the Barrow Mounds and the fifth the dungeon itself. The final sections provide all the supplementary material such as magic items, monsters, random tables, illustrations, etc.

Although the scope of the dungeon might seem daunting at first, Barrowmaze is written to aid Referees and facilitate immediate play. You can begin merely by creating characters and setting off to the dungeon. If you want to set the broader context of the adventure for players, then read through the gazetteer information first.

Barrowmaze: A Brief History

Ages ago, an unknown people settled near a great moor. They built a village and, following their custom, constructed burial mounds and underground tombs to lay their dead to rest. Some were buried in simple alcoves, while others were entombed behind sealed doors and guarded by deadly traps. Time passed and the settlement grew—and the underground passages became maze-like in their complexity.

This continued for centuries until the cult of Nergal, God of the Underworld, appeared. Nergal received a vision. He knew his sons, Orcus and Set, desired his throne and wanted to depose him as Lord of the Underworld. Nergal commanded his evil cultists to drive the villagers off and occupy the labyrinth. He further commanded them to take his most powerful unholy relic, The Tablet of Chaos, and entomb it behind many wards and traps. In time, Nergal's vision came to pass and his sons overthrew him. The cult of Nergal, now leaderless, fragmented and abandoned the burial maze. Knowledge of The Tablet was lost.

Once they deposed their father, Orcus and Set turned on each other and a civil war for control of the Underworld began. A stalemate ensued with each side hoping to tip the balance of power in their favour. Orcus gathered his acolytes. He ordered them to enter the maze and find The Tablet of Chaos. Set countered by sending his powerful necromancers after the artifact. Both groups have been commanded to find The Tablet of Chaos or destroy the opposing faction.

Nergal's masterstroke revealed itself in the time that followed. By hiding The Tablet in the maze, Nergal ensured that neither of his sons could completely take his place as Lord of Death and the Underworld. Moreover, The Tablet of Chaos, secreted in a vast labyrinthine burial site, has defiled the sanctity of the crypts. The relic has

The history of Barrowmaze is kept purposefully brief and should not be immediately available to player characters. The PCs should only be able to advance their understanding of Barrowmaze and its history through dungeon exploration and role-play. Not all of the information is available in the dungeon, nor is all the information available in the village of Helix. The history and background of the dungeon is delivered in a slow and purposeful manner. Referees should also note that only the most conscientious players will be able to weave together the various threads of the broader backstory as they proceed through the dungeon. This is a good thing. If the players want more information they need to work for it. Whether they chose to hunt for details in the dungeon, or are more interested in killing monsters, it is their decision to make.



called the dead and commanded them to rise from their graves! Nergal's undead attack the living and defend The Tablet of Chaos. The undead have also started to wander onto the surface and into the surrounding marsh.

Although Nergal's followers drove off the first human peoples that lived near the moor, other settlements grew in their place over time. The small villages of Helix and Bogtown, and the larger community of Ironguard Motte, all share folk tales of the dead walking in the mist and riches buried in the swamp. Local villagers are aware of the barrow mounds and the labyrinth that exists beneath —they refer to the dungeon as Barrowmaze.



Gazetteer

This section introduces the district known as the Duchy of Aerik. This region draws its name from Aerik Ironguard, one of the first settlers and the founder of Ironguard Motte. The purpose of this overview is two-fold: to provide an outline of the surrounding area in which Barrowmaze is set and to highlight the village of Helix in detail. This format should allow Referees to begin play immediately using Helix as the starting point and add more detail about the surrounding region as required.

The hex map provides a geographical overview of the surrounding region. Each map hex represents 5 miles. This map uses the rough guideline that a human can march a maximum of 20 miles a day (in 8 hours) given the nature of the damp terrain.

The ground between Helix and the Barrow Mounds (1 hex or 5 miles) is swampy and slows movement. It takes double the amount of time, or the equivalent of a half-day (4 hours or 10 miles), to reach Barrowmaze. This means that expeditions to the dungeon will remain relatively short in order to allow player characters time to travel back to Helix before dusk. Players should be strongly encouraged to return to Helix as the area of the dungeon and barrow mounds are simply too dangerous to camp overnight.

The chart below approximates the distances between the villages and towns of the duchy. Helix and Bogtown are both about 15 miles from Ironguard Motte and a round trip from Helix to Bogtown would be 30 miles. However, the roads in the duchy are little more than dangerous dirt (or mud) pathways and only increase movement slightly (5–10 miles).

Time in Hours (h)/Distance in Miles (mi)

Locations	Helix	Ironguard Motte	Bogtown	Old Dwarf Bridge
Helix	—	6h/15mi	12h/30mi	8h/20mi
Ironguard Motte	6h/15mi	—	6h/15mi	2h/5mi
Bogtown	12h/30mi	6h/15mi	—	4h/10mi
Old Dwarf Bridge	8h/20mi	2h/5mi	4h/10mi	—

In addition, for every hex travelled by caravan the Referee should role percentage dice with a result of 15% or lower indicating that a wagon has broken a wheel (or sustained road damage of some sort) and must be repaired or abandoned along the caravan route.



The Duchy of Aerik

Scale: one hex equals 5 miles

Key

- Village
- Bridge
- Castle
- Marsh
- Forest
- Mountain
- River
- Road

Locations

1. Helix
2. Ironguard Motte
3. Old Dwarf Bridge
4. Bogtown
5. Secret Shrine of Zorgon
6. Barrowmaze
7. Moorwash River
8. Wyrdwood
9. The Moon Peaks
10. Blackwater River
11. Thornswild Forest
12. The Merisc River
13. The Blackened Forest

Geography

The Barrowmoor

The Barrowmoor dominates the Duchy of Aerik. The moor is a vast fetid bog roughly 30 miles north and south and 35 miles east and west. Within the marsh, an obscuring fog hangs heavily on the landscape and easily disorients travelers. At dusk the fog is nearly impenetrable and the moon casts an eerie glow across the moor. The air feels thick and hard to breath. The marsh smells of rot and decay. The ground of the Barrowmoor is soft and footprints quickly fill with dark peat-coloured water. The bog is difficult to navigate due to the tangled and near impenetrable mass of decaying trees, weeds that stand seven feet high, knotted vines, and deep pools of black swamp water. The moor is an unnervingly silent place. Occasionally the deep croak of a bullfrog can be heard before it plops into the water, or perhaps the distant caw of a raven, but otherwise the moor is strangely quiet.

Stories abound about the monsters and inhabitants of the Barrowmoor. A tribe of froglings (see New Monsters) is known to exist somewhere in the central eastern portion of the marsh. These small, frog-like humanoids often emerge from the moor to attack caravans travelling back and forth along the trade routes to Helix and Bogtown. Locals also tell stories of pterodactyls, and larger pteranodons, flying above the marsh. The rangers brave enough to journey across the bog also tell tales of lizardmen conducting strange rituals around ancient standing stones to the south.

For much of the year the Barrowmoor is near impenetrable. During the fall, winter, and early spring the marshland is simply too soggy and water-covered to traverse. Over the last two seasons, the populations of Helix, Bogtown, and Ironguard Motte have grown with adventurers in the summer months. See Random Table 1 for encounters in the Barrowmoor.

The Old Dwarf Bridge

Created long ago by the dwarves of the Moon Peaks, "The Auld Brig" or "The Old Dwarf Bridge" (as the humans call it) facilitates trade across the Moorwash River between the dwarves and the human settlements at Ironguard Motte and Helix. Although the dwarves still conduct trade occasionally, they have by-and-large retreated to their underground halls. The bridge itself provides the primary ford across the Moorwash River and is essential to the village of Bogtown. Periodically human brigands or monstrous humanoids from the Barrowmoor, the Wyrdwood, or the Moon Peaks, have been known to occupy the bridge for a short time and waylay (or demand tolls) from travellers and caravans.

The Merisc and Blackwater Rivers

From the Barrowmoor, the Merisc and Blackwater rivers drain to the forests and plains beyond the duchy. Both rivers appear blackened by peat moss and slowly return to clear water the farther away from the Barrowmoor. Tales say a large tribe of lizardmen live in the delta of the Blackwater River.

The Moon Peaks

The Moon Peaks are a mountainous range that runs east of the Wyrdwood. The mountains are called the Moon Peaks due to their extreme vertical elevation that reaches toward the moon in the night sky. The tips of these mountains are so high their peaks often penetrate the clouds. A clan of dwarves, the Hammerhands, lives in the northernmost of these mountains near Bogtown. In their mountain home, called Karnak by the dwarves, they mine metals and trade both raw ore and finished goods (metalware, arms, and armour) to the human settlements by caravan to Bogtown and Ironguard Motte. All non-dwarves are strictly forbid. Some say a great Roc makes its nest in the southern edge of the mountains.

The Moorwash River

From the plains to the east, the Moorwash River empties into the Barrowmoor. Although its waters appear clear they darken to black, due to the peat from rotting vegetation, as the river approaches the swamp. Monstrous humanoids such as froglings and lizardmen often use the banks of the Moorwash River, particularly to the west of the Old Dwarf Bridge, to hide their numbers and strike at caravans and travellers before retreating quickly into the Barrowmoor.

The Blackened Forest

The Blackened Forest is a dark swampy woodland. Some say the trees have turned black from the peat of the Barrowmoor and others say that a greater evil has poisoned the forest. The wood is known to harbor all manner of monstrous creatures including goblins, froglings, bugbears, trolls, and giant spiders. During the spring and summer months the villagers of Helix, accompanied by a group of men-at-arms, attempt to harvest the extremely valuable giant spider silk from the forest. Only a couple villagers (including **Valeron** the Elf and **Vina** the miller's wife) possess the skill to weave giant spider silk. Some say the clothing made from the silk possesses unique properties. The majority of the silk harvest is transported by the Silver Standard Merchant Caravan Company to Ironguard Motte. In addition, a white marble ruin—perhaps an ancient temple—is said to exist in the forest north of Helix.

The Secret Shrine of Zorgon

Old tales tell of a temple to the forbidden Anganach deity Zorgon can be found in the mountains of the Moon Peaks. Sages know little else about this mysterious site.

The Thornswild Forest

The Thornswild Forest is a rotting swampy wood choked with vines, thorns, and tangled branches. A small community of black-haired elves is said to live in the forest. They protect their borders against both men and lizardmen alike. Little else is known about this woodland.

The Wyrdwood

The Wyrdwood is a dark forest that stands between the Barrowmoor and the Moon Peaks. It is a mixed wood: damp and wet closest to the bog and dry forest nearest the mountains. Tribes of neanderthals are said to live in the low caves of the Moon Peaks and wyverns have also been spotted at higher elevations. Although a small handful of elves still patrol the woods, they have largely abandoned the Wyrdwood to join their kin in the Thornswild Forest.

Religion, Faith, and The Gods

Old and New Gods: Anganach and Futurus

The Ancient Ones, called the Anganach by the folk of the region, represent the elder gods. Whether they preexisted in the forests, swamps, and old streams of the land, or whether they were brought with the first humans, few can say. The humans who founded Ironguard Motte, Helix, and Bogtown (called the Second Settlement by local sages) found protection in the worship of Silvanus (Green Man), Herne the Hunter, Cromm Cruach, Impurax, and to a lesser extent, Nergal. Through respect and reverence for the wilderness and its deities, the human settlers learned to survive and established their villages. With the migration of the new gods from the civilized kingdoms to the east, the Anganach are in decline.

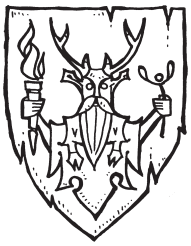
The New Gods, called the Futurus, include the faiths of St. Ygg and Arcantryl, and the more clandestine cults devoted to Orcus and Set. Slowly their priests have made their way to the duchy. The clerics of St. Ygg have been aggressive in their attempts to convert the people from the "primitive" faiths of Silvanus and Herne. They established a stone temple at Ironguard Motte, converted the Ironguard family, and began to spread their influence from the major trade and political center of the district. Although the cults of Orcus and Set are not openly worshipped their influence has started to grow in the dark corners of the region.

Despite its isolation from the outside world, the people of the duchy (particularly those in Ironguard Motte) have heard tales of foreign religions including Kor the Sun God, Athena the Goddess of Military Strategy, Thor the God of Thunder and Lightning, and others.

In terms of gameplay, the Anganach and the Futurus represent an interesting decision for faith-based PCs. If a player decides to play a character from the area, like a ranger, fighter, or a druid, perhaps they might choose Silvanus or Herne. If a player decides to play a character that just arrived in Helix, like a cleric, magic-user or a paladin, they might lean toward one of the new deities. Either way, their choice (at the Referee's discretion) may predispose them to favourable or unfavourable reactions from select villagers.

Deities in the Duchy of Aerik:

Herne the Hunter,
also called the Horned God (Venator Cervus)
Demi-God of the Hunt, Swamps and Forests
Lawful Neutral (Good)
Symbol: An antlered human face or stag head



Herne is one of the Anganach or Ancient Ones. The worship of St. Ygg has replaced Herne in recent years, but there are those who still pray and offer sacrifices to him. Herne is the god of the northern woodlands, swamps, and the creatures that inhabit them. He prefers to take the form of a deer, or a man with an antlered deer's head. Herne chooses a favoured son, a druid, barbarian, ranger, or warrior, to serve him as the Guardian of the Forest. Some believe Herne is the son of Silvanus. The people of the region often use the phrase "Herne protect us" or "Herne protect you" as a toast or when parting company.



Silvanus,
also called Green Man (Viridis Voltus)
God of Nature and the Balance
Neutral
Symbol: A face carved of leaves



As one of the Anganach, Silvanus' faith arrived with the first human settlements. His religion has been largely, but not exclusively, replaced by the worship of St. Ygg. Silvanus, also called Green Man, oversees the balance in nature: law and chaos, light and dark, growth and decay, life and death. For generations the rangers and druids looked to Silvanus for guidance and protection. He is also considered by some to oversee the spheres of rebirth and fertility. Faces of Silvanus have been carved into trees and rocks for centuries in the region. Tales say good fortune befalls those who chance upon his face in the wild.

Crom (Cromm Cruach)
God of Strength and Battle
Chaotic Good
Symbol: A silver crown over a white capped mountain



An Ancient One, Crom is worshipped largely by fighters, rangers, barbarians, and clerics. Due to the constant threat of monsters and monstrous humanoids from the Barrowmoor and the surrounding forests, Crom's faith among warriors and mercenaries has remained steady in comparison to that of Silvanus and Herne. The clerics of Crom seek to advance their faith through strength of arms and feats of daring in battle.

Arcantryl (Magus)
Goddess of Magic
Lawful Neutral
Symbol: A star within a star



Arcantryl is one of the new gods or Futurus. Arcantryl derives her power from knowledge of the laws of the universe and existence. She believes in understanding the structure of the cosmos and harnessing (and bending) that knowledge to express magical energies. Instead of branching out immediately to the smaller villages of Helix and Bogtown, the clerics of Arcantryl have focused on developing followers at Ironguard Motte where they have established a small shrine. A large stone temple is currently under construction and will facilitate the instruction of both clerics and magic-users when complete.

St. Ygg (Veridicus)
God of Righteousness
Lawful Good
Symbol: A red cross on a white field



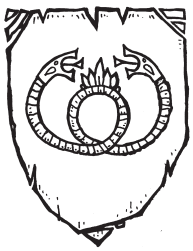
St. Ygg is the lawful deity of righteousness and light. St. Ygg believes in the highest moral standards. He is self-righteous and possesses an indignant temper with those who fail to see the just nature of his actions. St. Ygg is the most influential of the "civilized" or Futurus deities in the region. His clerics have been aggressive to convert the followers of Herne and Silvanus to the faith. St. Ygg demands his followers destroy undead as he views them as an abomination of the highest order. His followers include clerics and a rare group of paladins known as the Order of the Crimson Cross. Paladins are very rare in the duchy but are common in the more civilized kingdoms far to the east.

Impurax (Impuratus)
God of Decay, Corruption, and Pestilence
Neutral Evil
Symbol: A rotting raven's head



Little is known about the ancient deity Impurax. It is believed his faithful consisted of a secret order of corrupt druids. These witches and warlocks lived in the Barrowmoor and possessed a strange power over select creatures and monsters, but little has been heard of his faith for decades. Impurax is the natural enemy of Silvanus and Herne the Hunter. Folk tales say Herne's favoured son died decades ago in a great battle against the followers of Impurax. Impurax aligns himself with Nergal, historically.

Set (Jakuul Mortis)
God of Serpents, Death, and the Underworld
Lawful Evil
Symbol: Two snake heads facing each other



Set and his brother Orcus deposed their father Nergal for control of the underworld. After completing the task they turned on each other to establish complete control over their father's spheres of power. A war for control of the underworld began. A stalemate ensued with each son controlling a portion of Nergal's power. In order to tip the scales, Set gathered his necromancers and commanded them to find the Tablet of Chaos. Followers of Set are committed to the destruction of Orcus and his faithful. Set and Orcus currently share the spheres of Death and the Underworld.

Orcus (Malum Mortis)
God of the Undead, Death, and the Underworld
Chaotic Evil
Symbol: A white ram head on a black field



Orcus and his brother Set combined their power to overthrow Nergal. A civil war resulted with both brothers possessing a portion of their father's power. Orcus, aware of the Tablet of Chaos, knew that whoever possessed the artifact could tip the balance of power and claim control of the underworld. The acolytes of Orcus are committed to annihilation of Set and his followers. Set and Orcus currently share the spheres of Death and the Underworld.

Nergal (Ossum Mortis)
Greater God of Death, Undead, and the Underworld (Presumed Dead)
Chaotic Evil
Symbol: A single white skull



One of the Anganach, Nergal once ruled the Underworld and the spheres of Death and the Undead. He was deposed and presumably destroyed by his sons Orcus and Set. Prior to his presumed death, Nergal ensured his followers interred his most powerful artifact, The Tablet of Chaos, deep in Barrowmaze. Over time The Tablet has called the dead to rise. Whether The Tablet retains Nergal's last remaining essence, or whether he still exists, is unknown.



Towns and Settlements

Bogtown

Population:	464
Alignment:	Neutral and Chaotic Neutral
Demographics:	Primarily human with a few dwarves, half-elves, and elves
Political Structure:	Ironguard Designate and Elderman Herik Anguson (Level 2 Fighter/Level 3 Thief)
Industry and Trade:	Lumber, Dried Peat, Metal Goods (trade with dwarves).

Bogtown is located on the eastern edge of the Barrowmoor at the base of the Moon Peaks. Bogtown was first populated by men for the purpose of logging and as a location to facilitate trade between Ironguard Motte and the dwarves of the Moon Peaks. The local villagers of Bogtown, mockingly called "Boggers" in Ironguard Motte and Helix, also have contact with the handful of elves that remain in the Wyrdwood.

The village has a seedy reputation. Bogtown is a haven for the low-born and the outcasts of civilized society. Although Bogtown is comparable to Helix in many respects, the village is smaller and possesses fewer amenities. It seems as though most structures are in disrepair and almost everything in the village is covered in moss from the constant dampness.

Bogtown's reputation is well-earned. Bogtown is the headquarters of The Shadow Hands, the thieves' guild that operates in the region. The Hands are a small guild and base their operation in the backrooms of The Toasty Troll tavern. They have one guild connection in Helix (**Merda the Barmaid**) and relationships with two others (**Perni** and **H.H.R. Huffnpuff**). They try to avoid the prying eyes of the militia in Ironguard Motte but do have one connection (**Umlar the Barkeep**). Bogtown is administrated by **Herik Anguson**, who is the Ironguard's designate in the village. However, **Anguson** is secretly part of the thieves' guild.

The guild is currently run by **Alzo Danuth**, a Level 6 Thief, S 12, I 16, W 10, D 17, C 12, C 14, AL: C, HP: 27, AC: 2 (*Bracers +3, Ring of Protection +2*), Weapons: *Broadsword +1, +2 Versus Spell-Casters, Dagger +2 of Throwing, Cloak of Invisibility, Potion of Gaseous Form*. Thief Abilities: PP 50, F/RT 48, PP 48, MS 48, CW 97, HS 42, HN 1–4. Danuth is often accompanied by (1d4+1) Level 2 Thieves (AC: 6, HP: 8) who serve as bodyguards.

Danuth's lieutenant is **Urnst Gunter**, a Level 4 Assassin, S 15, I 14, W 10, D 15, C 17, C 12, AL: C, HP: 20, AC: 1 (*Studded Leather +2, Shield +2*), Weapons: *Longsword +1, Dagger of Venom, Potion of Healing*. Thief Abilities: PP 23, F/RT 17, PP 27, MS 27, CW 88, HS 17, HN 1–2.

Gunter plans on assassinating **Danuth** and taking over the guild, but is biding his time and waiting patiently for the right opportunity. During the day, **Gunter** works as the Silver Standard's trade supervisor in Bogtown to provide a cover for his clandestine activities.

A few miles to the west of Bogtown, in a small dark hovel, lives an old crone called The **Mother of Toads**. She is a Level 4 Magic-User/Level 3 Cleric of Impurax the God of Rot, Disease, and Decay. S 6, I 16, W 15, D 9, C 6, Ch 5, AL: C, HP: 15, AC: 9, Weapons: *Dagger +1*. Spells (MU): *Read Magic, Detect Magic, Darkness, Spider Climb, Sleep, Protection from Good, Mazakala's Mucilaginous Effluvium, Mirror Image, Phantasmal Force, Ray of Enfeeblement, Web;* (Cl): *Sanctuary, Protection from Good, Rope Trick, Snake Charm*.

The **Toad-Mother** is an ugly squat woman with a broad mouth and large bulging eyes. She was cast out of Bogtown for heinous acts of witchcraft that included blights of disease, insect swarms, and a pestilence of frogs and toads on the village. She now lives alone in a small hovel in the swamp surrounded by her batrachian kin.

If the PCs spend time in Bogtown, they will likely hear the villagers speak of the **Mother of Toads** in hushed tones. She presents no real physical threat to a party of veteran adventurers. However, as the PCs approach her hut they will notice an unusual number of Giant Frogs and Giant Toads (in addition to a vast number of ordinary species) will surface from the pools of the bog such that they are quickly and vastly outnumbered. If befriended—she is particularly susceptible to effusive flattery from handsome male PCs—she will offer, occasionally, to create balms for healing (similar to *Cure Light Wounds*) and poison (like *Delay Poison*) and/or trade spells of equal level. To create these balms and salves, the **Mother of Toads** will require special ingredients for her bubbling cauldron. The exact components are subject to the Referee and should include side-quests into heretofore unexplored areas of the duchy.

Classed NPCs from Bogtown will likely be thieves, warriors, and possibly rangers or druids living in the surrounding forest.

Places of Note: The Toasty Troll (Tavern), Shrine to Crom, Temple to Silvanus, The Broken Buckler (Trade Goods), and a small depot for the Silver Standard Merchant Caravan Company and barracks.





Ironguard Motte

Population: 1,638
Alignment: Lawful and Neutral Good
Demographics: Primarily human with some dwarves, elves, gnomes, and halflings
Political Structure: (Noble Family—Hereditary) Lord Viscount Kell Ironguard (Level 7 Fighter/Retired)
Industry and Trade: Agriculture (corn, wheat), Fine Goods (clothing, armour), Metal Goods (raw and finished from trade with the dwarves), Trade Center.

Located at the eastern edge of the Blackened Forest and northwest of Old Dwarf Bridge, Ironguard Motte is the largest populated town in the region. Ironguard Motte refers to both the Ironguard noble family and their Motte and Bailey castle that serves as the town's primary fortification. The town proper is encircled by a wooden palisade, although many farms and other structures are located in the immediate countryside. The Ironguards employ a force of 50 men-at-arms that both protect the castle and serve as law enforcement.

As the largest town and center of trade in the region, Ironguard Motte offers all the services available in Helix in addition to the specialized services that include an armourer, weaponsmith, temples to St. Ygg and Crom, and a shrine to Arcantryl. The town also has a larger jeweler/money-lender than Helix and can offer 5% more in gold piece value when exchanging all precious jewels and ancient treasures subject to a successful role-play negotiation (or alternatively a successful Charisma check). The Silver Standard Merchant Caravan Company is also centered in Ironguard Motte and conducts weekly trips to Helix and Bogtown.

Ironguard Motte is also the seat of political power in the duchy. Although they are a noble family, the Ironguards are considered by their cultured peers in the east as uncouth, unsophisticated yokels. Nonetheless, the Ironguards have tried to bring a resemblance of stability and trade to the area despite the recent influx of adventurers and mercenaries to the region each spring.

Classed NPCs from Ironguard Motte will include fighters, clerics, magic-users, thieves, and possibly rangers or paladins (the latter being very rare).

Places of Note: Three religious sites are located at Ironguard Motte. They include a temple to St. Ygg (Friar Fergus/Level 6 Cleric), a smaller temple to Crom (Brother Titus/Level 4 Cleric/Level 3 Fighter), and a shrine to Arcantryl (new temple construction is underway). There are two well-known taverns including The Bloated Halfling (Hamock Hardcheese/Barkeep) and The Leaky Barrel (Vandal Whitebeard/Barkeep).

There is also a smaller and seedier tavern called The Black Dragon which is a front for the Ironguard chapter of The Shadow Hands (the thieves' guild based out of Bogtown). Umlar is the barkeeper. Other shops include The Unexpected Gift (Huetin Blackstock/Jeweler and Money Lender), a general store called The Shining Shovel (Corutta and Garrick Barrelhouse), and The Silver Standard Merchant Caravan Headquarters (Bandrik Ironstone/Level 4 Fighter). Castle Ironguard is located within the inner palisade.

Helix

Population:	632
Alignment:	Lawful Neutral
Demographics:	Primarily human with a few dwarves, elves, half-elves, and halflings.
Political Structure:	(Noble Family—Hereditary) Krothos Ironguard (Level 3 Fighter)
Industry and Trade:	Dried Peat, Livestock (goats), Agriculture (subsistence)

The village of Helix is located between the northern edge of the Barrowmoor and south of the Blackened Forest. Humans established the village centuries ago atop the ruins of a much older settlement. The location affords access to water, the protection of the forest, and fuel supply in the form of harvested peat moss from the bog.

The people of Helix are a mixed group. The remote location of the village, on the western edge of the known world and far removed from civilized society, means the townspeople are either hardy frontiersmen who make the village their home or scoundrels and knaves seeking refuge in the distant corners of the realm.

The time of year also influences the village population. Helix appears relatively quiet during the rainy season in the fall and winter months. During this time, only the foolish would attempt to cross the marsh (even highly skilled rangers and druids would think twice). The water level rises during the rainy season and it makes traversing the ground a perilous undertaking. Instead, most wait until the late spring or early summer to navigate the Barrowmoor.

Helix falls under the feudal protection of **Lord Viscount Kell Ironguard**. **Lord Ironguard** has designated his son and heir, **Krothos Ironguard**, as ruler of the village (even though the young **Krothos** spends the majority of his time shirking his duties). **Lord Ironguard** knows his son is too immature for the position, but hopes the responsibilities of leadership will help him grow and develop into the future ruler of Ironguard Motte. In truth, the people of Helix have great admiration for **Lord Ironguard** but despise his son **Krothos** who cares little for the well-being of the land and its people. **Krothos** is rarely seen without his personal advisor and councilor—a weasel-looking fellow in black robes by the name of **Ollis Blackfell**.

Many folk tales and legends are told in Helix. Of these stories the undead are the most persistent. Village elders agree that the sightings of strange human-like figures shuffling through the fog are a growing threat to their communities. Some locals in Helix blame adventurers for these disturbances and say the barrow mounds must be left alone and that the dead must not be disturbed.

New PCs or classed NPCs from Helix may include rangers, druids, fighters, thieves, clerics, and possibly magic-users and paladins (the latter being very rare).

Each fall, the people of Helix celebrate the harvest by constructing a large effigy of Green Man or Herne in the village square made of dried peat, reeds, and hay. The villagers, wearing masks symbolizing the animals of the swamp and forest, surround the effigy with sacrifices, conduct prayers, and then light it aflame on the night of the Autumnal Equinox. This is followed by a celebration of drinking, singing, and dancing. The church of St. Ygg discourages this longstanding practice.





Places of Note: Village Map of Helix

1. Village Square (central meeting place and marketplace)

This is the central meeting and marketplace in the village. The village crier makes announcements each day at noon from a dais in the center of the square. These announcements normally gather a large crowd and provide an excellent opportunity for PCs to learn news or attempt to find hirelings or henchmen, beyond those available in the Mercenary Guild. The cost to solicit hirelings and henchmen through the village crier is 5gp. There is also a pillory in the square that serves as a deterrent for criminals and thieves.

2. Turgen's Trade Goods

Billworth Turgen, a merchant, has provided basic equipment and trade goods to the villagers of Helix for decades. He also serves as the local agent for the Silver Standard Caravan Company and facilitates shipments back and forth between Helix (dried peat, dried fish, animal skins, giant spider silk from the Blackened Forest, and goats) and Ironguard Motte (return shipments include wine, ale, fine clothing, armour, food stuffs (corn and wheat), metal ingots). **Turgen** also hires men-at-arms through the mercenary guild to serve as protection for his caravans. He pays 2gp (per day, per person) and covers lodging (there are basic barracks at each Silver Standard supply depot). If a complete shipment arrives safely **Turgen** will pay an additional bonus of 2gp.

3. The Axe and Anvil

Karg Barrelgut is the lead hammer at The Axe and Anvil smithy. **Barrelgut** is a fine craftsman and serves the village in the varied roles of blacksmith, armourer, and weaponsmith, as needed. His young cousin, **Gern**, works as his apprentice. **Barrelgut** was originally from the Stone Mountains far across the plains to the east but fled decades ago for an unknown reason. He has befriended the other dwarves in Helix and his smithy now serves as the defacto dwarven meeting place (social and religious). He can provide all the weapons (except bows and arrows) and most armor types provided in the Labyrinth Lord Rules (plate mail must be ordered from Ironguard Motte on a cash up-front basis and will take one week). In addition, adventurers can also purchase a Broadsword (1d6+1) from the Axe and Anvil for 8gp. The broadsword is the favoured weapon of warriors in the duchy. If given sufficient time, **Barrelgut** can make unique non-magical dungeoneering items and equipment. He is known as a fair dealer in Helix.

4. Mercenary Guild

This building serves as the home of the mercenary guild in Helix. **Osen**, the Guildmaster, created a business for himself recruiting men-at-arms, classed henchmen, porters, torch-bearers, and guides to serve adventurers and expeditions into the Barrowmoor and the surrounding region. In the spring and summer months,

when the population of Helix swells with the influx of lowly adventurers, scoundrels, and rogues, **Osen** and his guild manage to bring order to the village. The locals jokingly refer to the mercenary guild as "The League of Ordinary Gentlemen." The roster of men and women available for hire should be randomly determined by the Referee. I suggest you use Meatshields: The Classic Fantasy Hireling and Henchmen Generator available at http://www.barrowmaze.com/meatshields/.

5. The Silver Standard Merchant Caravan Company

This building serves as the supply depot for the Silver Standard Merchant Caravan Company in Helix. Trade goods are both delivered and loaded at this location. **Billworth Turgen** oversees each shipment personally and normally has a small crew of men to load and unload the caravans. The building is locked at night. It may also be guarded by 0 level men-at-arms subject to the situation.

The Silver Standard Caravans follow a route that exchanges goods between the settlements at Helix, Ironguard Motte, and Bogtown. Iron ore, iron goods, and lumber are loaded at Bogtown and brought to Ironguard Motte. These goods are then sold or forwarded to Helix. The same takes place from Helix to Ironguard Motte and then to Bogtown.

In addition to the exchange of goods, the company is often asked to transport persons or cargo of import. In these situations the rate of pay is triple or more. Members of the Ironguard family and select merchants always travel with additional protection.

The road between these locations is little more than a perilous dirt trail and caravans are forced to move slowly. Referees should account for roughly a day of slow travel between Helix and Bogtown to Ironguard Motte. Both distances are approximately 15 miles but the nature of the ground, and the unpacking and packing of the caravans upon reaching their destination, requires a full day's work. Wet weather during the fall and winter months can slow caravans even further (subject to the discretion of the Referee).

The caravan road is often attacked by monsters. Ambushes are common between Helix and Ironguard Motte where the road nears the Moorwash River. Encounters on the caravan trail between Ironguard Motte and Bogtown often take place on the Old Dwarf Bridge and in the Wyrdwood just northeast of Bogtown. Brigands, froglings, lizardmen, and worse use these spots to waylay caravans, plunder their cargo, and disappear into the moor.

6. Shrine of St. Ygg

The Shrine of St. Ygg is a small church in the center of the village. Most villagers in Helix pray to both the ancient gods (Anganach) and the new (Futurus). The Shrine of St. Ygg, in particular, has been successful in establishing a small religious following. **Brother Othar** (Level 5 Cleric), and his under-clerics **Cella** (Level 2 Cleric) and **Gamdar** (Level 2 Half-Orc Cleric), oversee the shrine and tend to the needs of the villagers regardless of their faith.

Gamdar is a recent addition to the shrine. He is a spy in the service of the Acolytes of Orcus and passes intelligence about the shrine and possible threats through periodic meetings with his evil brethren at a remote location in the swamp.

7. The Rosy Quartz Jeweler and Money Lender

This is the shop of **Harnold Huwen Reginald** (or H.H.R) **Huffnpuff**, the primary jeweler and money lender in the village. **Huffnpuff** can provide several services for adventurers. These include the appraisal of gemstones and precious treasures, exchange of these items into gold pieces, and banking services (he charges 10% for each transaction). He can also lend money (up to 300gp/level) at an interest rate of 25%. There are no other money lenders in Helix and **Huffnpuff** has a monopoly on these services. He has a keen eye and is a shrewd businessman. In the past, **Huffnpuff** has hired brigands and adventuring parties to collect from delinquent clientele. **Huffnpuff** is not part of The Shadow Hands thieves' guild based in Bogtown, but he does business with them, from time to time.

8. The Brazen Strumpet (Tavern)

The Brazen Strumpet is the heart and soul of the village. **Bollo the Barkeep** owns the tavern and employs three barmaids **Taycee**, **Urgritte**, and **Merda**. The tavern is usually quiet in the mornings and early afternoons. Patrons normally start arriving in the late afternoon and the music and merriment continues until **Bollo** closes the bar in the wee hours of the morning. By spending time in the tavern player characters can talk to the patrons or hear rumours by providing good tips to **Bollo** or the barmaids (see the Random Rumor Table on p.20). PCs can also recruit henchmen and hirelings, talk to locals, and meet rival adventuring parties. **Alaster the Village Idiot** (Level 6 Thief) spends most of his time muttering to himself outside the tavern. There is an 80% likelihood the PCs will find him there anytime they approach the tavern. The prices of food, drink, provisions, and lodging are commensurate with those found in the Labyrinth Lord rulebooks.



Mazzahs the Magnificent



Bollo



Taycee



Alaster



Merda

There is an announcement board outside the tavern that serves to find missing people, recruit henchmen, and to make official announcements, etc. See Table 2 for The Brazen Strumpet Random Patron Generator.

9. The Foul Pheasant

Pernicious "Perni" Ticklebottom owns and operates the only gambling house in Helix. Although she attempts to pass her business off as a simple, seedy tavern to the locals, **Perni's** primary business is gambling and, to a lesser degree, prostitution.

Like many in Helix, **Perni** migrated to the village from the lands to the east after an assignment for her thieves' guild went awry and resulted in several deaths. **Perni** is privy to interesting pieces of information (see Random Rumours) for the right price (and subject to the Referee's discretion). **Perni** is not part of the thieves' guild based in Bogtown, but she does pay them 10% for her "protection."

The Referee is encouraged to use this location to make gambling games available to the player characters. **Krothos Ironguard**, a high stakes gambler, makes regular appearances late at night, as well as rival adventuring parties.

10. Wizard's Spire

This decaying spire is the home of **Mazzahs the Magnificent** (Level 6 Magic-User). The spire itself is impressive especially the observatory. However, the structure is in disrepair and the sides are covered in green moss. A sign on the door reads "Do not disturb!" **Mazzahs** is quirky and grouchy. He prefers to be left alone to work on his experiments, read arcane lore, and study the cosmos through his makeshift observatory at the top of the spire.

When interacting with player characters **Mazzahs** might nod off to sleep, forget their names, name them incorrectly, or fail to remember why they came to see him. The inside of his spire is significantly larger than the outside might suggest. It is also very warm and cozy despite its somewhat dilapidated condition.

Mazzahs will offer to buy historical or arcane lore unearthed from Barrowmaze. He will buy magic items (excluding swords and armour) at –30% of their value. He will never sell magic or write scrolls for the PCs.

11. Bowyer/Fletcher

This is the home of **Valeron** the elf. **Valeron** is a bowyer and fletcher. Player characters can purchase short/longbows and arrows from him at standard prices. **Valeron** is the finest bowyer in the region. There is a 10% chance that any bow crafted by **Valeron** will offer a non-magical +1 to damage rolls. **Valeron** also possesses the knowledge and skill to weave giant spider silk from the Blackened Forest into fine garments, cloaks, robes, or rope at a cost of 500gp/plus 100gp per level of the pc. There is a 10% chance that the garments weaved from this silk possess unique properties such as free action, climbing, or cold resistance.

12. Mill

Hendon the miller, his wife **Vina**, teenage son **Tamson**, and boy **Yusef**, live here. They represent the hardy and determined frontier folk who worship the Anganach and make Helix their home. The mill grinds grain brought from Ironguard Motte into flour for the villagers. **Hendon** is a capable man (Level 4 Ranger) and occasionally walks the moor in defense of the village.

Tamson is learning the ways of the wild and apprenticing as a miller with his father. Although not yet a Level 1 Ranger, **Tamson** can shoot a longbow with skill and is proficient with the broadsword. If he can sneak away without his father knowing, he will serve as a guide for a group of PCs. **Tamson** is a strong lad and has 5 hit points. He can also wear leather armour. **Tamson's** brother **Yusef** dreams of adventure and wants to apprentice as a ranger like his father and older brother.

Vina possesses the skill to weave giant spider silk from the Blackened Forest into fine garments, cloaks, robes, or rope at a cost of 500gp/plus 100gp per level of the pc.



Karg



Othar



Cella



Gamdar



Kell Ironguard

Like **Valeron**, there is a 10% chance that **Vina's** spider silk garments possess unique properties. PCs must supply the silk and 1d4 weeks of time.

13. Barrowmaze

Barrowmaze, and its vast field of barrow mounds, rests a half day's march south of Helix. The first few expeditions will require the services of a guide. **Hendon's** sons can serve in this capacity. There is also a 25% chance that a hireling or henchman will know the way. The village locals tend to be the most reliable guides.

Referees should roll on Random Table 1: Barrowmoor Random Encounters when the PCs embark for Barrowmaze and on their return to Helix.

14. Statue of Herne

Surrounded by a ring of stones, a statue of Herne the Hunter stands in a secluded grove three miles west of Helix. The statue serves as a shrine and those who worship him travel to the grove with offerings and animal sacrifices.

15. Ancient Ruins

An ancient white marble ruin can be found in the Blackened Forest about five miles north of Helix. Once a secret temple to Impurax, the ruins have been reclaimed by the black trees and growth of forest.

The ruins are covered in giant spider webs that dominate the wood. Some say they occasionally see torches near the old temple that correspond to the cycle of the moons.

16. Ironguard Motte

Ironguard Motte rests along a caravan route approximately 15 miles east of Helix. Ironguard Motte, a town by most standards, is the seat of the Ironguard family. See the town overview and the Silver Standard Caravan Company for more information on travel routes between Helix and Ironguard Motte.

Personalities of Helix

Mazzahs the Magnificent, Level 6 Magic-User, AL: N, AC: 3 (Bracers AC4, *Ring of Protection +1*), HP: 17, #AT: 1, DMG: 1d4+1 (*Dagger +1*); S 9, I 16, W 15, D 12, C 9, Ch 14. Spells (2/2/2): *Magic Missile, Sleep, Mazzakala's Mucilaginous Effluvium, Light, Burning Hands, Charm Person, ESP, Magic Mouth, Pyrotechnics, Rope Trick, Scare, Blink, Feign Death, Gust of Wind.*

Mazzahs the Magnificent is an strange wizard who makes his home in Helix. **Mazzahs** gives a poor first impression. His left eye is slightly larger than the right, giving him a bug-eyed appearance. His wizard cap is bent and his robes are decorated with small charms and knick-knacks that jingle together as he walks.

Bollo, Owner and Barkeep of The Brazen Strumpet, Level 3 Human Fighter/Retired, AL: L, AC: 9, HP: 26, #AT: 1, DMG: 1d8 (Warhammer); S 15, I 11, W 10, D 9, C 16, Ch 13.

A stout warrior in his youth, the barrel-chested **Bollo** retired from adventuring to open The Brazen Strumpet after he took an arrow to the knee. **Bollo** is an honest and fair-dealing man. He has a loud and ready laugh. He feeds **Alaster** the village idiot for free, prays to Herne, and supports the local shrine. He will always protect his serving girls. He normally wears a worn leather apron and his old warhammer and shield hang behind the bar. **Bollo** has heard every Barrowmaze story (true and false) and is a wealth of information on the dungeon. He also knows everyone in town and can help direct PCs accordingly.

Taycee the Barmaid, Level 0 Human, AL: N, AC: 9, HP: 2, #AT: 1, DMG: 1d2 (Mug); S 9, I 10, W 8, D 9, C 10, Ch 15.

Taycee is the archetype of the feminine, buxom, red-headed barmaid. She is pretty but sarcastic with a droll sense of humor. She has worked for **Bollo** for years and has heard most of the rumors regarding Barrowmaze. If given an opportunity she can verify or dismiss common rumors if the PCs provide good tips. She is loyal to **Bollo**.



Krothos Ironguard



Ollis Blackfell



Valeron



Guildmaster Osen



H.H.R. HuffnPuff

Urgritte the Barmaid, Level 0 Human, AL: N, AC: 9, HP: 2, #AT: 1 DMG: 1d2 (Serving Platter); S 13, I 110, W 8, D 10, C 13, Ch 13.

Urgritte is strong and tall, and yet possesses a feminine build. She has long, braided, golden blonde hair. **Urgritte** appears of Northern warrior stock and has a strong Scandinavian accent. She has worked at The Brazen Strumpet for a few months.

Merda the Barmaid, Level 1 Half-Elf Thief, AL: C, AC: 8 HP: 6, #AT: 1, DMG: 1d2 (Mug) or 1d4 (Dagger); S 13, I 13, W 9, D 14, C 10, Ch 14. Thief Skills: PL 12%, F/RT 14%, PP 28%, MS 30%, CW 87%, HS 23%, HN 1–3.

Merda is beautiful but shorter and with a more slender build than the other barmaids due to her half-elven heritage. She is short-tempered and is always late serving tables. She cares little for **Taycee**, **Urgritte**, or the tavern patrons. Unlike the other servers, she always carries a concealed dagger on her person.

***Merda** is a spy paid by the Necromancers of Set to provide them with intelligence on the tavern, village, and adventuring parties. She has no particular affiliation with the necromancers, rather this is simply a paying job. She understands the dynamic of the tavern and plays her role well. Her latest directive is to bribe or extort **Ollis Blackfell**, the advisor to the Ironguard family, to join the necromancers and thus directly influence the rule over Helix and the surrounding area. She receives her instructions via a note slipped under her tavern room door late at night. **Merda** is also a member of The Shadow Hands thieves' guild in Bogtown.*

Karg Barrelgut the Blacksmith, Level 3 Dwarven Fighter/Retired, AL: L, AC: 9, HP: 30, #AT: 1, DMG: 1d6 (Hammer); S 16, I 10, W 9, D 9, C 17, Ch 10.

Karg serves as the blacksmith, weaponsmith, and armorer for the village of Helix. **Karg** possesses a dark sense of humor and is quick to develop humorous nicknames for his patrons. **Karg** is well known within Helix. He is concerned with the irresponsible behaviour of **Krothos Ironguard** and does not trust elves, especially **Merda the Barmaid**. **Karg** speaks broken common and prefers to conduct business in Dwarven, if possible. He has a young dwarf, **Gern**, who serves as his apprentice.

Othar of St. Ygg, Level 5 Cleric, AL: L, AC: 2 (*Chain +2* and Shield), HP: 32, #AT: 1, DMG: Mace (1d6); S 13, I 12, W 16, D 9, C 10, Ch 12. Spells (3/2/1): *Command, Cure Light Wounds, Protection from Evil, Augury, Speak with Animals, Cure Disease*.

Othar is well-groomed and makes an excellent first impression. He is devoted to establishing St. Ygg as the primary deity in Helix and the surrounding area. **Othar** is well-educated, articulate, kind, and compassionate.

Othar is a key figure in Helix. Until recently, he has had a longstanding relationship with the Ironguard family, especially the elder **Kell Ironguard**. His son, **Krothos**, has hired a new advisor **Ollis Blackfell** and no longer heeds **Othar's** council to the degree he once did. **Othar** knows **Krothos** has undertaken an expedition to Barrowmaze, and is concerned that young **Krothos'** impetuous nature—and the advice of **Otis Blackwell**—will get him killed and leave no heir for the Ironguard line.

Cella the Devotee, Level 2 Cleric, AL: L, AC: 6 (Studded Leather and Shield), HP: 12, #AT: 1, DMG: Club (1d6); S 13, I 10, W 14, D 12, C 12, Ch 9. Spells (2/1): *Cure Light Wounds, Light, Augury*.

Rescued as an orphan and raised by **Othar**, **Cella** is a devout follower of St. Ygg. She has short black hair and piercing pale blue eyes. She is quiet and reserved and will follow **Othar's** commands without question. She has reservations about **Gamdar**.

Gamdar the Acolyte, Level 2 Half-Orc Cleric, AL: C (L), AC: 4 (Chain and Shield), HP: 8, #AT: 1, DMG: *Mace +1* (1d6); S 14, I 10, W 15, D 9, C 12, Ch 8. Spells (2/1): *Command, Detect Magic, Hold Person*.

Gamdar recently "joined" the faith of St. Ygg in Helix. His mixed blood gives him a strange appearance. He has two small tusks that jut from either side of his mouth and this makes his speech difficult to understand.

***Gamdar** is a spy. The Acolytes of Orcus sent him to the village to keep an eye on the church of St. Ygg and on the comings and goings of adventurers to Barrowmaze. **Gamdar** often passes information to the acolytes who then set an ambush and waylay unwitting adventurers on the way back to Helix (when their sacks are full of treasure). **Gamdar** also doublecrosses the acolytes by conducting his own low-level PC ambushes and hoards the gold somewhere in the Barrowmoor. In these instances **Gamdar** will appear as a bucket-helmed knight dressed in black. He will always have an equal number of tombrobbers to PCs plus 1d4+1 more. **Gambar** possesses a Periapt of Proof Against Alignment Detection that masks his chaotic character.*

Lord Viscount Kell Ironguard (Level Human 7 Fighter/Retired), AL: L, AC: 7 (Dex), HP: 47, #AT: 3/2, DMG: *Longsword +2* (1d8+2); S 14, I 13, W 9, D 16, C 12, Ch 15.

In his prime, **Kell Ironguard** would have possessed a commanding physical presence. Over six feet tall, the Lord of the Duchy of Aerik has graying hair and long handlebar moustache that gives him a knightly appearance. He is committed to his family and the people of the region. **Lord Kell** is concerned for his son **Krothos**. In an effort to include **Krothos** in the ruling of his realm, **Kell** has tried to keep his son close and provide him with administrative duties. However, **Kell's** efforts to bring **Krothos** closer have pushed him further away.

The Ironguard family founded the village of Helix many generations ago. The Ironguards, as the primary noble family in the region, have attempted to keep law and order in the village. This has been a difficult task, one made even more difficult with the arrival of adventurers every spring and summer in an effort to plunder the riches of Barrowmaze.

Krothos Ironguard (Level 3 Human Fighter), AL: C, AC: 3 (Chain and *Shield +1*), HP: 26, AT: 1, DMG: *Broadsword +1* (1d6+1), S 14, I 9, W 8, D 10, C 13, Ch 13.

Krothos Ironguard is the epitome of impetuous youth. Unlike his father he looks down on the villagers of Helix and treats the people with disinterest. He is brash, a braggart, and has accomplished little in his life. **Krothos** is always accompanied by two burly bodyguards (**Baddock** and **Kantin**). They typically wear chainmail (with the tabards of House Ironguard) and carry longswords. They are first level fighters with 8 hit points each. **Krothos** has delved into Barrowmaze once, but let his men-at-arms do all the fighting (and the dying). He brags about the experience even though he never drew his sword. **Krothos** can often be found in The Foul Pheasant gambling and whoring.

In his effort to exert more power and influence over their surrounding lands, **Krothos** hired a new advisor, **Ollis Blackfell**, to council his father. **Ollis** has used the opportunity to further cultivate his own power.

Ollis Blackfell (Level 0 Sage/Advisor) AL: N, AC: 9, HP: 4, AT: 1, DMG: Dagger (1d4), S 7, I 16, W 15, D 10, C 7, Ch 10.

Although he displays thoughtful concern for the Ironguards, **Ollis Blackfell** is a liar and a self-interested man. He possesses intelligence and a silver tongue. **Ollis** understands the game of politics and uses his influence with **Krothos** to his best advantage. He is plotting to poison **Kell Ironguard** and have his death appear as the result of old age. The Necromancers of Set have directed their agent in Helix, **Merda** the barmaid, to the task of recruiting **Ollis** to their cause.

Valeron (Level 4 Elven Fighter) AL: L, AC: 3 (Chain and Dex), HP: 31, AT: 1, DMG: Longbow and 20 Arrows (1d6) or Longsword (1d8), S 10, I 14, W 12, D 16, C 9, Ch 14.

Valeron is a vagabond. He stays in a village and plies his trade as a bowyer and fletcher for a time and then he moves on. **Valeron** is handsome and lithe. He has sharp features and long jet black hair. He greets most non-elves with an aloof disapproving gaze, but regardless of his first impression no one can question the quality of his work. **Valeron** is the finest bowyer and fletcher in the region. Indeed, there is a 10% chance that any bow crafted by **Valeron** will offer a non-magical +1 to all damage rolls. **Valeron** is friends with **Bollo**. He has reservations about **Merda** the barmaid and **Pernicious "Perni" Ticklebottom**.

Guildmaster Osen (Level 3 Fighter/Retired) AL: L, AC: 8 (Leather), HP: 22, AT: 1, DMG: Shortsword (1d6), S 14, I 13, W 13, D 13, C 10, Ch 13.

Guildmaster Osen, a retired former adventurer with grey receding hair, came to Helix last summer when he heard of the discovery of a great field of Barrow Mounds in the Barrowmoor. Although his adventuring days are now behind him, **Osen** created a mercenary guild to represent and organize local labour. The recent rumours of gold and treasure in Barrowmaze ensure **Osen** has a steady stream of desperate (and greedy) ne'er-do-wells hoping to

make a quick gold piece. **Osen** and **Turgen** the merchant are friends. **Osen** often has dealings with **Turgen** and the Silver Standard Merchant Caravan Company who require armed escort of their wagons to neighboring villages.

Billworth Turgen (Level 0 Human Merchant) AL: L, AC: 8, HP: 4, AT: 1, DMG: Dagger (1d4), S 8, I 14, W 12, D 13, C 8, Ch 12.

Turgen owns Turgen's Trade Goods in Helix and also serves as the local agent for clients of the larger Silver Standard Merchant Caravan Company based at Ironguard Motte. He is very friendly with a bald head and a short round body. His appearance belies his nature as a shrewd businessman. He has operated his shop for many years and is a trusted name in the village. **Turgen** knows everyone and his shop provides the majority of the everyday trade goods required in the village. He knows **Guildmaster Osen** well as he often requires men-at-arms to protect his caravans from marauding froglings and lizardmen who waylay his wagons when their path leads them close to the Barrowmoor. **Osen** steers clear of the brothel and the local tavern for fear of associating himself with the underbelly of the town and detracting from his business.

Alaster the Village Idiot (Level 6 Thief) AL: N, AC: 7, HP: 24, AT: 1, DMG: Dagger (1d4), S 10, I 12, W 14, D 17, C 9, Ch 6 (12). Thief Skills: PL 50%, F/RT 48%, PP 48%, MS 48%, CW 97%, HS 42%, HN 1–4.

Alaster is known as the village idiot in Helix. He is a terrible sight to behold. He wears old dirty clothes and smells like ale, vomit, and feces. His hair is a tangled mess matted with mud. Long ago, **Alaster** was a highly skilled thief whose party was consumed by zombies in Barrowmaze before his eyes. The sight of the slaughter made him insane and he wandered the Barrowmoor for days before being found by **Valeron** the Elf. **Alaster** ekes out an existence through the charity of select villagers like **Bollo**, **Perni**, **Valeron**, and the clerics of St. Ygg.

__Alaster__ is privy to the comings and goings of most villagers (including __Gamdar__, __Merda__, and rival adventuring parties) but due to his insanity he cannot communicate it. However, close examination of his gibberish noise, insane laughter, and hand-signs will reveal a strange dialect of Thieves' Cant. The longer a PC thief or thief-like character spends with __Alaster__ (5% cumulative per attempt) the higher the likelihood that s/he may be able to translate his machinations into meaningful communication. In order to accomplish this, the PC will have to put up with all manner of disgusting foulness from __Alaster__ including flatulence, soiling himself, leg humping, etc. It should also be noted that __Alaster__ will purposely bump into people and pick their pockets with a 48% chance of success. For __Alaster__, old habits are hard to break. He is no longer part of The Shadow Hands thieves' guild.

Pernicious "Perni" Ticklebottom (Level 3 Halfling Thief) AL: N, AC: 2 (*Ring of Protection +3, Cloak of Protection +2*, and Dex), HP: 14, AT: 1, DMG: *Dagger +2* (1d4), S 9, I 15, W 15, D 16, C 12, Ch 14. Thief Skills: PL 37%, F/RT 30%, PP 40%, MS 45%, CW 79%, HS 35%, HN 1–3.

Perni once tried her hand at adventuring but decided she was better suited to a life of comfort. She appears cherub-faced and is always overdone with makeup. **Perni** is excellent at reading people and can play shy or aggressive, as the situation or client demands. She believes that there are agents of chaos at work in Helix and cares little for their plots for machinations as long as it does not impact her business. She despises **Krothos Ironguard** as he treats her place with disrespect. **Perni** understands the bigger picture—that **Krothos** is a paying customer and the future lord of the region.

She established The Foul Pheasant tavern and gambling house largely due to the influx of mercenaries last spring. PCs can play games of chance there (choices are subject to the referee). **Perni** and her girls are an excellent source of information, for a price.

H.H.R. Huffnpuff, Jeweler and Money Lender (Level 0 Halfling Merchant) AL: N, AC: 7 (Dex), HP: 4, AT: 1, DMG: Dagger 1d4, S 8, I 14, W 12, D 16, C 12, Ch 10.

Harnold Huwen Reginald (or H.H.R) **Huffnpuff** plies his trade as a jeweler and money lender in the village of Helix. He has a head of curly brown hair and a broad smile that seems to extend almost from ear to ear. He always introduces himself to new clients in grand fashion saying, "H.H.R Huffnpuff, jeweler, money lender, and purveyor of ancient antiquities. How may I be of service?" **Huffnpuff** comes from a long line of jewelers. He has a keen eye for appraisal and a shrewd mind for business. He will happily exchange treasures for gold pieces.

Hendon the Miller (Level 4 Ranger) AL: LG, AC: 3 (*Studded Leather +2* and DEX), HP: 31, AT: 1, DMG: *Broadsword +2* (1d6+1), S 14, I 15, W 14, D 16, C 15, Ch 14.

Hendon is emblematic of the tough, hardy villagers that make Helix their home. Prior to raising a family, **Hendon** served as a ranger in protection of the village. He is viewed as a local hero of sorts and villagers still tell stories of his bravery in defending the village against a host of froglings that attacked Helix decades ago. **Hendon** is a

proud and capable man. His sons **Tamson** and **Yusef** want to learn to walk the moors like their father. **Hendon** wants to spare them the reality of butchery and death but knows they need to learn to defend themselves in the wilderness. **Hendon** will take up his sword to defend the village but has no interest in adventuring.

The Campaign Begins:

Adventure Hooks

Referees are encouraged to design their own adventure hooks. However, the following are provided to set the players within the game and get them started:

- **Mazzahs the Magnificent**, an old local wizard in Helix, is looking to hire a party of adventurers to recover historical and arcane lore from Barrowmaze. He's interested in learning more about the people who constructed the barrow mounds for research purposes.

- The penniless players have slowly migrated, one-by-one, to a backwater village called Helix in the gods-for-saken-middle-of-nowhere. They overheard a group of loudmouth adventurers called the *Bastards of Bogtown* talking about the gold and jewels they recovered from a barrow mound in the swamp. Hey, that sounds like a good idea!

- The miller's boy has gone missing! **Hendon**, the miller in Helix and a ranger of note, needs help finding his youngest son **Yusef**. The boy has taken his father's bow and is determined to make his name in the village. **Hendon** followed the boy to the area of the mounds where his tracks suddenly disappeared. He needs help to cover the vast area and can offer 50 gold pieces for the boy's safe return.

- The village smithy, a dwarf named **Karg Barrelgut**, is concerned about his young cousin **Gern**. The young dwarf apparently was press-ganged at sword-point to join *Bertrand's Brigands* on a expedition to Barrowmaze while **Karg** was away. He fears the worst and offers a shiny new set of chainmail and shield to the adventurer who can return his cousin.

- Local villagers say they saw the dead walking near Herne's Grove. They fled and the creatures eventually turned south back to the Barrowmoor. **Hendon**, a ranger, is gathering a party of adventurers to head west and investigate. The villagers don't have much but **Bollo**, the barkeep at The Brazen Strumpet, has offered free pints and 50gp for those who pledge their aid.

Barrowmaze Random Rumor Table

A number of rumors can be heard in Helix and at the local tavern, regarding the moor, the mounds, and the Barrowmaze crypts. Roll 1d20 for each PC, hireling, or henchman:

1. *It is said that a twisted, mutated people live in Barrowmaze. (T)*
2. *All the entrances to Barrowmaze are trapped. (F)*
3. *Tomb-robbers recently returned with a silver chalice worth 666gp. (T)*
4. *A powerful evil warrior and his band use Barrowmaze as a hideout. (F)*
5. *An elven maiden was recently freed from Barrowmaze. (F)*
6. *Piles of magical items can be found in the southern crypts. (F)*
7. *The mutated people of Barrowmaze guard wonderful treasures. (F)*
8. *For safety seek the pools. (F)*
9. *Barrowmaze is 4 levels deep. (F)*
10. *The Chosen, an ancient sect of the dead god Nergal, are said to be buried in the maze. (T)*
11. *Altars are very dangerous. (T)*
12. *Tribes of different humanoids make their home in the Barrow Mounds. (F)*
13. *Frogmen, or froglings, make their home in the muck and mire of the Barrowmoor. (T)*
14. *The dead have been seen walking the Barrowmoor with increasing frequency. (T)*
15. *Runic tablets contain curses, but some contain information. (T)*
16. *Runic tablets curse those who read them. Beware! (T)*
17. *All rumors are true. (F)*
18. *The mutated people of Barrowmaze enslave humans. (F)*
19. *Rumors are just folk-tales, the mounds are just an old burial ground. (F)*
20. *The spirits of the dead will not harm you if you leave an offering at each barrow. (F)*



Running Barrowmaze

Dungeon Keys and Entries

Rather than boxed text to read aloud to players, Barrowmaze uses a shortened entry style. This approach encourages the Referee to read the entry and then convey the scene while making eye contact with players. This style allows the Referee to play the dungeon with minimal preparation time. This approach also encourages you to play with your players rather than reading aloud to them. In the text monsters have been bolded and magic items italicized.

Random Monsters

Random monsters are critical to classic fantasy role-playing games. Under normal circumstances, the Referee should roll for random monsters every other turn with a 1 on a d6 indicating an encounter. There are numerous other instances in Barrowmaze that, either due to the dungeon atmosphere or player choice, may necessitate additional random monsters rolls by the Referee. They include, but are not limited to, anytime the players declare they are searching for something, making too much noise, or if they engage in prolonged battle. In these instances, it is critical to roll for random monsters. The potential upside of searching for treasure, or spending time doing tasks, must be balanced by the possibility of an encounter with random monsters.

Random Monsters and Silence

The atmosphere of Barrowmaze is extremely quiet and embodies the saying—as silent as a tomb. The only sound that breaks the stillness is the constant dripping of water from the moor above the dungeon.

The nature of the quiet atmosphere will force players to make time-sensitive decisions as they relate to random monsters. For example, do the players want to search a crypt full of burial alcoves? Do they want to stop and pry gems out of the wall? Do they want to search for a secret door? Break down a stuck door or a bricked-up wall? Are they making too much noise? All of these examples take time and will cause a disturbance that can compromise their position in the dungeon and pique the interest of the dungeon's denizens.

Random Tables

To minimize preparation time, Barrowmaze is presented ready for play. However, there are a number of random tables presented at the end of the book that the Referee can consult as needed to add flavour to the dungeon. There are two exceptions. In the case of Pit Contents, there are several pits within the dungeon that are already determined. These are explicit in the main body text. The Referee may wish to determine the result of the other pits in advance. The Referee should also roll Table 2: The Brazen Strumpet Random Patron Generator several times prior to play.

Dungeon Restock

Table *7,* Dungeon Restock (p.243), is a key feature of Barrowmaze. The Referee should keep track of all dungeon rooms explored. Each time the PCs return to Helix, this table should be consulted to restock the maze.

Restocking the dungeon between forays provides a sense of verisimilitude, gives the game a unique evolving character, and ensures that the PCs never get complacent. Referees may consult the random monster tables for each area of the dungeon, use the tables for the Random Barrow Mound Crypt Generator, or create their own.

In terms of treasure, Referees can consult the tables provided with the aforementioned Crypt Generator at the end of this book.

Burial Alcoves

Barrowmaze is filled with rooms that contain burial niches and alcoves of all shapes and sizes. Some are filled with spider-webs and bones, some have been plundered, and others contain wondrous treasures.

When player characters decide to search burial alcoves the Referee must keep close track of time. Burial alcove entries look like this:

Burial Alcoves: (145) Square, mummified remains. **Contents:** 94 sp, Silver Bracelet (20gp).

In this entry the total number of burial alcoves is listed in parentheses (145). One character can search one burial alcove in one round (or ten in one turn). When players decide to search alcoves ask them how many characters they are devoting to the task. Divide accordingly to determine the number of turns it will take to search all the alcoves in that room. Always round up.

Example: Five characters decide to search 145 burial alcoves. Five characters multiplied by 10 alcoves/turn equals a total of 50 alcoves/turn. It will take five characters 30 minutes or three turns (145 rounded up to 150) to search the alcoves. This will necessitate at least one random monster roll.

There are other examples in the dungeon that use a similar mechanic for resolution. In each case the amount of time in turns is referenced in the text.

Bricked-Up Walls

Barrowmaze presents a new obstacle for players: the bricked-up wall. Bricked-up walls block entry to tombs of import and require at least one sledgehammer to penetrate. Players will need to purchase one in Helix (Sledgehammer, 5gp) or find one in the dungeon. A tack hammer is simply too small for the job and a melee-style warhammer will be damaged beyond repair if used to break down a wall.

Bricked-up walls provide a quandary for players. Do they risk bashing the wall down and making noise? Will anything come out of the wall and attack them from behind if they pass it by?

In terms of time, use the following as a guide to determine how long it takes to break down a wall and create an entrance of sufficient size:

Breaking Down Brick Walls

Number of Sledgehammers	Time Spent
1 Character	3 Turns
2 Characters	2 Turns
3 Characters	1 Turn

Regardless of how long it takes, trying to bash down a bricked-up wall will disrupt the silence of the dungeon and necessitate at least one random monster roll.

If players consistently bypass bricked-up walls, Referees are encouraged to have a group of undead burst through the wall and attack them from behind in dramatic fashion. The next bricked-up wall they encounter may give them pause.

Light, Sight, and Time

Barrowmaze is a dark tomb. There are no torches or lit areas other than those specifically identified in the text. Referees should be sure to manage time, movement, and light. Remember that torches cast light in a 30ft radius and last for six turns (1 hour). They are susceptible to water and gusts of wind. Lanterns cast light the same distance but require one oil flask ever four hours (24 turns) before they go out. If a character is holding a light source they might have their weapon sheathed. Also, monsters that prefer the dark may target light-wielding characters first.

Partial Collapses

Barrowmaze has stood for centuries and many chambers are in various stages of collapse. Any room, either noted in the text or represented on the map, that contains a partial collapse is likely to give way. While PCs are in these rooms, there is a 1–2 on d6 chance (per turn) of further collapse. Those caught in a collapse take 2d6 points of damage or 1d6 if a save versus petrification is made.

Stuck Doors

Unless otherwise stated, the doors in Barrowmaze are made of wood. Some have been swollen shut with moisture and age. In the case of a stuck door, players will need to force the door open. A roll of 1–2 on a d6 indicates a player character has broken the door down. This roll is adjusted by the strength bonus of the character (example: 15 Strength (+1 bonus) would open the door on a 1–3 on a d6). Check for random monsters.

Runic Tablets

Runic Tablets were often interred with the dead in Barrowmaze to ward off tomb-robbers. Folk tales say the tablets curse those who read them.

Each time a player reads a Runic Tablet, consult Table 6 for Random Runic Tablet Results. Runic Tablets detect as magical and, like a *Wand of Wonder* or a *Deck of Many Things*, represent both risk and reward for players. Runic tablets also insert a level of randomness and a sense of high-stakes dice-rolling into each game session. They are one-use magical items.



Barrowmaze Turning Undead Table

	Cleric Level											
Undead HD	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
1	8	6	4	2	T	T	D	D	D	D	D	D
2	10	8	6	4	2	T	T	D	D	D	D	D
3	12	10	8	6	4	2	T	T	D	D	D	D
4		12	10	8	6	4	2	T	T	D	D	D
5			12	10	8	6	4	2	T	T	D	D
6				12	10	8	6	4	2	T	T	D
7					12	10	8	6	4	2	T	T
8						12	10	8	6	4	2	T
9							12	10	8	6	4	2
Infernal*								12	10	8	6	4

*This category includes very powerful undead, or unholy beings such as demons.

Turning Undead

Due to the presence of the Tablet of Chaos and Nergal's lingering power, turning undead is a more difficult task in Barrowmaze. All turn attempts are increased by one number based on the Labyrinth Lord Turning Undead Table. For example, in Barrowmaze a level one cleric would require an 8 to turn 1 HD undead, 10 for 2 HD, 12 for 3 HD, etc).

Moreover, clerics will find the process of calling on their deities more draining. To reflect this, each turn attempt further increases the difficulty by one per day. In this context, turning undead must be carefully considered by players.

Defiled and Quiet Crypts

To illustrate the power of The Tablet of Chaos, Barrowmaze possesses both "defiled" and "quiet" crypts. Defiled crypts (noted on the map as #210 D1 or #355 D6), represent spaces where undead can be found—The Tablet has called the dead to rise! Quiet crypts (such as #210 Q2 or #223 Q5) are tombs where the dead have not yet risen in response to the unholy relic. There are rare exceptions and this is a function of the random design of the dungeon.

Fear

Barrowmaze highlights monsters that inspire fear. After all, the acronym OSR stands as much for "Oh, Shit! Run!!!" as it does "Old School Renaissance."

In my opinion, fear plays a critical role in early fantasy role-playing games. This dungeon presupposes that a character's first experience with undead—even in the form of mundane skeletons or zombies—would be profound in the context of the game world.

Players will experience fear, both from the environment and from monsters, and need to deal with the consequences. Running away and screaming in fear (and potentially dropping weapons, falling into pits, or getting lost) will draw attention and require the Referee to check for random monsters.

In my home-game we employ a rule—that we jokingly called the Fear Factor—wherein each encounter with undead resulted in the accumulation of points. When the character reached their Wisdom score, they went insane. We used the following as a guide: each encounter with undead equals 1 point, and each time a party member flees in fear from undead equals 3 points. Spending a week in town reduced this number by one. Referees employing this rule are encouraged to find a scale that suits their game and style.

Although fear is less likely to be a concern for mid-and-high level adventurers, the Referee should still describe monsters in terms of their fear effects and/or communicate the fearsome nature of undead monsters through hirelings, henchmen, or men-at-arms.

Entrances

The entrances to Barrowmaze are intentionally limited and not all are immediately accessible. All the entrances are found in the barrow mounds. The limited number of entrances is designed to inspire a sense of danger and create logistical problems for players. How far do they want to explore away from their means of escape?



Smart PCs will establish fall back positions and/or hide caches of equipment and weapons. They might also hide reserves of oil or caltrops just in case they need to slow monsters down while they make good their escape. The entrances and exits to the dungeon should not be convenient for players. Make them work for it.

Barrowmaze: New Treasure Types

There are four new types of grave goods found in the mid-to-high areas of Barrowmaze—Death Masks, Funerary Figures (or Neshralk), Scarabs, and Canopic Jars—that are intended as valuable treasure types in terms of their worth in gold pieces.

Death Masks

Long before the arrival of The Tablet and Nergal's cult, when the maze was used as a place to lay the dead to rest, death masks were an important part of ancient burial rites. Death masks varied in design. Some depicted the deceased, the gods, or ancient heroes. Others portrayed the faces of the seasons, animals, or the elements. They were as unique as the deceased.

Death masks are made of precious metals or alloys, such as copper, brass, silver, electrum, gold, platinum, and even mithril, although the latter are very rare. Other masks are carved from wood or bone. For player characters, these are a valuable source of grave goods.

Select death masks are magical in nature and bolster the strength and power of the undead who wear them. They will not function for the living. Magical death masks augment and/or possess the following enchantments:

Death Masks

Mask Type	Magical Enchantment
Mithril	+4 to AC, 20% Magic Resistance
Platinum	20% Magic Resistance
Gold	+2 to hit, +2 damage
Electrum	+2 HP/HD (may exceed max HP)
Silver	*Spider Climb*
Bone	+1 to AC

Neshralk: Funerary Figures

Many of the low and high-born were interred with funerary figures. These figures, called Neshralk (pronounced *Neh-shralk*) were created using different materials depending on the wealth of the individual or family. Those with limited means used clay, wood, wax, stone, terra cotta, or sometimes glass. Families of greater wealth used precious metals, including silver, gold, platinum, and mithril, or encrusted their figures with gemstones. They also vary in size with the tallest normally 12 inches and the shortest 6 inches.

The figures represent family members, servants to assist the wealthy in the afterlife, or soldiers to serve as tomb guardians. Many possess simple inscriptions devoted to eternal service, such as "Bid me and I will serve," or proclaiming wrath, like "I curse you for entering my master's tomb!"

Although not a hard and fast rule, the material and volume of funerary figures corresponds to the socio-political import of the person or family entombed. Some crypts possess only one or two finely shaped figures whose craftsmanship bordered on a work of art, and others were crudely made of clay and found in scores. Unless otherwise stated in the text, there is a 10% percent chance that select figures (specifically Platinum, Gold, Terra Cotta, Wax) may be magical in nature. If so, consult the following table:

Neshralk

Neshralk Type	Magical Enchantment
Platinum	Golem: Enlarges when command word is spoken and attacks first living thing it sees: AL: N, AC: 2, HD: 8, HP: 45, #AT: 2, DMG: 1d8/1d8
Gold	Animates when command word is spoken. Can brace doors as per *Hold Portal* (1d6 charges)
Gold with gem eyes	Animates when command word is spoken. Can *Read Magic* and dictate in Ancient Common (1d6 charges)
Terra Cotta	Animates and offers to answer one question: Roll 1d6. Response is (1–2) Truthful, (3–4) Cryptic, (5–6) False
Wax (roll 1d6)	(1–2) Has a wick. Serves as *Everburning Candle*.
	(3–4) Has a wick. Serves as 1 block *Incense of Meditation*.
	(5–6) Has a wick. Serves as 1 block *Incense of Obsession*

Scarabs

Scarabs, small hand-held carvings in the shape of dung-beetles, provide another interesting form of treasure in Barrowmaze.

There are innumerable variations on the basic design of a scarab. Most were used for the ostentatious display of wealth and took the form of necklace amulets or small signet rings.

Other scarabs, their owners believed, served as powerful magical talismans. Some scarabs function as keys to open crypts, and still others curse those who violate the tombs where they lay. If a scarab is magical consult the table below:

Decorative Scarab Amulet

Platinum, Gold, Silver, or Electrum

1. *Amulet of Proof Against Detection & Location*

2. *Medallion of ESP*

3. *Stone of Weight*

4. *Periapt of Proof Against Fear*

Gemstone Scarab

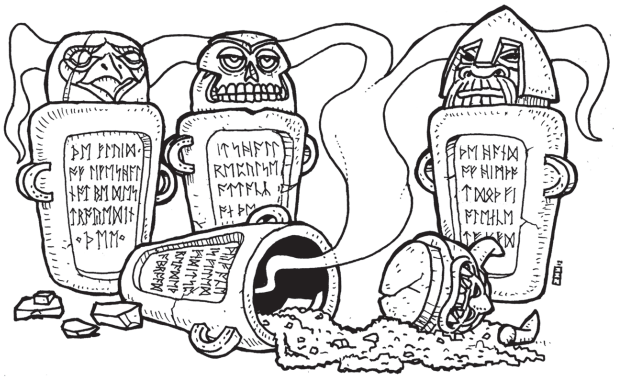
1. *Gem of Brightness*

2. *Ioun Stone (random)*

3. *Scarab of Protection*

4. *Scarab of Death*





Canopic Jars

Although canopic jars are not magical, they provide a valuable source of treasure. Similar to the grave goods already discussed, canopic jars vary in value based on the material used in their construction. Some were decorative and made of gold. Others were made of simple bronze or pottery containers.

Regardless of the jar, the contents can also be a valuable form of treasure. Local folklore suggests the stomach, intestines, lungs, and liver (the typical contents of canopic jars) can be ground into powder or made into creams and potions that possess medicinal qualities. They can even be used as components for exotic spells or for other purposes (subject to the Referee).

For each canopic jar found there is a 20% chance that its contents can be converted for medicinal purposes (this conversion is expensive and requires alchemical expertise). If so, check the room description or roll 1d4 and consult the Canopic Jars Table to determine their contents, medicinal value, and cost to covert in gold pieces.

Canopic Jars

Jar Contents	Medicinal Value (Cost)
1. Stomach	*Neutralize Poison* (2,500gp)
2. Lungs	*Cure Serious Wounds* (2,000gp)
3. Liver	*Cure Disease* (1,550gp)
4. Intestines	*Cure Light Wounds* (1,050gp)

There is a small percentage chance that some of these grave goods possess magical enchantments. Unless otherwise stated in the text there is a 10% chance that Neshralk or Scarabs found in Barrowmaze are magical in nature. Some can help the players survive, while others are cursed. In addition to other mundane treasures, these grave goods should keep your players both interested and wary.

Barrowmaze: Factions

Mongrelmen

The mongrelmen in Barrowmaze are the descendants of the human tribes that once lived near the Barrowmoor. They were enslaved by the cult of Nergal and their bodies have been twisted and mutated through exposure to The Pit of Chaos. They now eke out their existence in small groups in the south and central portions of Barrowmaze. Mongrelmen can be found in Area Five as prisoners and scouts for the Necromancers of Set. The Necromancers capture, torture, or charm them for information, and send them forth to loot crypts and gather resources.

Despite their abominable appearance, **Crab-Claw**, the chief of the mongrelmen, and **Sayer of the Truth**, their religious leader, are actually quite intelligent (if you can comprehend their language) and seek to free their people from the yoke of the Necromancers' oppression.

Necromancers of Set

The Necromancers of Set, the most recent faction to arrive in Barrowmaze, have been called by their god to seek The Tablet of Chaos. They managed to find and plunder a series of secret crypts and now use the location as their primary lair. They are a small but formidable faction led by the 10th level magic-user **Nathalas the Despicable.**

Nathalas, and his right hand **Thala-Kul**, have been slowly recruiting apprentices from the surrounding villages and teaching them the Black Art. **Nathalas** has been using the loot from plundered crypts to build special golems, called Steel Skeletons, to fight the Acolytes of Orcus. They also maintain a force of undead.

In addition, **Nathalas** has hired a mercenary tribe of bugbears from the Blackened Wood called the Red Fangs. They are led by **Gblug**, their chief, and **Kakta**, the tribal shaman.

The Necromancers are aware that somehow Nergal's power yet lingers in the maze. They are currently unaware of the final resting place of The Tablet, but **Nathalas**' study can provide the PCs with clues.

Acolytes of Orcus

The Acolytes of Orcus entered Barrowmaze a year before the Necromancers of Set and immediately set about creating a defensive position. They converted one of Nergal's largest temples to the worship of The-One-Who-Must-Not-Be-Named. The Acolytes have been given divine instruction to recover The Tablet. Led by **Zur the Black** and his foremost pupil **Emnuron**, they are aware that the forces of the Necromancers have grown. Like the Necromancers, the Acolytes have captured and pressed wayward youth from surrounding villages into the faith.

Zur maintains a standing force of undead and recently recruited a group of trolls from the Barrowmoor. The Acolytes believe The Tablet rests somewhere to the North of their temple, but they do not know its exact position. They have formed an alliance with **Vultrix** and the Barrow Harpies and have an uneasy truce with **Grizelda's** ghasts. Like the Necromancers, they are aware that somehow Nergal's power lingers in the maze. The Acolytes commonly raise their own dead to serve as foot soldiers.

Nergal's Waning Power

Nergal, the elder god of Death and the Underworld, was apparently destroyed by his two sons Orcus and Set. The Tablet of Chaos, an ancient relic created by Nergal himself, continues to exert his power and is the reason why the dead have risen in Barrowmaze. **The Keeper of the Tablet**, a former high priest and now a lich of great power, retains Nergal's spark and jealously guards The Tablet against intruders.

However, The Tablet of Chaos has had an effect most unexpected. Its eldritch energy has animated the skeletal remains of **Ossithrax Pejorative**. **Ossithrax**, an ancient black dragon, died long ago in a huge barrow mound hollowed out as his lair. Somehow, the chaos energy of The Tablet melded the personalities of **The Keeper** with **Ossithrax** such that they now co-exist in the remains of both beings. The lich and the dragon always refer to themselves as "we"—the plural form of first person perspective, and never use the singular personal pronoun "I". Players must defeat both physical forms to destroy both monsters.

In addition, the close proximity of The Tablet has spawned new forms of undead, including Crypt Knights, former anti-paladins of Nergal, and Spectral Dead, ghostly phantoms that endlessly wander the dark corridors of Barrowmaze.

Gargoyles

Gargoyle statues and columns are legion in the older crypts of Barrowmaze. Some of these were enchanted and tasked with the guardianship of tombs.

Over the centuries, some managed to free themselves from their servitude and gathered under their leader **Zygstral,** a mighty margoyle of great size and cunning intelligence. His bodyguards are mighty four-armed gargoyles, and he is further protected by spell-casting maggog gargoyles. **Zygstral's** gargoyles present a formidable force for any PC party to deal with.

The gargoyles leave **Grizelda** and her group alone, but they dislike the barrow harpies. They have had some dealings with both the Acolytes and the Necromancers, but they have no interest in their quest for The Tablet. A recent leadership challenge between the two largest margoyles, **Zygstral** and **Xxaxik** (pronounced *Zax-ik*), ended with the latter's banishment. **Xxaxik** now plots his revenge against **Zygstral**. If the PCs plan to move against the gargoyles, **Xxaxik** and his motley crew may join them temporarily to gain an advantage.

Grizelda the Ghastly Gourmet

Grizelda is a Barrow (or Greater) Ghast. **Grizelda's** will is so strong that her followers cannot be turned in her presence. They are sly, self-serving, and ravenous for human flesh.

Grizelda is eccentric and fancies herself a gourmet of sorts. She can often be found stirring her great cauldron, in which she cooks and eats captured adventurers.

Grizelda's ghastly gang tends to move as a pack and has a tacit agreement with the gargoyles to leave each other alone. **Grizelda** has no knowledge of why she awoke in her undead state or The Tablet of Chaos.

She does possess knowledge of The Chaos Sepulcher of Elements, select secret areas, and the general dungeon environs. The exact nature of her knowledge is subject to the needs of the Referee and the campaign.

Vultrix and the Barrow Harpies

Not long ago, a large vaulted chamber, and the barrow mound above it, collapsed into the dungeon. This created a wide cylindrical cavity (40' wide, 40' deep) that runs from the surface down into Barrowmaze (#244).

A group of despicable barrow harpies, creatures more interested in feeding on carrion than hunting for a meal, descended and now nest in the walls of the barrow cave-in. Their leader, a large, nasty female named **Vultrix**, is using a nearby crypt as a throne room and has managed to find more than enough carrion to feed her growing flock.

They have aligned with the Acolytes insofar as they will not let the Necromancers pass through their area. Their knowledge of the dungeon is limited, as they prefer not to explore confined areas where their wings are useless as a means of escape. They have an uneasy truce with **Zygstral's** gargoyles.

The Keeper of the Tablet

Many centuries ago, a promising young acolyte—**Ascyet** (*Az-say-et*) **Vie Yannarg**—completed the dark rituals for anointment into the faith of Nergal. Yannarg possessed a sharp mind and advanced quickly through the ranks. In time, he rose to the level of high priest and commanded Nergal's faithful. When Nergal created The Tablet of Chaos, he entrusted the artifact to **Yannarg** and instructed him to take his followers and occupy Barrowmaze.

Foreseeing the treachery of his sons Orcus and Set, Nergal commanded **Yannarg** to hide The Tablet within a series of secret vaults, where his sons' followers could not reach it. Nergal promised him that through The Tablet he would wield great power, and so he, and several other dark priests, were entombed to guard The Tablet for eternity. When **Yannarg** closed his eyes for the last time, he reopened them as a lich and became **The Keeper of the Tablet**. For centuries he carried out his duties, guarding, protecting, and obsessing over The Tablet of Chaos. When The Tablet called upon the spirit of **Ossithrax** to rise, its strange dark energy fused the personalities of both creatures. The two now exist simultaneously in the bodies of the other.

Ossithrax Pejorative

For centuries, **Ossithrax Pejorative**, an ancient black dragon, ruled the Barrowmoor swamp and laid waste to the surrounding region. He tunneled below a huge barrow mound and into the Great Temple of Nergal (#375). There he sat upon his vast hoard, and in time, died jealously clutching his gold.

Untold centuries passed, and slowly the chaos energy of The Tablet began calling to him to return to his now skeletal form. **Ossithrax** awoke as a Lich-Dragon, a monster that is both a lich and an Ancient Black Dragon. His personality was fused with **The Keeper of the Tablet**, and now the two exist simultaneously in the remains of the other.

Barrowmaze: Endgame

When The Tablet of Chaos is destroyed, the dead will cease to rise in Barrowmaze. This means that **The Keeper** will have been slain but his life force will remain within **Ossithrax Pejorative**. If the lich-dragon is not destroyed, he will likely seek his revenge or perhaps a new dragon cult might emerge from the ruins of Barrowmaze. The possibilities are endless.

As a sandbox megadungeon, players will chose their own path and may decide that The Tablet is simply too dangerous to destroy or may not involve sufficient gold to warrant the risk.

In either case, concluding Barrowmaze will be an open-ended exercise that is subject to the decisions made by players—as it should be.

The Barrow Mounds

The Barrow Mounds: Low-Level Random Encounters

Day
1. Skeletons (1d6)
2. Zombies (1d6)
3. Tomb-Robbers (2d4+4)
4. Giant Scorpions (1d3)
5. Giant Toads (1d6)
6. Coffer Corpse (1d2)

Night
1. Skeletons (2d6)
2. Zombies (2d6)
3. Coffer Corpse (1d4)
4. Ghouls (2d4)
5. Will-O-Wisp (1)
6. Ghasts (1d3)

The Barrow Mounds: Mid-Level Random Encounters

Day
1. Sons of Gaxx (2d4))
2. Ravenous Zombies (3d6)
3. Tomb-Robbers (3d4+4)
4. Barrow Harpies (3d6)
5. Wight (1d6)
6. Juju Zombies (2d4)

Night
1. Spectral Dead (2d6)
2. Ravenous Zombies (4d6)
3. Wraith (1d4)
4. Barrow Ghast (1) & Ghouls (2d4)
5. Will-O-Wisp (1)
6. Vampire (1)

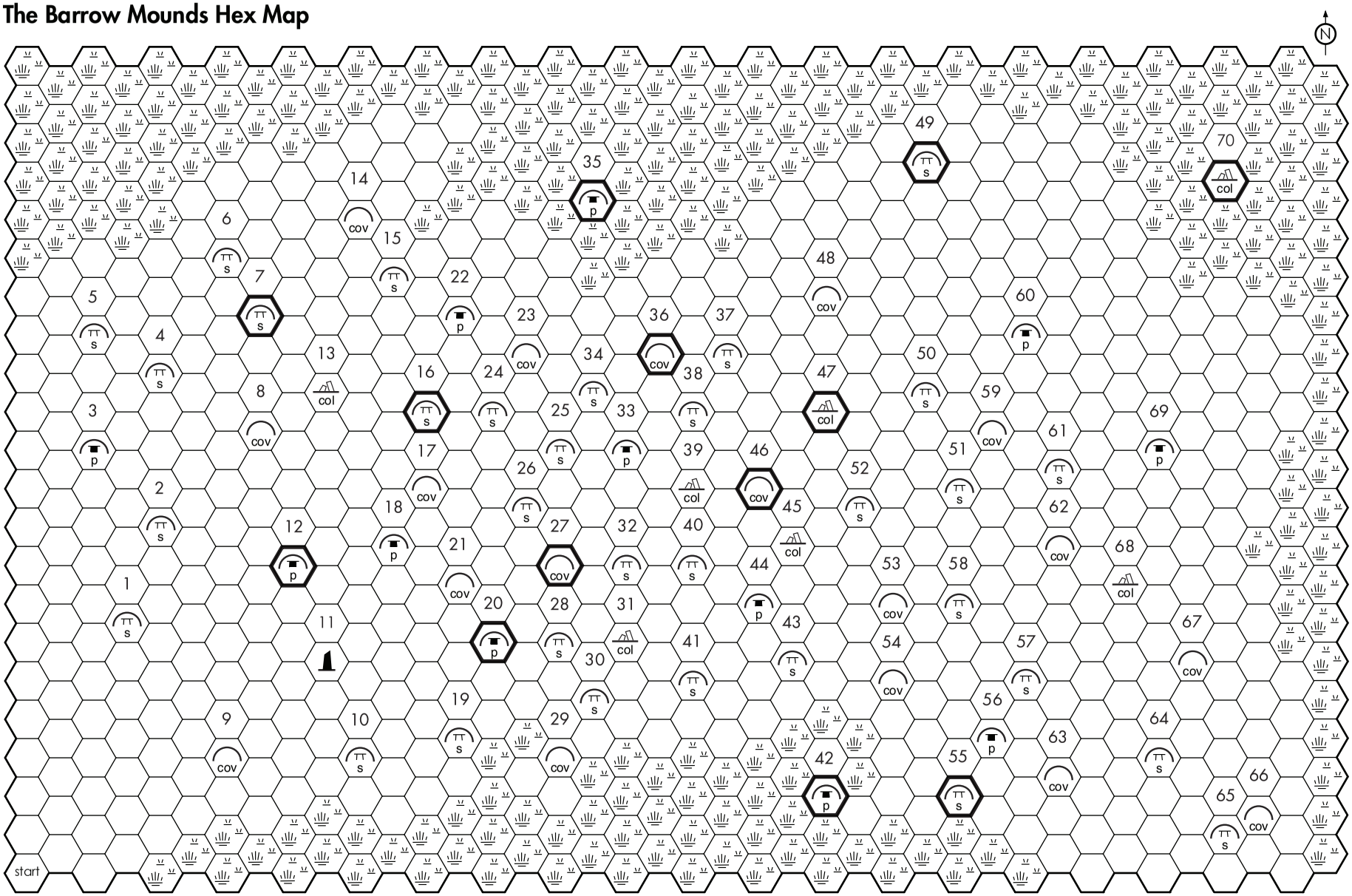
These tables are intended for low and mid-to-high level PCs, respectively. Referees are encouraged to modify them as needed. The PCs should understand that lingering about the barrow mounds at night is hazardous to their health.



Barrowmaze: Entrances and Exits in the Mounds

The Barrow Mounds are located a half-day's march from the local village. The area of the mounds is ancient, damp, and obscured by mist. Everything is still and eerily quiet. No bird or animal sounds can be heard. Low stone cairns line a broken path toward mound #12. The interior of the smaller mounds is approximately 30x30 feet but this is subject to the Referee's discretion. Referees are encouraged to use the Barrow Mound Random Crypt Generator located at the end of this book to create additional crypts to delve, if needed.

The Barrow Mounds Hex Map



1 HEX: 50ft

The Barrow Mounds

Barrowmaze entrances are intended to pose logistical problems for PCs. There are a total of thirteen possible entrances in the mounds. The entrances are not easily found or immediately accessible. The primary entrance for the PCs will likely be the large central burial mound (#12). They must be lowered into the dungeon at this point. This will present logistical problems if the PCs need to flee or remove heavy treasures. Alongside the Barrow Mounds Hex Map, the following key will allow Referees to keep track of the mound entrances and their corresponding location on the Barrowmaze dungeon map:

Barrowmaze Entrances and Exits

Mound Entrance	Barrowmaze Location
Mound #7	Room #158A
Mound #12	Room #1
Mound #16	Near Room #81
Mound #20	Near Room #50
Mound #27	Near Room #93
Mound #35	Northwest of Room#189
Mound #36	Room #112
Mound #42	Room #337F
Mound #46	Room #271
Mound #47	Room #244
Mound #55	Room #333
Mound #49	Room #205A
Mound #70	Room #375*

*The Referee should note that the dragon **Ossithrax** hollowed out barrow mound #70 and dug a tunnel into the Great Temple (#375). He used the temple as his lair for centuries. Although a passageway still exists here, it has become heavily overgrown with reeds such that locating the passage or the mound would be difficult. It is possible that the PCs may complete the dungeon and exit via this mound.

The Barrow Mounds: Overview

There are four primary types of barrow mounds:

Sealed Mounds: The entrances to these mounds remain sealed with a thick coverstone. They have not been looted and will require a sledgehammer and an iron spike to break open. This takes two turns, makes noise, and will necessitate a random monster roll.

Covered Mounds: The entrances to covered mounds have been buried through time and shifting earth. PCs will need to excavate the entrances to these mounds.

After the entrance has been excavated, use the mechanic provided below for sealed mounds to break open the coverstone.

Excavation of Covered Mounds requires 3d4+4 hours (1 hour equals 6 turns) of digging with appropriate equipment (shovels, picks, etc.) purchased in town. For each 2 PCs or hirelings devoted to the task the result will be reduced by 1 hour to a minimum of 2 hours to excavate the entrance to the mound. Be sure to roll for random encounters.



The Barrow Mounds



Plundered Mounds: These mounds have been opened and looted by previous bands of tomb-robbers. In these instances a broken coverstone can be found near the barrow. Although they appear looted and abandoned, some are still worth exploring for treasure and monsters.

Collapsed Mounds: These mounds appear derelict and have caved-in through time or because the dungeon beneath has given way. Mound #47 is unique because a vaulted room underneath the mound collapsed creating a vast hole in the ground. The barrow harpies now use this as their lair.

The barrow mounds are located a half-day march from the nearest village. This means only a half-day is available for digging and exploration before nightfall. Referees should note that it may take two half-days of digging or more to excavate covered mounds. This may prompt other tomb-robbers and seedy adventurers to take an interest in a fresh dig.

Only the barrow mounds that possess multiple chambers, dungeon entrances, or key monsters have crypt maps. Mounds that are simple round 30x30 or 50x50 foot chambers do not have maps.

Barrow Mounds Entry Key

1. Sealed Mound: Inside are two stone slabs. On the slabs are two skeletons draped in burial shrouds. Each possesses a small bowl at their head and decorative amphora at their feet. The bowls contain 25gp (each) and the amphorae are worth 50gp each. The latter are valuable but brittle. If the PCs engage in combat while carrying them there is a 1–5 on d6 chance that they will break.

2. Sealed Mound: Inside is a single sarcophagus with a **Zombie** (1) AL: C, AC: 8, HD: 2, HP: 16, #AT: 1, DMG: 1d8, covered in a black burial shroud. He bears a Gold Necklace with a Jade Scarab worth 100gp and wears a *Ring of Protection +1.*

3. Plundered Mound: This mound was looted long ago. A short stone stairway leads to a 30x30 tomb. A broken stone door can be found on the floor. A broken sarcophagus sits in the center with a disturbed skeleton inside. In their haste, the tomb-robbers left a Gold Ring (20gp) beside the remains.



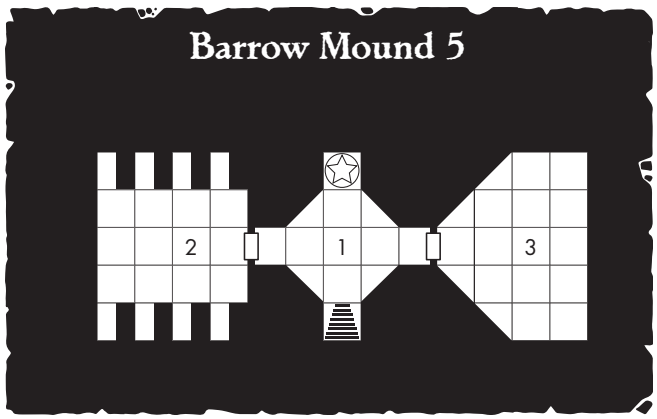
4. Sealed Mound: A sarcophagus dominates the center of this burial mound. Opening the lid will be much like the door and will require a sledge hammer and spike. Inside the stone sarcophagus is a wooden casket shaped to resemble a beautiful woman. The casket contains her skeletal remains in addition to four sealed perfume bottles. These are ancient and rare. They will be worth 50gp each in a small town, but if sold in a city could garner as much at 100gp per bottle. Experience should be determined based on the price sold.

5. The Mound of Ooze (Sealed): A ten-foot staircase descends into a dry stone crypt.

Entrance: This room contains sealed stone doors on the east and west walls. A six foot tall iron statue stands in an alcove to the north. There are 20 burial alcoves cut into the walls of the chamber containing a pouch with 10pp, a silver dagger, and a wooden sword.

Chamber 2: This chamber is lined with burial alcoves (160). The following treasure items can be found if all the alcoves are searched: Amphora (200gp), Electrum Goblet (50gp), Ancient Scrolls (Holy Writs worth 400gp), 200ep, and a *Dagger of Throwing +1* (returns to the hand of the wielder when thrown). Be sure to roll for random monsters.

Chamber 3: A sarcophagus stands in the center of the room. Inside is a mummy. The mummy's still white teeth contrast against its blackened skin. It wears a wrought Silver Ring worth 300gp and a Bloodstone Gem on a chain around its neck (75gp). These two items are underneath the wraps and are not immediately visible. Hanging on the ceiling, camouflaged against the flagstone, is a **Gray Ooze** AL: N, AC: 8, HD: 3, HP: 10, #AT: 1, DMG: 2d8.





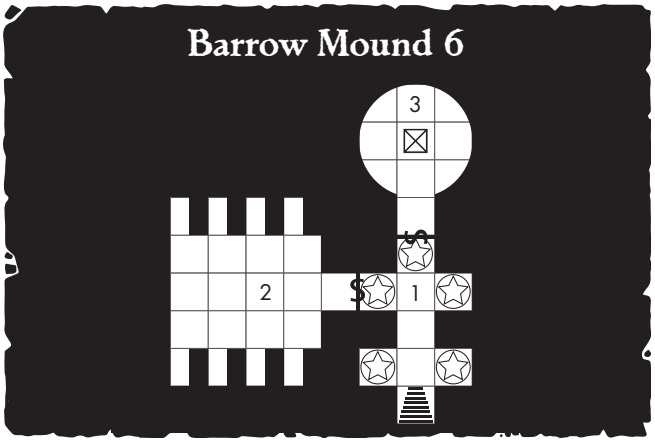
6. The Rat Mound (Sealed): A five foot staircase leads down into a dry, stone crypt filled with statues. The doors in this crypt are made of bronze and covered with verdigris.

Entrance: There are five eight-foot tall marble statues of beautiful women in this room. The two on the east and west walls each possess Ruby Gemstones in their eye sockets (value 50gp per gem). It will take one turn to remove the gems from one statue. At the northern end of the entrance chamber is a statue with Black Opal gemstones in its eyes. These are, even to the casual observer, larger and more valuable than the rubies (150gp per gem). However, this statue is trapped. If the opals are removed, the PCs will hear stone grinding on stone as the mouth of the statue opens and emits a cloud of poisonous gas. Anyone immediately in front of the statue must save versus Death at +2 or die. A successful save results in 1d4 damage. Note that a successful check for traps will reveal a small metal pipe barely protruding from the back of the statue's mouth.

Chamber 2: A pack of **Giant Rats** (12) AL: N, AC: 7, HD: 1d4hp, HP: 4, 4, 4, 4, 4, 4, 4, 3, 2, 1, 1, 1, #AT: 1, DMG: 1d3 have managed to burrow their way into this chamber and have created a nest of crypt detritus for themselves in the center of the room. In addition to the dozen rats, there is a large leader among them with black fur. He possesses 2 hit dice (10 hp) and is +1 to hit and damage. In their nest they have gathered shiny grave goods that include an assortment of coins (1d20 for each of copper, electrum, silver, gold, and platinum). They also found a sealed arcane scroll tube with the spells: *Magic Missile, Floating Disc, and Web*. The alcoves here are empty. The rats have already picked through the remains.



Chamber 3: When the PCs enter this chamber they will be greeted by the gleam of gold from the back of the room. On top of a black alter sit two solid gold Couchant Jackals (450gp each). However, there is a concealed pit trap located in the center of the room. The pit is 10 feet deep (1d6 falling damage). There is also a **Clockwork Cobra** (1) AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3*, at the bottom of the pit.



7. The Pool of Secrets (Sealed): This mound is sealed, albeit differently from the other mounds. The door of this mound is made of ancient bronze and covered with verdigris. If detected, the coverstone will radiate a strong magical aura. The skull face of Nergal is embossed into the door, as well as a dozen small pentagram designs. One of these pentagrams is a keyhole. The mongrelmen in Room #100 of Barrowmaze possess the key. This door cannot be physically or magically breached sort of a *Wish*.

A five foot staircase descends into a rounded chamber 40x4040 feet. There are four stone columns and a pool (10 feet by 15 feet) of oily black water in the center of the room. The water is warm and steam can be seen rising from the pool. Torch scones can be found on all four of the pillars. Steps can be seen leading down into the water. The pool is decorated in tiled mosaics depicting the skull symbol of Nergal. The phrase "Life in Death" is tiled in Black Tongue on each side of the pool. The water radiates magic.

PCs that disrobe and enter the pool will be covered in oily black water. They will also notice that the water appears much deeper in the middle. If PCs attempt to dive to the bottom, tell them that the experience is quite disorienting as they are swimming into complete darkness. Give them two or three opportunities to attempt to reach the bottom by telling them if they take a deeper breath they might be able to swim farther. On the third try, they will see a dim light at the bottom and emerge in a new rounded 40x40 chamber (identical to the one they entered) except in this room there is a staircase descending adjacent to Barrowmaze Room #158A.

8. The Mound of Stones (Covered): Over the centuries the entrance to this ancient mound has been covered over with earth and will need to be excavated. Use the mechanic outlined at the beginning of this section to unearth the mound.

Inside this mound is a stone slab with an urn. Beside the urn are two small bowls filled with gemstones. There are four black stone pillars in the room shaped like helmed warriors. Two of these pillar-statues are **Barrow Guardians** (2) AL: N, AC: 3, HD: 3, HP: 15, 13, #AT: 1, DMG: 1d6. If the urn or the grave goods are touched the golems will animate and attack the intruders. The two bowls include the following gems: Chrysophrase (25gp), Star Rose Quartz (15gp), Sardonyx (145gp), Bloodstone (325gp), Carnelian (10gp), Jet (35gp), Ruby (45gp), Jade (65gp), and an Onyx (5gp).

9. The Centipede Mound (Covered): The entrance to this ancient mound has been covered over with earth and will need to be excavated. A stairway into this mound descends steeply and opens into a family crypt with four stone sarcophagi. There are **Giant Centipedes** (6) AL: N, AC: 9, HD: 1d4hp, HP: 4, 4, 3, 3, 3, 3, #AT: 1 (bite), DMG: Poison, on the ceiling and will drop on PCs as they enter. The sarcophagi contain the following: Father: Gold Ring (40gp), Jeweled Necklace (30gp); Mother: Gold Ring (40gp), Silver Bracelet (25gp), Gold Circlet (50gp); Daughter: Ivory Comb (25gp), Silver Ring (30gp); and the Son: Bone Handled Dagger (15gp).

10. The Mound of Ancient Urns (Sealed): A carved wooden funerary casket in the shape of a man rests on a dais in the center of the 30x30 foot mound. The wall sconces are lined with Decorative Amphorae (8) worth 35gp each and depict life in an ancient village near the moor. If the PCs engage in combat while carrying the amphorae there is a 1–5 on d6 chance they will break.

11. The Standing Stone of The Chosen: This standing stone is ancient. Time has worn away some of the runes, but others can still be seen -- and a great skull, the unholy symbol of Nergal, can also be made out atop the stone. The runes are written in the Black Tongue, the language of necromancers and the Underworld. It exalts Nergal,



the God of the Dead, and acknowledges his Chosen—a fanatical sect of his faith. A passage reads "Life in Death."

12. The Great Mound (Plundered): An overgrown pathway, lined with small stone cairns, leads toward this large central mound. **Show the players Barrowmaze illustration #1.**

The mound is encircled with standing stones. A large stone door rests face down, broken in two, in the long grass of the entranceway. The area is littered with skulls and bones. A foul smell emits from the interior of the mound and the darkness beyond is black as night.

A short stone stairway descends into the mound. The inside is 60x60 feet. **Show the players Barrowmaze illustration #2** (available at the back of this book). There are both booted footprints (tomb-robbers) and other tracks the party cannot make out (shuffling zombies etc). Bones litter the floor. Four huge square stone columns support the structure. Between the pillars there is an old, rusty 6' high tripod with a block and tackle suspended over a hole in the floor. A rope descends down into the darkness (to room #1 on the dungeon map).

Players who drop a torch will notice that they stand above a room with a 35 foot high vaulted ceiling. It is partially collapsed, contains rubble, bones, and faded frescos on the walls. This place is dark and very quiet. This is the primary entrance to Barrowmaze.

13. Collapsed Mound: This mound has collapsed with the weight of the centuries. If 18 turns are spent excavating, the party will be able to recover a Silver Goblet worth 1,800gp, an Electrum Plate worth 2,000gp, and a *Dagger +1* from the ruins of the mound.

14. The Bathing Crypt (Covered): The entrance to this ancient mound will need to be excavated. The crypt is dry and the doors are made of wood.

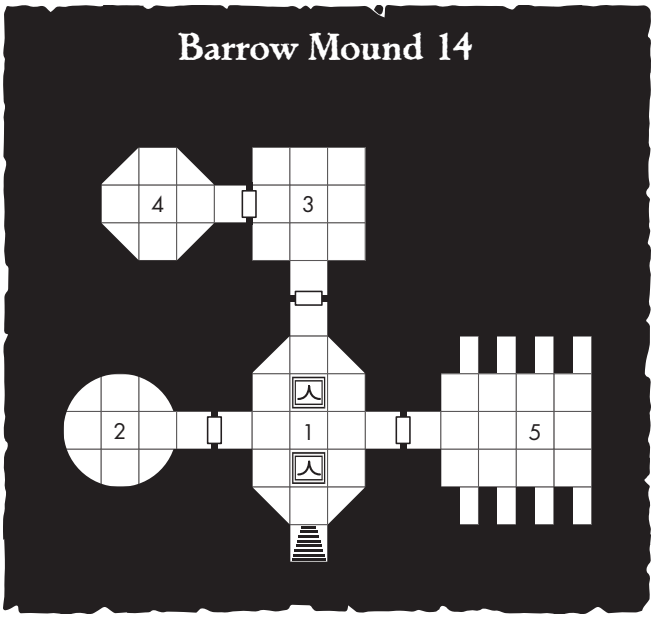
Entrance: A ten foot staircase descends into the entrance chamber of this crypt. All the doors in this chamber are locked. There are two pools in this room filled with dark, peat coloured water. The pools radiate magic if detected. Partially ruined frescoes on the walls depict people removing their clothes and entering the pools. Disrobing and bathing in one pool reduces the intelligence of the character by one point permanently. However, bathing in both pools restores the previous point of intelligence and increases the charisma of the bather by two points (to a maximum of 18). This happens only once.

Chamber 2: A broad, jeweled goblet rests on a pedestal in the center of this room. Inside the goblet is a sickly green substance. This is a small **Green Slime** (1) AL: N, AC: N/A, HD: 2, HP: 5, #AT: 1, DMG: Special. The cup is made of gold and worth 345gp. An alcove on the western wall holds skeletal remains.

Chamber 3: Opening this locked door will set off a trap. A large stone block, suspended from the ceiling, hangs just inside this room. If the door is swung open it will trip the wire and release the block causing 3d6 points of damage to anyone below (save versus petrification for 1d6 damage). There are 99 burial alcoves set into the walls of this room. They contain a *Chainmail Shirt +1*, a bag with 45 gold pieces, and a *Potion of Extra-Healing*.

Chamber 4: The wooden door to this chamber is swollen shut. Inside are two **Sons of Gaxx** (2) AL: C, AC: 8, HD: 3, HP: 10, 9, #AT: 1, DMG: 2d8*. There is no treasure.

Chamber 5: There are eight single side-crypts set off the main chamber of this room. In the center of this room are two **Wood Golems** (2) AL: N, AC: *7*, HD: 2+2, HP: 15, 10, #AT: 1, DMG: 1d8, carved in the likeness of men with antlered heads. The statues face each other and have their hands raised above their heads. If one of the crypts is disturbed, or they are harmed, they will attack. Each side-crypt contains a rotting wooden sarcophagus with the effigy of the dead cut into the lid. One, in the likeness of a knight, contains a *Shield +1*. Another, in the image of a shieldmaiden, contains a *Winged Helm +1*.





The Barrow Mounds

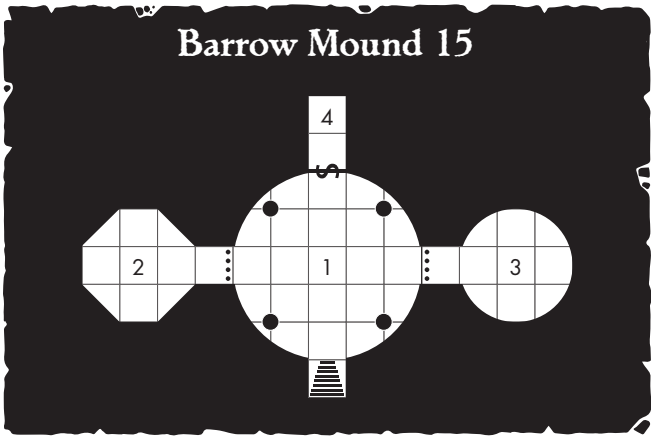
15. The Mound of Rusty Gates (Sealed): This mound is sealed with a stone door. The crypt is flooded knee deep with dark water.

Entrance: A ten foot staircase descends into a round 50x50 foot burial chamber. The chamber is supported by four stone columns and a rusty portcullis can be found on both the east and west walls.

Chamber 2: There are two sarcophagi in this chamber nearly covered with water. Both possess skeletal remains and were buried with scrolls and books destroyed by water. However, one tube, still sealed, contains a magical scroll that provides *Protection against Elementals (Fire*).

Chamber 3: A group of **Zombies** (6) AL: C, AC: 8, HD: 2, HP: 15, 12, 11, 9, 7, 2, #AT: 1, DMG: 1d8, will rise from the water if a disturbance or light can be heard or seen in the main chamber. Initially, the zombies will be contained by the rusty portcullis but after 1d4 rounds they will breakdown the weakened gate and attack. They carry nothing of value.

Chamber 4: Beyond the secret door, on a shelf at the back of the chamber, is an urn with ash remains and a locked metal box trapped with a poison needle (save versus death at +2 or die). Inside the box are a pair of *Gauntlets of Dexterity*.



16. The Sword-Mound of the Ancients (Sealed): Show the players Barrowmaze illustration #3 when they enter this crypt. The interior is lined with six, six-foot high vertical alcoves that contain the remains of six skeletal warriors. They wear old, rusty coifs, shields, and chainmail. They are armed with spears. Lying on an altar, in the center of the room, is an ornate, jeweled *Broadsword +1* (2–7 plus 1 point of magical damage). These warriors will rise as **Skeletons** (6) AL: C, AC: 4, HD: 1, HP: 8, 8, 8, 7, 5, 4, #AT: 1, DMG: 1d6, if the sword is disturbed, but will wait until the PCs enter the mound and are surrounded. One of the alcoves can be bashed in to reveal a staircase (to #81). However, this would be very difficult to detect and would require two successful secret doors checks.

In my homegame, I managed to lure one of the playtesters to their doom. Dan B., who played the elf Shantilion, proceeded cautiously but was surrounded and cut-down by the skeletons. To immortalize his ne-er-do-well status we wrote a simple poem to remember him:

Shaft, the inattentive one,
Ye savvy thief of old,
Could see the sword before him,
And thought to be so bold.
His battle cry hung in the air,
his new blade shining bright,
The skeletons were in their lair,
he should have taken flight.
He struck at last, and much too fast,
he joins the ranks of Kreel,
goodbye fair Shaft, find at peace at last,
We (who are about to die) salute you, for your zeal.

17. The Ghoul Mound (Covered): The entrance to this ancient mound has been covered with earth and will need to be excavated. This mound contains a stone sarcophagus. The sarcophagus has a stone mechanism at the top that appears to require a key (shaped like a scarab) to open. It cannot be opened otherwise. Inside the sarcophagus is a **Ghoul** (1) AL: C, AC: 6, HD: 2*, HP: 12, #AT: 3, DMG: 1d3/1d3/1d3*. She is buried with a beautiful Gold Necklace (500gp), two Platinum Bracelets (400gp each), and a *Dagger +1, +2 vs. Undead*. The key can be found in Barrowmaze #31, Quiet Crypt #4.

18. The Broken Tomb of Toads (Plundered): This mound was plundered long ago and is filled to the waist with dark peat-colored water. **Giant Toads** (2) AL: N, AC: 7, HD: 2+2, HP: 13, 10, #AT: 1, DMG: 1d4+1, lurk just under the surface (check for surprise). Two Copper Candle Holders can be found below the water (12gp each).



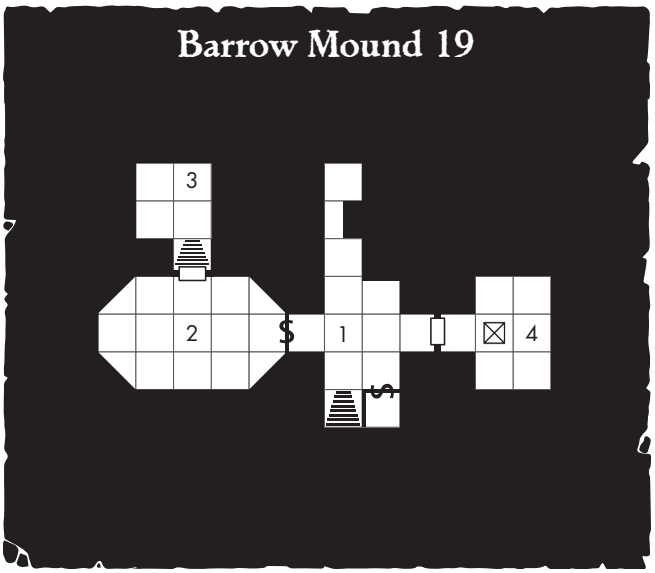
19. The Statue Mound (Sealed): This mound is sealed with a stone door. The crypt is flooded knee-deep with dark water and the doors are made of wood reinforced with iron.

Entrance: This chamber is empty. Behind the secret door is a low alter with a funerary box containing skeletal remains. A Silver Ring set with Diamonds (worth 800gp) can be found inside the box.

Chamber 2: A large sculpture takes up the majority of this room. It depicts an ancient elvish warrior, alone and wounded, battling three lizardmen. The elf holds a longsword that shines in the darkness (*Continual Light*). If the sword is taken the three lizardmen will animate as **Stone Statues** (3) AC: C, AC: 4, HD: 5, HP: 25, 22, 15, #AT: 2, DMG: 2d6.

Chamber 3: The crypt contains the remains of the elf warrior depicted in chamber 2. He was laid to rest on a stone slab with a once-green burial shroud, now in tatters. Folded beside him, near the floor, are his *Boots of Elvenkind*. Frescoes on the wall depict the unnamed elf as a hero of the Thornswild Forest.

Chamber 4: This is a false crypt. A pedestal set against the eastern wall holds an ornate amphora worth 600gp and a Runic Tablet. Between the doorway and the eastern wall is a concealed 10' deep spiked pit (1d6 for falling 10' and another 1d6 for the spikes). In addition, the bottom of the pit is covered in **Yellow Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 6, #AT: Spores, DMG: 1d6*.



20. The Mound of Secret Stairs (Plundered): This mound is empty. There is a broken sarcophagus decorated in bas relief with skeletons dancing in the Underworld. If one of the skeletons is pulled out, turned counter-clockwise, and depressed, the sarcophagus will shift to reveal a slender staircase lined with dust, cobwebs (just west of #50 on the dungeon map), and distinct footprints. This staircase was used recently.

21. The Skeleton Mound (Covered): The entrance to this ancient mound will need to be excavated. Two stone slabs lie in the center of the 30x30 foot mound. The occupants have risen as **Skeletons** (2) AL: C, AC: 7, HD: 1, HP: 8, 7, #AT: 1, DMG: 1d6. If the PCs linger or search the mound the skeletons will animate and attack! A concealed drawer (pull out) in one of the slabs holds small wooden Funerary Figures (no value, not magical), a Jeweled Silver Dagger (35gp) and an arcane scroll: *Burning Hands, Shocking Grasp, and Light*.

22. The Pillaged Crypt (Plundered): The coverstone to this mound has been broken into pieces. Booted footprints can be found near the entrance. The interior of the mound, roughly 40x40 feet, is littered with bone debris and the chamber has been hastily searched. There is nothing of value here.

23. The Barrow of Beetles (Covered): A ten foot long staircase descends into a round 50x50 foot mound. **Giant Boring Beetles** (3) AL: N, AC: 3, HD: 5, HP: 38, 32, 28, #AT: 1, DMG: 5d4, have tunneled into this crypt and made a nest.

The crypt is in disarray. Among the rubble the PCs can find a runic tablet and three scroll tubes. The first is a clerical scroll with *Cure Light Wounds* and *Cure Serious Wounds*. The second is a magic-user scroll with *Mazakala's Mucilaginous Effluvium, Hitzemun's Blue Foot, and Fennril's Exquisite Strangulation* (see New Spells). Finally, there is a Protection Scroll: *Ward Against Gargoyles*. A small coffer can be found that contains Emeralds of varying sizes and values: 50gp, 75gp, 100gp, 100gp, 250gp, and 750gp.

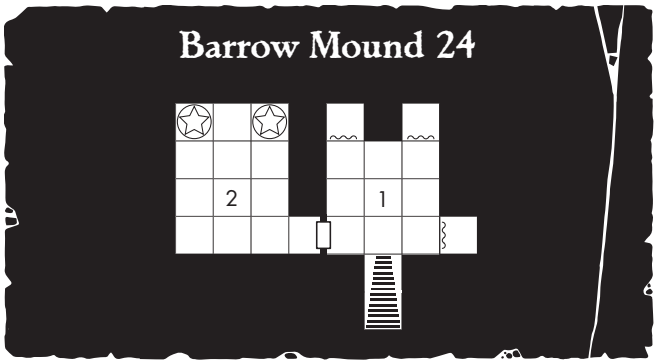
24. The Mound of Tapestries (Sealed): This mound is sealed with a stone door. The crypt is dry and the doors are made of wood reinforced with iron.

Entrance: A ten foot staircase enters into an octagonal 30x30 foot chamber. Three large tapestries hang from floor to ceiling and conceal alcoves beyond. Behind



each of these is a **Ghoul** (3) AL: C, AC: 6, HD: 2*, HP: 15, 11, 10, #AT: 3, DMG: 1d3/1d3/1d3*. Each alcove contains 4d40 gold pieces and one contains a Runic Tablet.

Chamber 2: This chamber features an altar between two dark stone statues. On top of the altar is a skull and a simple wooden cup. The cup detects as magical and fills with the following once per day 1) Ale, 2) Mead, 3) Healing Salve (heals 1d4+1 hit points), 4) Random Potion Type. The two statues are **Barrow Guardians** (2) AL: N, AC: 3, HD: 3, HP: 24, 19, #AT: 1, DMG: 1d6.



25. The Mound of the Cursed Jewel (Sealed): Crypt is dry and the doors are made of bronze and covered with verdigris. The doors are locked.

Entrance: The entrance chamber to this crypt contains four pillars each covered with 1d4+2 gemstones worth 200gp each. It will take one turn to pry the gems out of 1 pillar.

Chamber 2: A concealed pit in the center of this room descends 20 feet into spikes. Anyone falling into the pit takes 2d6 points of falling damage and 1d6 from the spikes. There are 130 small burial alcoves in this chamber. They contain 5d20cp, 4d20sp, 3d20ep, 2d20gp, and 1d20pp. A *Ring of Protection +2* can also be found amongst the bones.

Chamber 3: This chamber contains a unique trap. Unlike the other doors in this crypt, this door pulls toward the pcs rather than into the room. A tripwire at the entrance is connected to three crossbows—one on the east, west, and northern walls—that are all designed to shoot simultaneously at the entrance to the chamber. Each crossbow bolt does 1d8 points of damage. There is a 10% chance per crossbow of a misfire.

Chamber 4: There has been a partial collapse in this room. While PCs are here, there is a 1–2 on d6 chance per turn of further collapse. Anyone caught in a collapse takes 2d6 points of damage or 1d6 if a save versus petrification is made. The glint of a *Jewel of Monster Attraction* can be noticed within the rubble.



26. The Demon Mound (Sealed): This mound is sealed with a stone door. A short stone staircase descends into a single rounded chamber 60x60 feet across and supported by four columns carved with screaming faces. A large brazier can be found in the center of the room. The brazier can only be lit by magical flame. If so, it will ignite with a fire that rages red, orange, green, purple, and then black. A terrible, horned, fanged demon face will appear and with a loud booming voice offer to answer three questions. Once the questions have been asked, the fire in the brazier will disappear forever.

27. The Crypt of Genniis the Younger (Covered): This 30x30 foot crypt contains the skeletal remains of an ancient warrior-priest, Genniis the Younger, sitting on a throne covered in cobwebs. He wears ancient ornamental chainmail (value 125gp). On a table there are four scrolls that recount his life and faith (75gp each to a sage). A concealed lever behind the throne will open a secret partially-collapsed staircase (to #93). It will take 1d4+3 days of digging to remove the rubble and open the staircase. A halfling or gnome may be able to squeeze through and scout the area below (Referee's discretion).

28. The Tomb of the Dark Arts (Sealed): This mound is sealed with a stone door. A short stone staircase descends into a single hexagonal chamber 30x30 feet across. In the center of the chamber is a stone lectern with a yellow book covered in arcane markings. The

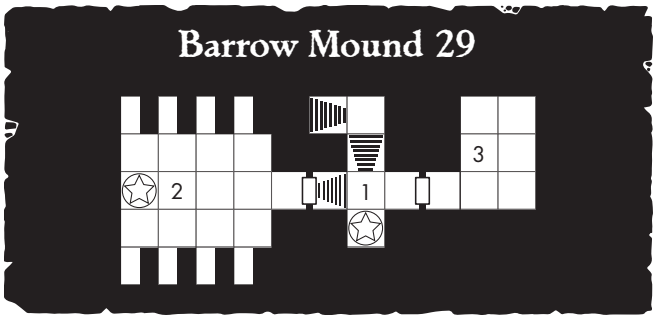
walls depict the mage Azcuursh the Arcane, a wicked and evil wizard, who possessed a unique mastery of the Dark Art. The tome is one of Azcuursh's spellbooks and radiates magic. If opened by a magic-user, the wizard will instantly vanish and the book will slam shut forever. The PC magic-user will be instantly transported to an alternate demi-plane where s/he must do battle with a grey-skinned and eye-less simulacrum of Azcuursh with the same statistics and equipment as the trapped PC. If the PC dies, s/he will never return. If successful, the spellbook will open and the PC will reappear. The spellbook contains all second level magic-user spells.

29. The Flagstone Mound (Covered): The interior of this crypt is dry and the doors are made of wood reinforced with iron.

Entrance: A broken statue can be found here.

Chamber 2: A large statue of Nergal stands on a dais at the back of this room. The statue itself appears quite menacing, but the primary threat are **Flagstone Golems** (4) AL: N, AC: 6, HD: 6, HP: 36, 32, 29, 25, #AT: 2, DMG: 1d8/1d8 (two on the east walls above and below the doorway, and two others that will peel themselves off the floor). They will attack if the side crypts are disturbed. The crypts contain a *Mace +2, 20 Arrows +1*, a *Potion of Strength*, a *Ring of Spell Turning*, and 2d100ep.

Chamber 3: A **Wight** (1) AL: C, AC: 5, HD: 3, HP: 18, #AT: 1, DMG: Drain, has risen from the dead in this crypt. It will pounce on the first living thing to enter the room. A pouch at its belt contains nine small Amethysts worth 100gp each.



30. The Mound of Rot (Sealed): This mound is sealed with a stone door. A short stone staircase descends into a dry crypt.

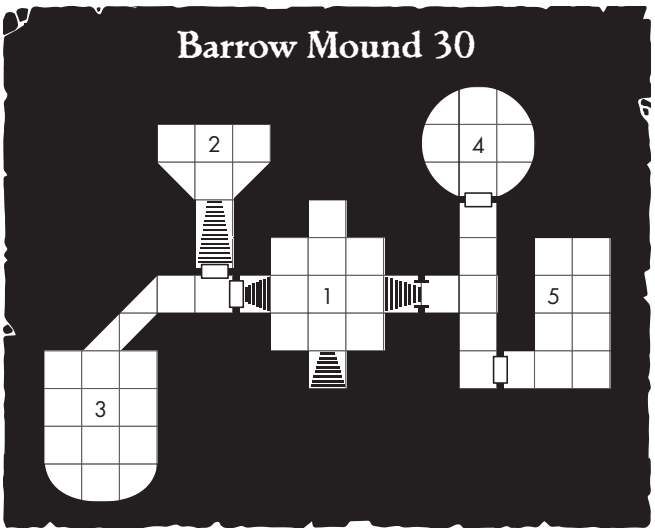
Entrance: The entry chamber is covered in bas relief depicting Impurax, the elder God of Rot and Pestilence.

Chamber 2: This chamber contains four mummies on stone slabs. They are inanimate but all possess the disease of Mummy Rot (if touched). Resting beside each is a bowl with 35pp.

Chamber 3: This chamber was used for mummy preparation. The shelves here are lined with hundreds of jars, bottles, and ointments. Careful searching (2 turns) will reveal *Ointment of Healing* (4 doses), *Incense of Meditation* (4 sticks), *Dust of Disappearance* (3 uses), *Dust of Sneezing and Choking* (2 uses).

Chamber 4: An ornate sarcophagus stands in the center of this room. There are funerary baskets and urns along the outside of the chamber but most are rotting or broken. Three Amphorae worth 600gp each might be salvaged but they are brittle. If the PCs engage in combat while carrying them there is a 1–5 on d6 chance that they will break. The occupant of the sarcophagus, once an ecclesiastic in the cult of Impurax, has turned into a terrifying **Barrow Wight** (1) AL: C, AC: 4, HD: 6, HP: 34, #AT: 1, DMG: 1d8*. Inside the sarcophagus is a clerical scroll with four random spells.

Chamber 5: This room contains a small library filled with scrolls and tomes devoted to the worship of Impurax. There are hundreds of documents here. For every four turns spent searching and reading there is a 15% chance of finding an ancient holy writ of value (roll a d6: 1–2 600gp, 3–4 800gp, 5–6 1,000gp)



31. Collapsed Mound: Excavation at the side of this mound has led to its collapse. It appears tomb-robbers, unable to break the coverstone, attempted to dig through



the side of the barrow. There is nothing of value here. There are many human (boot) and horse tracks in the mud and grass around the mound.

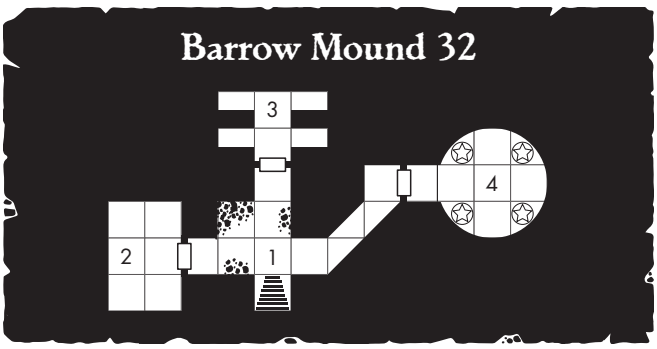
32. The Caryatid Crypt (Sealed): This mound is sealed with a stone door. The doors are made of steel and locked.

Entrance: This chamber has partially collapsed in three different places. While PCs are in this room, there is a higher than normal chance of further collapse (1–3 on d6 chance per turn). Fighting anywhere in this crypt will necessitate a collapse roll and further raise the possibility of a cave-in (1–4 on d6). Those caught in a collapse take 2d6 points of damage or 1d6 if a save versus petrification is made. A basket under one of the rumble heaps contains 666gp.

Chamber 2: This room contains a single stone sarcophagus. For its contents, consult Table 8: Random Sarcophagus Contents. The sarcophagus is trapped and will emit choking gas in a 10 foot cloud. A failed save versus poison results in violent choking and incapacitation for five rounds as well as 1d8 points of damage. A successful save results in the former only. Be sure to check for random monsters.

Chamber 3: This chamber is filled with burial alcoves filled with skulls but the niches are devoid of treasure.

Chamber 4: This room contains a single stone sarcophagus. For its contents, consult Table 8: Random Sarcophagus Contents. There are four white marble statues of women in this room. Three are **Caryatid Columns** (3) AL: N, AC: 5, HD: 5, HP: 32, 25, 23, #AT: 1, DMG: 1d8 that will attack if the sarcophagus is disturbed.



33. Plundered Mound: It appears the coverstone of this mound was pulled off using ropes and horses. The ropes are still attached to the coverstone which rests 20 feet away in the long grass. Human (boot) and horse tracks abound. Inside the mound, a sarcophagus has been hastily searched and a mummified body now lies face down on the floor of the mound. In their haste the tomb-robbers left a Gold Ring on the floor near the mummy worth 530gp.

34. The Mound of Mummies (Sealed): A short stone staircase descends into a dry entrance chamber (although other portions of this crypt are ankle-deep in water). The doors are made of stone.

Entrance: A rotting tapestry, covered in mold, hangs on the south wall. A statue of the god Impurax stands, broken and cracked, along the eastern wall. Stairs descend to the west and north into flooded chambers.

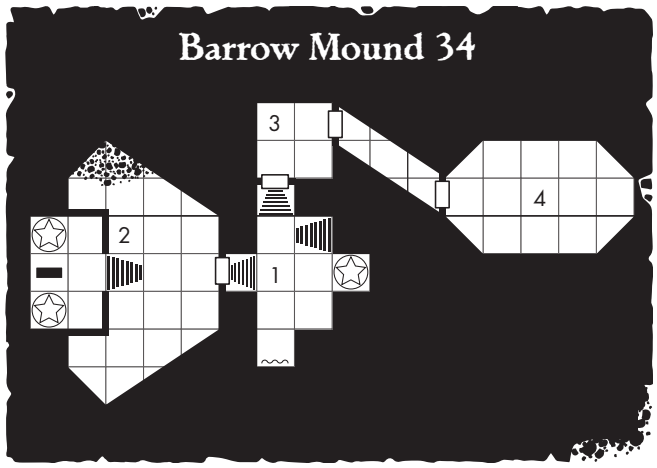
Chamber 2: This room is ankle deep in water. There are stairs leading up to an elevated platform with two black stone statues of helmed, male warriors and a white marble sarcophagus. Mummified bodies and remains can be seen partially submerged in the water. There has been a partial collapse in the northern portion of the chamber. Combat in this room raises the possibility of a further collapse to a 1–3 on d6. Water trickles into the room from the collapsed wall.

If the PCs approach the white sarcophagus, **Mummies** (1d3) AL: C, AC: 3, HD: 5+1, HP: 28, #AT: 1, DMG: 1d12*, will rise from the dark water and attack. One round into combat the sound of stone grating on stone will be heard, and a **Barrow Mummy** (1) AL: C, AC: 3, HD: 7, HP: 43, #AT: 2, DMG: 1d8/1d8* will emerge from the white sarcophagus. The Barrow Mummy wears a Platinum Death Mask (3,400gp) in the form of a skeletal raven that provides him 20% magic resistance. He also bears a Platinum Neshralk Funerary Figure (2,400gp) that he can animate into a golem when a command word is spoken. Finally, inside his sarcophagus there is a Terra Cotta Funerary Figure and four Ivory Canopic jars with gold lids in the form of mythic creatures (1,250gp each). All four of the jars can be converted into medicinal salves (see the introductory section on preparing Barrowmaze for play). Each jar represents 25% of the Barrow Mummy's hit points.

Chamber 3: The room is ankle-deep in water. Shelves on the walls hold scroll tubes, old moldy tomes, and papers. The personal papers of those laid to rest in the crypt have value as historical documents (750gp).



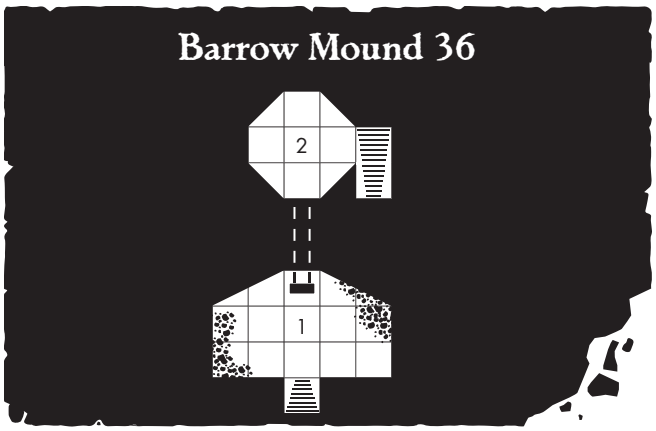
Chamber 4: The chamber is ankle deep in water. The room has twelve horizontal burial alcoves cut into the walls. Three despicable **Ghasts** (3) AL: C, AC: 4, HD: 3+3, HP: 23, 16, 15, #AT: 3, DMG: 1d4+1/1d4+1/1d8 have risen from the dead and made this crypt their lair. They have dug themselves a well-concealed hole to slip back and forth to the surface. They are currently feasting on the bodies of some adventurers they ambushed. Set within some of the burial alcoves are several Funerary Figures including Clay (6 worth 25gp each), Terra Cotta (8 worth 125gp each), and Wax (12 worth 35gp each). A *Potion of Extra-Healing* can be found on the body of one of the dead adventurers.



35. The Necromancer's Barrow (Plundered Mound): The coverstone to this crypt lies broken in the tall grass. A short 10-foot staircase descends into a round 50x50 foot burial mound. A well worn path in the floor leads to a statue of Nergal on a large pedestal. It has been knocked over on its side and defaced. Underneath the statue base, a stone staircase descends into the dark.

The Necromancers of Set use this as their primary entrance and exit from Barrowmaze. This entrance leads to the stairway just northwest of Room #189. The close proximity of this stairway to The Secret Shrine of Set is perfectly situated for the Necromancers to make a quick escape if the need arises.

36. The Mound of Mirrors (Covered): The entry chamber to this crypt appears like many others. The room is covered in mold, the air smells damp, and there have been partial collapses on two walls. There is a sarcophagus in the room along the northern wall. The bas relief on the sarcophagus depicts skeletons walking down stairs into the Underworld. The sarcophagus contains a mummy and a few worthless bronze bracelets. The sarcophagus has a false bottom that leads downward 10 feet and continues north for another twenty feet. The passage stops and PCs will notice that they are standing behind a mirror that looks into a 30x30 octagonal chamber covered with mirrors. In the center of the room is a pedestal with a single skull with glowing black runes. PCs will notice their reflection in each mirror except the eastern one, but they may only notice if they actively search the room and make a successful intelligence check. Each time a player breaks a mirror there is a 50% chance of summoning an **Invisible Stalker** AL: N, AC: 3, HD: 8, HP: 40, #AT: 1, DMG: 4d4 to defend the skull on the pedestal. Behind the eastern mirror is a stairwell that descends near Barrowmaze Room #112. The skull detects as magical and offers its possessor 10% magic resistance.



37. The Forgotten Ossuary of the Abomination (Sealed): This mound is sealed with a stone door. The skull symbol of Nergal is engraved on the door. A 10 foot stone staircase descends into a dry chamber.

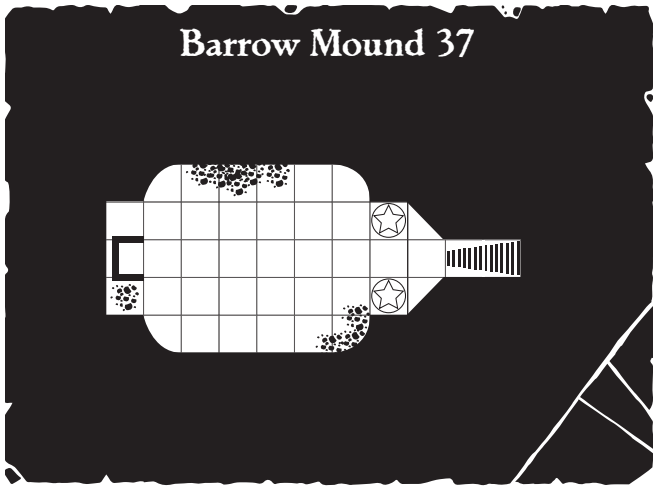
The entrance to this chamber is bracketed by two opposing statues of Nergal with crossed scythes. Parts of these huge 15 foot tall statues have broken and rest on the floor. There are three partial collapses in this room. It is clear that this chamber was used as a mass burial crypt. Skulls are stacked from floor to ceiling and the collapses have left large bone and skull piles strewn across the floor. At the back of the room a skeletal warrior sits on a tall black throne.

If the warrior is disturbed a **Barrow Abomination** (1) AL: C, HD: 8, HP: 60, #AT: 1–6 or 1*, DMG: 1d6*, will burst forth from the ground surrounded by a ghostly green light. Combat with the Barrow Abomination will increase the likelihood of further collapse from 1–2 to 1–3 on a d6.



With the abomination present, there is a 25% chance of **Skeletons** (1d8) AL: C, AC: 7, HD: 1, HP: 5 per, #AT: 1, DMG: 1d6, rising to defend the crypt.

Surrounding the throne of the skeletal warrior is a locked chest (poison needle, save or die) with 6,340gp and two coffers one contains four gems and the other five pieces of jewelry: Large Azurite (910gp), Small Exquisite Moonstone (725gp), Medium Lapis Lazuli (875gp), Large Flawed Aquamarine (1,200gp); Ivory and Gold Cloak Clasp (650gp), Silver Belt Buckle inlaid with Sapphires (1,075gp), Silver Broach inset with a Black Pearl (1,025gp), Coral Bracelet (660gp), Gold Necklace with Jade (950gp).



38. The Mound of Traps (Sealed): A short staircase descends into a crypt 10 feet wide and 40 feet long. The floor is made of steel plates shaped as flagstones. At the end of this crypt is a dais with a Gold Urn (500gp). Above the urn, hanging on the wall is a beautiful bejeweled *Horn of the Dead* (see New Magic Items). Between the stairs and the back wall are four sets of traps for each 10-foot length of the crypt. If the PCs can fly (or levitate) these traps will be easily negotiated:

Trap 1: Pressure Plates with the four elemental symbols (Water, Earth, Air, and Fire—see The Chaos Sepulcher later in this volume) trapped with darts. Pressure in excess of 10 pounds on Air will fire 20 darts (1d3) from bas relief faces set in the walls. Tapping with a 10-foot pole will not set off the trap. Roll 1d20 to determine how many darts are directed at the target. An attack roll must be made for each dart as a three hit die monster.

Trap 2: Vorpal Scything Blades. PCs will notice three sets of vertical grooves in the walls and ceiling here. Stepping on any of the metal plates in this section will activate three vorpal scything blades that swing like pendulums across the hallway. A Dexterity check must be made to pass each blade. The blades strike for 1d8 damage each (and as a four hit die monster). On a natural 20 the victim will be cut in half (no save).

Trap 3: Magical Flame. The next section of metal floor is covered by small circular metal holes (3x3 inches) instead of metal flagstone. Any pressure on the floor will cause the jets to begin spouting magical flame doing 1d6 points. If a victim takes damage there is a 65% chance they will reflexively jump onto another jet of flame and take an additional 1d6 points of damage. A victim can (potentially) take damage in this manner three times before they have backed out of the flames. This trap can only be passed by flying, levitating, or running across (3d6 points of damage with no save). The walls here are smooth and cannot be climbed.

Trap 4: The final 10-feet contains a double trap. Pressure in excess of 10 pounds will shoot a single crossbow bolt from the back wall (near the horn) down the center of the room doing 1d8 points of damage. The crossbow attacks as a five hit die monster. This is designed to lull would-be tomb-robbers into a false sense of security.

The second trap presents the greatest danger. The pressure plates in the middle of this 10-foot section of floor will trigger compacting walls. Anyone caught between the walls will be crushed for 6d6 points of damage (save versus Death for half).

39. Collapsed Mound: This mound has collapsed in on itself through age and shifting ground. There is nothing of value here.

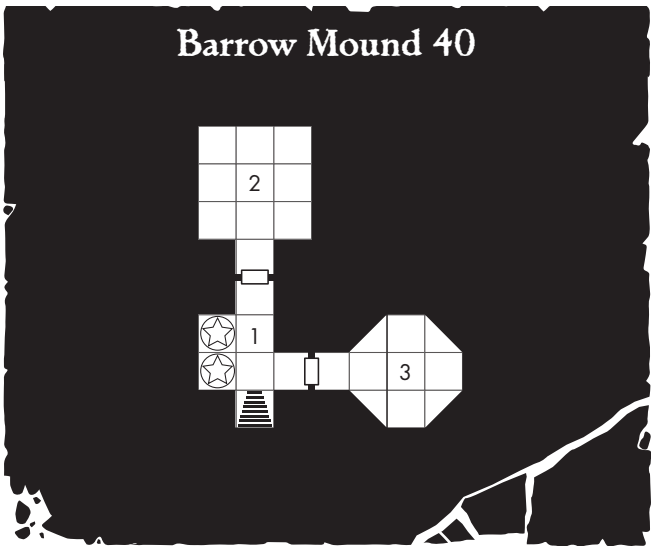
40. The Barrow of the Urns (Sealed Mound): This crypt is dry and the doors are made of bronze covered in verdigris.

Entrance: The entrance to this crypt contains two statues of Set with Emeralds in their eye-sockets (4x500gp each). The PC who removes the stones will be cursed with blindness (no save, *Remove Curse* to cure).

Chamber 2: The bronze door to this chamber is sealed. The handles are tied with rope and sealed with a dollop of wax bearing a scarab sigil imprint. A sarcophagus

against the eastern wall contains a skeleton with a Gold Circlet worth 600gp. Inside the sarcophagus are two small **Clockwork Scorpions** (2) AL: N, AC: 2, HD: 1, HP: 8, 6, #AT: 3, DMG: 1d2x2/1d2*, that will attack if anyone reaches toward the remains.

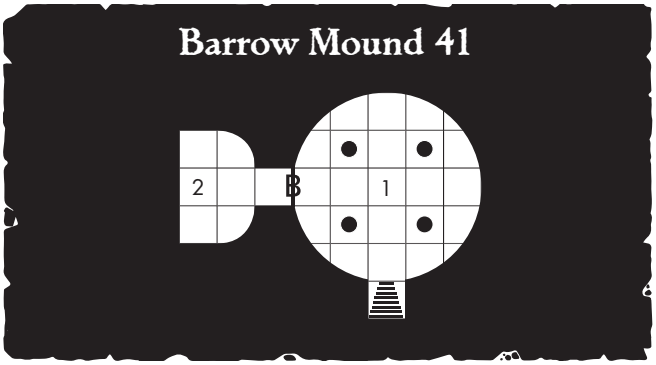
Chamber 3: The door to this chamber is locked. Four tall black urns sit atop an altar to Set. Three possess ashes but the fourth contains 900ep. This urn is also trapped with a pressure plate. If this urn is lifted off the altar a poison needle will shoot from the wall behind the urn. The needle attacks as a monster with the same hit dice as the PC (and with a +2 bonus to hit). If struck (1d3 damage) the PC must save versus Poison or die.



41. The Mimic Mound (Sealed): This mound is sealed with a stone door. A short stone staircase descends into a dry crypt. The doors are made of bronze.

Entrance: Ten foot stairs leads down into a round, roughly 50x50 burial chamber supported by four stone columns. The images of menacing gargoyles are cut into the stone of the columns. A small galley-style ship stands in the center of the room. The boat is surrounded by four funerary baskets and two chests. The skeletal remains of a northern warrior are laid to rest in the center of the boat. A light blue shimmer surrounds the galley and its contents. This is a stasis field that, when disturbed, will disappear and activate the six **Mimics** (6) AL: N, AC: 7, HD: 4, HP: 30, 24, 20, 18, 16, 14, #AT: 1, DMG: 1d4+1, currently posing as funerary baskets and chests. These mimics are slightly smaller than average (reflected in their hit dice and damage). The following items were buried with the warrior immediately around his body: two small pots of coins (75pp, 500ep), a *Dagger +1, Hand Axe +2, +3 versus Spell-Casters*, Norse-style *Helm of Frost Resistance.*

Chamber 2: Behind this bricked-up wall are two family members of the northern warrior interred in stone sarcophagi. For contents, consult Table 8: Random Sarcophagus Contents.



42. The Tomb of the Acolytes (Plundered): This barrow mound was plundered long ago. The Acolytes of Orcus used this entrance when they first entered Barrowmaze. Subsequently, this entrance has been clawed and widened by the trolls to allow them into the dungeon. Troll guards are always posted at #337F at the bottom of the rough-hewn staircase. This is intended to provide protection while also keeping a relatively low profile near the barrow. The Acolytes will not allow this mound to be occupied and will meet resistance with maximum force. This passage and #333 (Mound #55, known only to **Zur** and **Emnuron**) are their only means into Barrowmaze, and they will fight to hold them.

43. The Mound of Water Witch (Sealed): This mound is sealed with a stone door. Five wavy lines (the elemental symbol of water) have been carefully carved into the coverstone. The water in the crypt is ankle deep, and the walls have been tiled in shades of blue. The doors are made of bronze.

Entrance: A 10 foot staircase descends into a roughly 30x30 foot room with a water fountain in its center. The fountain is inhabited by a large **Water Weird** (1) AL: C, AC: 2, HD: 8+4, HP: 50, #AT: Special, DMG: Special.

Small pools of water can also be found in the eastern and northern portions of the room. The western door has the same water symbol as the outer coverstone to the



The Barrow Mounds

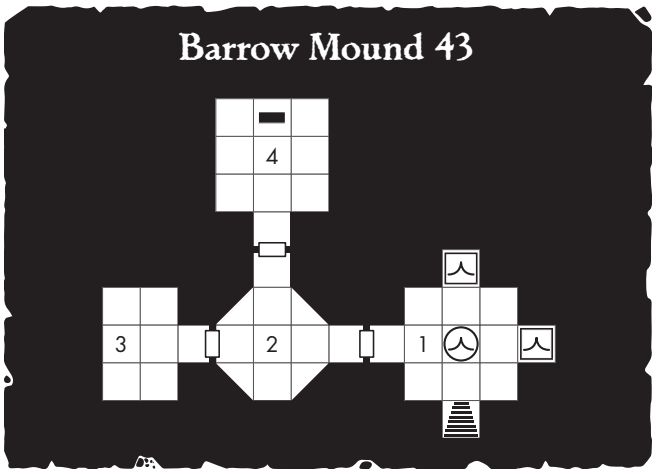
crypt. The only way this door will open is to pour water on the door symbol.

Chamber 2: A pedestal in the center of this room holds a bowl of twenty Small Aquamarines worth 45gp each (900gp total).

Chamber 3: The door to this crypt is locked. Water somehow pours down the western wall of this room onto the floor, but the level never rises above the ankle. Through the water the PCs can see an ocean floor and hear the sounds of the deep in addition to the rushing water. A number of sea crabs move about periodically in the distance. Blue-colored flagstones on the floor depict a mural of five wavy lines. The longer the PCs mill about in this room, the more attention they will draw from the crabs. Within a few minutes **Giant Crabs** (10) AL: N, AC: 2, HD 3: HP: 18, #AT: 2, DMG: 2d6/2d6, will begin pouring through the ocean scene and attack the PCs. Under a slightly loose and upraised blue flagstone is a *Ring of Water Breathing*.

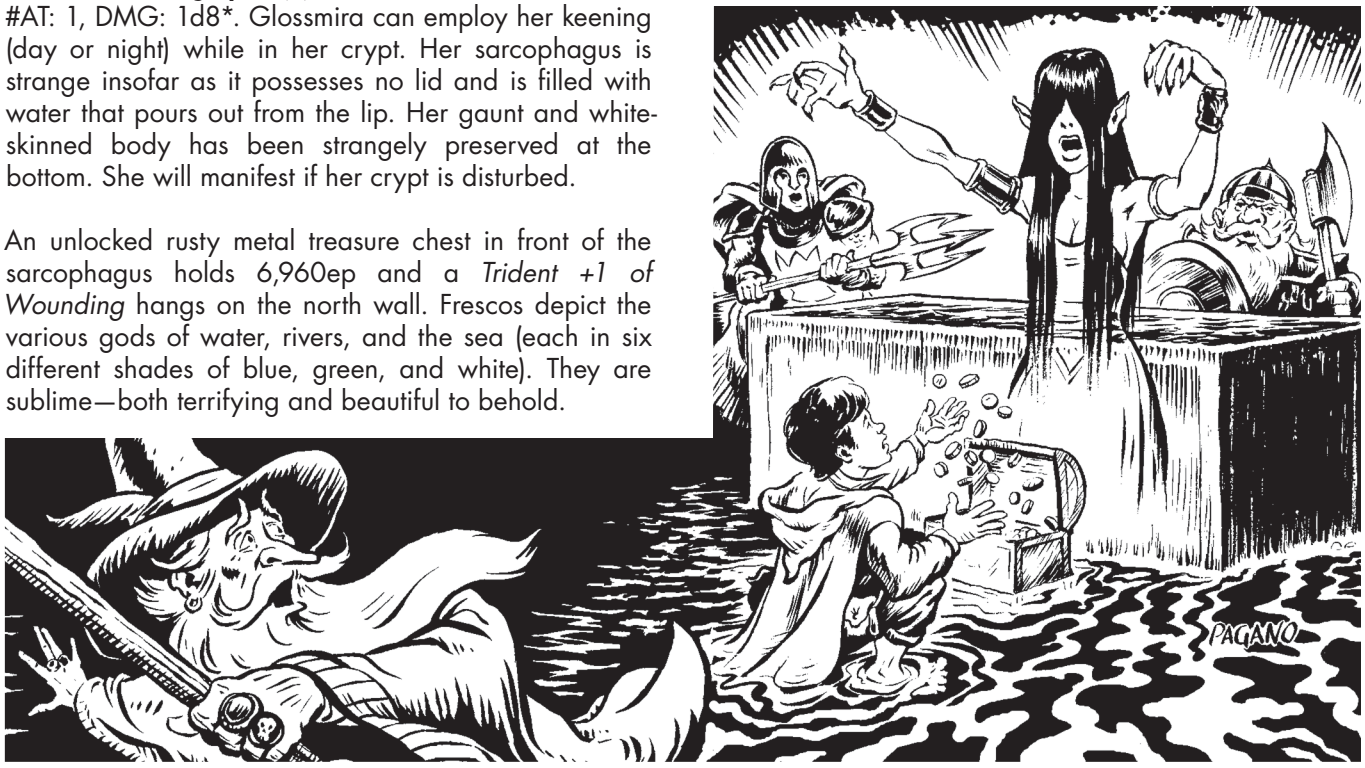
Chamber 4: An inscription above the door to this crypt reads "Here lies Glossmira. Thrice Cursed. Bitch of the Deep." Glossmira was an elven witch said to possess a strange power to control and manipulate the Plane of Water. She was slain for witchcraft and has risen as a terrible **Groaning Spirit** (1) AL: C, AC: 0, HD: 7, HP: 38, #AT: 1, DMG: 1d8*. Glossmira can employ her keening (day or night) while in her crypt. Her sarcophagus is strange insofar as it possesses no lid and is filled with water that pours out from the lip. Her gaunt and white-skinned body has been strangely preserved at the bottom. She will manifest if her crypt is disturbed.

An unlocked rusty metal treasure chest in front of the sarcophagus holds 6,960ep and a *Trident +1 of Wounding* hangs on the north wall. Frescos depict the various gods of water, rivers, and the sea (each in six different shades of blue, green, and white). They are sublime—both terrifying and beautiful to behold.



44. Plundered Mound: The coverstone can barely be seen in the long grass and the ceiling has partially collapsed. There are human and halfling bones spread around the entrance to the mound.

45. Collapsed Mound: This barrow mound has collapsed. The crypt below is now inaccessible. If the PCs attempt to excavate, they have a cumulative 10% chance per turn of digging that they will find a skeleton bearing a *Ring of Protection +2*.



46. The Vault of Severed Heads (Covered): This crypt contains the bizarre experiments of a strange wizard who converted severed heads into magical items. In a (brief) fit of regret he gathered them all together and buried them here.

Entrance: This room is 70 feet wide and 20 feet deep. A stone shelf extends from the wall about two feet (and four feet off the floor) all around the chamber. Scores of severed heads, some monstrous but mostly humanoid, sit on the shelf. **Show the players Barrowmaze illustration #4.**

There are a total of 30 heads total in the room, but many of these have deteriorated or no longer contain magical properties. They include a basilisk (no longer functions), bugbear, doppelganger, human peasant, gnome illusionist, goblin, human gravedigger, gnoll, hippogriff, leprechaun, lizardman, mind flayer, and many others that have decayed beyond recognition.

Ten severed heads detect as magical. Consult the random severed heads table (or select 10 you feel provide the best entertainment value for your campaign). Keep in mind these heads are unique and can only be found once.

The heads are inanimate until touched. Their eyes will open as if awakened from a long sleep. They retain their life memories and each possesses its own history and quirky personality. Referees are strongly encouraged to use their imaginations and make this a strange and fun role-playing opportunity. A secret stairway descends to #271.



The Vault of Severed Heads

Severed Head	Spell Effect/Serves As
1. Magic-User	*Detect Magic* (5 Uses)
2. Homunculus	*Read Magic* (5 Uses)
3. Thief	*Read Languages* (5 Uses)
4. Hell Hound[1]	*Detect Invisible* (5 Uses)
5. Tavern Drunk[2]	*Stinking Cloud* (5 Uses)
6. Elf[1]	*Clairaudience* (5 Uses)
7. Blind Man	*Clairvoyance* (5 Uses)
8. Dwarf	*Infravision* (5 Uses)
9. Mummy	*Fear* (5 Uses)
10. Marionette	*Ventriloquism* (5 Uses)
11. Evil Cleric[4]	*Speak with Dead* (5 Uses)
12. Minotaur[1]	*Arrow of Location*
13. Succubus	*Eyes of Charming*
14. Cyclops[1]	*Eye of the Eagle*
15. Old Witch[3]	*Flask of Curses*
16. Zombie[3]	*Periapt of Foul Rotting*
17. Seasick Pirate	*Potion Jug* (vomits 1/wk)
18. Slovenly Trull	*Bag of Holding* (Mouth)
19. Nagging Wife[3]	*Stone of Weight*
20. Old Paladin[5]	*Tome of Leadership*

1. Note that in some cases the PCs must be able to speak the head's language.

2. The Tavern Drunk belches a *Stinking Cloud*.

3. Cursed heads are as follows: The Old Witch has a rotten apple in her mouth and shouts profanities and curses when it is removed. The Zombie smells like decaying flesh. The Nagging Wife is a real drag.

4. The Evil Cleric can Speak with Dead but had his tongue cut out before his execution.

5. Must listen for a full week, 1 use only.











47. The Mound-Pit of the Barrow Harpies (Collapsed): Instead of a burial mound, a large roughly cylindrical hole (40' wide and 40' deep) extends into the earth. Recently a large vaulted chamber collapsed, and the burial mound that once existed here collapsed with it. The edges of a mound and broken arch-stones remain, but the entirety of the mound has caved in. PCs who look down into the hole will see the collapsed rubble at the bottom. Normally several vultures can be seen high in the sky circling the remains of this mound. **Show the players Barrowmaze illustration #5.**

Led by **Vultrix**, a flock of despicable barrow harpies have claimed the niches and outcroppings of this hole as their nesting ground. If the party climbs down to access the dungeon, the harpies will wait to attack until the PCs have descended halfway and are most vulnerable (see #244).

The barrow harpies come and go as they please. The longer the PCs linger about this hole, the more likely they will have an encounter. For every turn spent here the likelihood of a barrow harpy encounter increases by 1 on a d6. The PCs may hear the caws and screeches of the harpies before they are in view.

The harpies (and their giant vultures) are craven and will not engage in a prolonged combat. Instead they will test the PCs and then report back to **Vultrix**.

48. The Forgotten Mound of Dhekeon the Disgraced (Covered): This small mound is 30x30 feet wide. A skeleton wearing ancient rusted platemail is chained to the back wall. He is kneeling on the floor, head down, and motionless. His head is slouched forward. He wears a sword at his waist. This is **Dhekeon** the **Skeletal Warrior** AL: N, AC: –1, HD: 10, HP: 72, #AT: 1, DMG: 1d10. He wields a *Two-Handed Sword +3*.

Dhekeon will not move if poked or prodded (at least initially). However, if a living person steps within reach he will leap up quickly (as if trying to grab the PC or trying to attack) but will be held by his bonds. He will then scream in blood-curdling fashion and shake his hands above his head in frustration. He has not seen another human being in centuries. A phantasmal eye lingers in his right eye socket and gives him a strange otherworldly appearance beyond his skeletal form—a grim reminder of his once human existence.

After meeting the PCs, **Dhekeon** will tell his tragic tale:

Many centuries ago, when the clerics of St. Ygg, the God of Righteousness, learned of Barrowmaze and the Pit of Chaos, they created a unique magic item called the Fount of Law. They charged their most devout paladins, including myself, with the task of throwing the Fount into the Pit and closing it forever. Led by Sir Guy de O'Veargne, we fought our way through Nergal's undead hordes. We were about to complete our great quest—and then I betrayed my fellow knights.

Seduced by the promise of wealth and power, I, Dhekeon, once a noble young paladin of St. Ygg, lured my fellow knights into a trap. I murdered Sir Guy myself with a thrust of my sword. The remaining knights were overrun and put to death. The followers of Nergal then buried me alive within this barrow. I am a traitor and a liar.

Upon my death, St. Ygg refused to embrace me in the afterlife. Instead, the God of Righteousness sent me back and cursed me to walk the realm for eternity as one of the very undead abominations I swore to destroy.

Dhekeon is unique among skeletal warriors. There is no circlet that contains his soul. Rather, he must regain favour with St. Ygg through knightly deeds (and ultimately self-sacrifice) to atone for the betrayal of his order and for the murder of Sir Guy (see below).

If **Dhekeon** deems them worthy, or there is a follower of St. Ygg in the party, he will serve as an NPC. He will accrue experience as a 10th level fighter and will ask that the party tithe all his treasure to the temple of St. Ygg or to the poor.













The epitome of a tragic hero, **Dhekeon** must be role-played appropriately. He is quiet, sad, and solemn. He will be forthright in his dealings with the PCs. He will also tell them that after many years of solitary prayer he understands there is only one path to salvation—righteousness in the face of evil. He will be quick to aid and defend his fellow adventurers.

Although he will attack chaos in all its forms, he will be relentless in his pursuit of Nergal, his followers, and his undead.

There are several ways the PCs can destroy The Tablet of Chaos. **Dhekeon** is correct—St. Ygg has a plan for his disgraced paladin.

49. The White Marble Mausoleum (Sealed): Two columns of six white marble pillars, some standing, and some in ruins, line the entrance to a white stone mausoleum. In addition, six beautiful stone statues of exquisite detail and craftsmanship can be found in the immediate vicinity of the mausoleum (a dwarf, elf, centaur, two human tomb-robbers, and a halfling). Several have been pierced by arrows.

Unlike many of the other mounds, the door to this mausoleum is locked, made of bronze with verdigris, and is magical in nature. The door appears to have a scarab-shaped lock-like mechanism. The scarab key must be found, inserted, and turned clockwise to open the door. The door to this mausoleum cannot be picked, bashed, or opened magically. The key for this door is shaped like a scarab with its wings extended (this is unique among scarab keys). The key hangs around the neck of the **Greater Medusa** in #205. Inside the mausoleum a staircase descends into the darkness (#205A).

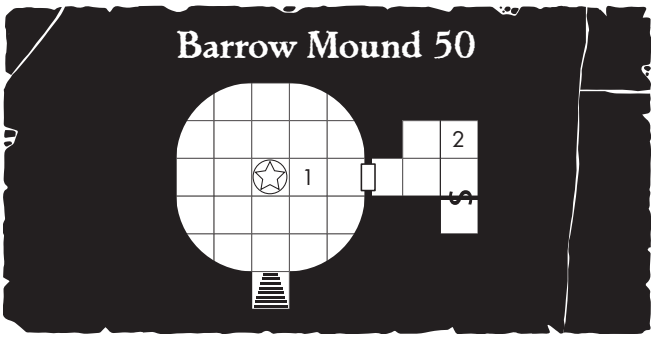
50. The Barrow-Crypt of the Hero (Sealed): The crypt is dry and the doors are made of wood.

Entrance: In the center of this round burial chamber is a dull stone statue of a proud male warrior with a broad helm, breastplate, greaves, round shield, and "Dwimmerdeath" a gleaming steel *Shortsword +2, +3 versus Spellcasters*. The shortsword cannot be removed from the statue until the puzzle-lock has been solved.

This statue is the likeness of Bareus of Barrowcrest, an ancient hero of law. An inscription with raised letters (underscores are for the Referee only) at the base of the statue reads: Be Forthright and Rejoice Under the Sun. The inscription is a puzzle-lock. If the letters of the name B-a-r-e-u-s are depressed in order, the statue will release the shortsword. Note that the name "Bareus" is not located on the statue (it can be found on the inside of the sarcophagus in Chamber 2).

Chamber 2: The door to this crypt is locked. If the party spends too much time or is too loud in the entrance chamber they will draw the attention of Bareus, who, sadly, has risen as a **Wraith** (1) AL: C, AC: 3, HD: 4, HP: 25, #AT: 1, DMG: 1d6*, in response to The Tablet of Chaos. He now dwells in this burial chamber near his remains, and, with whispered voice, curses the gods of law for abandoning him.

If the PCs linger, he will pass through the door and attack. Otherwise, the PCs will find him here in the darkness near his sarcophagus. There is nothing of value inside except the name "Bareus" etched on the inside of the lid. Behind a secret door on the south wall is a magnificent Amphora that commemorates Bareus' victory over a great troll chieftain centuries ago. This is now a historical artifact of great value (5,300gp).



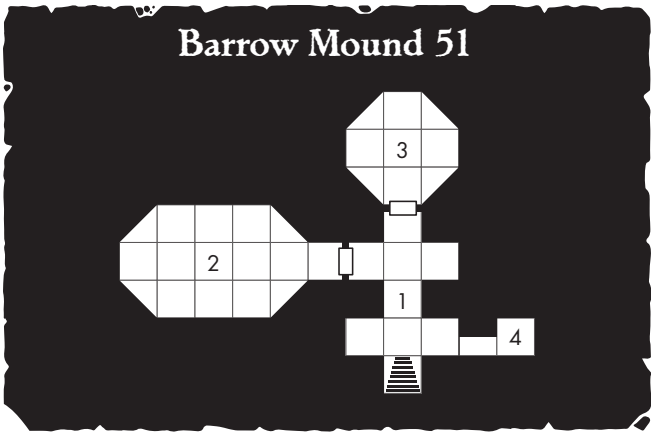
51. The Barrow of Gems (Sealed): The crypt is dry and the doors are made of bronze.

Entrance: The entrance chamber to this crypt is decorated with frescos of the underworld and is a macabre scene of death, torture, and sacrifice. Several tapestries have rotted completely and lie in piles on the floor.

Chamber 2: The door to this chamber is locked. Inside, a funerary urn sits on a dais surrounded by a hoard of jewels! The jewels are actually a **Gemstone Golem** (1) AL: N, AC: 0, HD: 8, HP: 41, #AT: 1 or 2, DMG: 1d10/1d10, who will attack anyone who steps toward the urn. Be sure to check for surprise. In a small metal box beside the urn is a Platinum Goblet worth 1,800gp.

Chamber 3: The door to this crypt is locked. A large ornate sarcophagus stands against the northern wall. When the PCs enter, the door to the sarcophagus will swing open and a **Mummy** (1) AL: C, AC: 3, HD: 5+1, HP: 41, #AT: 1, DMG: 1d12*, will emerge wearing a glowing red *Necklace of Fire Resistance*. Inside the sarcophagus are four Silver Canopic Jars (200gp each).

Chamber 4: This small burial alcove contains the remains of the mummy's servants. There are four here and each has a Funerary Figure made of Jade (350gp each).



52. The Barrow of the Pool (Sealed): The crypt is dry and the doors are made of bronze.

Entrance: The entrance to this crypt has partially collapsed along the eastern wall.

Chamber 2: The door to this crypt is locked. Against the western wall, two **Wights** (2) AL: C, AC: 5, HD: 3, HP: 22, 16, #AT: 1, DMG: Drain, rest entombed within their rectangular sarcophagi.

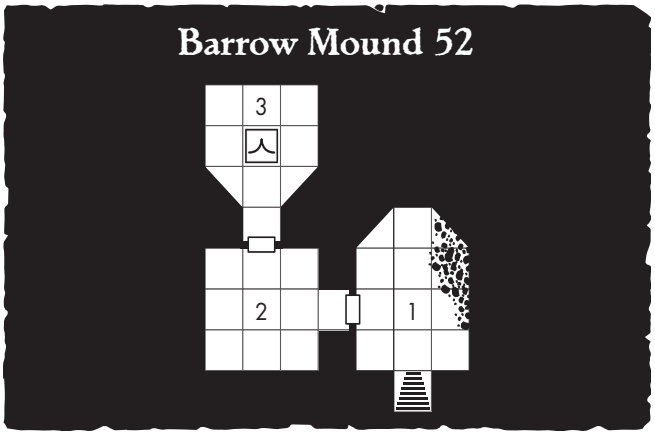
Between the sarcophagi sits a large iron chest. The chest is locked and contains 700gp. If the party listens to the chest (but only if they specifically take the time to listen) they will faintly hear the *Bzzzzzzzzt, click, click, click* of a **Clockwork Cobra** (1) AL: N, AC: 2, HD: 1, HP: 6, #AT: 1, DMG: 1d3*, that will attack if the chest is opened.

Chamber 3: The door to this chamber is magically locked at fifth level of magic use.

In the center of this chamber, a strange dark pool of water is set into the flagstone floor. Sitting on the lip of the pool is a simple steel cup (no value).

Despite the dark, foreboding look of the pool it offers a single boon to the first person to drink from it. The first person to drink from the pool will have their hit points increased permanently by 1d4. All those thereafter will have their hit points permanently decreased by 1d4 points.

Behind the pool sits a Silver Funerary Box, beautifully decorated with Gold Filigree (1,000gp). Inside the box are the bone remains of a cleric and a small leather bag filled with 2d10 fossilized hydra's teeth. If thrown on the ground, **Fossil Skeletons** AL: C, AC: 6, HD: 2, #AT: 1, DMG: 1d8, will emerge in 1d4 rounds and obey the bidding of the PC who scattered the teeth. They will obey until destroyed or controlled by a chaos-aligned cleric.



53. The Giant Ant Colony (Covered): A colony of Giant Ants have made a nest and connected the crypts between mound #53 and mound #58. The ants include a total of **Workers** (30) AL: N, AC: 4, HD: 2, #AT: 1, DMG: 1d6, **Soldiers** (19) AL: N, AC: 2, HD: 3, #AT: 2 DMG: 2d6 plus sting for 2d4, and a **Queen** (1) AL: N, AC: 3, HD: 10, HP: 60, #AT: N/A, DMG: N/A.

The crypt doors are made of wood and the ant caverns are rough-hewn and damp.

Entrance: This crypt is in complete upheaval. Two broken stone sarcophagi sit in large pieces on the floor. Bones have been strewn about, and earthen debris covers the floor.

Small narrow passages have been dug into the northern portion of this room. It appears that this chamber has been used to pile earth. The door to the west has been chewed off below the waist. Note that dwarves, halflings, and gnomes can travel normally in the ant passages; all others must crawl (–4 in combat).



The Barrow Mounds

Chamber 2: This secret door protects the remains and treasure of a family of lesser nobility. There are six Silver Urns (25gp each) placed in burial niches in the wall. In addition to the urns, each niche has a valued possession: a Small Electrum Idol crafted in the likeness of Demetra, Goddess of the Harvest (250gp), an Ivory Comb (200gp), a *Silver Dagger +2*, a Gold Belt Buckle (300gp), a Golden Circlet (400gp), and a Small Mirror (50gp).

Chamber 3: The door to this room and the door heading north from this room have been chewed off.

Chamber 4: Small narrow passages have been dug into this room. The ants have piled rubble and earth here.

Cavern 5: There are always **Soldiers** (4) AL: N, AC: 2, HD: 3, HP: 20, 14, 11, 11, #AT: 2, DMG: 2d6 plus sting for 2d4, on guard here.

Cavern 6: A group of **Workers** (6) AL: N, AC: 4, HD: 2, HP: 14, 12, 10, 9, 8, 7, #AT: 1, DMG: 1d6, are busy widening this cave.

Cavern 7: Soldiers (4) AL: N, AC: 2, HD: 3, HP: 18, 17, 12, 11, #AT: 2 DMG: 2d6 plus sting for 2d4, are always stationed here to protect the queen.

Cavern 8: This is the queen's main chamber. All worker and soldier ants have an effective morale of 12 and are +2 to hit when in the presence of the queen. If she is killed, the ants will become disorganized and will make a morale check at –2.

There are currently **Soldiers** (6) AL: N, AC: 2, HD: 3, HP: 18, 18, 17, 12, 11, 11, #AT: 2 DMG: 2d6 plus sting for 2d4, **Workers** (12) AL: N, AC: 4, HD: 2, HP: 16, 14, 14, 13, 12, 12, 11, 10, 10, 10, 9, 6, #AT: 1, DMG: 1d6, and the **Queen** (1) AL: N, AC: 3, HD: 10, HP: 60, #AT: N/A, DMG: N/A, in this cave. If the queen is in peril, all the ants in the complex will immediately converge on her location and defend her.

The queen is effectively immobilized due to her reproductive abdomen. However, if the Referee wishes, she can rip herself free and engage in battle! She will do so as a 10 hit die monster attacking for 3d6 points of damage. The worker ants have found various shiny grave goods (6,600gp) and brought them to this cave.

Cavern 9: There are **Workers** (4) AL: N, AC: 4, HD: 2, HP: 16, 11, 11, 8, #AT: 1, DMG: 1d6, busy in this cave feeding the larvae (6 with 1hp).

Cavern 10: The **Workers** (4) AL: N, AC: 4, HD: 2, HP: 10, 10, 9, 8, #AT: 1, DMG: 1d6, are feeding the larvae (8 with 1hp).

Cavern 11: Workers (4) AL: N, AC: 4, HD: 2, HP: 10, 8, 7, 6, #AT: 1, DMG: 1d6, are moving eggs (4) from the main chamber to this cave.

Chamber 12: This is part of mound #58. The ants have broken into the back of this chamber but have not proceeded further. The ants have piled earthen debris in this room.

There are four **Soldiers** (4) AL: N, AC: 2, HD: 3, HP: 20, 17, 16, 11, #AT: 2, DMG: 2d6 plus sting for 2d4, here at all times (unless they have been called to battle nearby in the catacombs).

Burial Alcoves (40): Circular. Bone piles.
Contents: Ivory Canopic Jar that serves as a Bag of Holding (empty) and a satchel with 300gp.

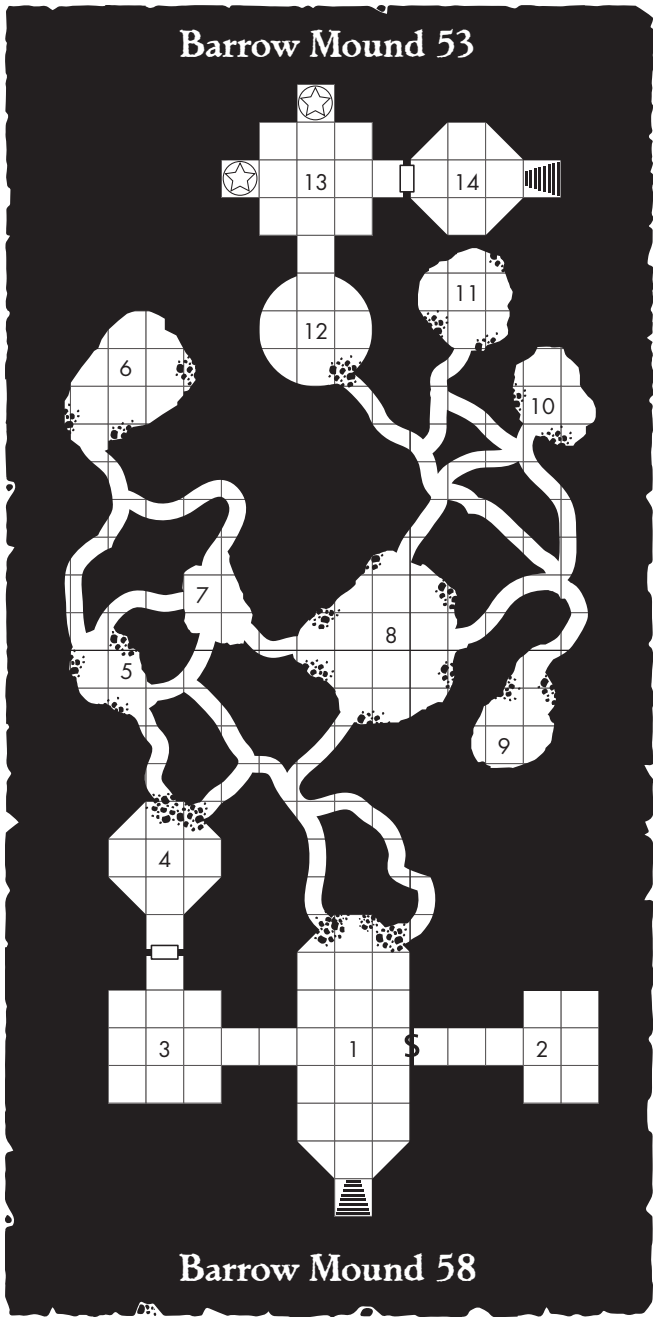
Chamber 13: The eastern door of this room is made of stone. In addition to a single Black Urn inlaid with Gold (50gp), the walls are lined with shelves that hold Funerary Figures: 12 Clay (no value), 12 Wax (10gp each), 8 Terra Cotta (75gp each), 6 Gold (600gp each), and 2 Platinum (800gp each).

There are two statue-columns of beautiful robed women in white stone set into the north and western walls. The statues are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 25, 23, #AT: 1, DMG: 1d8. If anyone attempts to take the urn, the statues will attack.

Chamber 14: This is the entrance chamber to mound #58. The western door is made of stone. There is nothing remarkable about this chamber.



The Barrow Mounds



54. The Scholar's Mound (Covered): This crypt has flooded (waist deep) and the doors are made of wood reinforced with iron.

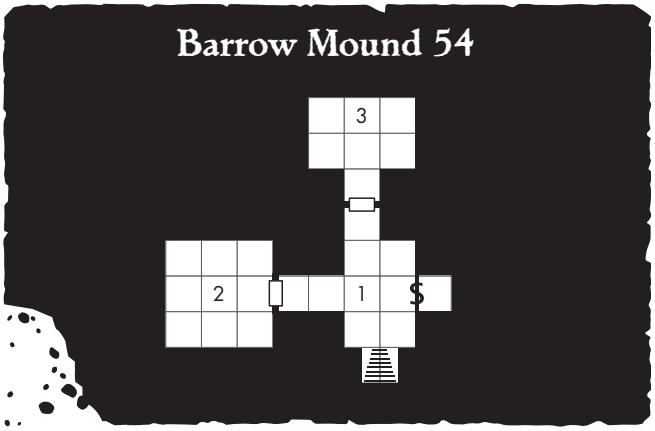
Entrance: Dark, peat-colored water is waist deep in the crypt. The secret door here will be difficult to find given the state of the crypt. The 10 foot secret room is a hidden library. Sadly, all the books on the lowers stacks have been destroyed by water. Many others are covered in mold of various colours, including **Yellow Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 9, #AT: Spores, DMG: 1d6*, and **Amber Mold** (1) AL: N, AC: Always hit, HD: 1, HP: 1, #AT: 1, DMG: Special. There are valuable scholarly books here that may be destroyed subject to the PCs actions, the mold, and the Referee's discretion. They are An Illustrated History of the Clan Serpenthelm (8,800gp) and The Rites and Rituals of Kor, Sun God (10,650gp). A sealed *Scroll of Stammering* can be found floating in the water (see New Magic Items).

Chamber 2: The door to this room is stuck and trapped. If opened, a swinging ball will strike the first two human-sized people in the chest for 3d6 points of damage (no save). Inside the room is a large throne engraved with ancient runes devoted to both light and darkness. If a neutral character sits on the throne, s/he will gain 1 point of wisdom, all others will lose one point of wisdom.

Chamber 3: The door to this chamber is stuck. This chamber is covered in burial alcoves.

Burial Alcoves (60): Square. Single skulls.
Contents: Jade Brooch (600gp), *Scarab of Health*.

Ten of these alcoves (determine randomly) contain **Rot Grubs** (20 or 2 in each) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.



55. The Secret Mound of Zur (Sealed): This mound possesses a unique decorated bronze door with verdigris. In the center of the door is a scarab locking mechanism with a bird (crane) in the center. There are boot prints in front of the door. **Zur**, the high priest of the Acolytes of Orcus, has kept this mound secret from all but **Emnuron**, his second-in-command. In the event of a major conflict in the temple they may attempt escape via this route. **Zur** wears



the scarab key around his neck. The interior of this mound has been plundered by **Zur** and **Emnuron**. However, a descending staircase can be found inside leading to #333.

56. Plundered Mound: This 50x50 foot mound was plundered long ago and is filled to the waist with dark peat-colored water.

57. The Mound of the Green Mummy (Sealed): This crypt is flooded (knee deep) with dark peat-colored water. The doors are made of wood reinforced with steel.

Entrance: The short staircase leading into this chamber is partially submerged in water. The walls are lined with small square burial alcoves that sit atop the bodies of warriors in bas relief. The alcoves contain singe skulls.

Burial Alcoves (25): Small Squares. Single skulls.
Contents: A pouch of four Rubies (400gp each).

Chamber 2: The door to this chamber is swollen shut. Inside are horizontal burial alcoves lined with strangely preserved bodies. One of these is **Emil Muzz**, a mighty **Barrow Ghast** (1) AL: C, AC: 2, HD: *7*, HP: 37, #AT: 3, DMG: 1d6/1d6/1d8, who leads a large group of **Ghouls** (9) AL: C, AC: 6, HD: 2*, HP: 15, 13, 11, 10, 10, 9, 9, 9, *7*, #AT: 3, DMG: 1d3/1d3/1d3*.

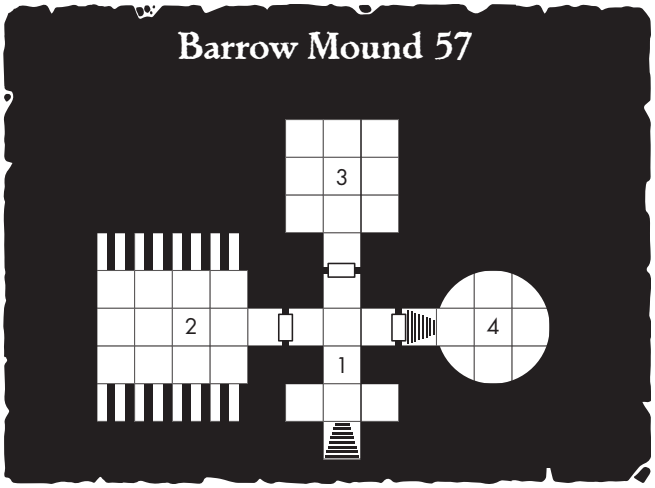
Muzz lost an eye in his youth and wears an eye-patch bearing a Large Tiger Eye jewel (1,050gp). This gives him a weird appearance beyond his undead state. There is a 10' floor spear trap in the center of the room. **Muzz** will attempt to draw intruders towards them at the back of the chamber.

Chamber 3: The door to this chamber is swollen shut. Noise at the door will draw the attention of **Ravenous Dead** (8) AL: C, AC: 8, HD: 3, HP: 24, 18, 15, 13, 12, 10, 9, *7*, #AT: 1, DMG: 1d6, that dwell within. One of the zombies wears a Gold Belt Buckle with Small Pearls worth 700gp.

Chamber 4: The door to this chamber is swollen shut and possesses a *Glyph of Warding* (Electricity, 20 points of damage, save for half). Note that everyone standing in water will take electricity damage from this glyph. A short staircase descends into the chamber, and the water is darker and deeper (waist level). All sorts of sepulcher debris floats in the water (bones, sealed bottles that look like potions, mummy wraps, etc).

A mummified horror lurks just below the water. The Green Mummy is a unique **Barrow Mummy** (1) AL: C, AC: –1 (3), HD: *7*, HP: 43, #AT: 2, DMG: 1d8/1d8*, whose wraps have been colored black-green by the peat-colored water. He wears a Mithril Death Mask (4,200gp) in the shape of a skull that provides +4 to AC and 20% magic resistance. It will attack anyone who enters into the chamber proper.

The floating bottles (6) are not potions, but rather each holds **Dehydrated Rot Grubs** (6) AL: N, AC: 9, HD: 1hp, HP: 1 each, #AT: N/A, DMG: N/A. If fighting breaks out in the chamber, there is a 40% chance that a PC will break a bottle on any hit or miss. If so, the rot grubs will revive in 1 round and swim to the closest PC.



58. Sealed Mound: This location is an extension of barrow mound #53.

59. The Mound of Gaius Appuleius Diocles (Covered): This mound is covered and sealed with locked bronze double doors. These doors can be opened with long prybars or pulled off with rope and horses. Each door is embossed with a horse, a wheel, and four victory wreaths. The crypt is dry and the doors are made of stone.

Entrance: In the center of this chamber is a statue of a charioteer. His left hand is outstretched holding horse-reins and his right hand is raised above his head bearing a victory wreath. Rotting tapestries depict his victories.



There are two stone doors in this room, one to the west and one to the north. The western door appears purple in color, and PCs standing near the statue will smell a strange fragrance emanating from it.

The western door is covered in a colony of **Purple Moss** (1) AL: N, AC: N/A, HD: 2, HP: 3, #AT: Sleep, DMG: Special. Those coming within 10 feet must save or fall asleep. In addition, immediately in front of the purple door is a concealed pit that is 20 feet deep (2d6, save for half). The bottom of the pit is covered with **Brown Mold** (1) AL: N, AC: Always Hit, HD: 2, HP: 9, #AT: 1, DMG: 2d8.

Chamber 2: A large sarcophagus is here.

Bas relief on the walls depict the charioteer Gaius Appuleius Diocles racing down the circus to victory. His many victory wreaths, now long withered and brittle to the touch, hang on the walls of his tomb.

Inside the sarcophagus are the remains of his *Studded Leather +4* and an old leather whip.

Chamber 3: This chamber is a sight to behold. A massive quadriga chariot stands in the center of this room attached to four stone horses. The frescos throughout the room, now worn with age, depict the floor of the circus and are filled with cheering spectators.

The first person to stand in the chariot and pick up the reins will transported into a fever dream—the moment right before a chariot race against the great charioteer Gaius Appuleius Diocles! Diocles and the PC are wearing no armor and carry horse whips and boot knives.

Chariot Racing Mini-Game: Take a piece of graph paper and draw a line 20 squares long. Draw small circles at both ends. This line is the spina or "spine" that the charioteers must race around. Draw a line perpendicular to the spina at the base (envision an inverted "T" on the page). This serves as the start and finish lines. The race is one lap only.

The rules for running a chariot race follow the classic fantasy combat mechanic and are as follows:

1. Starting Position: The Referee will play Diocles. Hold a highest roll dice-off to determine who begins with inside position.

2. Initiative: Role 1d6 for initiative every round. The winner moves his/her chariot first.

3. Movement: A chariot can move 1d6 squares per round. During the race, each player can spur on their horses for a total of 6 bonus squares. The 6 squares can be divided in any manner over the course of the race. However, the number of bonus squares used in a round must be indicated before the player rolls a d6 for their movement. Diagonal or lateral movement for lane changes is allowed. Chariots cannot occupy the same square.

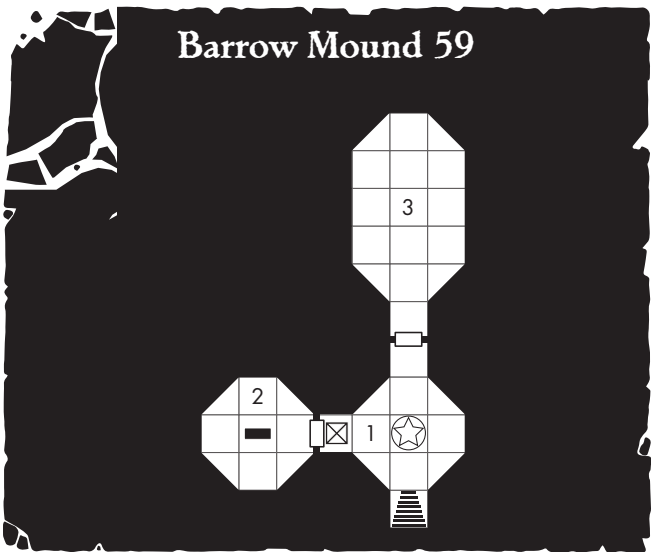
4. Tactics: Each chariot can make one attack on an adjacent chariot at any time during their turn. The result of an attack is determined randomly (roll 1d6):

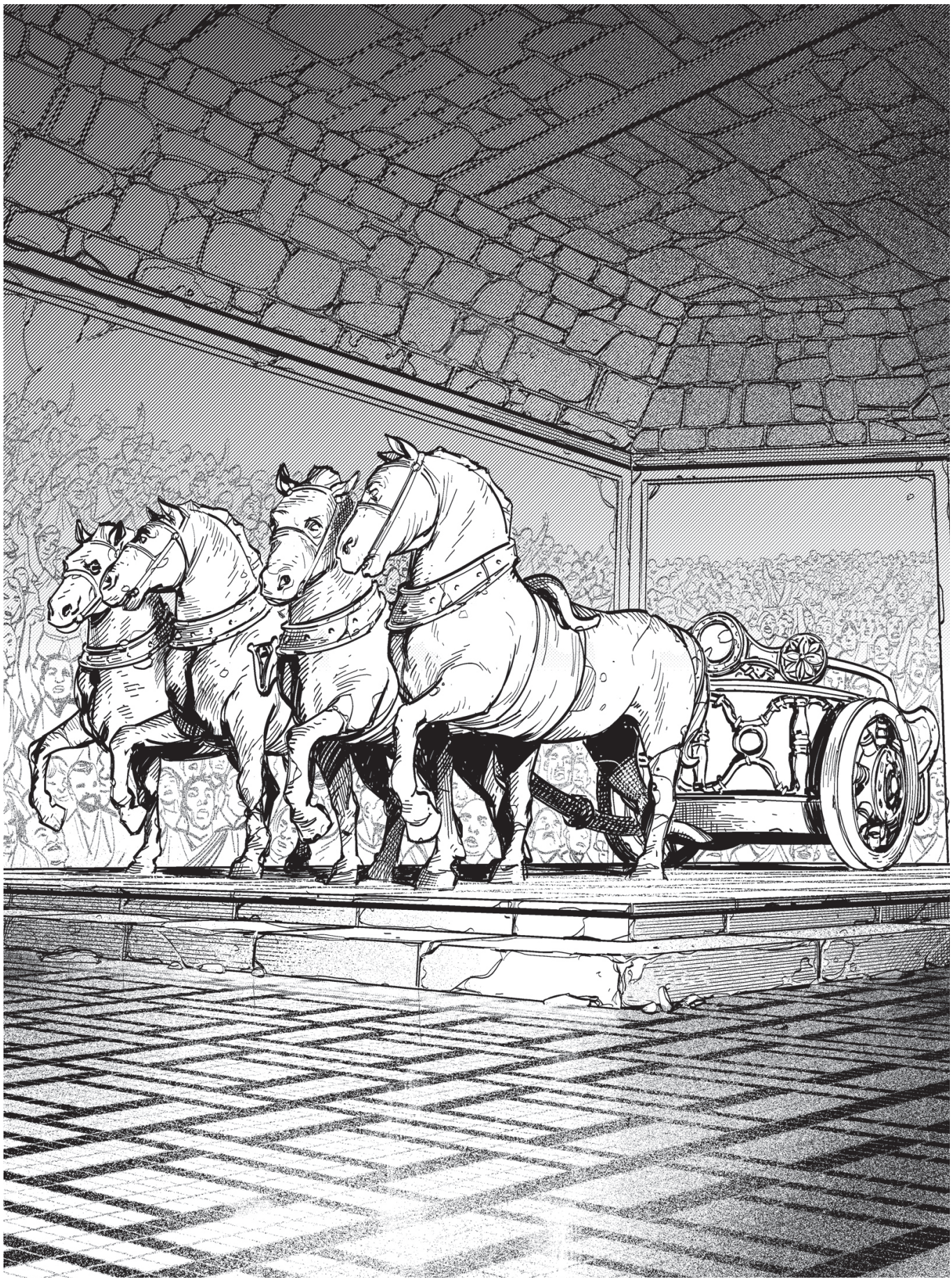
(1–3): Chariots lock together for one round and then separate. No other movement for either chariot can take place this round. Roll initiative.

(4–5): You whip the opposing driver who is stunned and can advance no more than 3 squares on his/her next movement.

(6): Chariots bash together and separate. The defending chariot takes wheel damage. For remainder of race that chariot's movement is reduced by 1.

If the PC loses the race, he/she will be returned to the chariot inside the mound chamber (and feel shame). If the PC wins the race, he/she will return with the adoration of the crowd ringing in his ears and wearing *Armbands of Healing* (see New Magic Items).







60. The Shaded Crypt (Plundered): This crypt has been opened recently. The coverstone, broken in two, lies in the dead grass nearby. A foul stench comes from in-side the mound, and the air is strangely cold. The crypt is dry.

Entrance: A short staircase leads to a 50x50 foot round burial chamber. Bones and rubble are strewn about the crypt. Near the stairway are three Necromancers of Set lying in pools of blood. Their bodies are twisted and broken. An altar in the center of the chamber is decorated with a depiction of Nergal.

Anyone who enters will disturb the **Greater Crypt Shade** (1) AL: C, AC: 4, HD: 6, HP: 19, #AT: 1, DMG: 1d10, that killed the Necromancers for violating its tomb.

It will float above the altar, and in a hollow raspy voice say "Life in Death" in Black Tongue before attacking the party.

If the altar is searched and the right hand of Nergal is pulled out, turned clockwise, and pushed in, it will reveal a secret drawer with a *Staff of Striking*.

The tracks of the Necromancers appear to head due west and then are lost.



61. The Mound of the Snake-Guardian (Sealed): This crypt is dry and the doors are made of wood.

Entrance: Three woven funerary baskets with rotted grain sit on the floor. All are decorated with a circular symbol: a snake eating its tail with a gem in the center.

Chamber 2: The door to this room is locked and trapped. If the door is opened, 1d4 poisoned arrows will shoot from the west wall of the crypt, across the room and toward the doorway. These ranged attacks are made as a five hit die monster. Anyone struck takes 1d6 points of damage and must save versus poison or take an additional 2d6 from the strange toxin on the arrows. On a pedestal in the center of the room is a large bowl of coins (1,800ep). Frescos depict an evil snake god worshipped by lizardmen.

Chamber 3: The door to this crypt is locked. There are four slabs with bodies resting in state. However, these are not human but rather the dried husks of lizardmen. They are armed with scimitars and shields and will attack anyone that steps into their crypt. These lizardmen are the guardians of this tomb and have risen with the powers and abilities of **Crypt Knights** (4) AL: C, AC: 4, HD: 7, HP: 31, 27, 25, 25, #AT: 1, DMG: 1d10, except they possess a slightly less effective armor class (4 instead of 2). They are particularly susceptible to fire (double damage).

Chamber 4: The door to this crypt is locked. Inside, the walls depict strange hieroglyphics. They are written in Ancient Lizardmen and describe their elder gods and acts of sacrifice in the time before the first humans appeared in the region. There are also the dried remains of six lizardmen in shallow alcoves (three on the north wall and three on the south). One bears a scroll: Beware the Portal! (written in Ancient Lizardman)

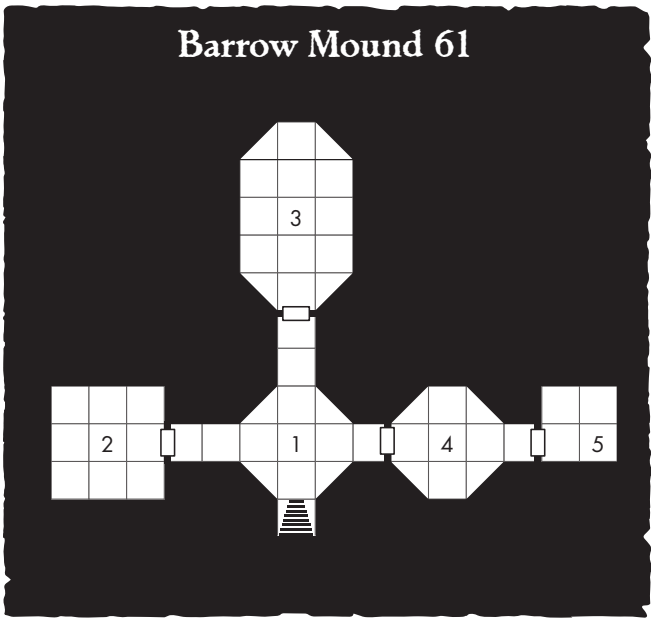
Chamber 5: This door is made of stone and sealed with wax.

A lizardman shaman bound **Sssythos**, a **Guardian Naga** (1) AL: L, AC: 3, HD: 12, HP: 59, #AT: 2, DMG: 1d6/2d4, Spells: *Light, Darkness, Cure Light Wounds, Hold Person, Silence 15' Radius, Snake Charm, Animate Dead, Dispel Magic*, to protect this tomb long ago. The exact words of the shaman were to "protect the crypt from those who would steal our knowledge or defile our dead."

Sssythos has longed to be free but is bound to carry out his task. He will speak with the PCs and must know their purpose, but he can be lied to and is somewhat naïve. **Sssythos** will become excited at the prospect of freedom—until he reaches the entrance chamber. If the crypt is in disarray, he may return and attack (using *Animate Dead* on the lizardmen first), subject to the actions of the PCs in previous chambers.

Ssythos guards the remains of the lizardman chief. He possesses Gold Rings, Bracers, and a Necklace worth 3,500gp total. He was also buried with several carved totems tied to a cord about his neck. These include: 1) Albino Ape, 2) Carnivorous Beetle, 3) Giant Boar, and a 4) Sabre-Tooth Tiger. If pulled from the neck and cast to

the ground, they will animate and follow commands for 6d6 rounds (single use). These monsters can be found in the Labyrinth Lord Core Rulebook.



62. The Portal of Bones (Covered): Once the earth is removed, the PCs will notice that the coverstone and archway to this mound is covered with black runes. The runes, written in Ancient Lizardman, issue warnings and curses those who behold The Portal of Bones! This mound is very old. Skulls are carved into the stone above and at the four corners of the door. The PCs have been duly warned.

Inside this crypt is a short staircase into a simple circular 50x50 foot mound supported by four pillars. The floor is earthen. However, the walls of the crypt are stacked with varied skulls four feet high with bones piled on top of the skulls. At the far end of the room is The Portal of Bones. The portal was created in the pre-history of the Barrowmoor. Its strange eldritch energy even predates the time of the lizardmen. The structure itself is made of the bones of a great dinosaur and is bound together by unknown magic. The feeling of dread here is overwhelming. The PCs should realize they have entered a place beyond their understanding.

Staring into the portal will activate its energy and cause a brilliant light to swirl and then darken. **Show the players Barrowmaze illustration #6.** The portal is both a gate and a scrying device. One of the following random things (1d6) will happen to the PC or hireling who gazes into the portal:

1. Strange tentacles reach through the portal and grab you. You are pulled into an unknown plane of existence.

2. You slowly disintegrate. Your ashes float ever faster into the portal creating a stream of scorched corporeality. Only smoldering boots remain.

3. He-Who-Shall-Not-Be-Named comes for you! A clawed, red arm with black nails reaches through the portal and pulls the PC through. You immediately become aware of the 666 torments you will endure for eternity.

4. Set himself comes for you. You hear the cackling of jackals as a muscled, obsidian black arm reaches forth and pulls you through the gate. You know of The Tablet of Chaos—and Set wants answers.

5. The whispering of shadows can be heard. One by one the shadows in the crypt pull away from the walls and floors and surround your entire body. You scream, go insane, and run wildly into the portal to the Plane of Shadow.

6. You are commanded to the Underworld but possess the will and strength of spirit to thumb your nose at death!!! Your hair turns white and you age 15 years. Having looked into the void and survived, your effective Wisdom is now 18.

63. The Armourer's Tomb (Covered): This mound opens into a square 30x30 foot crypt. A sarcophagus made of bronze and covered with verdigris holds the skeletal remains of an ancient elvish armourer. Beside the sarcophagus, hanging on the wall is a magnificent gleaming set of *Scale Mail +3* (base AC 6) that provides a 10% magic resistance and a *Shield +2* with a green griffin device. Perhaps the most valuable of the treasures in this crypt is a book within the sarcophagus that details the secrets of elven armour crafting known to very few in the realm today. This book could be sold for 8,500gp to the right sage or armourer.

64. The Worship Mound of Demetra (Sealed): This crypt is dry and the doors are made of bronze.

Entrance: There are four large woven funerary baskets with grain that rotted long ago. Frescos on the walls depict the Goddess of Agriculture. The colors are many and varied. If the PCs take one turn to study the frescos, they will notice the following color pairs: yellow and violet, blue and orange, green and red. These repeat throughout the fresco.

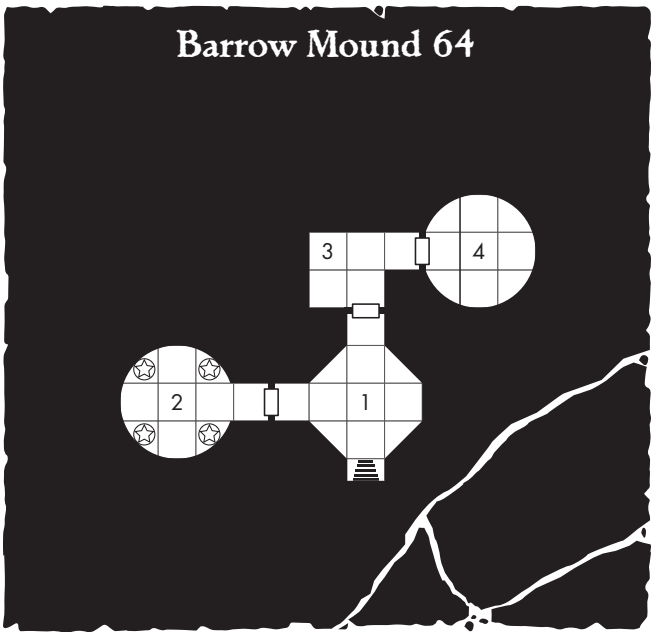
Chamber 2: The door to this chamber is locked. There is an altar to the goddess in the center of this room with a funerary box in its center. The altar is surrounded by four **Iron Statues** (4) AL: N, AC: 4, HD: 4, HP: 24, 19, 16, 14, #AT: 2, DMG: 1d8/1d8. If the box is removed, it will trigger a gas trap. Anyone in the room will need to save (Paralysis) or be paralyzed for one turn. The statues will only animate and pummel trespassers if the trap is triggered.

The box contains skeletal remains, 800sp, a Scroll: *Ward against Magic*, and six strange oval-shaped stones—yellow, blue, green, orange, violet, red.

Chamber 3: The door to this chamber is locked. A short staircase leads down into this chamber. Frescos, worn with age, depict the goddess of agriculture bestowing the blessings of the harvest. There is nothing else of interest in this room.

Chamber 4: This room is locked. In the center of this room is a throne made of stone. There are hollowed cavities for three gemstones. If the primary-color gemstones (red, yellow and blue) are inserted into the cavities, the throne will glow with a golden radiance.

The first PC who sits on the throne will gain enough experience to advance to their next level plus one experience point. This happens only once. Incorrect attempts drain one level of experience (to the level below plus one point).





65. The Crypt of the Death Knight (Sealed Mound): The coverstone of this mound depicts a skull over a rose in bas relief - the symbol of The Black Legion. The Black Legion was Nergal's elite force of warriors and, alongside The Chosen, formed a formidable regiment. Lawful clerics or paladins will sense something amiss outside this mound. Inside, the crypt is dry and the doors are made of bronze with verdigris.

Entrance: A stone staircase descends into this crypt. Nine small black stone statues of Nergal line the walls of this tomb. The wall frescos depict Lord **Varghoulis** of Nergal defeating the forces of law. Learned PCs may know his name as a blood-thirsty dark warrior who was defeated at the cost of many good knights. His forces withdrew with his body and interred him here centuries ago.

Chamber 2: This chamber contains a large sarcophagus. The lid is shaped in bas relief depicting **Varghoulis** in full armor, and his eyes are set with large (but fake) rubies. The body in the sarcophagus is a **Wight in Platemail** (1) AL: C, AC: 3, HD: 3, HP: 20, #AT: 1, DMG: Drain, who will attack the person who removes the lid. On the east wall of the chamber is a secret door. The undead creature was intended to fool would-be tomb-robbers from plundering the crypt of Varghoulis.

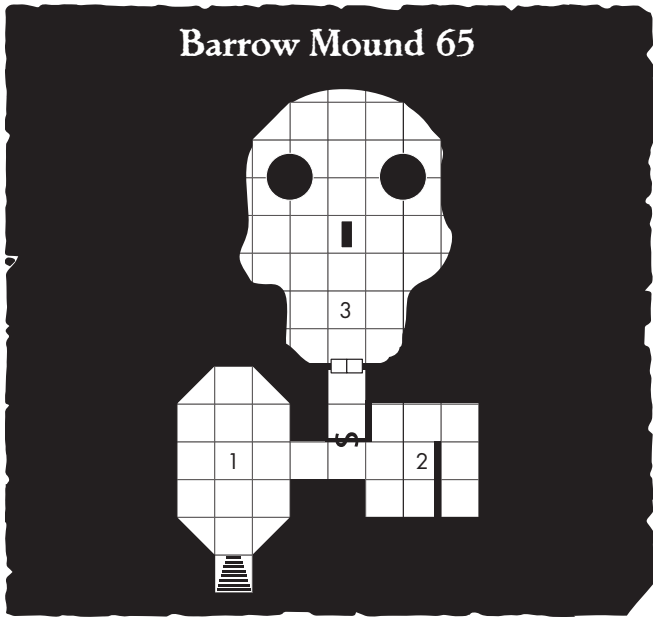
Chamber 3: This is the final resting place of **Lord Varghoulis**, who has risen as a **Death Knight** (1) AL: C, AC: –2 (*Platemail +3, Shield +1*), HD: 10, HP: 72, #AT: 2, DMG: 1d8 (*Longsword +3, +4 versus Law*), and his lieutenants **Crypt Knights** (4) AL: C, AC: 2, HD: 7, HP: 47, 38, 33, 24, #AT: 1, DMG: 1d10, who are armed with *Platemail +1*, halberds, and broadswords.


TRUMAN

Varghoulis' sarcophagus looks exactly like that in chamber 2 except the eyes are Large Finely Cut Rubies worth 6,000gp each. There is also a large unlocked chest with 8,850gp.

Varghoulis will be aware of the PCs from the moment they enter his crypt. He will be prepared and will be bracketed by his lieutenants. If he makes it to the surface, he will call to his dark skeletal legion in barrow mound #66. They will rise and claw up from the earth a few rounds later. Skeletal horses will also rise in close proximity to the mound.

*If **Varghoulis** can unite with his forces, he will begin spreading chaos across the land. The PCs will definitely be in for more than they bargained. **Varghoulis** presents an excellent opportunity for side-adventuring. Perhaps **Varghoulis** occupies a ruined keep in the Barrowmoor? Maybe he returns with a large undead host and forms a new faction devoted to Nergal's return in Barrowmaze? No doubt a three-faction war would break out between the forces of Nergal, Orcus, and Set!*



66. The Vault of the Dark Legion (Covered Mound): Over the centuries the entrance to this ancient mound has been covered over with earth and will require excavation to access the entrance.

When the earth is cleared, PCs will notice that the mound is sealed with a stone door. The coverstone of this crypt depicts a skull overtop a rose in bas relief with a line of warriors armed with spears and shields.

A stone staircase descends into this crypt. However, rather than a small entranceway this chamber is 50 feet wide and extends 70 feet deep, supported by columns every ten feet. Along the walls are the burial alcoves of **Varghoulis**' former legionnaires, their skeletal forms resting in rusty mail and rotten boots.

If **Varghoulis** manages to free himself from his crypt, the legionnaires will heed his call and rise en masse from the grave to serve their lord.

Alternatively, if this crypt is opened before **Varghoulis**' mound there is a 20% chance (+10% per turn the PCs remain in this mound) that the legion will rise and attack the PCs. They will then seek to release their master from his mound. The mound contains:

Skeletons (50) AL: C, AC: 7, HD: 1, HP: 10x8, 10x7, 10x6, 10x5, 10x4, #AT: 1, DMG: 1d6.

Zombies (30) AL: C, AC: 8, HD: 2, HP: 10x14, 10x10 10x8, #AT: 1, DMG: 1d8.

Crypt Knights (10) AL: C, AC: 2, HD: 7, HP: 5x50, 5x35, #AT: 1, DMG: 1d10. They bear *Broadswords +1* and wear platemail and shield.



Each skeleton carries 1d10sp, each zombie carries 1d10gp, and each crypt knight carries 1d10pp.

The following treasure can be found randomly (per turn searching) in the alcoves. Note that magical weapons and armor can only be found twice. Adjust the table accordingly if the PCs conduct a thorough search of the mound and be sure to check for random monsters:

Legion Treasure

Treasure	Details
1. Coin[1]	(Amount: 1–100)
2. Coin[1]	(Amount: 1–100)
3. Gemstone	(See LL Core Rulebook p.107)
4. Jewelry	(See LL Core Rulebook p.107)
5. Magical weapon[2]	(90% +1; 8% +2; 2% +3)
6. Magical armor[3]	(90% +1; 8% +2; 2% +3)

1. Roll 1d20: Copper (1–5), Electrum (6–10), Silver (11–14), Gold (15–18), Platinum (19–20).

2. Roll 1d6: Mace (1–2), Spear (3–4), Broadsword (5), Longsword (6).

3. Roll 1d6: Leather (1–2), Chainmail (3–5), Platemail (6).



67. The Tomb of the Sacred Blade (Covered): Once the excavation is complete the party will discover strange glyphs on the coverstone of this burial mound. The glyphs depict the following shapes: Sword, Sun, Star, Moon, and Skull. **Show the players Barrowmaze illustration #7.**

As soon as they see the glyphs, a paladin (or lawful cleric) will hear a voice inside his/her head, "To find me you must solve the puzzle of the glyphs. You must do this by proving your worth. Open the door without touching the glyphs more than 30 times. If you fail, you are unworthy and the magic of the glyphs will fade."

The glyphs on the door are a puzzle lock and must be touched in the right order to gain entrance. This must be completed within 30 glyph touches, or the magic of the glyphs will dim as per the preceding paragraph. This is a high-reward opportunity for smart, problem-solving PCs.

The sequence to open the door MUST be exactly as follows: Sword, Sun, Moon, Star, Sword. Below are the meanings of the various glyphs and the rules of the puzzle-lock.



Sword: Pressing the Sword glyph "opens" and "closes" the activation sequence.

Skull: This glyph resets or "kills" the sequence and dims all glowing glyphs.

Sun: The first glyph in the sequence.

Moon: The second glyph in the sequence.

Star: The third glyph in the sequence.

1. When any glyph is touched it glows a soft white colour. Exception: the Skull will not illuminate if touched first.

2. Touching any glyph other than Sword first drains the victim's life energy 5 hit points.

3. Making an incorrect choice in the sequence will also drain 5 hit points and dim the glyphs.

4. Touching the Skull at any time after the first "resets" the board and dims all the glyphs. The Skull will not drain hit points after a glyph has been lit.

5. Anyone reduced to zero hit points, including hirelings, will immediately rise as a **Wight** AL: C, AC: 5, HD: 3, HP: 15, #AT: 1, DMG: Drain, and wildly attack party members to drain their life essence.

Example: Party members push Gamblor the Elf forward to take his turn at the door. Gamblor touches the Sun and loses 5 HP. He then touches the Sword, which lights up, followed by the Moon. He takes 5 more HP damage, and the glyphs dim. Finally, he touches the Sword and then the Sun (which both light up) followed by the Skull, which resets the sequence (no damage), and all the glyphs dim. He gives up.

Inside this 30x30 foot crypt is the statue of a noble knight on bended knee with his head down and his hands raised above his head. In his hands gleams a magical longsword. This is "Caliburn" a sentient weapon (see New Magic Items).

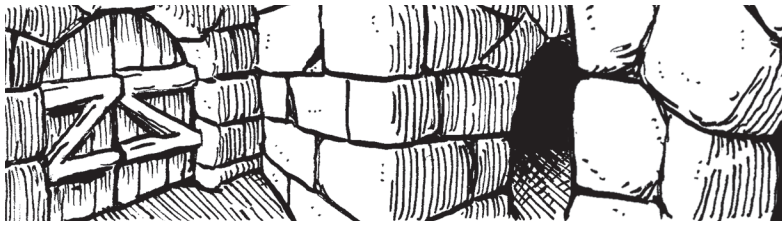
68. Collapsed Mound: This mound collapsed long ago. There is nothing of import here.

69. Plundered Mound: This mound has been plundered and has partially collapsed. There is nothing of value here.

70. Collapsed Mound of the Dragon: This mound has been hidden by the moor for centuries. Only one being knows of its existence—the ancient black dragon **Ossithrax Pejorative**.

Long ago, **Ossithrax** found this mound and dug beneath it to create a lair. He created a long wide passage and, to his surprise, tunneled into the Great Temple of Nergal (#375). There he piled his treasure, wrought havoc in the region, and, after many centuries, died. This barrow mound is very difficult to find and the tunnel has partially collapsed near the temple. Only a party dedicated to hex-crawling the entire area of the mounds would possess a chance of discovering it.

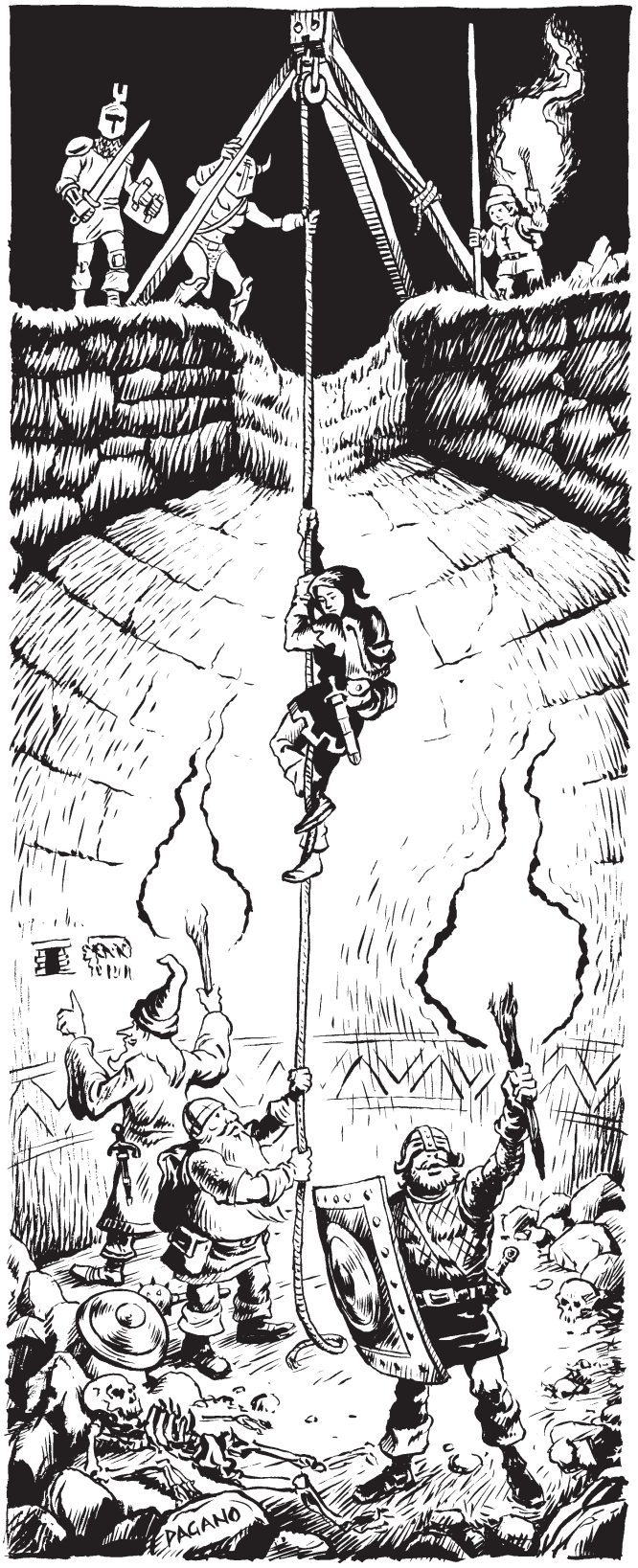




Barrowmaze Area One: The Forbidden Antechamber

Area One: Random Monsters
1. Skeletons (1d6)
2. Zombies (1d6)
3. Tomb Robbers (2d4+4)
4. Giant Rats (2d6)
5. Mongrelmen (1d6)
6. Ravenous Dead (1d4)
7. Stirges (1d6)
8. Huecuva (1d3)
9. Sapphire Skeletons (1d6)
10. Fire Beetles (1d8)
11. Dungeon Dressing*
12. Referee's Choice

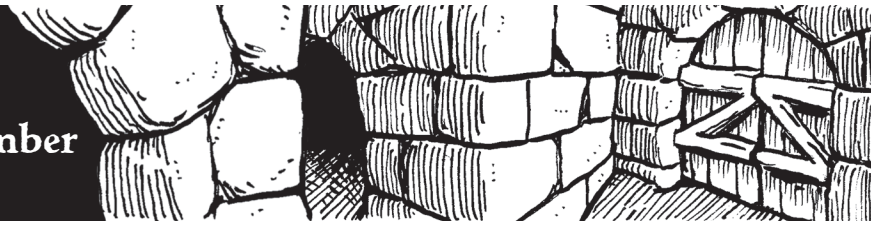
*See Table 3: Random Dungeon Dressing.



1. The only way to enter the dungeon at this point is through a hole in the ceiling. An old, rusty block and tackle attached to a tripod sits atop the hole (this is located inside burial mound #12) and a rope descends down into the room. The ceiling is vaulted and 35 feet high from the floor. The room has partially collapsed along the western wall. Worn frescos of a burial procession leading to a barrow mound line the walls. Bones litter the floor. Booted footprints can be seen heading east. Rubble and debris throughout. Smells of dampness and death. Graffiti (check Table 5: Random Graffiti). **When they look down the hallway out of this room, show the players Barrowmaze illustration #8**.

2. This room has a pressure-plate isolation trap. As soon as the first PC (and second, Referee's discretion) enters this room a stone wall will descend from the ceiling isolating the front rank from the rest of the party. The door to the north wall will swing open and the skeletons from room #3 will attack! A dark flagstone in the hallway floor just outside the door to #2 is loose and conceals a reset lever that will raise the stone slab (PCs must actively search to

Area One: The Forbidden Antechamber



find the loose stone). Testing the floor with a pole prior to entering may (25%) set off the trap (and break the pole).

3. Skeletons (7) AL: C, AC: 7, HD: 1, HP: 8, 5, 5, 4, 4, 2, 1, #AT: 1, DMG: 1d6.

In my homegame, Tymor One-Eye, a half-elven fighter played by Alex, set off the trap and managed to survive the skeletons. His comrades frantically tried to open the door while Tymor heroically held of the undead.

He was later killed when his arms were ripped off by ghouls in the southern crypts.

4. Debris litters the floor of this room.

5. Giant Rats (11) AL: N, AC: 7, HD: 1d4hp, HP: 4, 4, 4, 4, 4, 3, 4, 2, 1, 1, 1, #AT: 1, DMG: 1d3, are foraging for food. A sack, dropped on the floor by a fleeing tomb-robber, contains 123sp.

After playing through the first portion of Barrowmaze (and restocking,) Room #5 held a couple of tough Sapphire Skeletons. The fighter Kreel (played by Jason) opened the door and decided to bum-rush the skeletons. He rolled a natural 1 and impaled himself on the skeleton's spears for maximum damage. Thereafter this tactic took on legendary status and became known in my group as the Kreel Manoeuvre™ (patent pending).

6. This room is empty. Three polished skulls sit on a dusty table. The secret door leads to a small area where a tomb-robber crawled away from combat and died. He wears a dark yellow striped tunic. In his boney hands he still holds a torch stub and a bag with 15pp.

7. A wooden bucket of fresh human scalps sits in the corner of this room. A small pile of rags is piled on the floor.

8. As the party enters this room they will notice that something has broken through this wall—from the inside. The room is otherwise empty.

9. This room is empty.

10. This room is filled with small octagonal-shaped alcoves. A group of **Zombies** (6) AL: C, AC: 8, HD: 2, HP: 15, 12, 11, 9, 7, 2, #AT: 1, DMG: 1d8, huddle together in the corner. They turn as the PCs enter and attack!

Burial Alcoves: (145) Octagonal filled with remains.
Contents: 94sp, Silver Bracelet (20gp).

11. This hallway has three crypt entrances on the north wall, a portcullis on the south, and a bricked-up entrance on the far eastern wall. The corridor is lined with dust and debris.

Quiet Crypt 1: This crypt is empty. The door is closed. Graffiti (check Table 5: Random Graffiti).

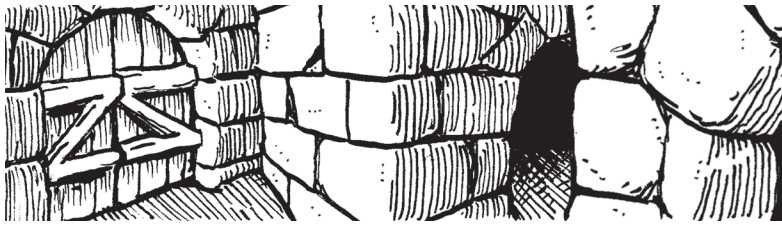
Quiet Crypt 2: The door to this crypt is ajar. A **Giant Crab Spider** (1) AL: N, AC: 7, HD: 2, HP: 10, #AT: 1, DMG: 1d8*, hangs above the door and will attack the first character to enter. This crypt is decorated in bas relief with images of the dead walking into the afterlife. Beside the remains of a skeleton is a bag with 163ep.

Defiled Crypt 3: The door to this crypt lies in pieces on the floor. There is a coldness to this room. The walls are decorated with faint and vandalized frescos. A disturbed skeleton rests on a stone slab. There is a runic tablet on the floor (if read, check Table 6: Runic Tablets). This crypt contains the ghostly image of a **Phantom** (1) AL: C, AC: N/A, HD: N/A, HP: N/A, #AT: 1, DMG: Fear.

12. The entrance to this crypt was bricked-up long ago. There is a large half-skull above the archway. Inside, time-worn frescos of warriors defeating the armies of law decorate the east wall and scores of burial alcoves line the others. Four evil warriors have all risen as **Shadows** (4) AL: C, AC: 7, HD: 2+2, HP: 15, 14, 11, 7, #AT: 1, DMG: 1d4*. One is buried with *Leather +1* and another has a steel *Shield +1* (emblazoned with a black dragon) across his chest. The corpse holds so tight to the shield that PCs will have difficulty pulling it away.

Burial Alcoves: (179) Square, mummified remains.
Contents: 94sp.

13. The door to this room is trapped. Opening the door snaps a tripwire that sets off a rusty light crossbow mounted on the north wall (damage 1d6). The crossbow has a 2 in 6 chance to misfire. Alcoves line the walls. This room has been hastily searched.



Area One: The Forbidden Antechamber



Burial Alcoves: (51) Triangular, disturbed remains.
Contents: 108gp.

14. Empty. Booted footprints on the floor. Graffiti (check Table 5: Random Graffiti).

15. This room is lined with burial alcoves. There is an undisturbed layer of dust on the floor. A statue of a vile demon squats in the center of the room. Two bags beside the statue hold 300sp and 400gp respectively.

Burial Alcoves: (146): Octagonal with skull piles.
Contents: 666sp.

16. A previous group of tomb-robbers used this room as a secret supply depot. There are two backpacks (contents subject to Referee's discretion), a sledge hammer, a 50' coil of rope, 1 quiver with *Arrows +1* (4), and two *Potions of Healing*.

Burial Alcoves: (49) Triangular with bones.
Contents: None.

17. Upon entering this room the party will hear a noise off in the distance: "Tap-tom, tom-tap." It repeats once more and silences. A dwarf or gnome can discern the sound as a hammer. PCs cannot determine the location of the sound.

18. Empty.

19. This room smells of rot. PCs must make a Constitution check or begin vomiting for 2–5 rounds (make a random monster check). Two adventurers are impaled on the south wall with spears. Their guts have been ripped open and fed upon. They died of battle wounds, possibly 2–3 weeks ago. One still carries a backpack with 200sp and 30gp.

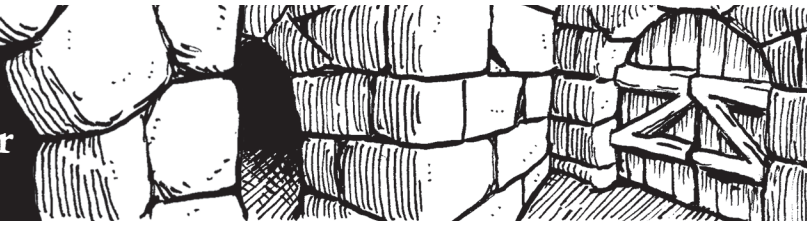
Burial Alcoves: (155) Square filled with urns.
Contents: None.

A. The door to this side crypt is broken. The small crypt beyond the archway was plundered long ago. Bones and debris rest on the floor near the walls. It the PCs actively search this area they will notice passage marks on the floor but cannot ascertain by whom or what. The tracks vary considerably (mongrelmen).

B. This secret room holds a small bag of 45sp in a niche on the western wall. This area also contains signs of passage that end at the wall to the north and then head toward 23B.

C. This crypt belonged to **Hildras Forestgreen**, a priest of Green Man. **Hildras'** remains rest atop a stone slab against the northern wall. The area is completely covered in cobwebs and dust. **Hildras'** priestly vestments were made of giant spider silk from the Blackened Forest and offer the same properties as a permanent *Resist Cold*. However, they do not detect as magical and will be destroyed if the crypt is lit aflame. **Hildras** also possessed a magical *Cudgel +1* (1d6 damage) that will survive non-magical fire.

D. Inside the 10x10 foot space is a secret shrine and altar to Green Man/Silvanus. The sides of the altar are decorated in bas relief depicting the forest and the top is shaped into a broad single leaf. On the wall above the altar is the face of Green Man carved in stone. Anyone who prays at the altar will receive a blessing from Silvanus



in the form of a +1 on their next save attempt. Anyone who desecrates the altar will fail their next save attempt.

20. Empty.

Defiled Crypt 1: This defiled crypt contains four **Zombies** (4) AL: C, AC: 8, HD: 2, HP: 14, 11, 9, 8, #AT: 1, DMG: 1d8, who will attack the first person to open the door. One possesses an Electrum Necklace worth 56gp.

Quiet Crypt 2: This crypt contains four pedestals—two each on the east and west walls. Black velvet funerary boxes stand atop each pedestal. The boxes are now moldy, dusty, and covered in cobwebs. Inside the boxes are the remains of a skeleton and a single right-handed glove. The glove is also made of black velvet. The backhand of the glove is decorated to look like a face with two demonic eyes near the knuckles and the opening a ravenous fanged maw. Underneath each box, in a hidden compartment, is a lever set into the stone. In order to open the secret door to 19C, four PCs must put on the gloves and pull all four levers at the same time. It is the only way by which the secret door may be opened.

21. This hallway contains entrances to three burial crypts. Graffiti (see Table 5: Random Graffiti).

Quiet Crypt 1: The door is locked and the room is empty. A faint runic script written in charcoal decorates this room wall-to-wall. It is undecipherable. A single skeleton wears two Electrum Bracelets (52gp each).

Defiled Crypt 2: The door to this crypt is locked. A group of **Skeletons** (7) AL: C, AC: 7, HD: 1, HP: 7, 3, 3, 2, 2, 2, 2, #AT: 1, DMG: 1d6, will rise from stone slabs and attack intruders. Frescos too faded to discern. Grave goods include two Platinum Necklaces (174gp each); bags with 400sp and 20gp, *Potion of Clairvoyance*, and a runic tablet.

Quiet Crypt 3: The door to this crypt is locked. **Giant Rats** (8) AL: N, AC: 7, HD: 1d4hp, HP: 4, 4, 3, 3, 3, 2, 2, 2, #AT: 1, DMG: 1d3*, have managed to enter this crypt through cracks in the walls and are looking for food. Grave goods include a Silver Locket worth 60gp. Moldy, half-rotted tapestries line the walls.

22. As the party exits this room they will hear the sound of breaking pottery from #23. If they have already been to #23, roll for an alternative from Table 3: Random Dungeon Dressing.

Burial Alcoves: (181) Square with dust, cobwebs.
Contents: 150sp, Tooled Buckle (25gp).

23. A skeleton rests face down in the middle of this room. A **Poltergeist** (1) AL: C, AC: 9, HD: 1hp, HP: 1, #AT: N/A, DMG: N/A, hovers near its lifeless remains. The spirit will screech and throw small clay burial urns at the party.

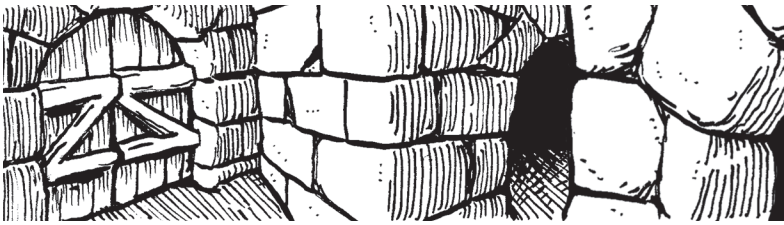
Burial Alcoves: (139) Octagonal with small urns.
Contents: 164cp.

A. This room is empty.

B. There is a group of **Mongrelmen** (6) AL: C, AC: 6, HD: 1, HP: 8, 7, 6, 5, 5, 4, #AT: 1, DMG: 1d6, in this room. The mongrelmen of Barrowmaze are adept at listening, mimicry, and camouflage. There is only a 1 on d6 chance that this group will be surprised unless the PCs are extremely disciplined with their noise and light. If caught unaware, the mongrelmen will camouflage themselves as rubble piles and attack. If possible, or if they flee combat, they will exit the door to the northeast, through the secret doors, and out via room #19. The mongrelmen possess no wealth. Their main goal is survival and avoiding the Necromancers of Set. Their abominable appearance belies their intelligence. If the PCs can somehow speak with them, they may impart information about the dungeon for their freedom.

C. This room contains a rubble pile in the southeastern corner of the room. However, close inspection will reveal that this rubble pile is merely a camouflaged tarp thrown over an old equipment and weapons cache. The cache includes: sledgehammer, 10 iron spikes, 4 flasks of oil, a bundle of 5 torches, 20 arrows, 10 crossbow bolts, and a *Potion of Healing.*

D. The walls of this crypt are carved with the likenesses of six armoured knights, six feet tall, and six feet apart. The "heads" of these knights are recessed into the stone and a skull sits in each niche. A 3x3 foot stone bowl stands atop a pedestal in the center of this room. Beside the pool is an empty bronze water jug. If it is filled with the equivalent of ten flasks of water the bowl will glow with a soft green light and function as a *Crystal Ball* with *Clairaudience* for 1 turn. Once the turn is complete, the eyes of the skulls will glow with the same green light and release **Shadows** (6) AL: C, AC: 7, HD: 2+2, HP: 16, 13, 11, 10, 9, 7, #AT: 1, DMG: 1d4*, that will attack the PC(s) who used the pool.



24. This room contains 25 empty alcoves, except one with a **Gray Ooze** AL: N, AC: 8, HD: 3, HP: 7, #AT: 1, DMG: 2d8. Between the alcoves are decorative patterns plated with silver. The silver can be removed, but it is difficult, time-consuming, and noisy (120 turns and additional random monster checks apply). Removal will require the PCs to purchase special tools and chisels for the job in town (100gp). The total value of the silver is 1,500gp.

Burial Alcoves: (25) Rectangular and empty.
Contents: Diamond (80gp).

25. This room remains undisturbed. The room contains burial alcoves:

Burial Alcoves: (87) Rough cut squares with skeletal remains.
Contents: Gold Holy Symbol (400gp), Silver Earrings (100gp), Small Topaz (50gp)

26. A strange and sudden draft of wind will extinguish torches as the PCs enter this room. Lanterns are unaffected. A number of semi-precious stones, arranged as stars, are set into the low ceiling of this room. Some have been stolen but a few remain. The party can either try to remove them hastily (3 turns, total value 30gp) or remove them with care (6 turns, total value 300gp). Random monster checks apply.

Quiet Crypt 1: The door to this room is locked. Inside is a single sarcophagus. The sarcophagus contains a mummy buried with a Copper Inkwell (15gp), a Small Ceramic Bowl (45gp), a Runic Tablet, and a *Potion of Strength*.

Defiled Crypt 2: The door to this room is locked. The room is in disarray with bones, dust, grave goods, and bits of stone thrown about the room. The chaos is the result of two **Crypt Shades** (2) AL: C, AC: 9, HD: 2, HP: 9, #AT: 1 (whirling debris), DMG: 1d8. These undead abominations will materialize and attack any trespassers. The following grave goods can be found strewn across the floor: Dented Brass Cup (25gp), a bag with an Ancient Taper and Sealing Wax (35gp), two Silver Candleholders (25gp each), a *Scroll* with three Random Clerical Spells, and an Ivory Funerary Figure (300gp).

Quiet Crypt 3: The door to this crypt is broken. The inside contains two plundered sarcophagi. The coverstones were broken with iron spikes that remain on the floor. There are several torch nubs and rusty weapons on the ground. There are also four shriveled corpses: a human male, human female, male dwarf, and female elf. A white marble statue of a robed woman warrior stands on a plinth against the southern wall. The statue will detect as magical. A Wisdom or Intelligence check by a cleric or magic-user (respectively) will reveal the statue as the likeness of the goddess Demetra. If her name is spoken aloud, the statue will activate and relay the last conversation spoken in its presence. In this case, the statue last overheard a discussion between a doomed party of tomb-robbers. Referees are encouraged to role-play the scene and make it come alive for their players:

Brak (Male Human Fighter): "There's no escape. We'll have to fight."

Theena (Female Human Magic-User): "No, we can make the stairs."

Rukag (Dwarf Fighter): "I agree with Theena. We can make the stairs."

Lorilen (Elf Thief): "No. We'll never make it. The demon bats will kill us first."

Brak: "Theena. Rukag. There are too many and it's too far."

Rukag: "What about the entry chamber? Could we climb the rope and escape that way?"

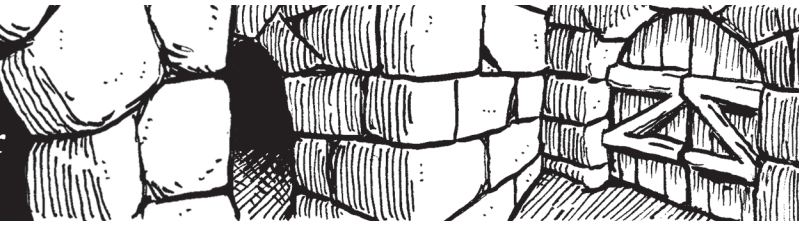
Lorilen: "No. We need to fight.

Theena: "Wait! What's that? Did you hear that?"

Brak: "I hear them too. The decision has been made for us. The demon bats. They are coming…"

If the PCs repeat the activation word (Demetra) they will hear their last conversation prior to activating the statue, or if the Referee deems enough time has passed, their conversation immediately after the statue recounts the last stand of the tomb-robbers. The tomb-robbers possessed standard dungeoneering equipment, weapons, and armour. Tucked away in a backpack PCs can find an old piece of parchment displaying three or four dungeon rooms the PCs have yet to find on their map.

27. A small pile of coins and a rock rest at the base of three stacked burial alcoves in the south-western corner of this room. Removing either the coins or the stone activates a pressure plate and drops a portcullis,



trapping anyone within (be sure to check for random monsters). Careful probing may set off the trap (Referee's discretion) and will break a 10 foot pole. Unless they have leverage of some kind it will take the combined strength of six characters to raise the portcullis. This will make noise and require a random monster check.

Burial Alcoves: (3) Rectangular with full skeletons.
Contents: 25pp, 3 Pearls (25gp each).

Quiet Crypt 1: There is a funerary box (with four skulls) in this room. They each possess black inverted triangles on their foreheads. These skulls can be used as ranged weapons if thrown at an opponent. The skulls are thrown as a magical +1 weapons (10 feet range). The skull does 1–2 points of damage plus 1d4 points of exploding skull damage.

Quiet Crypt 2: With the exception of a ruined fresco on the northern wall depicting death's door this room is empty.

Defiled Crypt 3: This crypt contains two **Exploding Bone Skeletons** (2) AL: C, AC: *7*, HD: 1, HP: 8, *7*, #AT: 1, DMG: 1d6, that rest in shallow vertical alcoves. There is no treasure here.

28. A stone statue of a great winged gargoyle sits crouched on top of a dais. **Show the players Barrowmaze illustration #9.** The posture of the statue suggests it is looking into its left hand. However, the statue is missing its left arm near the elbow. The missing left arm is located in room #35Q4. If the arm is reattached the hand will open and reveal a *Pearl of Power* (1 first level spell). Graffiti (see Table 5: Random Graffiti).

29. A small group of **Mongrelmen** (6) AL: C, AC: 6, HD: 1, HP: 8, *7*, 6, 4, 4, 2, #AT: 1, DMG: 1d6, are discussing the party's intrusion into the crypts in hushed tones. The mongrelmen are unaware of the secret door.

30. The corridor to this room is lined with statues that appear to watch passersby with their eyes. The wooden door has been chewed off below the knees. There is a nest of **Giant Rats** (11) AL: N, AC: *7*, HD: 1d4hp, HP: 9, 4, 4, 3, 3, 2, 2, 2, 2, 1, 1, #AT: 1, DMG: 1d3*, within. A large black male (2HD with 9hp) is among them.

Burial Alcoves: (130) Square, rearranged bones.
Contents: 89gp, Ruby (50gp).

31. This corridor is empty, although rotten yellow funerary curtains conceal small chambers off the main hallway. If the party listens before proceeding tell them they hear faint noises (from the ghouls in D1).

Defiled Crypt 1: Two **Ghouls** (2) AL: C, AC: 6, HD: 2*, HP: 8, *7*, #AT: 3, DMG: 1d3/1d3/1d3*, former lovers in life, are alternating between cooing and yelling at each other in the dark.

Quiet Crypt 2: A shelf with human bones. A Jeweled Bracelet (631gp) and a runic tablet can be found.

Quiet Crypt 3: Fresco defaced with excrement.

Quiet Crypt 4: Removing this curtain reveals a hideous sight! A swarm of **Giant Rats** (8) AL: N, AC: *7*, HD: 1d4hp, HP: 4, 4, 3, 3, 2, 2, 1, 1, #AT: 1, DMG: 1d3*, are consuming the remains of a recently deceased human tomb-robber hastily shoved behind the rotting curtain. The tomb-robber possesses the special scarab key to open the sarcophagus in Barrow Mound #17.

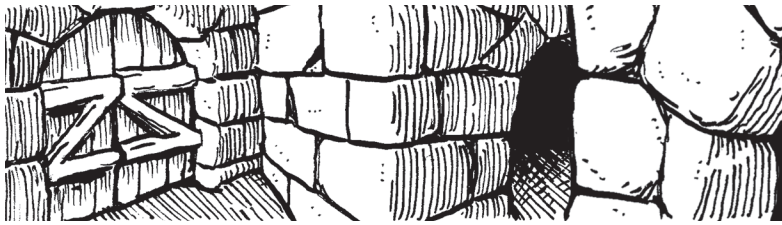
Defiled Crypt 5: Tapestries decorate the walls of this secret crypt. **Skeletons** (8) AL: C, AC: *7*, HD: 1, HP: 6, 6, 5, 5, 4, 2, 1, 1, #AT: 1, DMG: 1d6, will slowly rise from a pile of bones on the floor.

Quiet Crypt 6: Three Gold Rings (68gp each) are under a stone in the floor.

32. Members of an ancient order of priests were laid to rest on stone slabs in this crypt. They have risen as **Skeletons** (10) AL: C, AC: *7*, HD: 1, HP: 6, 5, 4, 4, 3, 3, 3, 3, 2, 2, #AT: 1, DMG: 1d6, and **Zombies** (10) AL: C, AC: 8, HD: 2, HP: 14, 12, 12, 11, 9, 9, 8, *7*, 5, 5, #AT: 1, DMG: 1d8, and will attack all those who disturb their rest. Each wears tattered robes and carries 2d20sp and 2d20gp. Each slab is decorated in bas relief with roses and thorns. The slab on the north wall has a secret compartment (pull out, turn, and depress a rose). Inside PCs will find a *Mace +1, +2 versus Undead* and a set of *Bracers of Defense AC6*.

33. The body of a dwarf adventurer lies on the floor. It has been stripped bare. Graffiti (check Table 5: Random Graffiti).

Quiet Crypt 1: The door to this crypt is open. **Giant Crab Spiders** (3) AL: N, AC: *7*, HD: 2, HP: 14, 10, 9, #AT: 1, DMG: 1d8*, are within as well as five thin Copper



Bracelets (20gp each). Runic script written in blood (long dried) adorns the walls. It is undecipherable.

Burial Alcoves: (40) Square with bone piles.
Contents: 89ep, Amethyst (60gp).

34. This corridor is empty with the exception of four crypt doors.

Quiet Crypt 1: This door hangs in pieces from the frame. The room is decorated in bas relief depicting a setting sun.

Defiled Crypt 2: This door is locked. Inside the occupants have risen as **Ghouls** (4) AL: C, AC: 6, HD: 2*, HP: 13, 10, 9, 6, #AT: 3, DMG: 1d3/1d3/1d3*. Frescos inside depict death's door. Beside the bodies a runic tablet and two bowls with grave offerings (700sp, 10gp) can be found.

Quiet Crypt 3: This crypt is locked and empty without decoration.

Quiet Crypt 4: This door is ajar. The room is empty.

35. This hallway is empty with the exception of two doors on the north wall and four curtained alcoves on the south.

Quiet Crypt 1: This crypt is locked, empty, and decorated with bas relief. Behind the secret door there is a bag of 65pp and a runic tablet.

Defiled Crypt 2: The wooden door to this room has swollen and is stuck. Inside, standing in small vertical burial niches are ten **Skeletons** (10) AL: C, AC: *7*, HD: 1, HP: 8, 8, *7*, *5*, 4, 3, 3, 3, 2, 1, #AT: 1, DMG: 1d6. One skeleton wears tattered blue robes and a blue conical magician's cap complete with silver stars and moons. He also has a magic-user scroll: *Dispel Magic* (Level 3) tied to his waist. The hat is *Pinto's Conical Cap* (see New Magic Items). The hat is filled with 146cp.

Defiled Crypt 3: A single **Zombie** (1) AL: C, AC: 8, HD: 2, HP: *7*, #AT: 1, DMG: 1d8, stands behind the curtain. He clutches a dagger and repeatedly gouges the southern wall. Once disturbed, he attacks. Buried in the wall is a small leather pouch with a Copper Locket (5gp) with an engraving of a young woman. It appears as a minor trinket. However, the locket is actually a *Broach of Shielding* and can absorb 25 points of *Magic Missile* damage before it becomes useless. It will take 1 turn to dig it out (check for random monsters).



Quiet Crypt 4: The left arm and hand (with a closed fist) of a stone statue can be found on the floor. See room #28.

Quiet Crypt 5: A rotted black curtain hangs here. Scribbles in Black Tongue are written across the floor (check Table 5: Random Graffiti). As well as the scattered bones of two skeletons, there are two tarnished Platinum Bracelets worth 20gp each. Ill-tempered **Normal Rats** (13) AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, scurry along the walls of this room.

Defiled Crypt 6: The image of a **Phantom** (1) AL: C, AC: N/A, HD: N/A, HP: N/A, #AT: 1, DMG: Fear, lingers in this crypt. Tucked at the back under a pile of bones, rubble, and dust are five Silver Cups (100gp each).

36. This room smells of rot and offal. As soon as the door opens each PC must make a Constitution check or vomit for 1 turn. A large pile of refuse, bones, and rotting cadavers is heaped in the middle of this room. Burial



alcoves line the walls. If the party searches the mound **Rot Grubs** (12) AL: N, AC: 9, HD: 1hp, HP: 1hp per, #AT: N/A, DMG: N/A, will emerge to feed. Inside the mound is a rotting finger still wearing a *Ring of Protection +1*.

Burial Alcoves: (55) Rectangular with full skeletons.
Contents: 113gp, Ivory Statuette (30gp).

37. Beyond the bricked-up wall, this hallway contains 6 crypt doors.

Quiet Crypt 1: The door to this crypt is locked. The crypt contains skeletal remains and ancient silver coins (186sp) in a rotting wooden coffer.

Quiet Crypt 2: The door to this crypt is locked. Frescos depict Nergal, the elder God of the Dead and the Underworld. On the floor is a runic tablet.

Quiet Crypt 3: This room is empty and the door is closed.

Defiled Crypt 4: The door to this crypt is locked. The remains of a skeleton are undisturbed. A purse near his waist contains ancient gold pieces (149gp). There are five mummified cats, or **Neb'Enakhet** (5) AL: C, AC: *7*, HD: 1+1, HP: 9, 6, 4, 3, 2, #AT: 3, DMG: 1d2/1d2/1d3*, near the skeleton. They will appear shy and curious at first but then begin their cacophonous wail.

Defiled Crypt 5: The door to this room is stuck. As soon as it opens three **Ghouls** (3) AL: C, AC: 6, HD: 2*, HP: 14, 12, 4, #AT: 3, DMG: 1d3/1d3/1d3*, jump out and attack. Check for surprise.

Quiet Crypt 6: This room is locked. Through small holes a large group of **Normal Rats** (17) AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, have made a nest in this crypt. A bag hidden underneath a skeleton contains 45pp.

38. Beyond the bricked-up wall, this hallway contains six crypt doors.

Defiled Crypt 1: The door is ajar. Two Silver Earrings (10gp each) lay on the floor. This room is otherwise empty.

Quiet Crypt 2: The door is closed. **Normal Rats** (8) AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, scurry about a small altar. The altar is made of rusted iron and has incense holders on either side. It is decorated with bas relief of skeletons. If the eye sockets of one of the skeletons are pushed inwards (there is a poison needle trap, save (Poison) or die) a secret niche will open to reveal a leather bag with 52pp.

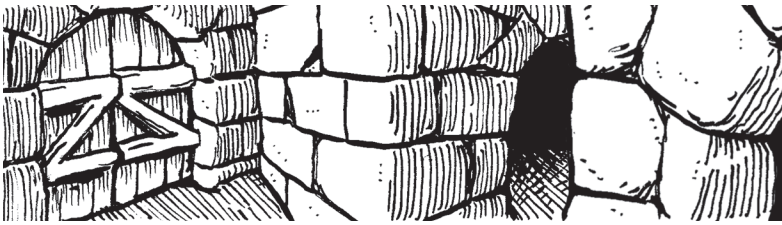
Quiet Crypt 3: The door is locked and the room is empty.

Defiled Crypt 4: The door is stuck. **Skeletons** (9) AL: C, AC: *7*, HD: 1, HP: 8, *7*, *5*, *5*, 4, 4, 4, 2, 2, #AT: 1, DMG: 1d6, lying on the floor will rise and attack. Two Silver Rings can be found on the floor (32gp each). Wall frescos depict a long forgotten war.

Defiled Crypt 5: The door to this crypt is locked. Three **Ghouls** (3) AL: C, AC: 6, HD: 2*, HP: 8, *7*, 2, #AT: 3, DMG: 1d3/1d3/1d3*, want out and are willing to dialogue with the party for freedom. However, they only speak Black Tongue. They have no knowledge of the dungeon outside their crypt and only fragmented memories of their former lives. They each wear cheap Silver Necklaces (32gp each). If they are let go, they will likely hunt the party and attack at an opportune time.

Quiet Crypt 6: This room is empty and the door is swollen shut. A Silver Candelabra worth 50gp rests at the head of the only skeleton in this crypt.





39. The pit trap in the hallway leading to this room is concealed and teleports anyone who falls to #74G.

A **Gray Ooze** (1) AL: N, AC: 8, HD: 3, HP: 15, #AT: 1, DMG: 2d8, is hiding in one of the alcoves along the eastern wall of this room.

Burial Alcoves: (172) Square with bones.
Contents: Jade idol (300gp).

40. Empty.

Burial Alcoves: (126) Octagonal filled with dust and cobwebs
Contents: A bag with 97ep. One alcove contains the remains of a warrior with shield (silver tree device), ancient platemail, and a *Battle Axe +1*. Another holds the remains of a black-robed magic-user with his arms tightly clutching a unique spellbook. This spellbook is covered in red velvet with steel fittings and tied with goblin hide. This spellbook is cursed. Vermin will seek to attack the bearer of the spellbook over others. 1st Level: *Burning Hands, Hold Portal, Colour Spray, Feather Fall, Read Magic, Magic Missile*, 2nd Level: *Amnesia, Knock, Vitharia's Vengeful Visage* (see New Spells), 3rd Level: *Blink*.

A. There are no monsters, traps or treasure in this chamber. Instead, this crypt provides PCs an opportunity to learn more about the history of Barrowmaze. This crypt is made of black stone. The walls (west, north, and east) of this room are decorated in ancient frescoes. The western wall depicts Nergal, the elder God of Death and the Underworld surrounded by hooded priests and followers. The northern wall pictures Nergal bestowing a large magical tablet (akin to a runic tablet) to the high priest of his faith. The eastern wall depicts Nergal commanding his faith and pointing to the east. They form a long procession into a set of barrow mounds and descend into Barrowmaze. Etched in Black Tongue is the following:

And so the great and powerful Lord of the Underworld gathered His Chosen, and unto His priest most favoured —Ascyet Vie Yannarg—He bestowed The Tablet of Chaos. He commanded His Chosen to entomb The Tablet for all eternity. So He commanded. And so it was done.

41. The door is ajar. **Giant Carnivorous Flies** (2) AL: N, AC: 6, HD: 2, HP: 11, 4, #AT: 1, DMG: 1d8, are feeding on two strangely preserved corpses. Between them the corpses have 23pp.

Burial Alcoves: (71) Square, preserved corpses.
Contents: 149gp, *Potion of ESP*, Ruby (800gp).

42. This hallway is empty.

Defiled Crypt 1: The door to this room is ajar. A dead elf, abandoned by his adventuring comrades, lies face down in a pool of congealed blood. He has risen as a **Ghoul** (1) AL: C, AC: 6, HD: 2*, HP: 8, #AT: 3, DMG: 1d3/1d3/1d3*, and is playing dead, hoping to use his paralyze ability. He has a pair of *Gauntlets of Swimming and Climbing* stuffed in his belt. Graffiti (check Table 5: Random Graffiti).

Defiled Crypt 2: The door to this crypt is ajar. Four white corpses pose as dead but are really **Ghouls** (4) AL: C, AC: 6, HD: 2*, HP: 12, 10, 8, 3, #AT: 3, DMG: 1d3/1d3/1d3*, who will attempt to gain surprise. A single runic tablet.

Quiet Crypt 3: The door is ajar. This room has been hastily searched. Amongst the debris on the floor are two Copper Rings worth 20gp each. Frescos depict gladiatorial combat. **Grr'Woof-nub**, a **Mongrelman** (1) AL: C, AC: 6, HD: 1, HP: 2, #AT: 1, DMG: 1d6, is hiding from his mongrel brethren. He is frail and weaker than the others and has been outcast. He knows that the mongrelmen have been watching the party since they entered Barrowmaze. He also knows that the mongrelmen have been forced to serve "the great master" but does not elaborate—merely relating the experience with a combination of reverence and fear. **Grr'Woof-nub** only speaks a broken version of common intermixed with animals sounds (whimpers, cries, growls, and yips) and ambient dungeon noises (many of which the PCs have heard already). His speech may or may not be understood. If he hears combat he is 80% likely to stay where he is, using his hiding and mimicry ability to throw off the PCs. **Grr'Woof-nub** should provide great role-playing opportunities. He will flee the party the first chance he gets, unless it is in his interest to stay. He will not leave the dungeon.

Defiled Crypt 4: The door to this crypt is stuck. A group of **Zombies** (4) AL: C, AC: 8, HD: 2, HP: 12, 11, 9, 5, #AT: 1, DMG: 1d8, stand huddled together in the center of the room. They attack anyone who disturbs their tomb.

Quiet Crypt 5: This crypt was looted long ago.

Quiet Crypt 6: The door is closed. Tapestries hanging from all the walls are now moldy and decayed.

Area One:
The Forbidden Antechamber



43. Show the players Barrowmaze illustration #10. A massive stone obelisk rests in the center of this chamber. The obelisk outlines the dark rituals of Nergal's faith written in Black Tongue, Elvish, Dwarven, and Ancient Common on its four sides. Rubbings from this obelisk would be valuable to a sage (1,000gp) but would also allow a cleric or magic-user (with a month worth of study) to learn the rudiments of any of the four languages. There is a 70% chance that a group of **Skeletons** (8) AL: C, AC: *7*, HD: 1, HP: 8, *7*, *7*, 6, *5*, *5*, 4, 4, #AT: 1, DMG: 1d6, led by **Kelmok**, a **Necromancer of Set** AC: *7* (Dex), MU3 (Hu), HP: 10, #AT: 1, DMG: 1d6 Staff, will enter the room from the southern door a few moments after the PCs arrive.

Kelmok's spells include *Sleep, Magic Missile, Stinking Cloud*. He carries his spellbook and a pouch with 13pp. **Kelmok** wears a half-skull mask and bones are stitched onto his black robes. One of the skeletons serves as his torch-bearer. He will use his skeletons as a barrier and throw his *Sleep* spell as soon as possible. He is a fanatical follower of Set and will not surrender.

This is a dangerous encounter for players characters. My group refused to proceed into the room and used the hallway as a natural choke point to deal with the skeletons. Kelmok cast his sleep spell instead and near TPKed the party.

The only survivor was the druid Milren of Herne who was later paralyzed and eaten by a Carcass Scavenger.

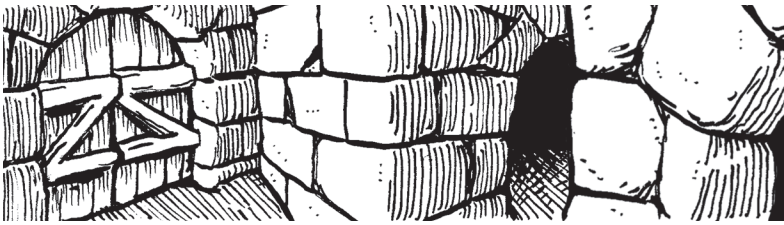
44. Each of the six long burial passages in this large crypt holds 50 alcoves. There are four skeletons per passage that will animate and attack as soon as one of the passages is searched. **Skeletons** (6 groups of 4 skeletons each) AL: C, AC: *7*, HD: 1, HP: 8, 8, 8, *7*, *7*, *7*, 6, 6, 6, *5*, *5*, *5*, 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1, #AT: 1, DMG: 1d6.

Burial Alcoves: (300 total) Circular, with bones.
Contents: Each passage holds 6d20cp, 4d20sp, and 1d20pp in various pouches, bags, and bowls. Four passages contain rare treasure. Passage 1 holds a clerical scroll: *Cure Light Wounds*(x2), *Protection from Evil,* and *Spiritual Armor*(x2) (see New Spells). Passage 3 contains a magic-user scroll: *Mirror Image* and *Darkvision* (2nd Level). The fifth passage holds a *Sling +1* and the sixth passage contains a *Cloak of Protection +1*.

A. This crypt contains a standing sarcophagus along the southern wall. PCs will notice a terrible stench emitting from it. The sarcophagus contains **Reuts Ool**, a **Ghaist** (1) AL: C, AC: 4, HD: 3+3, HP: 20, #AT: 3, DMG: 1d4+1/1d4+1/1d8. **Reuts** believes he is alive and, as soon as he hears noise in the chamber, will begin yelling "Help! Help me! Let me out! Pleeeese!" If freed **Reuts** may join the party for a time (subject to the opinions of a cleric or paladin), but his emerging desire to eat human flesh will get the better of him eventually. He has no memories of his former life, and is quote obviously insane. Inside is a Small Platinum Funerary Figure (2200gp) and a *Longbow +2*.

45. A hideous **Coffer Corpse** (1) AL: C, AC: *7*, HD: 2, HP: *5*, #AT: 1, DMG: 1d6*, with yellowed skin rests on a granite slab. Beside his body is a shield and a *Hand Axe +1* (Sheds light 15' on command).

46. This door enters into a set of crypts.



Area One: The Forbidden Antechamber

Quiet Crypt 1: This crypt is locked. An undisturbed skeleton in a burial shroud rests on a stone slab. A runic tablet can be found beside the remains.

Quiet Crypt 2: The door to this crypt is ajar and the crypt is empty.

Defiled Crypt 3: The door to this crypt is locked. A skeleton rests atop of a stone slab. The floor, slab, and skeleton are partially covered in what appears to be thick yellow dust. The dust is **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 7, #AT: Spores, DMG: 1d6*. As the **Skeleton** (1) AL: C, AC: 7, HD: 1, HP: 6, #AT: 1, DMG: 1d6, rises to face the party the yellow mold will eject its spores.

Defiled Crypt 4: The door to this room is closed. Four open sarcophagi are filled to the rim with dark peat-colored water. The water drips slowly from the ceiling and walls. The skeletons in the sarcophagi have calcified from the minerals. They attack when disturbed. **Fossil Skeletons** (4) AL: C, AC: 6, HD: 2, HP: 11, 8, 7, 5, #AT: 1, DMG: 1d8. Each sarcophagus holds 4d20gp.

Defiled Crypt 5: The door to this tomb is closed. Black Tongue, scribbled in black charcoal, adorns the walls in an undecipherable and erratic pattern. Two **Ghouls** (2) AL: C, AC: 6, HD: 2*, HP: 9, 6, #AT: 3, DMG: 1d3/1d3/1d3*, are crouched gnawing on unsatisfying bones.

Quiet Crypt 6: The door to this room is locked. There is one sarcophagus with its lid ajar. Three **Spitting Cobras** (3) AL: N, AC: 7, HD: 1, HP: 5, 4, 3, #AT: 1 (bite or spit), DMG: 1d3*, have managed to enter this room through cracks and crevices in the walls. They have made their nest in the sarcophagus. Inside are two Gold Chalices worth 15pp each.

47. A **Gelatinous Cube** (1) AL: N, AC: 8, HD: 4, HP: 18, #AT: 1, DMG: 2d4*, is here (in the square marked #47) digesting a tomb-robber. When the party enters they will see a man, standing with his back to the party, with his right arm raised (this is the tomb-robber enveloped in the middle of the gelatinous cube. The front side of his body has been dissolved). The cube will stay still and only move toward the party if it is attacked by ranged weapons or if a party member approaches for a closer look. It is almost invisible otherwise.

Each of the eight burial vaults accommodates approximately 50 paupers' alcoves (410 total).

Burial Vault 1:

Burial Alcoves: (50) Square with urns.
Contents: 165ep, *Luckstone* (+1 on saves).

Burial Vault 2:

Burial Alcoves: (51) Circular with bones.
Contents: 183 gp.

Burial Vault 3:

Burial Alcoves: (53) Triangular with bones.
Contents: 107sp, Ivory Carving (666gp), Bracelet (60gp), Fire Opal (100gp), and a Glass Box (20gp).

Burial Vault 4:

Burial Alcoves: (48) Octagonal with skulls.
Contents: 21sp, Jade Idol (300gp), Earrings (60gp), and a Copper inkwell (15gp).

Burial Vault 5:

Burial Alcoves: (52) Hexagonal with full skeletons.
Contents: 162ep and an Ornate Plate (18gp). One skeleton wears a mithril brooch in the shape of an elven tree. If set on a fine quality cloak or robe the garment will function as a *Cloak of Elvenkind*.

Burial Vault 6:

Burial Alcoves: (52) Trapezoidal, bronzed skulls.
Contents: Necklace (20gp) and a Coral (50gp).

Burial Vault 7:

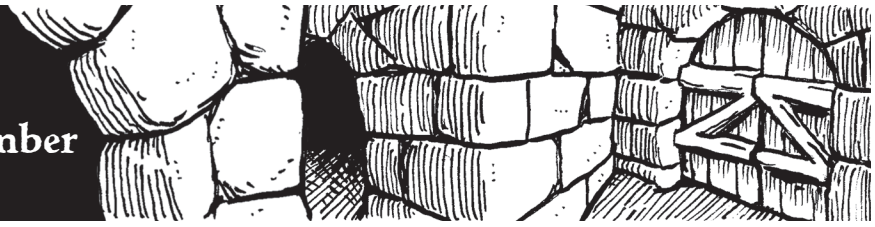
Burial Alcoves: (52) Triangular, disturbed remains.
Contents: Ruby (70gp) and a Brass Cup (60gp).

Burial Vault 8:

Burial Alcoves: (52) Hexagonal, hastily searched.
Contents: 87gp and a Circlet (50gp).

A small maze of rough-hewn passages extends from one of the southern crypts. A variety of strange monsters have found their way into these passages. A powerful and ancient magic item, called the *Fount of Law*, is also buried deep in this catacomb.

Area One: The Forbidden Antechamber



A. Located on a ledge about 10 feet above the ground is a **Cave Fisher** (1) AL: N, AC: *5*, HD: 3, HP: 19, #AT: 2, DMG: 1d4+3. See the New Monsters section for more information. In its nest are numerous bones and remains including an elf and his *Studded Leather +2* that the cave fisher spat back out. There is also a partially destroyed scroll with the following words written in elvish: Red, Black, Purple (a hint to area #84).

B. This cave is covered with large mushrooms, except for a small pool at its center. Two of the mushrooms near the water are **Shriekers** (2) AL: N, AC: *7*, HD: 3, HP: 8, *7*, #AT: Special, DMG: Special, and another is a Violet Fungi (1) AL: N, AC: *7*, HD: 3, HP: 10, #AT: 1–4, DMG: Special. A few fire beetle shells are dotted around the pool.

C. A small nest of **Fire Beetles** (5) AL: N, AC: 4, HD: 1+2, HP: 10, 9, *7*, *7*, 4, #AT: 1, DMG: 2d4, have gathered to feed on the lichen that grows in the cave. Their glands continue to glow after they have been slain. Wise players can harvest them as a light source.

D. This small tomb appears different than the others in this area of Barrowmaze. **Show the players Barrowmaze illustration #11.** It is rough-hewn and does not possess care or craftsmanship in its construction. Three ominous statues of male warriors surround a sarcophagus. Two are a type of caryatid column called **Barrow Guardians** (2) AL: N, AC: 3, HD: 3, HP: 15, 13, #AT: 1, DMG: 1d6. They attack if the sarcophagus is approached.

The outside of the sarcophagus is covered with unholy clerical runes of protection painted in dried blood. Inside is a pale white orb. This is the *Fount of Law*. See the section on New Magic Items for more information. The *Fount* will brighten slightly in the hands of a lawful PC. As the orb is brought closer and closer to the Pit of Chaos in #151 it will brighten further and begin to pulse. The remains of its bearer, a knight by the name of **Sir Guy de O'Veargne**, a holy-warrior of St. Ygg, can be found in #109A and his ghost can provide the PCs with more information.

E. Stirges (*7*) AL: N, AC: *7*, HD: 1, HP: *7*, *5*, 4, 4, 4, 3, 1, #AT: 1, DMG: 1d3, hang from the ceiling of this chamber like bats. If the party is listening as they approach the cave, give them an opportunity to hear the occasional squeaks and chatter of the stirges. Three shiny gems can be seen in the center of the cave floor amongst some bones (250gp x2, *75*gp).

F. A large, old, bloated **Carcass Scavenger** (1) AL: N, AC: *7*, HD: 3+1, HP: 18, #AT: 8 (stingers), DMG: Paralysis, has retreated to its lair to feed. There is a 3 in 6 chance that it will hear the PCs approach and position itself above the doorway on the ceiling. Otherwise it will be too preoccupied by its meal to hear the party. This monster has somehow managed to accumulate a large trove including 2,891cp, 2,041sp, 4,113gp, four Rubies (*75*gp, 25gp, 1,000gp, 10gp).

48. Entrance to this room is blocked by a rusty portcullis. The portcullis requires four people to lift/hold and will create noise (random monster check). This room is covered in small rock debris and cobwebs. It is otherwise empty.

Quiet Crypt 1: The door to this crypt lies in pieces on the floor. Three **Giant Crab Spiders** (3) AL: N, AC: *7*, HD: 2, HP: 12, 10, 8, #AT: 1, DMG: 1d8*, cling to the ceiling above the entrance. A total of 37cp glints at the back of the crypt. Frescos of men in short white tunics running in footraces decorate the walls.

Defiled Crypt 2: This room is ajar. Two open sarcophagi with skeletons rest within. No treasure.

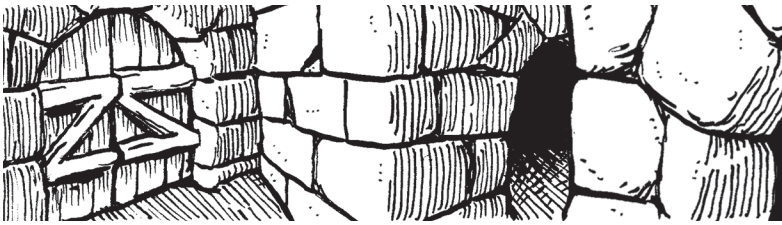
49. This room is filled with statues dedicated to long-forgotten gods. A broken altar sits along the southern wall. The room is otherwise empty.

The pit in this room created a lasting memory with my players. Smedly, an Elven Cleric of Arcantryl, inadvertently stepped on the edge of the concealed pit. He balanced precariously there, and made successive Dexterity checks until his fellow adventurers formed a line extending from a statue to save him.

Smedly was later killed by a poisonous snake.

50. A small rubble pile near the secret door hides **Giant Centipedes** (6) AL: N, AC: 9, HD: 1d4hp, HP: 4, 4, 3, 3, 2, 1, #AT: 1 (bite), DMG: Poison.

51. This room has two unique features. The inner walls are lined with small rectangular burial alcoves. In the center is a short sealed stone mausoleum. It has a stone door with engraved runes in Ancient Common that read "Klexx the Maligned." The area smells of old death and rot. A **Coffer Corpse** (1) AL: C, AC: *7*, HD: 2, HP: *7*, #AT: 1, DMG: 1d6*, is buried with jewelry including a Golden



Crown worth 1,000gp, and two Jeweled Bracers worth 1,400gp (each).

Burial Alcoves: (143) Square with black urns.
Contents: 131sp.

52. There is a broken and defaced statue on the floor as well as a group of **Giant Carnivorous Flies** (5) AL: N, AC: 6, HD: 2, HP: 10, 7, 7, 5, 4, #AT: 1 (bite), DMG: 1d8.

53. A former group of low level clerics of Nergal have risen as **Huecuva** (6) AL: C, AC: 3, HD: 2, HP: 9, 7, 6, 5, 4, 4, #AT: 1, DMG: 1d6*, and will pull themselves out of their burial alcoves when the party enters. Give the PCs a partial move before initiative. One of the undead carries a pouch with three gems (10gp, 1,000gp, 1,200gp).

Burial Alcoves: (72) Square choked with dust, bones, and cobwebs.
Contents: Earrings (30gp) and a *Bag of Holding* (500gp) (the bag) currently holds 123gp.

54. A low snarl echoes from the west as the party enters this burial chamber.

Burial Alcoves: (69) Circular with chewed bones.
Contents: 51ep.

55. Eight yellowed human teeth are arranged in an arrow pointing west.

Burial Alcoves: (54) Square, mummified remains.
Contents: 41pp.

56. Broken stones are piled into a pyramid along the northern wall of this room. Graffiti (see Table 5: Random Graffiti).

57. There is a 4 in 6 chance that the **Mongrelmen** (3) AL: C, AC: 6, HD: 1, HP: 6, 6, 5, #AT: 1, DMG: 1d6, in this room will hear anyone approaching from room #56. They are counting shiny grave goods spread into piles on the floor: 1,532cp, 1,897sp, and four Emeralds (75gp, 100gp, 200gp, 400gp).

If they hear the party coming, two will hide behind the door and the third will throw itself down in the middle of the floor as a diversion and mimic an elderly woman's voice quietly moaning "Help. Help."

58. The head of a stone statue, chipped and broken, can be found here.

59. In this hallway the entrances to A and C have rubble piles at their base and suggest that something broke free from inside—they smell of old death. Alcove B is still bricked-up with a **Zombie** (1) AL: C, AC: 8, HD: 2, HP: 4, #AT: 1, DMG: 1d8. The ten alcoves are located in D. Also note that Alcove B is the teleport location for the pit located in #126.

Burial Alcoves: (10) Octagonal with skulls.
Contents: 88ep. One alcove (determine randomly) is infested with **Rot Grubs** (6) AL: N, AC: 9, HD: 1hp, HP: 1hp per, #AT: N/A, DMG: N/A.

60. Partial collapse in the south-east corner.

61. This small area is dotted with 20 small alcoves.

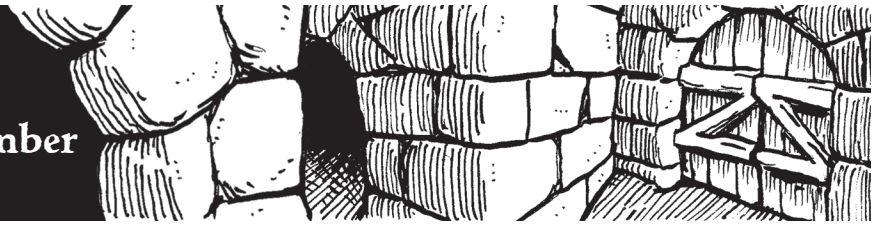
Burial Alcoves: (20) Circular. Empty but one.
Contents: 115cp, Silver Earrings (50gp), and a *Silver Dagger +1*.

62. A **Giant Rattler Snake** (1) AL: N, AC: 5, HD: 4, HP: 16, #AT: 2, DMG: 1d4*, recently entered this room and created a nest for itself behind the pillars on the eastern side of this room. A rubble pile in the north central portion (from a partially collapsed ceiling) shows the glint of 85cp. The snake takes advantage of this natural bait. In its nest there are bones of humans and various other creatures as well as a pouch with six assorted gemstones: 10gp, 25gp, 50gp, 100gp, 500gp, 750gp.

63. Two **Crystal Statues** (2) AL: L, AC: 4, HD: 3, HP: 16, 14, #AT: 2, DMG: 1d6/1d6, of ancient warriors stand outside this room. Their heads turn to watch the PCs but they only attack if the party searches the immediate area. These statues can be shattered instantly if a tuning fork is struck.

Show the players Barrowmaze illustration #12. In the center of the room is a round dais with a large pedestal. On the pedestal is a metal gauntlet that glows softly in the darkness. This is the *Gauntlet of Palantis* (see New Magic Items). If the gauntlet is lifted, a scything blade extends from the pedestal and cuts horizontally at the abdomen (if standing). The blade attacks at the same hit dice of the PC and does 1d8 points of damage (a Dexterity check saves for half damage). However, the blade is poisoned and the victim of the trap must save (Poison) or die.

Area One: The Forbidden Antechamber



64. This hallway ends with four doors—all burial crypts. This area is eerily quiet.

Quiet Crypt 1: The door to this crypt is locked. The remains of three skeletons are at rest.

Defiled Crypt 2: The door to this crypt is locked. A dreaded **Son of Gaxx** (1) AL: C, AC: 8, HD: 3, HP: 21, #AT: 1, DMG: 2d8*, can be found lying in a closed sarcophagus. Inside the sarcophagus is a Gold Necklace worth 2,100gp.

Quiet Crypt 3: The door to this crypt is smashed to pieces. Two runic tablets are piled on the floor. The western wall has been scorched black with flame.

Defiled Crypt 4: The door to this room is ajar. Bones litter the floor. This room has been searched previously. Every other flagstone on the wall appears to have been cracked or smashed with a hammer. If the PCs linger for more than one turn a **Poltergeist** (1) AL: C, AC: 9, HD: 1hp, HP: 1, #AT: N/A, DMG: N/A, will manifest and begin throwing bones and sepulcher debris at the PCs.

65. This room appears to be a small temple. Along the western wall, a small altar rests in front of a large foreboding statue of Nergal, the former God of the Underworld.

The statue beckons entrants forth. Note that a pit is located immediately in front of the statue. If the party stops and listens before they proceed, they will hear faint cries and curses in dwarven. These come from **Arnd Cobblestone** (a second level Dwarf or Dwarven Cleric, Str: 13, Int: 12, Wis: 14, Dex: 10, Con: 16, Cha: 9, HP: 13, AL: L) who fell into the pit and was abandoned by his adventuring comrades. He has been down there for days and is currently at 1 hit point. Only his dwarven fortitude and the presence of water have kept him alive. If healed and armed he will join the party and serve as a loyal henchman (with a full share of experience and treasure). **Arnd** is a typical dwarf. His favorite sayings are "That's not even fit for a goblin!" or "I'd trust an elf before I'd trust…"

If the statue is presented an offering on the altar worth 500gp+ (this value should increase with the level of the characters), the statue will animate and answer a question. The statue will answer five questions before it loses its power. For each attempt roll 1d6: 1–2 truthful response, 3–4 cryptic response, 5–6 false response.

66. This hallway is empty. Dust lies thick on the floor.

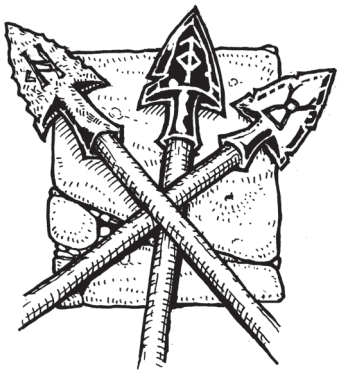
Defiled Crypt 1: The door is stuck. Two skeletons covered in lime deposits are interred within. Both wear a Jeweled Necklace of White Gold (133gp each). The boney remains are **Fossil Skeletons** (2) AL: C, AC: 6, HD: 2, HP: 13, 11, #AT: 1, DMG: 1d8, and will attack those who enter their crypt. Rotting yellowed tapestries depict day-to-day life of knights, clergy, and lay peoples.

Defiled Crypt 2: This crypt is unlocked. Inside is a glass sarcophagus shattered into pieces. Skeletal remains litter the floor. Frescos depict great buildings and structures. A total of 382ep is scattered around the floor (random monster check to collect) as well as a runic tablet. If the remains are touched the bones will begin glowing a sickly yellow color and animate as a 3 hit die skeleton! **Yellow Glowing Skeleton** (1) AL: C, AC: 4, HD: 3, HP: 20, #AT: 1, DMG: 1d6.

Quiet Crypt 3: The door to this crypt is stuck. The skeletal remains of a human lie on a stone slab against the western wall. Hanging above him is a well-worn longbow. A ledge on the northeastern wall contains three arrow tips. These arrow tips are engraved with the symbol of Herne the Hunter on one side and a second symbol on the other appropriate to the arrow (Referee's discretion). They all detect as magical. Use the random table below to determine the exact properties of the arrow tips:

Arrow Tips

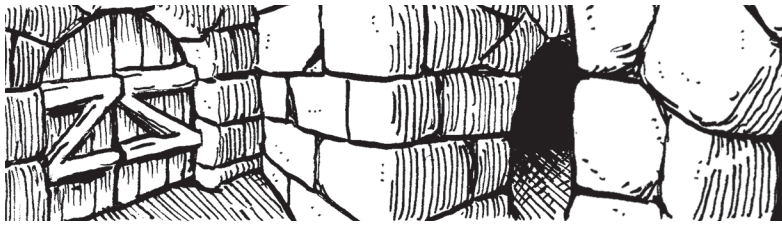
1. *Arrow +1*
2. *Arrow +2*
3. *Arrow of Slaying (Wraiths)*
4. *Arrow of Slaying (Golems)*
5. *Arrow of Slaying (Elementals)*
6. *Arrow, Cursed Backbiter**



*When fired, this arrow will fly in an arc above and behind the archer and strike him/her in the back as a +3 weapon.

67. This long corridor is empty. Archways enter into ancient, undisturbed burial-niches:

A. The first to enter this niche disturbs a swarm of normal beetles. **Beetle Swarm** (1) AL: N, AC: 7, HD: 2, HP: 7, #AT: 1, DMG: 2 hp.



Area One: The Forbidden Antechamber

B. This niche is empty.

C. This niche is empty.

D. This niche contains a *Magic Mouth* that screams "Grave Robbers!" three times. The first character must save (Spells) or flee as per the magic-user spell. Make random monster check.

E. Beside a skull rests a beautiful jeweled Gold Chalice (value 500gp) that shines in the torchlight once dusted. Underneath the chalice is a scrap of burnt paper showing a random area of the dungeon 40' in all directions (Referee's Discretion).

F. The remains of a halfling can be found in this crypt. On either side of her remains are two halfling sized wooden statues. The statues are **Wood Golems** (2) AL: N, AC: 7, HD: 2+2, HP: 11, 9, #AT: 1, DMG: 1d8. They attack if the halfling's bones are disturbed.

G. This niche is empty.

H. A gold skull rests atop a pedestal with black opal gems in the eye sockets. It looks quite intimidating. There is no trap. Etched into its base is the word "dlohnoitisop". The skull detects as magical and can be used as *Wand of Paralyzation* (12 charges, not rechargeable). When used beams of energy will shoot forth from the opals in magnificent fashion. A plate underneath the skull suggests it could be mounted on a staff, mace shaft, or wand.

I. A simple skeleton is at rest. A clay bowl holds 10pp and bone dice. Under his right arm is an astrolabe.

J. This niche holds the remains of a knight, a suit of ornate, rusty plate mail (no longer usable) and "Bonesplitter" a *Broadsword +1, +2 versus Undead*. However, the entire niche is blanketed by a colony of **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 7, #AT: Spores, DMG: 1d6*.

68. This room is empty with the exception of a chalk drawing on the floor (a partial map to the barrow passages in #47 (B-F).

Burial Alcoves: (45) Circular, rearranged bones.
Contents: Ruby Ring (275gp), Topaz (100gp).





69. This room has partially collapsed (NW corner). Be sure to consult the collapse rules presented in the front of this book.

70. This room possesses an illusion trap. **Show the players Barrowmaze illustration #13.** The illusion of a glowing white sword sits on the floor of this room in front of a 30 foot tall statue of Nergal sitting on a throne.

If someone comes within 5 feet of the sword they will fall into a pit. A **Green Slime** (1) AL: N, AC: N/A, HD: 2, HP: 10, #AT: 1, DMG: Special, waits at the bottom.

Burial Vault 1:

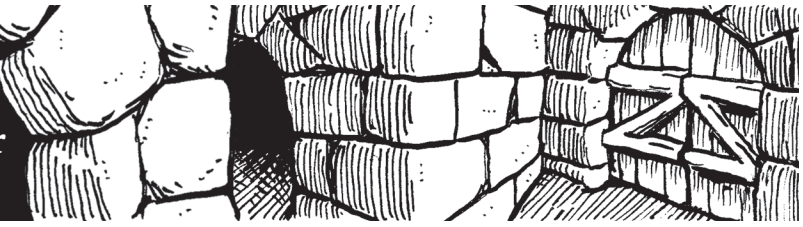
Burial Alcoves: (52) Square and empty.
Contents: None.

Burial Vault 2:

Burial Alcoves: (51) Triangular, disturbed skeletons.
Contents: 54cp, Gold Circlet (80gp), Amethyst Gem (60gp), and a *Silver Spear Tip +1*.

Burial Vault 3:

Burial Alcoves: (49) Hexagonal, gnawed bones.
Contents: Circlet (100gp), Diamond (40gp), Dented Helm



(1sp). One alcove contains a small wooden coffer. The box is trapped with an old poisoned dart. Save (Poison) at +4 or die. The box contains a *Ring of Protection +1.*

Burial Vault 4:

Burial Alcoves: (50) Circular with skeletons.
Contents: Gold Statuette (500gp), Bloodstone (30gp), and a *Cursed Spear –1.*

Burial Vault 5:

Burial Alcoves: (50) Circular, silver-plated skulls (3gp each).
Contents: Bracelet (60gp), Ruby (100gp), Ornate Figurine (18gp). One alcove holds a small, locked metal box. The box detects as magical. The lock can only be opened by a specific magical key located in room #77. Inside is an arcane scroll: *Protection from Normal Missiles, Spectacles of Comprehend Languages and Reading Magic* and a *Silver Dagger +2.*

Burial Vault 6:

Burial Alcoves: (51) Square, mummified remains.
Contents: Shaped Coral (80gp), Pewter Chalice (50gp), Pouch of Gold Coins (35gp), broken spear.

71. The door to this room is locked and made of rusted steel. See area #72 regarding instructions to open this door. This room is empty. However, opening the door to A will set off a deadfall trap that will cause 2d6 damage to anyone in the doorway. A Dexterity check can be made for half damage. A dwarf may detect the nature of this stonework trap before opening the door.

Burial Alcoves: (160) Circular with shrunken heads.
Contents: Bloodstone Jewel (80gp).

72. Show the players Barrowmaze illustration #14. There are two rusty steel doors in this room: west and south. Both doors are locked.

On the west wall of this room is a metal box with a set of three mechanical levers all in the down position. Moving the two outer levers up (makes a distinct mechanical Clank! sound) opens the western door for 1 turn. The levers will reset to the down position after that time (note that this may trap players). Moving the two outer levers up and then immediately back down (this makes a mechanical *Clank! Click!*) opens the western door and locks the door in the open position. The same process works for the south door using the center and right levers.

Burial Alcoves: (39) Square with cobwebs.
Contents: 52pp, Gold Earrings (80gp).

73. The door to this room is locked and made of rusted steel. See area #72 regarding instructions to open this door. If the party is exceedingly quiet and listens at the door intently before proceeding they will hear the murmurs of the two ghouls in Defiled Crypt 6 arguing over their latest meal.

Quiet Crypt 1: The door to this room is stuck. The walls are covered in a large yellow panoramic fresco depicting two groups: the lawful and chaotic gods. Each group has their hands raised to receive a tablet from on high. On a low stone altar are a copper plate with two Silver Rings (50gp each), a wooden funerary figurine, three small Emeralds (35gp each), 10pp, a cracked clay bowl, and a carved wooden deer.

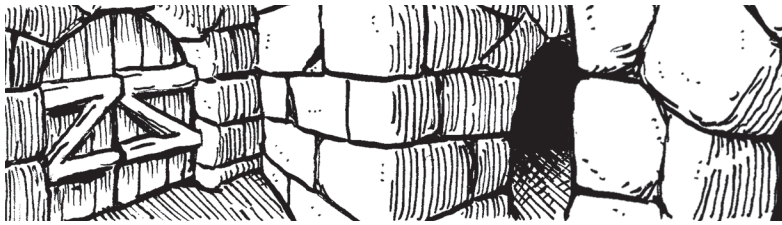
Quiet Crypt 2: This door is locked and locks behind those who enter. Two **Giant Crab Spiders** (2) AL: N, AC: 7, HD: 2, HP: 13, 5, #AT: 1, DMG: 1d8*, are within. One of their victims, a halfling, has a *Stoutblade Dagger +2* in his sheath (see New Magic Items) and 43ep. He lays face down covered in cobwebs. A large fresco depicts a great temple.

Quiet Crypt 3: The entrance to this crypt is closed. A total of 48sp sits in a short squat bowl on a low table beside a black urn.

Defiled Crypt 4: This door is ajar. The tomb is decorated with bas relief depicting the raising of the dead. Whatever was interred on the stone slabs stood up and walked away.

Defiled Crypt 5: This door is partially open. Shadows from torch/lantern light flicker and dance wildly in this room. Three **Shadows** (3) AL: C, AC: 7, HD: 2+2, HP: 11, 10, 9, #AT: 1, DMG: 1d4*, will use the low flickering torchlight to their advantage (+1 on all initiative rolls for this combat). Frescos depict three brothers devoted to Nergal.

Defiled Crypt 6: The door to this crypt lies in pieces on the floor. Two **Ghouls** (2) AL: C, AC: 6, HD: 2*, HP: 8, 7, #AT: 3, DMG: 1d3/1d3/1d3*, are whispering and hissing to each other as they fight over a meaty (and recent) human leg (including high hard boot). A steel helm



(complete with head and horrified facial expression) sits on the floor beside them. A total of 102ep can be found among the other rubble and debris. Two runic tablets can be found and two others are broken. The ghouls recently managed to lock themselves in (from area #72) and will negotiate for freedom. They have knowledge of the immediate dungeon area. They may choose to track and attack the party.

Burial Alcoves: (72) Rectangular with dust.
Contents: Topaz Necklace (60gp), Fire Opal (40gp), and a Platinum Ring (40gp).

74. A number of small mausoleums line this hallway. Graffiti (check Table 5: Random Graffiti).

A. The door to this mausoleum is ajar. A nest of **Spitting Cobra**s (6) AL: N, AC: 7, HD: 1, HP: 7, 5, 4, 3, 2, 2, #AT: 1 (bite or spit), DMG: 1d3*, wait inside.

B. The body of a magic-user appears to have been hastily pushed into this crypt. She has a small spellbook with *Sleep, Light, Read Magic, Detect Magic*, and *Web* in her backpack. Her body is in an advanced state of decay. Opening the door to this tomb will cause the character to make a Constitution check or vomit for 2–5 rounds (random monster check).

C. As soon as the door to this tomb is opened a strong draft of wind will extinguish torches. Lanterns are unaffected. The tomb is empty except the skeletal remains of two humans.

D. A white arrow written in chalk on the door points west with the warning, "Don't go this way." This mausoleum is empty.

E. This mausoleum contains bones arranged on an altar.

F. A trail of slime appears to extend from underneath this door, heads east for 30 feet, and then disappears. This mausoleum is empty.

G. The door to this crypt is locked. A **Skeleton** (1) AL: C, AC: 4, HD: 1, HP: 8, #AT: 1, DMG: 1d6, rests within. It wears black *Chainmail +1* and carries a *Longsword +1*. Note that this is a teleport location for the pit trap in room #39.

75. A small altar dried with blood sits against the north wall. Fresco above the altar faded away long ago.

76. Blood stains on the walls are sticky to the touch. A dead mongrelman can be found with a Platinum Necklace (400gp) and a bag (40gp).

Burial Alcoves: (157) Square and some alcoves plundered long ago.
Contents: 666cp and a Gold Figurine (100gp).

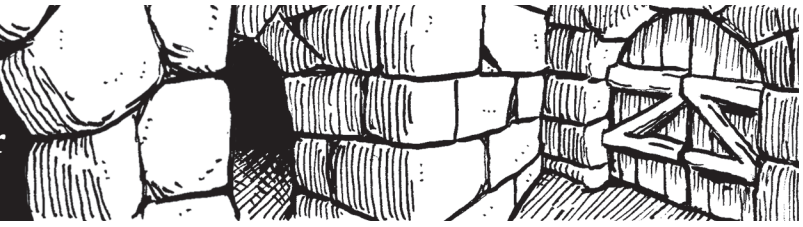
77. This room is filled with alcoves. One step beyond the first secret door will activate a pressure plate that will drop an extremely heavy portcullis (9 people to lift/hold) and isolates the first party member (or rank) from the group.

Simultaneously, a second secret door will open and release a **Shadow** (1) AL: C, AC: 7, HD: 2+2, HP: 11, #AT: 1, DMG: 1d4*, who will attack. The portcullis can be raised by a lever located at the back of one of the alcoves in the north-east section of this room, or by a six-foot long pry bar.

On the other side of the pit is a Silver Coffer sitting on the lap of a skeleton in robes and covered in cobwebs. Inside the coffer is a key for the metal box located in room #70 (Vault #5). The key detects as magical.



Area One: The Forbidden Antechamber



Burial Alcoves: (32) Octagonal. All the alcoves are empty but two. One contains a mechanical lever. **Contents:** Pouch with 64pp.

A. A round statue plinth stands in the center of this room. Engraved in stone at the base of the plinth is the name "Solis." A successful Intelligence check by a magic-user or Wisdom check by a cleric will recall the name Solis belonged to an ancient deity of light and the sun. Immediately above the plinth, on the ceiling, is an engraving of a radiant sun. If a PC stands on the plinth and raises their arms above their head they will receive the radiant light of Solis (effect of a *Bless* for 6 turns).

B. This secret crypt contains **Exploding Bone Skeletons** (4) AL: C, AC: *7*, HD: 1, HP: *7, 7*, 6, 4, #AT: 1, DMG: 1d6. They will attack when the secret door is opened. The door at the back of the room is stuck. Behind the door is a strangely preserved white skinned-corpse. Around a chain on its neck is a Gold Pendant with a Large Pearl in the center (950gp).

78. As the party stands in this corridor they hear the scraping of stone on stone, then silence.

Defiled Crypt 1: This room is locked and empty. A bowl at the head of a robed skeleton holds 150pp. A wall fresco depicts worship to the dark gods.

Defiled Crypt 2: This room is empty and the door is ajar. In the center is a large pile of broken runic tablets. Underneath the stones (random monster check) is a *Silvered Warhammer +1*.

Quiet Crypt 3: The door is open. This crypt was recently plundered by the tomb-robbers located in #79. Bones have been strewn around the floor and two wooden caskets have been demolished. A Small Flawed Black Sapphire (65gp) can be found amongst the debris.

Quiet Crypt 4: A metal engraving of a book is embossed into this door. The door radiates magic if detected. The door possesses two locks. These locks must be used to open the door (or two *Knock* spells cast simultaneously). The tomb-robbers in #79 possess one of the keys. A mongrelman in area #100 owns the other.

This crypt is the final burial place of an alchemist-magic-user. His wish was to have his remains laid to rest in a tomb that resembled his magic laboratory. His skull and a scroll (four random magic-user spells) rest on a pedestal in the center of the room. The walls are lined with tables and shelves with beakers, vials, and bottles of various shapes and strange contents. For each turn searching the crypt, roll 1d6. A roll of 1 indicates something of interest has been found. No more than six items can be found. Be sure to check for random monsters.

Potion Result
1. *Healing*
2. *ESP*
3. *Oil of Slipperiness*
4. *Poison*
5. *Poison Antidote*
6. *Strength*



Defiled Crypt 5: The door to this crypt is made of rusted steel and locked. The lock must be picked (trapped with a poison needle, save or die) or opened magically. Perched on the northern wall near the door is a fearsome gargoyle statue with its clawed hands outstretched. A sealed sarcophagus against the southern wall contains a **Mummy** (1) AL: C, AC: 3, HD: 5+1, HP: 40, #AT: 1, DMG: 1d12*. The mummy has a Gold Headband (600gp) and an ornate Gold Sceptre embedded with Black Opals (1600gp) lying underneath its crossed arms.

79. A group of **Tomb-Robbers** (8) AL: C, AC: *7*, HD: 1, HP: *7*, 6, *5*, *5*, 4, 4, 2, 2, #AT: 1, DMG: weapon type, are at rest quietly discussing how to proceed through the crypts. They just hid two pouches (containing 300gp and 10gp) under a loose stone in the south-east corner. One of the robbers possesses a key engraved with a book (for room #78 Q4).

Burial Alcoves: (26) Octagonal with clay urns. **Contents:** Bowl with 52ep.

80. This room is barred with a portcullis. It will take *5* characters to lift and hold. Beyond, all the party can see are rotted and moldy yellow curtains, hanging by threads. The curtain hides a mirror on the back wall. The first character to look into the mirror will be instantly transported inside it. The character will appear standing on a dead, amber landscape dotted with withered trees and a mirror suspended in the air. There the PC must do battle with a zombie of the same HD, HP, and equipment.



Area One: The Forbidden Antechamber



If the player is successful s/he returns to the living and the mirror shatters to pieces. If the player loses, the mirror will turn opaque gray and maniacal laughter will echo throughout the room (random monster check).

81. Water trickling down the walls of this room has fossilized a number of skeletons that animate and attack intruders. **Fossil Skeletons** (7) AL: C, AC: 6, HD: 2, HP: 14, 13, 11, 9, 8, 7, 5, #AT: 1, DMG: 1d8.

Burial Alcoves: (52) Circular with full skeletons.
Contents: 58gp, Diamond Ring (500gp).

A. The door to this room is ajar. There are three **Blood-Thirsty Spiders** (3) AL: N, AC: 6, HD: 2, HP: 11, 10, 8, #AT: 1, DMG: 1d6, hanging from webs in the ceiling of this room. Skulls line the walls of the chamber at the floor. There is no treasure here.

82. A soft red glow filters out of this room. There are **Fire Beetles** (5) AL: N, AC: 4, HD: 1+2, HP: 10, 9, 7, 7, 4, #AT: 1, DMG: 2d4, inside scrounging for food. Their glands continue to glow after they have been defeated. Players can use them as a temporary light source, if needed.

83. Empty.

84. Show the players Barrowmaze illustration #15. There are three pools recessed into the floor. They contain liquids: black, purple, and deep red. If a player mixes red, black, and purple in that order, and drinks the fluid, they will have their primary requisite(s) increased by one. This happens only once. If they mix the liquid together in a different order, consult the table below. Note: a hint is provided on a scroll located in area #47A. The pools have no power if consumed individually.

Pools of Misfortune*

1. Save (Spells) or suffer *Fear* effect.

2. Take 1d8 HP of permanent HP damage.

3. Paralyzed 1d4 turns.**

4. –1 on all attacks for the next day.

5. –300 XP to a minimum of 1XP.

6. Save (Poison) or die.

*Note: chaotic characters suffer no ill effects from the pools. The liquid merely tastes like dirty water.

** Check for random monsters.

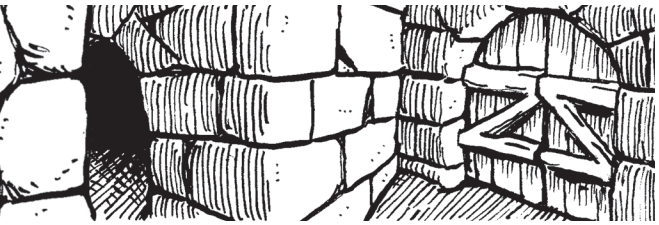
Burial Alcoves: (71) Square with disturbed remains.
Contents: The remains of an elf with *Boots of Elvenkind*.

My players took one look at the Pools of Misfortune, got an eery vibe, and never came back.

85. One skeleton rests on a stone slab in the center of this room, its black shroud is now moldy and decayed. It holds a small golden box in its hand with an arrow that spins in circles (before it is picked up by a PC). The box is *Fennril's Faithful Compass* (see New Magic Items).

86. This room is empty. A large, heavy, rusted portcullis blocks progress to the south.

Area One:
The Forbidden Antechamber



87. A portcullis blocks the entrance to this area of the maze. Unless other methods are used, it will require the combined strength of 5 characters to lift and hold. The noise of raising the rusty portcullis will likely draw the attention of random monsters.

Quiet Crypt 1: The door to this tomb is locked and the room is empty. Two silver statuettes (30gp each) sit on a low table.

Quiet Crypt 2: The door to this room is ajar. **Normal Rats** (14) AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, lair in this crypt. One sits on a skull, atop a runic tablet, and hisses.

Quiet Crypt 3: The door to this room is stuck. A hole has been chewed in the bottom. Five **Giant Rats** (5) AL: N, AC: 7, HD: 1d4hp, HP: 4, 3, 3, 2, 1, #AT: 1, DMG: 1d3, are inside. In their nest are bones and two Platinum Bracelets worth (52gp each). Frescos depict fishing and the sea.

Quiet Crypt 4: This crypt is empty. Something broke free from the inside.

Defiled Crypt 5: The door to this room is stuck. Two **Ghouls** (2) AL: C, AC: 6, HD: 2*, HP: 16, 7, #AT: 3, DMG: 1d3/1d3/1d3*, lay in their undeath. Frescos depict ritual sacrifice.

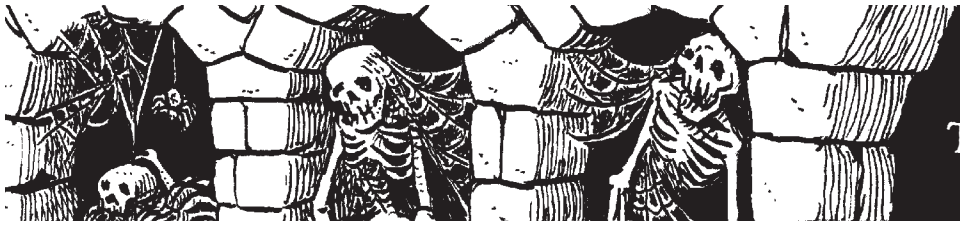
Quiet Crypt 6: The door to this crypt is ajar. A **Phantom** (1) AL: C, AC: N/A, HD: N/A, HP: N/A, #AT: 1, DMG: Fear, hovers in the corner of the tomb. Incomprehensible script is written in charcoal on the southern wall.

88. Giant Scorpions (3) AL: N, AC: 5, HD: 2+2, HP: 16, 11, 7, #AT: 3, DMG: 1d6/1d6/1d3*, rush and attack from the darkness! Three tomb-robbers lay dead. They managed a pretty good haul of treasure and grave goods before meeting their end. Between them there are sacks of 5,309sp, 3,980gp; as well as two white pearls: 10gp, 25gp. They also carry *Potions of Undead Control (Ghast)*, *Extra-Healing*, and *Growth*.

Alcoves along the walls include the following:

Burial Alcoves: (90) Square with bone piles.
Contents: One alcove contains the remains of a priest. Beside his skull rests a folded and dusty *Chainmail shirt +1* and an unknown holy symbol (Zuul, the chaos deity of the elements).





Barrowmaze Area Two: The Haunted Tombs

Area Two: Random Monsters
1. Skeletons (1d8)
2. Fire Beetles (1d8)
3. Tomb Robbers (2d4+4)
4. Giant Rats (2d6)
5. Mongrelmen (1d8)
6. Ravenous Dead (1d8)
7. Stirges (1d8)
8. Coffer Corpse (1d4)
9. Necromancers of Set (1d4)
10. Acolytes of Orcus (1d6)
11. Dungeon Dressing*
12. Referee's Choice

*See Table 3: Random Dungeon Dressing.

89. The door is closed and the room appears empty. The first person to step into the middle of the room will depress a stone and set off an isolation trap. An iron cage will fall from the ceiling and trap select adventurers (Referee's discretion) from the rest of the party (cautious players scanning the ceiling will see the cage. It is too heavy to lift). There are heavy wooden rafters among the debris in room #92 that could be used to leverage the cage. The cage is difficult to spot. If the party probes the floor with a 10 foot pole they will set off the trap (and break their pole). It will make a very loud noise when it falls and will necessitate two successive random monster rolls.

90. The door to this room was bashed in long ago when this crypt was first plundered. Only destroyed funerary baskets and three broken stone sarcophagi remain. Dust is thick throughout the room. If the party searches the sides of the sarcophagi, and brush the dust away, they will notice filigree-style decorations in gold. It will take 12 turns to carefully remove the gold. It is painstaking and noisy work, but the total value is 1,700gp. Check for random monsters accordingly.

Quiet Crypt 1: The door to this crypt is locked. The chamber is covered from floor to ceiling in burial alcoves:

Burial Alcoves: (260) Small squares with bone piles.
Contents: 85pp, 450gp, 668sp, 15 *Crossbow Bolts +1*, *Hand Axe +2*

91. This door is closed. This room contains an ancient statue of a sphinx. The statue is broken and crumbling. The tail and nose are broken. It is covered with moss and dust. The statue will animate and dialogue with the party. It is normally very tired and yawns constantly. It will offer to answer a question (about Barrowmaze) but only if the PCs can solve the following riddle. If they fail the statue crumbles into dust. The door on the east wall is ajar.

Close to the words stay I,
But I wither, wane, and grow dry.
Answer: A flower (preserved in a book).

92. There is a large pile of debris including rubble, rags, broken wood, and two wooden rafters. The door on the north and eastern portion of this room has been bashed down.

A. This crypt antechamber hides a deadly guardian monster—both invisible and in stasis. A **Cerepod** (1) AL: C, AC; 4, HD: 5, HP: 31, #AT: 11, DMG: 1d4*/1d6, floats in the southeastern corner of the room. Its stasis and invisibility will only be broken if: 1) a PC bumps into the monster, or 2) if the bricked-up wall is broken.

B. The walls of the interior crypt are lined with burial alcoves. An engraving in Ancient Common above the bricked-up wall reads **Vermingetrix the Reaver**.

Burial Alcoves: (117) Rough-hewn niches, Skulls.
Contents: 197gp, Ivory Demon Idol (850gp), and a Black Finely-Cut Sapphire (540gp).

C. This inner crypt contains the sarcophagus of **Vermingetrix the Reaver**. When the bricked-up wall is broken down, he will cast off the coverstone of his sarcophagus, draw his sword, and attack. Vermingetrix was an evil warrior of repute in the days before the coming of the Ironguards to this area of the realm. Due to the Tablet of Chaos he has animated into a more powerful and sentient **Funeral Pyre Zombie** (1) AL: C, AC: –1, HD: 6+6, HP: 50, #AT: 1, DMG: 1d10. He possesses a great *Two-Handed Sword +1* and wears black *Platemail +2*. He is immune to all fire-based attacks and mind-influencing

Area Two: The Haunted Tombs



spells. Unlike most **funeral pyre zombies**, **Vermingetrix** will remain ablaze after his remaining flesh has melted away. All those within five feet of him will take an automatic 1d6 of fire damage per round. He is also immune to cold-based attacks.

Vermingetrix's sarcophagus contains two magical funerary figures: Terra Cotta (500gp) and Gold with Gemstone Eyes (1000gp). There is also a *Scarab of Protection* and bag with 500sp.

93. This room is empty. A broken runic tablet (now useless) rests on the floor.

This room was fun to play. My players disturbed the Giant Scorpions in #94 who came to investigate. A battle ensued and quickly turned against the wounded and outnumbered party. Snake the halfling climbed the walls to safety. The hirelings Clonan and Derwood were quickly killed with the latter falling into a concealed ten foot pit. Ziggy the magic-user was also wounded and in rough shape. This left Kleego the dwarf, now cornered and alone, with two options: fight the scorpions or jump into the pit. Thankfully Ziggy pulled a white rabbit out of Pinto's Conical Cap to distract the remaining creatures. The ensuing chaos gave the party enough time to escape…barely.

94. There are **Giant Scorpions** (6) AL: N, AC: 5, HD: 2+2, HP: 16, 11, 10, 9, 8, 7, #AT: 3, DMG: 1d6/1d6/1d3*, in this room. They attack and defend their lair.

Burial Alcoves: (197) Octagonal, wicker effigies.
Contents: 183gp, Jade Idol (300gp), and a Sapphire (55gp).

95. This room is empty with the exception of a black altar with dried blood. The altar is decorated with Black Onyx Gemstones.

If these six stones are carefully removed (4 turns and normal random monster checks) they will be worth 111gp each. The altar contains a secret compartment with a poison needle trap (save (Poison) or lose 2 hit points permanently). The compartment holds a bag with 72pp.

96. Empty.



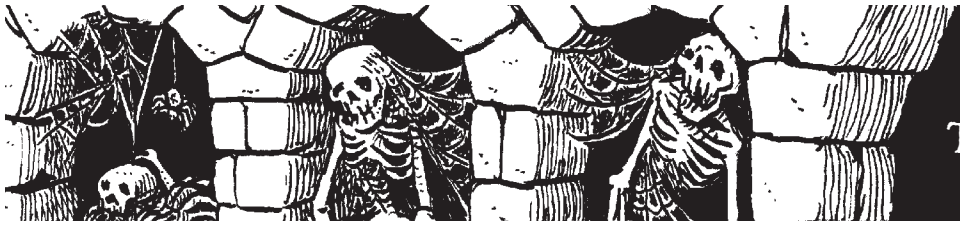
Quiet Crypt 1: The door to this crypt is locked. There is a bag (372ep) on a small dais in the corner.

Quiet Crypt 2: The door is closed and the crypt is empty.

Quiet Crypt 3: This door is closed and locked. Two undisturbed funerary boxes rest on a stone slab (one piece of jewelry in each box, 25gp each). One has a small runic tablet inside.

Quiet Crypt 4: This door hangs off the hinges. Empty.

Defiled Crypt 5: This door is closed, locked, and trapped with a *Glyph of Warding* (Fire Blast, 10 points of damage, save for half). There is stone debris from a minor collapse of the ceiling. A skeleton rests with a shield over its chest. If disturbed a **Crypt Shade** (1) AL: C, AC: 9, HD: 2, HP: 9, #AT: 1 (whirling debris), DMG: 1d8, will attack. The shield is a magnificent metal *Shield +2* that depicts a golden hawk on a purple field.



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97. The door to this room is locked. This room is filled with alcoves on the western and eastern walls of this room. A large patch of **Yellow Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 10, #AT: Spores, DMG: 1d6*, covers the burial alcoves on the eastern wall.

Burial Alcoves: (96) Rectangular with small bone piles and choked with dust.
Contents: Pouch with 193gp, Finely Crafted Silver Holy Symbol of Nergal (400gp), Diamond Ring (75gp), and a Platinum Cloak Clasp (200gp).

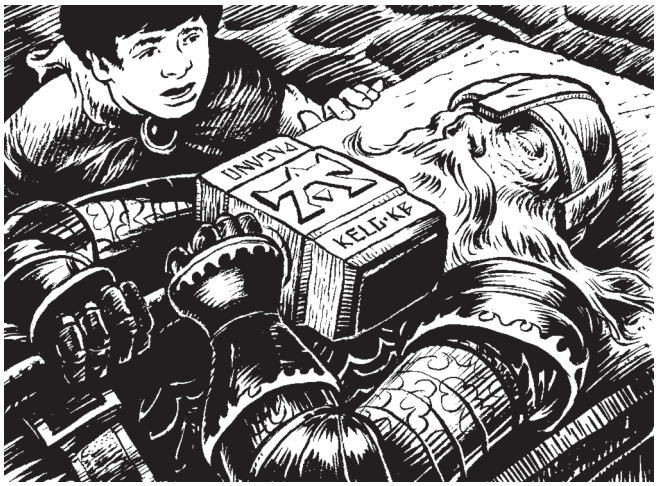
98. The door to this room is ajar. Two **Giant Carnivorous Flies** (2) AL: N, AC: 6, HD: 2, HP: 12, 5, #AT: 1, DMG: 1d8, have found their way into this room.

99. The door to this room has been burned out. On the south wall is an entrance to a crypt. The door is sealed and made of stone. It cannot be spiked open. **Show the players Barrowmaze illustration #16.** On the door is a circle of numbers (much like a clock) from 1 to 35 with a dial in the center. To the right of the circle are the following three number sets listed:

Door Vault Combination

Number Sets	Answer	Solution
3.6.9.12.15.	18	Add 3
1.1.2.3.5.8.	13	Add last 2
1.6.4.9.7.	10	Add 5; Minus 2

Each number set establishes a sequence. In order to open the crypt door the final missing number of each sequence must be provided. When the dial is moved to the numbers 18, 13, and 10 (in that order), the door opens.



Inside the crypt is a stone slab with the dried remains of a dwarf prince in ornate platemail. Across his chest is a *Warhammer +2 Dwarven Thrower*. In a steel coffer there is a *Potion of Super-Heroism* and a *Ring of Fire* Resistance. However, the body is booby-trapped. It rests on a pressure plate. Disturbing the body in any way will cause the door of the crypt to slam shut and fill the room with poison gas (roll for random monsters). Anyone trapped in the room will be isolated and must save (Poison) or die.

This unique room marked the end of "Killer" Kelg Barrelgut, a 5th Level Dwarven Fighter. Kelg, given the nickname "Killer" for killing cowardly hirelings, entered the vault after the lock combination had been solved by Ziggy, the party magic-user. Kelg and Uthred the Unshaven were volunteered to enter and explore the crypt. In short, the trap was triggered, the vault door swung shut, and the room filled with poison gas. Uthred made his save and Kelg, who needed but a 5 to survive rolled a 3 and died. So close, and yet so far, from the Hammer +2 Dwarven Thrower!

100. There is a group of **Mongrelmen** (6) AL: C, AC: 6, HD: 2, HP: 10, 9, 8, 6, 6, 4, #AT: 1, DMG: 1d8, tormenting a giant rat. They are engrossed and may be easily surprised, subject to the party's light and noise discipline. One of the mongrelmen (10hp) possesses a strange metal key that ends in the shape of a pentagram. This key will open the door to barrow mound #7. Another (8hp) possesses a key engraved with a book (for room #78 Q4).

A. There are four **Mongrelmen** (4) AL: C, AC: 6, HD: 2, HP: 14, 10, 8, 6, #AT: 1, DMG: 1d8, on guard here.

B. Horned-One (3HD, 20hp, +1 to hit and damage), the mongrelman sub-chief, and **Liger** (3HD, 15hp, Spells: *Detect Evil, Remove Fear, Hold Person; Magic-Missile, Burning Hands, Ventriloquism*), the sub-cleric/magic-user hold court in this room. Since the Necromancers of Set recently abducted the chief, **Crab-Claw**, and their religious leader, **Sayer of the Truth**, responsibility for holding the mongrelmen band together has fallen to **Horned-One** and **Liger**. Their first responsibility will be to protect their brethren—thus they will negotiate or flee before engaging in direct conflict. They have a detailed understanding of western half of Barrowmaze.

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They also know information about select factions (subject to the discretion of the Referee). They also know they will need to move their location soon or be found by the Necromancers. **Liger** possesses a *Quarterstaff +1* that also functions as a *Wand of Secret Door and Trap Location* (15 charges).

C. A group of four **mongrelmen females** (2HD, HP: 11, 10, 8, 6) and three non-combatant offspring sleep in this chamber. They also use this chamber as a larder (several, half-eaten dead things, including humanoids hang on the walls) and store supplies here (rope, wood, water, etc.).

D. This secret area contains the treasure accumulated by the mongrelmen. They have no real concept of its value, but they love to look and hold the bright shiny trinkets: 5,455cp, 4,598sp, Small Carnelian (100gp), Small Bloodstone (100gp), Small Flawed Obsidian (10gp), Large Star Rose Quartz (345gp), Small Flawed Obsidian (25gp). There is also a *Displacer Cloak* and a *Wand of Wonder* taken from a Necromancer of Set.

E. This short secret passage is used as a means of quick escape by the mongrelmen.

F. This secret passage is always guarded by three **Mongrelmen** (3) AL: C, AC: 6, HD: 2, HP: 15, 11, 9, #AT: 1, DMG: 1d8.

101. This room is empty with the exception of burial alcoves along the walls.

Burial Alcoves: (135) Circular, with gnawed bones.
Contents: 113gp, Sealed Bottle of Perfume (60gp).

102. This hallway is empty except for burnt ashes and scraps of moldy paper. One **Fossil Skeleton** (7) AL: C, AC: 6, HD: 2, HP: 16, 13, 11, 8, 7, 5, 5, #AT: 1, DMG: 1d8, can be found in each of the seven secret crypts. If the party passes beyond the mid-point of the hallway they will disturb the skeletons that will burst through their walls and surround the adventurers.

103. A **Runic Golem** (1) AL: N, AC: 5, HD: 7, HP: 38, #AT: 1, DMG: 1d10*, appears as a large pile of runic tablets in the northwest corner of the room. It will flicker to life with magical energy when the PCs proceed into the crypt.

A large elaborate mirror on a pedestal is positioned near the southern wall of this room surrounded by burial alcoves. Five feet in front of the mirror is a bottomless pit. Anyone vain enough to stand in front of the mirror will fall in.

I love a good mirror trap. Although the players were extremely wary of this room, Uthred the Unshaven, a Level 2 Barbarian, decided to take a look in the mirror and fell into the bottomless pit. If you listen close you can still hear his screams…

Burial Alcoves: (77) Hexagonal, disturbed remains.
Contents: 87ep, Sapphire (75gp) and a *Tome of Clear Thought.*

104. This room has six crypt doors. It appears empty with the exception of some broken flagstones and some small pools of water. Three of the doors are closed (C, D, F). Behind C and F are a group of **Ravenous Dead** (7) as well as two **JuJu Zombies** (2) behind door D. As soon as one of crypts are opened or searched they burst forth and attack. Be sure to check for surprise.

A. The door to this crypt is closed. The crypt is empty.

B. The door to this crypt is swollen stuck with moisture. There is nothing of value.

C. This door is closed. There are three **Ravenous Dead** (3) AL: C, AC: 8, HD: 3, HP: 15, 10, 13, #AT: 1, DMG: 1d6.

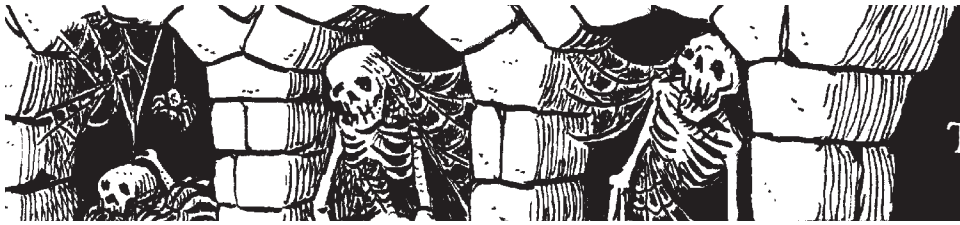
D. The door to this crypt is closed. There are two **JuJu Zombies** (2) AL: C, AC: 6, HD: 4+4, HP: 31, 24, #AT: 1, DMG: 1d8, in this crypt. One has a longbow with 20 *arrows +1* and the other carries a rusty scimitar and wears *Sandals of Spider Climbing*. Initially, PCs may mistake them as **Ravenous Dead**.

E. This door is closed. The crypt is empty.

F. This door is closed and there are four **Ravenous Dead** (4) AL: C, AC: 8, HD: 3, HP: 21, 14, 9, 8, #AT: 1, DMG: 1d6.

105. The door is closed. The crypt is empty.

The walls of this room are decorated with solid gold scarabs about the size of a hand. These can be removed and are quite valuable. There are 10 worth 100gp each. Each scarab takes 1 turn to remove. One is a *Scarab of*



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Protection, but that can only be determined with a *Detect Magic* spell and is indistinguishable from the others. Normal random monster checks apply.

106. The door to this room is closed, and the floor just inside of the room is trapped with a tripwire. As soon as the first individual (or rank) steps into the room a stone slab will drop and seal the room. A **Flagstone Golem** (1 with 3HD) AL: N, AC: 6, HD: 3, HP: 19, #AT: 2, DMG: 1d6, will peel itself off the floor and attack. The door has 10hp and can only be damaged with sledge hammers.

Burial Alcoves: (300) Rectangular with bones.
Contents: 257ep, Jade (100gp), *Small Shield +1*.

107. The floor just on the other side of the secret door is dotted with 3 inch holes. Unless otherwise looking, give the first person to pass through the secret door a 1 in 6 chance to notice the holes. Stepping onto the floor in the first 10 feet of this room will set off a tripwire and cause spears to rise out of the holes causing 2d6 points of damage (Dexterity check for half damage) to all those caught in the area.

Burial Alcoves: (245) Circular with broken thigh bones (marrow sucked out long ago).
Contents: 164ep, a Large Pearl (75gp), and a Gold Signet Ring (350gp).

108. This hallway is empty. There are four crypts along the eastern wall. Several appear broken into.

Quiet Crypt 1: The door to this crypt is open. Two disturbed skeletons rest on slabs. Two thin Silver Bracelets are hidden under some refuse and debris in the southeastern corner of this room (35gp each). Frescos depict hunting and fishing.

Quiet Crypt 2: The wooden door to this crypt is open. Three **Giant Crab Spiders** (3) AL: N, AC: 7, HD: 2, HP: 16, 10, 8, #AT: 1, DMG: 1d8*, have managed to lair above the doorway. A thin dirty Silver Circlet (27gp) on an undisturbed withered corpse in a black shroud can be seen from the doorway.

Defiled Crypt 3: There are numerous dead rats outside the open door to this crypt. There are eight mummified cats, or **Neb'Enakhet** (8) AL: C, AC: 7, HD: 1+1, HP: 9, 7, 7, 6, 5, 5 4, 2, #AT: 3, DMG: 1d2/1d2/1d3*, protecting the remains of their masters. They will observe the PCs for a moment before beginning their cacophonous wail. A *Potion of Treasure-Finding* can be found under a loose flagstone. A fresco depicts the crypt occupants worshipping Nergal, the elder God of the Dead and the Underworld.

Quiet Crypt 4: The door to this crypt lies in pieces on the floor. The crypt has been sacked and only a few bones remain.

109. Dark peat-colored water drips from the ceiling into this crypt. A large pool of the fetid stinking water dominates the floor of this room. Three **Giant Leeches** (3 with 2 HD) AL: N, AC: 7, HD: 2, HP: 12, 10, 7, #AT: 1, DMG: 1d6, will leap forth and attack the first living thing that approaches. Alcoves line the walls of the room and their contents are damp.

Burial Alcoves: (285) Trapezoidal, bronzed skulls.
Contents: 265gp, Electrum Necklace (50gp), Diamond (90gp), and a Silver Goblet (300gp).

A. A small crypt can be found on the western edge of the pool. The pool must be entered to reach the crypt entrance. The remains of a human paladin were unceremoniously dumped in this crypt long ago. His bones, rusted platemail, and a winged and visored *Helm +1*, are all that remain of **Sir Guy de O'Veargne**, a holy-warrior of St. Ygg. O'Veargne's spirit has lingered close to his bones. His body was put here after he was betrayed and murdered by **Dhekeon** in an attempt to use the *Fount of Law* to close The Pit in room #151. **O'Veargne** will appear to PCs as a translucent older knight in ornate armor. **Show the players Barrowmaze illustration #17.** He will retell the story of the Pit, his task, and his demise. If the PCs have the orb, he will tell them to prepare for a great battle and do what he could not. If they do not have the orb, he will urge them to find it and finish his task. He senses that in addition to the Pit, a great artifact of Nergal's power exists somewhere in Barrowmaze.

110. Light spills down this corridor and the sounds of battle can be heard. The PCs have happened upon a mêlée between two factions vying for control of Barrowmaze: the Acolytes of Orcus and the Necromancers of Set. See the section detailing New Monsters at the end of the dungeon.

The **Acolytes of Orcus** wear black mail over dark grey robes and simple sandals. The symbol of Orcus decorates their shields and they wear unholy symbols around their neck. The **Necromancers of Set** wear black hooded robes with skull or half-skull masks over their face. Senior necromancers stitch bones onto their robes and wear jackal headdresses.

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The two groups have formed battle-lines with the Acolytes facing north-east and the Necromancers facing south-west. The two groups are using undead to attack each other while they throw spells from behind. The acolytes control four skeletons and the necromancers control three zombies.

If the party arrives unnoticed, they will see the Necromancers and their zombies eventually win battle. The Necromancers will then search the bodies, animate several undead, and head north and east.

The Acolytes of Orcus consist of:

Garmeth the Wicked AL: C, AC: 4 (Chain and Shield), HD: CL3 (Half-Orc), HP: 17, DMG: Mace 1d6. Spells: *Darkness, Protection from Good, Hold Person*. 15pp

Leggatos AL: C, AC: 6 (Studded and Shield), HD: CL1 (Hu), HP: 8, DMG: Mace 1d6. Spells: *Cause Light Wounds*. 11gp.

Octus AL: C, AC: 6 (Studded and Shield), HD: CL1 (Hu), HP: 6, DMG: Mace 1d6. Spells: *Darkness*. 11gp.

Arcos AL: C, AC: 6 (Studded and Shield), HD: CL1 (Hu), HP: 5, DMG: Mace 1d6. Spells: P*rotection from Good*. 11gp.

The acolytes control four **Skeletons** (4) AL: C, AC: 7, HD: 1, HP: 7, 6, 3, 2, #AT: 1, DMG: 1d6.

The Necromancers of Set consist of:

Kallic the Unmerciful AL: C, AC: 7 (Dex), HD: MU3 (Hu), HP: 10, DMG: Staff 1d6. Spells: *Burning Hands, Magic Missile, Stinking Cloud*. Spellbook. 27pp, *Talisman of the Dead* (this is a chaotic magic item that allows a Necromancer of Set to *Animate Dead* 1/day)

Gurn AL: C, AC: 9, HD: MU1 (Hu), HP: 4, DMG: Dagger 1d4. Spell: *Darkness*. 6gp.

Valtor AL: C, AC: 9, HD: MU1 (Hu), HP: 3, DMG: Dagger 1d4. Spell: *Burning Hands*. 6gp.

Gallock AL: C, AC: 9, HD: MU1 (Hu), HP: 4, DMG: Dagger 1d4. Spells: *Shocking Grasp*. 6gp.

The Necromancers control **Zombies** (3) AL: C, AC: 8, HD: 2, HP: 11, 9, 7, #AT: 1, DMG: 1d8.

111. An open pit sits in the center of this room. Numerous broken bodies lie at the bottom of the pit. The stench is terrible. The door on the west wall has been destroyed and the door on the east wall is open.

112. This room is empty. The door on the north wall has been bashed down and the door on the east wall is ajar.

113. There is a trap in this room so be sure to read the full entry. The ceiling of this short hallway and room is high and dark. Torchlight reveals the glint of gold on the back wall. A tripwire, set just at the opening to this room, will trigger a deadfall trap (10x10x10 stone block suspended from a high ceiling). The first individual or rank caught under the block will suffer 3d6 damage (save (Death) for 1d6). Be sure to roll for random monsters.

The walls of this room are decorated in unique fashion. There are prayers etched in Black Tongue to Nergal and hieroglyphs depict Nergal battling his jackal-headed Set and goat-headed Orcus for control of the Underworld. Most importantly, Gold Skulls inlaid with rubies in the eye sockets adorn the walls. There is much wealth here (Gold Skulls 18x115gp, Rubies 36x50gp: a total of 3,870gp) but it will be labor-intensive to excavate. A total of 6 hours (36 turns) must be spent to remove the decorative valuables from the walls (random monster checks apply). Moreover, special chisels and tool sets must be purchased to conduct this exercise (100gp). Hasty removal will quarter their value. Moreover, these valuables must be taken to the nearest city to be sold for their full value otherwise the PCs will only receive 75% of the total value.

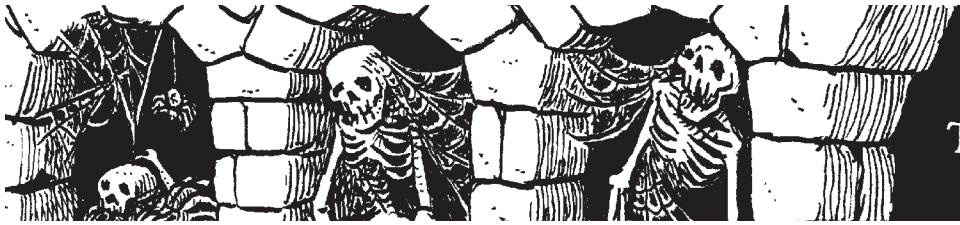
114. The doors in this room are closed and the room is empty. A path of dried up bread crumbs stops at a wall.

Burial Alcoves: (82) Octagonal with skeletons.
Contents: 177gp and a Silver Bracelet (90gp).

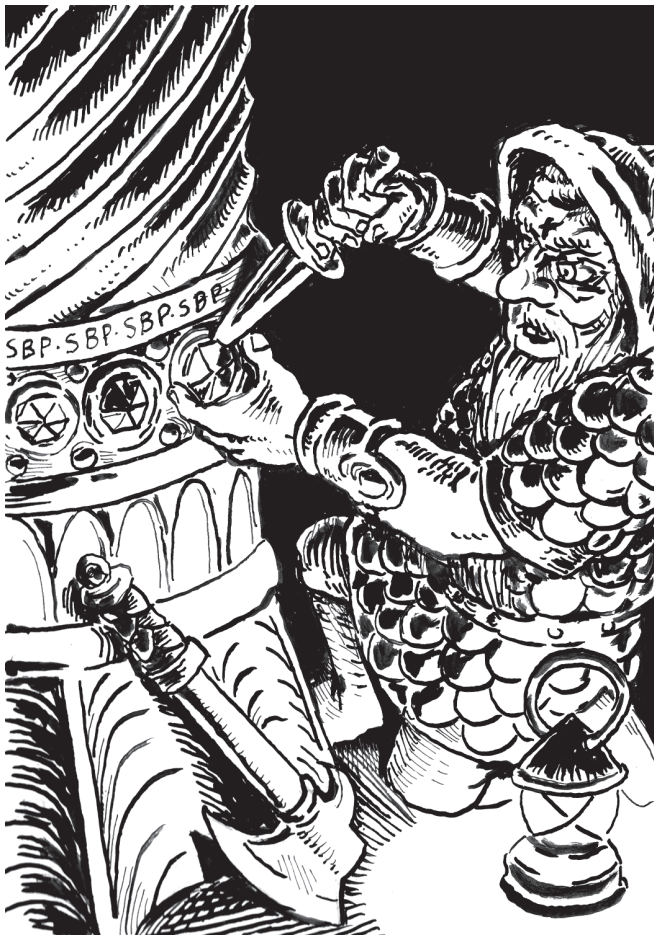
115. This room is empty. An altar with fresh blood can be found against the west wall. The door on the north wall is open.

Burial Alcoves: (123) Hexagonal with Silver-Plated Skulls (3gp each).
Contents: 192gp, an Electrum Bracelet (85gp) and a Small Opal (85gp).

116. This door is locked. A strong gust of wind (coming from a hole in the bricked-up wall) extinguishes torches when the door is opened. Lanterns are unaffected.



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117. The bricked-up wall has begun to crumble and a draft can be felt periodically. The draft comes from a small air shaft located in the top north-eastern corner of this room.

A pillar in the center of the room is encrusted with small emeralds and rubies. These are valuable and can be removed. There are 20 emeralds (10gp each) and 20 rubies (20 gp each). Removing these jewels will take 18 turns (3 hours) of work. Normal random monster checks apply.

118. This door is broken and the room is empty.

119. The door is locked and, with the exception of burial alcoves, the room is empty.

Burial Alcoves: (138) Trapezoidal with skulls.
Contents: 132ep, Silver Bracers (60gp), Ruby Ring (65gp), Ivory Carving (400gp), and a *Light Crossbow +2*.

120. Four highly detailed statues are found in this room. They include a knight drawing a sword, a kneeling halfling, a female magic-user with a look of astonishment, and a grim faced dwarf swinging an axe. These statues are the result of the two cockatrices that nest in room #121. Sufficient noise will draw the creatures.

Burial Alcoves: (157) Circular, tattered shrouds.
Contents: 259ep, Gold Necklace (80gp), Topaz (100gp), and a *Rope of Climbing*.

121. Two chicken-like **Cockatrices** (2) AL: N, AC: 6, HD: 5, HP: 23, 17, #AT: 2, DMG: 1d6+petrify, make their nest in this room and can pass through the portcullis unhindered.

Their nest includes: a runic tablet, three gems: Sardonyx (250gp), Lapis Lazuli (25gp), Blue Quartz (25gp); two pieces of jewelry: Diadem (100gp), Platinum Ring (600gp), *Quarterstaff +1 of Spell Storing* (2 first level spells), magic-user scroll: *Baltron's Black Sheen, Shocking Grasp, Detect Evil, ESP,* and *Knock*, *Potion of Super-Heroism*, and a *Potion of Undead Control*.

122. The stonework changes at this dead end. The flagstone appears older and darker in color

123. The door to this room is ajar. Guano (cockatrice) of some type litters the floor. There are numerous statues, many old and broken or overgrown with moss and lichens. There are statues of female Valkyrie-style warriors in each of the four corners of this room. Two have broken arms and one of those has been decapitated. The other two are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 30, 24, #AT: 1, DMG: 1d8, that attack if the party heads toward room #120. Noise may (25%) draw the cockatrices.

124. This small room contains a bevy of **Sapphire Skeletons** (6) AL: C, AC: 6, HD: 2, HP: 12, 11, 9, 7, 5, 2, #AT: 1, DMG: 1d6.

125. A **Coffer Corpse** (1) AL: C, AC: 7, HD: 2, HP: 10, #AT: 1, DMG: 1d6*, lies here draped in a dark yellow burial shroud. A runic tablet and a sealed amphora are beside the body. The amphora contains two doses of a *Potion of Healing*.

126. All the doors in this room are closed. A helm (with a skull inside) is on the floor. Burial alcoves, effectively paupers' graves, line the walls of this long hallway. The pit teleports to #59 Alcove B.

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Burial Alcoves: (298) Square with bone piles.
Contents: 39pp and an Emerald Brooch (65gp).

127. The door to this room is closed and the room is empty. A partial map on burned parchment (showing the location of room #125) can be found on the floor if the room is searched.

128. A bricked-up wall encloses this room. A funerary bone box with disintegrated remains sits on an altar to Nergal.

129. The door on the western wall of this room is closed. Four **Giant Carnivorous Flies** (4) AL: N, AC: 6, HD: 2, HP: 14, 11, 7, 4, #AT: 1, DMG: 1d8, have somehow made it into this room and are hanging from the ceiling.

130. The east door is closed. This room is covered in webs (not flammable) and the husks of giant flies abound. Two **Blood-Thirsty Spiders** (2) AL: N, AC: 6, HD: 2, HP: 11, 8, #AT: 1, DMG: 1d6, hang from the webs.

131. The north door is ajar. The west door is closed. This room is empty.

132. The portcullis is down and the door is closed. With the exception of a number of burial alcoves this room is empty.

Burial Alcoves: (121) Circular with bronzed skulls.
Contents: 243gp and a Gold Statuette (550gp).

133. Both doors are closed. This room contains the paupers' burial alcoves.

Burial Alcoves: (136) Rectangular, funerary boxes.
Contents: 89ep.

134. This room is sealed by a bricked-up wall. In the center of the room is an ornate water fountain. Written in Ancient Common on the side of the fountain are the words, "Pay your due". If the PCs toss one gold piece each (or the equivalent for the entire party if done by one PC) two potion bottles float to the surface. These are a *Potion of Water-Walking* and a *Potion of Water-Breathing*. If the PCs fail to provide an offering to the fountain two **Water Elementals** (2 with 8HD) AL: N, AC: 2, HD: 8, HP: 39, 22, #AT: 1, DMG: 1d8, will spring forth and attack. They will not leave the room.

135. The north doors are closed. This room is dotted with 10 small holes in the floor (3' deep).

Contents:

1. A lever that shoots paralytic darts (2–7 rounds) horizontally across the room from the southern wall (save (Paralysis) for no effect). Roll for random monsters.

2. A small **Green Slime** (1) AL: N, AC: N/A, HD: 2, HP: 4, #AT: 1, DMG: Special, sits at the bottom of this hole (save versus Death or lose hand).

3. A dirty unholy symbol to Nergal.

4. A recently severed hand.

5. A lever that raises the portcullis to the west.

6. A ring set with a Cat's Eye gem worth 1,100gp.

7. Empty.

8. Empty.

9. Scrap of Paper: First up, then down (hint to #72).

10. *Wand of Detecting Secret Doors* (15 charges)

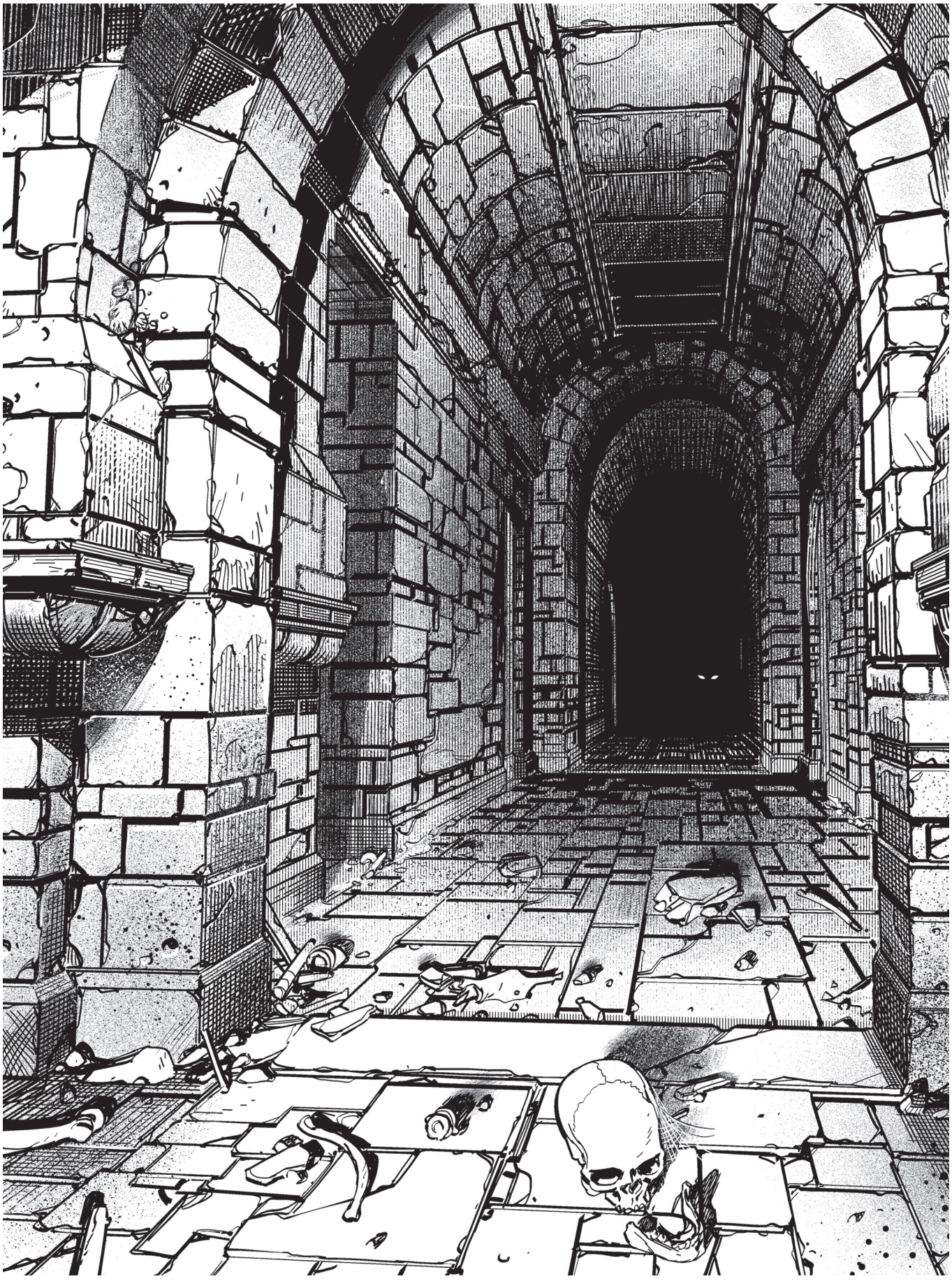
After pulling the recently severed arm from one of the holes, my players decided to stick the hand on the end of their ten foot pole. They used this invention with great success while searching floors, alcoves, and other spaces. Thereafter it became known as The Handy-Penetrator™ (patent pending).

136. A rusted cauldron with yellowed teeth can be found in this room.

Burial Alcoves: (127) Hexagonal. Contents removed long ago.
Contents: 139gp, Bloodstone (65gp), magic-user scroll: Three 2nd Level Spells (Referee's discretion).

137. There is a small hole constructed above the door to this room (the door is locked). When opened a cloud of laughing gas will emit from the hole above the door and envelop all those within 10 feet. PCs must save (Spells) or laugh hysterically for one turn. Roll for random monsters twice during this period.

Burial Alcoves: (134) Square and choked with dust.
Contents: 215gp, an Onyx Encrusted Bracelet (60gp), and a Small Bloodstone (65gp).



Area Two: The Haunted Tombs



138. The door to this room is ajar, and noise can be heard within. There are two **Ravenous Dead** (2) AL: C, AC: 8, HD: 3, HP: 11, *7*, #AT: 1, DMG: 1d6, in this room feasting on the bodies of two fresh adventurers. The adventurers possess standard dungeoneering equipment (Referee's choice). A *Heavy Crossbow +1* can be found near one of the bodies.

139. The door to this room is swollen shut with moisture. An open doors roll will be required to open it, or the door must be bashed in. In either case a random monster roll should be made.

Burial Alcoves: (300) Square, disturbed remains.
Contents: 290gp, Necklace (60gp), a Small Jade (100gp), and a Silver Ring missing a stone (50gp).

140. The door to this room is locked. At the back of this room is a stone slab with four urns and the walls are lined with burial niches. In the center of this room is a **Rust Monster** (1) AL: N, AC: 2, HD: *5*, HP: 19, #AT: 1, DMG: Special, in a magical stasis. Opening the door to this room breaks the stasis and allows the monster (which is famished) to attack.

Burial Alcoves: (169) Trapezoidal with single skulls.
Contents: 142gp, Silver Goblet (400gp), Jade Idol (100gp), and *Arrows +2* (6).

141. The door to this room is ajar. A runic tablet can be found on the floor.

Burial Alcoves: (211) Rectangular with rotted, tiny wooden boxes.
Contents: 271gp, Pearl (65gp), Sea Shells (no value).

Quiet Crypt 1: The door is swollen shut with moisture. Three skeletons rest on stone slabs. There is nothing of value.

Defiled Crypt 2: An assortment of 11 different zombies have risen here in response to The Tablet of Chaos. They include **Ravenous Zombies** (3) AL: C, AC: 8, HD: 3, HP: 14, 14, 13, #AT: 1, DMG: 1d6, **Funeral Pyre Zombies** (4) AL: C, AC: *7*, HD: 2, HP: 11, 10, 9, 8, #AT: 1, DMG: 1d8, and **JuJu Zombies** (4) AL: C, AC: 6, HD: 4+4, HP: 30, 25, 20, 18, #AT: 1, DMG: 1d8 armed with crossbows.

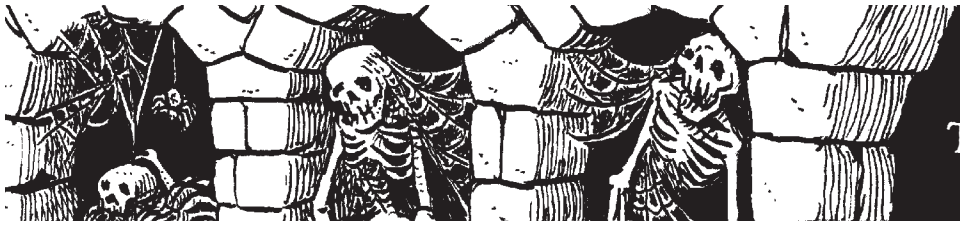
A. This 10x20 foot secret chamber contains a rusty metal coffer. The coffer is locked and trapped with an acid spray. The PC who opens the coffer must save versus Petrify/Paralyze or take 3d6 points of damage. If the save is failed, percentage dice must also be rolled with a 10% chance that the PC will have burn scars and loose 1 point of Charisma permanently. A successful save results in 1d6 damage only. The coffer functions as a *Bag of Holding* (5,000gp limit).



Quiet Crypt 3: A small gargoyle, perhaps 3 feet tall, crouches on a ledge at the back of this crypt. Two mummified bodies rest below it. Each has a Runic Tablet. This gargoyle is sentient but cannot fully animate or attack player characters. It might dialogue with a PC if it can spot a wineskin—it would love a drink of wine! The gargoyle knows little, but it is aware of a great magical chaos emanating from the north.

142. This hallway is empty but caked with dust. Frescos depicting waves line both walls, but are now discolored and faded with age. All doors are closed.

Quiet Crypt 1: Frescos depict sea-faring. Two undisturbed skeletons. Nothing of value.



Area Two: The Haunted Tombs

Defiled Crypt 2: Ravenous Dead (7) AL: C, AC: 8, HD: 3, HP: 16, 14, 13, 11, 10, 9, 7, #AT: 1, DMG: 1d6. One wears a *Cloak of Protection +1*. Bas relief of Nergal.

Quiet Crypt 3: Two withered corpses. Two Copper Rings (28gp each). Frescos of mountaineering.

Quiet Crypt 4: This room contains skeletal remains.

Defiled Crypt 5: Ghouls (3) AL: C, AC: 6, HD: 2*, HP: 12, 8, 7, #AT: 3, DMG: 1d3/1d3/1d3*. A bowl of 320sp. Rotted tapestries of the sea.

Defiled Crypt 6: Shadows (4) AL: C, AC: 7, HD: 2+2, HP: 11, 10, 10, 9, #AT: 1, DMG: 1d4*. Four bodies draped in burial shrouds. All four have Gold Circlets worth 80gp each.

143. This vast tomb appears to be a re-created throne room. A large, full-size Norse galley dominates the center of the room. The ship is loaded with silver and gold burial treasure and the (apparent) withered body of a king—Osric the Wise. The corpse sits on a throne in the middle of the ship bearing a crown and a voluminous, hooded, dark yellow robe. The body sitting on the throne is not King Osric, it is a **Crypt Thing** (1) AL: N, AC: 5, HD: 6, HP: 26, #AT: 2, DMG: 1d6/1d6. The elaborate set-up was intended as a ruse to discourage potential tomb-robbers from finding the real tomb of King Osric in room #144. It may dialogue with the PCs for a moment or two (acting as King Osric) before teleporting them out of the tomb to a random location. Inside the boat are numerous coin baskets: 5,000sp, 3,000gp, and 100pp.

144. The remains of **King Osric**, his **Queen Breena**, and their royal treasures, can be found in this crypt. The two sarcophagi are magically locked by a 10th level wizard. The king and queen are guarded by **Runic Golems** (2) AL: N, AC: 5, HD: 7, HP: 38, 38, #AT: 1, DMG: 1d10*, who flicker to life with magical energy when the PCs enter. Osric wears *Platemail +2*, a *Longsword +3 Frostbrand*, a *Shield +1*, and a *Crown of Comprehending Languages*. Breena rests in *Bracers of Defense* (AC4), and a *Ring of Protection +2*. Large coffers contain 10,000sp, 6,000gp, and 200pp.

145. This crypt is empty. **Ghouls** (3) AL: C, AC: 6, HD: 2, HP: 13, 9, 5, #AT: 3, DMG: 1d3/1d3/1d3*, hide behind the secret door (A).

146. Empty.

Quiet Crypt 1: The door to this room is ajar. There are eight zombies, seven standard **Zombies** (7) AL: C, AC: 8, HD: 2, HP: 14, 11,10, 9, 9, 8, 7, #AT: 1, DMG: 1d8, and a fearsome **JuJu Zombie** (1) AL: C, AC: 6, HD: 4+4, HP: 30, #AT: 1, DMG: 1d8, with a heavy crossbow and 10 bolts.

Quiet Crypt 2: This room is empty.

147. This room is empty.

148. The door is closed. **Ear Seekers** (2) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: Special, DMG: Special, infest the wood of the door.

Burial Alcoves: (124) Octagonal, withered corpses. **Contents:** 217gp, Silver Statuette (350gp), and an Electrum Cup (300gp)

149. The door to this room is locked and is etched with a *Glyph of Warding* (Fire Blast, 12 points of damage, save for half). Three **Huecuva** (3) AL: C, AC: 3, HD: 2, HP: 9, 4, 4, #AT: 1, DMG: 1d6*, in tattered amber robes are buried in this room.

Burial Alcoves: (148) Octagonal, choked with dust. **Contents:** 190pp and a suit of *Studded Leather +3*.

Quiet Crypt 1: The door has been destroyed. The crypt is empty.

Quiet Crypt 2: This door is made of stone. There are three depressions in the stone that appear to hold Runic Tablets. This door can only be opened if three Runic Tablets are placed into the recessions. If this is done, the door will slide open to the north (the three tablets are not retrievable) and reveal the crypt beyond. Five Runic Tablets sit atop a stone slab. There is nothing else of value here.

150. An overwhelming smell of decay and death comes from the north.



Area Two: The Haunted Tombs



151. The massive 15 foot double-doors to this large temple room are slightly ajar. A massive pit rests at the center of this room braced by two sets of large pillars decorated with faces of tortured souls. A terrible green haze emerges from the pit that smells of rot. A huge 20 foot tall statue of the demon-like Nergal, cross-legged and holding a bowl sits at the back of the temple. Two black stained altars, decorated with symbols of death and the Underworld, sit in front the statue. Statues on the outside of the room depict his demonic lieutenants.

The pit is a mass of twisting blackness, refuse, and body parts. It radiates an air of chaos that lawful characters immediately sense. It is lined with ornate stonework decorated with runes and teeth-like protrusions that jut inwards.

The Pit of Chaos is an extremely dangerous place for unprepared or low level PCs. The PCs may not be able to defeat the monsters that emerge from the Pit without the aid of the *Fount of Law*. Wise players will know if they are outclassed in the engagement and flee. Foolish PCs will die a quick and painful death (as it should be). Clerical turn attempts are impossible in Nergal's temple. Your gods will not help you.

Show the players Barrowmaze illustration #18. The first time the PCs enter this room there will be a group of **Skeletons** (10) AL: C, AC: *7*, HD: 1, HP: 8, *7*, 6, 6, 6, 5, 4, 2, 1, 1, #AT: 1, DMG: 1d6, **Zombies** (10) AL: C, AC: 8, HD: 2, HP: 14, 13, 11,10, 9, 9, 8, *7*, 3, 2, #AT: 1, DMG: 1d8, and the great **Ibex-ibydl** an **Eye of Terror** (1) AL: C, AC: varies, HD: 10, HP: 53, #AT: 3, DMG: 1d6/1d6/2d4, between them and the pit. Monsters will not leave the temple unless The Pit is destroyed. **Ibex-ibydl** does not understand exactly how he was gated into Barrowmaze but feels compelled to defend the temple and the Pit.

Under normal circumstances, the Pit periodically generates and spews forth monsters into the maze. However, as soon as the party enters the room, the Pit will sense their arrival and will immediately discharge monsters every three rounds until the *Fount of Law* closes the pit or the PCs leave the immediate vicinity. Consult the Pit of Chaos random tables below.

If the PCs enter this room with the *Fount*, all monsters will recoil 10' from the orb and hiss in pain and agony. Intelligent monsters will tell them about the eternal torments they will inflict upon them. If the *Fount* is thrown into the Pit a great blast of energy will issue forth knocking everyone on their backs. All remaining monsters will flee the area immediately.

The Pit of Chaos: A Brief History

Long ago, before he was usurped by his children, this temple was used by evil cultists to worship Nergal, the God of the Dead. The temple was built on a spatial weakening in the layers between other planes and this realm. Evil rites took place here and the bodies of sacrifices were thrown into the pit. Through these sacrifices the cultists called forth all manner of demons and unsavory creatures through the gate.

The lawful orders saw this temple as a great threat, and a small group of knights and priests, led by **Sir Guy de O'Veargne**, entered and battled the cultists and their undead minions. Sir Guy carried a powerful gleaming white orb—called the *Fount of Law*—created specifically to close the gate. Sadly, **O'Veargne** and his henchmen were betrayed, captured, and killed. The *Fount of Law* was hidden. The Fount of Law must be found and thrown into The Pit to seal the gate.

As noted above, when the PCs enter this room the Pit will randomly spew forth the monsters every three rounds. Consult the following random tables:

The Pit of Chaos

1. Skeleton (3d4)

2. Zombie (2d4)

3. Ravenous Dead (2d4)

4. Ghoul (1d6)

5. Ghast (1d6)

6. Mummy (1d4)

7. Wight (1d6)

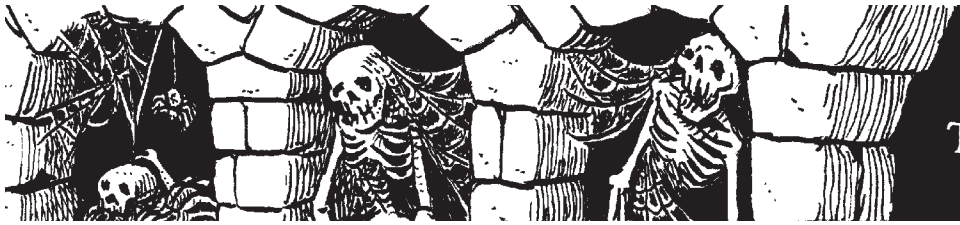
8. Bone Golem (1d2)

9. Hell Hound (2d4)

10. Shambling Mound (1d2)

11. Otyugh (1d2)

12. Sub-table I



Area Two: The Haunted Tombs

The Pit of Chaos: Sub-Table I

1. Ghost (1)

2. Groaning Spirit (Banshee) (1)

3. Spectre (1d4)

4. Black Pudding (1)

5. Night Hag (1)

6. Sub-Table II

The Pit of Chaos: Sub-Table II

1. Eye of Terror (1)

2. Lamia (1)

3. Chimera (1)

4. Gorgon (1d2)

5. Demon Boar (1d4)

6. Sub-Table III

The Pit of Chaos: Sub-Table III

1. Hezrou Demon (1d3)

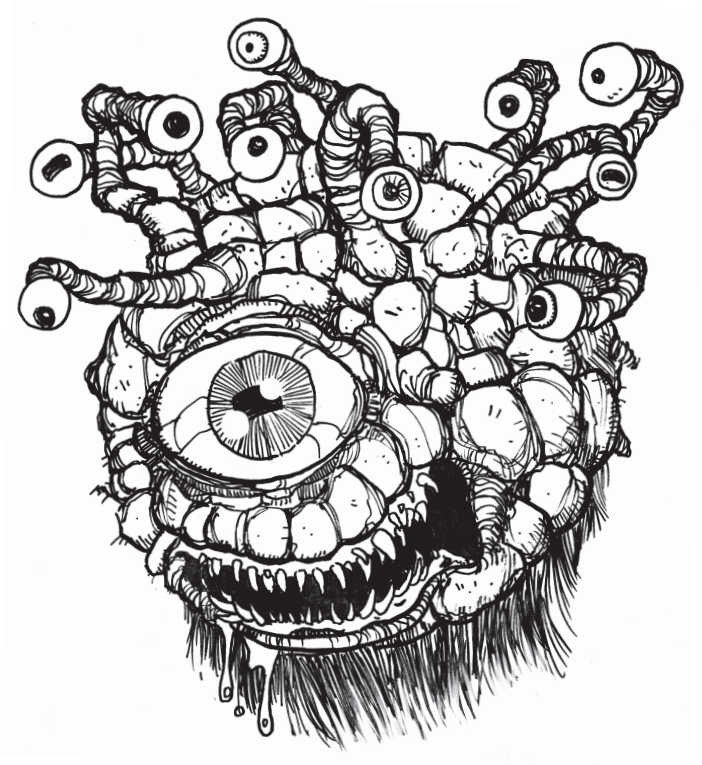
2. Vrock Demon (1d3)

3. Bone Devil (1d2)

4. Horned Devil (1d4)

5. Barbed Devil (1d2)

6. Referee's Choice



It is unlikely the PCs will be able to search The Pit. However, if they do consult the following table, for either contents or events, every three rounds (if they can hold off the monsters that long):

Searching The Pit of Chaos

1. Gated to the Underworld

2. Gated to the Plane of Fire

3. Gated to the Plane of Shadow

4. Alignment changed to Chaos

5. Contract Leprosy

6. Contract Flesh-Eating Disease

7. Character mutates into a mongrelman

8. Character mutates into a mongrelman

9. Character mutates into a mongrelman

10. An old shoe

11. *Portable Hole**

12. Dead bodies

13. *Javelins of Lightning* (5)*

14. *Gauntlets of Ogre Power**

15. Dead bodies

16. *Two-Handed Sword +2, Berserking**

17. Dead bodies

18. Grateful NPC pulled from pit

19. *Periapt of Proof Against Mummy Rot***

20. Gain one level of experience

*These items are found only once.

**See the section on New Magic Items.

After the pit is destroyed, PCs can search the temple for treasure. Referees can roll 3 times on the Potion Table, once on the Ring Table, once on the Scroll Table, and once on the Armor Table in the Labyrinth Lord Core Rulebook.



Barrowmaze Area Three: The Deserted Dormitory

Area Three: Random Monsters

1. Funeral Pyre Zombie (1d6)

2. Rival Adventuring Party (1d4+3)[1]

3. Ghouls (1d6)

4. Huecuva (1d6)

5. Mongrelmen (1d6)

6. Ravenous Dead (1d6)

7. Wight (1d2)

8. Coffer Corpse (1d3)

9. Necromancers of Set (1d6)

10. Acolytes of Orcus (1d6)

11. Dungeon Dressing[2]

12. Special[3]

1. Use the pregenerated characters or a rival adventuring party.

2. See Table 3: Random Dungeon Dressing.

3. Battle between the Necromancers of Set and the Acolytes of Orcus. In this case either randomly generate your own encounter using the New Monster section or tweak encounter 110.

152. Read this entire entry carefully. This room is empty. Paupers' burial alcoves line the walls. There is an open pit in this room. Tell the PCs they smell something strange emanating from the pit.

The bottom of this 10' spiked pit is covered with dark purple mold. The mold is **Purple Moss** (1) AL: N, AC: N/A, HD: 2, HP: 8, #AT: Sleep, DMG: Special. All PCs that attempt to peer into the pit will smell a sweet fragrance and must immediately save as per the spell *Sleep* or fall into the pit (1d6 damage each for the spikes and the pit). The moss will move quickly to cover and suffocate slain and/or sleeping PCs. At the bottom of the pit there are the skeletal remains of two long-dead adventurers. One backpack holds 295gp. The other has spilled open (71pp).

Burial Alcoves: (89) Square with disturbed remains. **Contents:** Small Vase (100gp), Sapphire Encrusted Walking Stick (90gp), and an Ornate Quill (75gp).

A. This room is empty.

B. The hint of yellow can just barely be seen underneath the door to this room. This can only be noticed if proceeding cautiously and searching actively. If so, there is a 4 in d6 chance of noticing **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 10, #AT: Spores, DMG: 1d6*, before opening the door. This chamber contains a small storehouse of adventuring equipment that has been sitting here for decades and the entire area is now covered in **Yellow Mold**. The equipment includes two sledgehammers, two bags of caltrops, 50' rope, and a backpack with two *Potions of Extra-Healing* and a *Potion of Heroism.*

C. A large statue made of amber is set against the southern wall. The statue is rudimentary in its carving and depicts a muscled man in a loincloth. The statue is an **Amber Golem** (1) AL: N, AC: 6, HD: 10, HP: 60, #AT: 3, DMG: 2d6/2d6/2d10. The golem will attack anyone who moves towards the southern door to 152 D.

D. This is a false crypt. A sarcophagus in the center of the room contains a **Son of Gaxx** (1) AL: C, AC: 8, HD: 3, HP: 20, #AT: 1, DMG: 2d8*. He is buried with a Silver Necklace worth 750gp and a Gold Ring set with a Ruby worth 430gp. The walls and floor of this room are slick and covered with wet moss. Combat here is at a –1 to hit penalty.

E. This secret room contains a funerary box marked with a *Glyph of Warding* (Fire: 20 points of damage. Save for half). A *Battle Axe +2* hangs on the northern wall.

Quiet Crypt 1: The door to this crypt is locked. A sinking, oozy slime-trail can be found on the floor and leads under the door. The trail heads to the north towards #176 and then dissipates. Inside the crypt is a **Rot Pudding** (1) AL: N, AC: 6, HD: 8, HP: 37, #AT: 1, DMG: 2d8, that is currently dissolving mummified remains inside the room. There is nothing else of value.

A. This small crypt contains a moldy yellowed funerary box bracketed by two amphora depicting snakes. This secret chamber is magically trapped. The first person to step into the crypt will trigger the trap and cause the opening to be covered in a *Wall of Force* as per the 5th



Area Three: The Deserted Dormitory

level magic-user spell. Once the spell has been activated a **Clockwork Cobra** (2) AL: N, AC: 2, HD: 1, HP: 8, 5, #AT: 1, DMG: 1d3*, will emerge from each of the two vases and attack. The funerary box contains mummified remains and 175pp.

Quiet Crypt 2: This crypt is empty.

153. A **Wight** (1) AL: C, AC: 5, HD: 3, HP: 13, #AT: 1, DMG: Drain, skulks in the dark.

Burial Alcoves: (105) Hexagonal with skeletons wearing black shrouds.
Contents: 266gp, Silver Kilt Pin (100gp), Coral Figurine (175gp), and *Bracers of Defense* (AC5).

154. This room is empty. A rubbish pile along the southern wall contains bones, rags, and some yellowed teeth.

155. The door to this room is ajar and the room is empty. A trail of slime leads south and enters a crack in the wall after several feet.

156. The door to this crypt is closed and it is marked with a *Glyph of Warding* (Electricity Blast, 12 points of damage, save for half). A runic tablet rests beside a black shrouded skeleton on a stone slab.

157. A bricked-up wall blocks entrance into this crypt. Two 2x2 foot shafts are located on the north and south walls at the ceiling. Close inspection will reveal a trickle of water coming from both. A dais is in the center of this room. Two silver urns, the first filled with remains and the second filled with gemstones (value 750gp), sit atop the dais. Removing an urn will set off a trap (with a loud grinding of stone on stone) that drops a stone slab in the doorway, sealing the room. Water will begin pouring into the room and completely fill the 20x20 area in 5 rounds. The only way out of the trap is to find the secret door. Once opened, water will flow down the hallway from the secret door and into iron grates in the floor.

158. This room contains a 10x10 foot pool of slimy fetid water. Four hungry **Giant Leeches** (4) AL: N, AC: 7, HD: 2, HP: 12, 10, 7, 5 #AT: 1, DMG: 1d6, are in the pool and will seek to surprise their prey (4–6 on d6). The door on the west wall is closed.

A. The door to this room is locked. Inside the walls are decorated in once-colourful frescoes depicting an ancient evil deity by the name of Zorgon. The frescoes are barely discernible in their current state. One side of the chamber does possess a series of glyphs carved into the stone. If a rubbing is taken of these glyphs, or if a PC member seeks to write them down, they may be valuable to a sage or wizard (800gp).

159. This hallway is littered with rubble from several cave-ins. The ceiling appears less stable than the other parts of the dungeon. There is a 1 in 6 chance each turn while the PCs are present that a cave in may occur causing 2d6 damage (save for half).

Quiet Crypt 1: The door to this room is ajar. This appears to be a former embalming room. There are dusty broken tables, jars, and wraps on the floor. The room has been searched previously. There are four **Blood-Thirsty Spiders** (4) AL: C, AC: 6, HD: 2, HP: 12, 10, 9, 7, #AT: 1, DMG: 1d6. Somehow a canopic jar filled with Glass Beads (40gp) has survived underneath the debris.

Defiled Crypt 2: The door to this room is stuck. Two **Wights** (2) AL: C, AC: 5, HD: 3, HP: 13, 11, #AT: 1, DMG: Drain, hide in the dark. These are former adventurers who had their life force drained. One possesses a bag with four Rubies (314gp each). The other wears *Platemail +1* and has a sheathed *Longsword +1* (Light 30 ft Radius on command) at her waist.

Quiet Crypt 3: The door is closed. Empty.

Quiet Crypt 4: The portcullis is down. The room is empty with the exception of a bone-pile. There is a thin Silver Bracelet (129sp) hidden underneath.

Defiled Crypt 5: The door to this crypt is bricked shut. There are **Exploding Bone Skeletons** (4) AL: C, AC: 7, HD: 1, HP: 8, 7, 5, 4, #AT: 1, DMG: 1d6, lying on stone slabs. One is buried with 141gp and the other wears a Gold Bracelet (80gp).

Quiet Crypt 6: The portcullis is up. There are three **Blood-Thirsty Spiders** (3) AL: C, AC: 6, HD: 2, HP: 12, 9, 7, #AT: 1, DMG: 1d6—one on the floor in plain sight and two hiding on the ceiling. A skeleton wearing a Jeweled Necklace (350gp) can be found against the east wall.

160. The door to this room is swollen with moisture and stuck closed. Two **Sons of Gaxx** (2) AL: C, AC: 8, HD: 3, HP: 15, 12, #AT: 1, DMG: 2d8*, wearing tattered clerical robes of Nergal rise from their stone slabs and shuffle to attack.

Area Three: The Deserted Dormitory



161. This secret hallway was once used by a group of adventurers as a rest and re-arm area. Sadly, they were killed by the **Water Weird** in room #180. There are three backpacks filled with standard dungeon exploration equipment (Referee's discretion) as well as two large saws designed for cutting metal, two sledge hammers, and a 6' foot long pry bar (for a portcullis). The rations rotted long ago.

162. The door to this room is stuck closed with moisture and yellowish mold (no effect). The room is empty with the exception of an inordinate number of burial alcoves that run from the floor to the ceiling.

Burial Alcoves: (285) Small squares with urns.
Contents: 222gp, *Wand of Mirrors* (functions as per the magic-user spell *Mirror Image* with 7 charges).

163. The south and eastern doors in this room are ajar. The room is empty.

164. This door is closed and trapped with a *Glyph of Warding* (Electricity Blast, 14 points of damage, save for half). The walls of this room were once beautifully decorated with murals, but are now faded with age. On a slab are the remains of an artist who was buried with five decorative amphorae. These are valuable but brittle. If the PCs engage in combat while carrying them there is a 1–5 on d6 chance that each will break. They are valuable historical artifacts worth 750gp each but that value can only be obtained in a city.

Quiet Crypt 1: The door to this crypt is trapped. A wire near the floor connects to a mounted crossbow on the wall that attacks at +2 and will score 1–8 points of damage if a successful hit is rolled. The crypt contains no treasure.

Defiled Crypt 2: Coffer Corpses (2) AL: C, AC: 7, HD: 2, HP: 16, 13, #AT: 1, DMG: 1d6*, will shamble quickly out of the secret door the moment it is opened. They will likely fall into the pit trap in the hallway and take the person who opened the door with them. The PC(s) will require two successful dexterity checks: one to avoid the undead rushing out and another to avoid falling in to the pit with them. One of the undead creatures (16hp), possesses a sealed Silver Scroll Tube (438gp). Inside the tube is a formula for a new potion: *Oil of Edgedness*. This oil will temporarily increase the bonus of a magic weapon by one (to a maximum of +5). It will also make a non-magical weapon magical for the purpose of striking creatures that may otherwise not take damage from normal weapons. The effect last for 8 rounds. The exact ingredients of the potion are subject to the Referee but should include at least two exotic components.

Defiled Crypt 3: As the PCs enter the crypt a **Skeletal Naga** (1) AL: C, AC: 5, HD: 10, HP: 51, #AT: 2, DMG: 1d4/2d4*, Spells: *Magic-Missile, Spider Climb, Mirror Image, Web, Lightning Bolt, and Command, Darkness, Protection from Good, Silence 15' Radius, Animate Dead* will uncoil itself from atop a plinth in the center of the room. It has been tasked with the protection of this crypt and its treasures.



A. A large rotting wooden coffer in this alcove contains a horde of jewels and gemstones. They include: Very Small Eye Agate (10gp), Very Small Malachite (10gp), Small Flawed Turquoise (10gp), Very Small Hematite (10gp), Small Rhodochrosite (25gp), Small Tiger Eye Agate (25gp), Small Rhodochrosite (25gp), Large Flawed Eye Agate (25gp), Small Banded Agate (50gp), Large Broken Obsidian (50gp), Large Flawed Malachite (50gp), Small Banded Agate (50gp), Small Eye Agate (50gp), Large Turquoise (50gp), Large Lapis Lazuli (50gp), Medium Citrine (75gp), Medium Carnelian (75gp), Small Finely-Cut Bloodstone (75gp), Small Finely-Cut Rock Crystal (75gp), Medium Jasper (75gp), Medium Jasper (75gp), Medium Bloodstone (100gp), Large Flawed Smoky Quartz (100gp), Large Moonstone (100gp), Medium Carnelian (100gp), Medium Jasper (100gp), Large Sardonyx (250gp), Large Rock Crystal (250gp), Small Finely-Cut Star Rose Quartz (250gp), Small Finely-Cut Carnelian (250gp), Medium Bloodstone (250gp), Large Zircon (250gp), Large Star Rose Quartz (250gp), Large Finely-Cut Spinel (500gp), Huge Flawed Coral (750gp), Medium Finely-Cut Chrysoberyl (750gp), Large Spinel (750gp), Large Fine-Cut Star Ruby (1000gp), Large Exquisite Black Pearl (4000gp)



Area Three: The Deserted Dormitory

B. The floor of this alcove is painted to resemble a pentagram with burned candle nubs at the corners. The center of the pentagram is blackened and the skeletal remains of a wizard, lying face-down, rest near the outside of the symbol. The wizard possesses a spellbook containing the following random magic-user spells by level (8/6/4/2) and B*racers of Defense (AC2).*

165. The door is ajar and the room is empty.

166. This hallway is caked with dust and cobwebs. There are strange footprints here. A human foot and a "stump" run back and forth from the secret door to Defiled Crypt 1.

Defiled Crypt 1: The door is ajar. Inside is a **Wight** (1) AL: C, AC: 5, HD: 3, HP: 13, #AT: 1, DMG: Drain. The creature's movement rate is halved as it possesses a foot and a wooden leg stump. He wears a Gold Brooch (130gp). The crypt is decorated with bas relief depicting Nergal and the Underworld. A runic tablet rests on the floor.

Defiled Crypt 2: This crypt is empty. It once had a stone door that now rests on the floor in pieces.

Defiled Crypt 3: This crypt is sealed with a stone door. There are four **Sapphire Skeletons** (4) AL: C, AC: 6, HD: 2, HP: 12, 11, 7, 5, #AT: 1, DMG: 1d6, in this crypt and each wears Jeweled Bracers (187gp per set).

Quiet Crypt 4: This crypt door is open. The room is empty.

Quiet Crypt 5: Standing on a ledge above the archway to this chamber are two **Gargoyles** (2) AL: C, AC: 5, HD: 4, HP: 24, 22, #AT: 4, DMG: 1d3/1d3/1d6/1d4. There are two strangely preserved corpses on stone slabs in the center of this room. Each possesses a Runic Tablet. The room is otherwise empty.

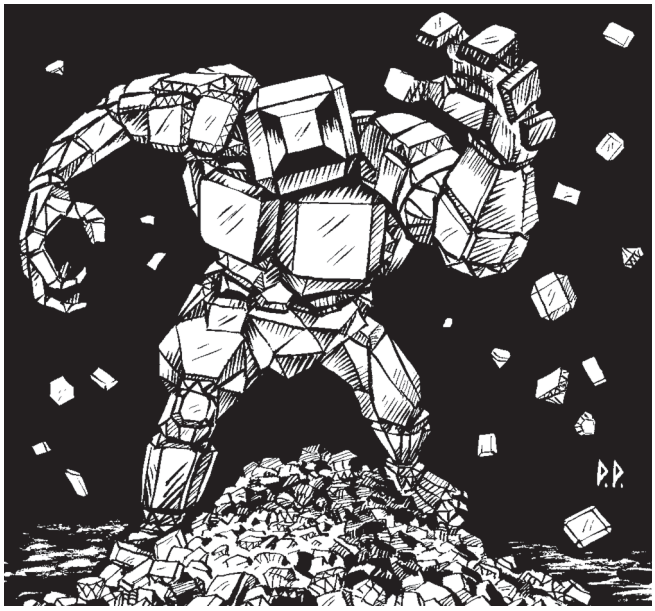
Quiet Crypt 6: This door is locked. The walls of this antechamber-crypt are decorated in frescoes that glow slightly in the darkness. They depict the great sacrifice of The Chosen as they willing gave their souls to Nergal. The first person to touch the frescoes will be cloaked in *Faerie Fire* for 2 turns.

Defiled Crypt 7: In the center of this room, standing in three rows of three, are nine former-priests of Nergal who have risen as **Huecuva** (9) AL: C, AC: 3, HD: 2, HP: 16, 13, 12, 10, 9, 8, 8, 7, 5, #AT: 1, DMG: 1d6*. The undead creatures all wear Gold Holy Symbols worth 150gp each.

Defiled Crypt 8: The door to this crypt is locked and trapped with a swinging ball (2d6 points of damage, Dexterity check for half). This chamber contains a sarcophagus standing against the eastern wall of this room. The image of a knight is engraved in the coverstone. Inside is a former warrior of Nergal who has risen as a vengeful **Crypt Knight** (1) AL: C, AC: 2, HD: 7, HP: 39, #AT: 1, DMG: 1d10 wearing a *Silver Death Mask (Spider Climb)* worth 550gp. Note that Death Masks cannot be used by the living. Inside the sarcophagus is an old sword and a pouch with two scarab-shaped rubies (120gp each).

Quiet Crypt 9: The door to this crypt is made of rusted steel and locked. A vast kingly horde of jewels and gemstones covers the center of the floor. The huge mound of jewels is actually a **Gemstone Golem** (1) AL: N, AC: 0, HD: 8, HP: 51, #AT: 1 or 2, DMG: 1d10/1d10 placed here to guard the treasure behind the secret door. It will wait to attack until the PCs have entered and began searching the room.

A small secret door can be found on the western wall. This secret door can only be opened with a special key (found in the bottom of the pool in #180). Behind the door is a tight, cramped space with a sword hanging on the wall. This is the famed *Sword of Skewering* (see New Magic Items)



Area Three: The Deserted Dormitory



167. This room contains two black stone statues of gargoyles on either side of a chest. **Show the players Barrowmaze illustration #19.** They have open mouths and large Cat's Eye gemstones set into their eyes. The gems appear very valuable and are finely crafted (500gp each). The stone gargoyles are not actually gargoyles, but if any PCs move towards the chest or attack the statues they will animate, choke several times, and then each vomit forth a **Green Slime** (2) AL: N, AC: N/A, HD: 2, HP: 10, *7*, #AT: 1, DMG: Special, on the closest PC. The chest is Wizard Locked (8th level) and contains an urn (the remains of a magic user), a dusty and worn conical cap, a spellbook: *Spider Climb, Feather Fall, Magic Missile, Sleep, Mazakala's Glassy Facsimile, Invisibility, Strength, Fire Shield,* and *Ool's Broiling Exhalation.*

During this encounter, the party activated the gargoyles who then wretched uncontrollably and projectile vomited two Green Slimes on Ulfgar the Dwarf. At the same moment the wight from #166 entered the room. The group decided to divide their efforts with some party members dowsing Ulfgar with oil while the others dealt with the undead creature. After dispatching the wight they lit Ulfgar on fire. Shockingly he survived the encounter but was later mutated into a mongrelman and gated to the Underworld while searching The Pit of Chaos.

168. This room is empty and there are circular paupers' burial alcoves throughout. The concealed pit is bottomless.

Burial Alcoves: (261) Circular with bone piles.
Contents: 169ep and a Ruby (75gp).

169. Paupers' burial alcoves dot this room and extend into the northern hallway.

Burial Alcoves: (218) Circular, mummified remains.
Contents: 238gp, Circlet (90gp), Silverware (80gp).

170. The head of a statue, chipped beyond recognition, rests on the floor. The chamber is covered in burial alcoves.

Burial Alcoves: (183) Square with funerary figures.
Contents: 123ep and the head of a *Warhammer +2.* It will take a blacksmith/weaponsmith 1 week and 3,500gp to repair the weapon.

171. There are a number of charred human bodies lying on the floor. There are also several large burn marks against the walls. Activity in this area will draw the attention of **Funeral Pyre Zombies** (6) AL: C, AC: *7*, HD: 2, HP: 14, 10, 9, *7*, 5, 4, #AT: 1, DMG: 1d8, hiding in six secret alcoves. One of the charred bodies carries a *Potion of Fire Resistance*. There is nothing else of value.

172. Six **Fossil Skeletons** (6) AL: C, AC: 6, HD: 2, HP: 16, 11, 10, 8, *7*, 5, #AT: 1, DMG: 1d8, rest at the bottom of a pool in this room. Any activity in the room disturbs their rest. Burial alcoves line the walls of this room.

Burial Alcoves: (237) Trapezoidal with gold plated skulls (3gp each).
Contents: 123ep, Earrings (65gp), Silver Nose Ring (40gp), and a Silver Coffer (2,000gp).

173. The door to this crypt was smashed to pieces long ago. The room is empty.

174. A deadfall trap (10x10x10' stone block) trap hangs above the door to this room. Anyone stepping into the room will set off the trap and take 3d6 points of damage unless they make a Dexterity check (for half damage).

Burial Alcoves: (134) Square, mummified remains.
Contents: 137gp, Electrum Bracelet (80gp), Topaz (60gp), Spellbook with all first level magic-user spells.

175. The door to this room has been smashed in. The room is empty.

176. The north door in this room is ajar.

Quiet Crypt 1: This crypt contains skeletal remains. Grave goods include two pieces of Silver Jewelry (120gp each) and a Fine Leather Belt (60gp).

Quiet Crypt 2: The door to this crypt is open. A group of **Stirges** (13) AL: N, AC: *7*, HD: 1, HP: 8, *7*, 6, 5, 5, 4, 4, 4, 3, 3, 3, 1, 1, #AT: 1, DMG: 1d3*, have made a nest in this crypt. There is no treasure. However, a Woven Tapestry (120gp) can be scavenged but requires two people to carry.

Defiled Crypt 3: There are four **Zombies** (4) AL: C, AC: 8, HD: 2, HP: 12, 11, 9, *7*, #AT: 1, DMG: 1d8, at rest on stone slabs. They possess no treasure but a Fine Silk Scarf (30gp) can be found in a dusty bag beside one of the bodies. Wall frescos depict birds in flight.



Area Three: The Deserted Dormitory

Defiled Crypt 4: The narrow passage to this crypt is covered with **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 10, #AT: Spores, DMG: 1d6*. The **Sandlings** (below) do not provoke the mold as they pass back and forth.

There is a single stone sarcophagus in the center of this crypt and the walls are lined with musty bookshelves. The sarcophagus and the corners of this crypt are covered in sand. Two powerful **Sandlings** (2) AL: N, AC: 3, HD: 4, HP: 28, 21 #AT: 1, DMG: 1d12+3, use this crypt as their lair. When the party first enters they will remain still and use their natural camouflage until they can strike from behind. Give a wary halfling a 1 in 6 chance of noticing the monsters before they attack. The sarcophagus holds the remains of a sage. His wealth was measured in books, rather than gold.

Some of his more interesting titles include The Collected Works of Maaaaar, Falcor of Balterdex: An Autobiography, and The Adventurers' Guide to Paranoia.

Valuable titles include Draconis: The Ecology of a Red Dragon (1,270gp), The Realm of Darthon (1,375gp), The Wisdom of Gaxx (1,500gp), The Magical Properties of Gemstones (1,250gp), and Slimes, Molds, and Fungus: A Manual of Extermination (although this book can be sold for 1,100gp, PCs can opt to keep it and use it as a reference text when confronted by this monster type. PCs can learn one key strength or weakness per encounter (subject to the Referee's discretion).

Magical books and scrolls include *Book of Lawful Wisdom, Manual of Bodily Health*, and a huge Magic-User Spellbook: All 2nd Level Spells, Scroll of 4 Clerical Spells (subject to Referee).

Defiled Crypt 5: A large sarcophagus can be found. Inside is a wretched **Mummy** (1) AL: C, AC: 3, HD: 5+1, HP: 41, #AT: 1, DMG: 1d12*. Treasure inside the sarcophagus includes a bag with 129gp, a Platinum Cup (300gp), four Gold Canopic Jars (200gp each), and a runic tablet.

Defiled Crypt 6: Four green-skinned **Ghouls** (4) AL: C, AC: 6, HD: 2*, HP: 12, 8, *7, 5*, #AT: 3, DMG: 1d3/1d3/1d3*, lie in burial niches in this crypt. Two niches contain Platinum Jewelry 225gp (each) and one holds a curved *Dagger +3*.

177. This room is empty. The west door is stuck and the east door is closed.



178. This room is filled with burial alcoves. There are four large pillars in this room. The pillars are the sculptured images of women bearing scimitars. Two of the pillars are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 29, 23, #AT: 1, DMG: 1d8.

Burial Alcoves: (219) Small, circular, and empty.
Contents: 265gp and a Pearl (90gp).

179. Empty.

Burial Alcoves: (247) Octagonal with urns.
Contents: 72pp, *Potion of Heroism, Potion of Invisibility, Sling Stones +2* (7).

180. Show the players Barrowmaze illustration #20. A large rectangular pool runs north-south along the length of this room. Two large columns are located at either end. Torch-light reveals the glint of coins and other metals in the pool. Five human bodies, and the skulls and bones of others, and a few coins, are scattered across the floor. A large and dangerous **Water Weird** (1) AL: C, AC: 5, HD: 4+4, HP: 22, #AT: Special, DMG: Special, inhabits this pool. The adventurers who were recently slain by the creature left a portion of their gear in room #161. The pool contains 20sp, 60pp, 85gp, a key to the secret door in room # 166 Q9, a *Broadsword +2*, *Shield +1*, *Platemail +1*, and a *Potion of Heroism*.



Barrowmaze Area Four: The Death Vault of The Chosen

There are no random encounters in The Death Vault of The Chosen. These crypts have not yet been plundered by tomb-robbers due to their concealed nature.

A Brief History of the Death Vault

The Death Vault is the resting place of an elite order—The Chosen—within the faith of Nergal.

The Chosen were fanatical followers of Nergal, led by High Priest **Rendar Serouc**, and have risen in response to the proximity of the Pit (#151) and the presence of The Tablet of Chaos.

The Death Vault is constructed to direct tomb-robbers toward certain (trapped) areas over penetration into the main crypt.



181. The entrance to this crypt is a giant skull mouth. **Show the players Barrowmaze illustration #21.** The walls of this room are engraved with the names and members of The Chosen—Nergal's elite clerics and disciples. Above the list is written "Life in Death." A statue of Nergal stands on a dais against the northern wall. A few torch stubs can be found on the floor.

182. This is a false crypt designed to trap and kill tomb-robbers. The walls are lined with alcoves with runes etched above each. This is merely a ruse. When the first rank of PCs steps into the room, the entire floor will collapse 10 feet to a stone floor (2d6 damage, save (Death) for half). Checking for traps or using a 10 foot pole may (2 in 6) discover the trap (give a dwarf or wary halfling walking in front a 3 in 6 chance to discern the trap). Once the floor collapses a **Bone Golem** (1) AL: N, AC: 2, HD: 8, HP: 37, #AT: 4, DMG: by weapons, with the skull of an antlered deer stag will emerge from an alcove and attack those who fell into the pit. Two of the golem's weapons are magical. It possesses a *Scimitar +1* and a *Mace +1* as well as a normal flail and hand axe. The walls of the pit are sheer and difficult to climb.

A fierce battle took place in this room after "Killer" Kelg Barrelgut (Level 5 Dwarf) and Cromwell (Level 5 Cleric) fell into the pit when the floor collapsed. The Bone Golem animated and attacked the two PCs. Kelg took several hits and drank two potions (Extra Healing and Growth). Cromwell tried repeatedly to cast spells and each time was struck by the many arms of the monster. The other PCs, including Sol the Bad Man (Level 3 Fighter), Snake Plisken (Level 5 Halfling), and a couple hirelings, attempted ranged attacks and fumbled around above the pit. It looked like curtains for the two adventurers until Kelg, bolstered by the potions, managed several solid hits and defeated the Bone Golem.

183. The domed ceiling of this crypt is lined with diamonds that sparkle like star constellations when a torch or lantern is held aloft. One star, larger than the others, is set in the center of the dome. A concealed bottomless pit is located immediately below this star in the middle of the floor. The alignment of the constellations appears strange and does not reflect the night sky. If studied carefully for 1 turn a cleric or magic-user can interpret the stars—they portend the vengeful return of Nergal!



Area Four: The Death Vault of The Chosen

This room presented a real challenge. Cromwell, a Level 5 Cleric of St. Ygg played by my friend Alex, peered into the room and immediately became fascinated with the diamond star constellations. He moved closer and closer into the center of the room until he fell into the bottomless pit. It was a sad day for Alex but a worse day for the party—Cromwell was carrying The Fount of Law! I never expected that to happen! I managed to piece together a side quest for the PCs involving the Temple of St. Ygg and an ancient tome of holy prayers that, if recited for five rounds at the mouth of the Pit of Chaos, would seal the gate. Several sessions later the party succeeded in closing the gate, although the expedition resulted in a near TPK.

184. This crypt contains the rank and file of The Chosen. As the party enters **Skeletons** (20) AL: C, AC: *7*, HD: 1, HP: 8, 8, *7*, *7*, *7*, 6, 6, 6, *5*, *5*, *5*, 4, 4, 4, 3, 3, 3, 2, 2, 1, #AT: 1, DMG: 1d6, will begin pulling themselves out of the bone closets and attack. They wear the unholy symbol of Nergal and cannot be turned.

185. This crypt contains the rank and file of The Chosen. As the party enters **Funeral Pyre Zombies** (20) AL: C, AC: *7*, HD: 2, HP: 16, 16, 15, 15, 14, 14, 13, 13, 12, 12, 11, 10, 9, 9, 8, *7*, *5*, *5*, 4, 4, #AT: 1, DMG: 1d8, will begin pulling themselves out of the bone closets and attack. They wear the unholy symbol of Nergal and cannot be turned. They were buried with nothing of value.

186. This corridor is empty and caked with dust and cobwebs.

A. This is a small temple room with an altar and a small Onyx Statuette of Nergal (500gp). It is very heavy and will require three characters to lift.

B. This room is lined with four chests. All are locked. The first contains black clerical high priest vestments. The second is filled with 2,000gp and is guarded by a **Clockwork Cobra** (1) AL: N, AC: 2, HD: 1, HP: *5*, #AT: 1, DMG: 1d3*. The third is filled with candles and 24 incense blocks. Several of these are *Incense of Meditation* (*7*) and *Incense of Obsession* (2). The rest are non-magical. The fourth contains two clerical scrolls. The first has *Darkness, Silence*, and *Hold Person*. The Second has *Resist Cold, Resist Fire*, and *Spiritual Weapon*.

C. This appears to have been an embalming room. There are tables and jars of all descriptions. Wall frescos depict The Chosen walking into death's door and appearing as skeletons on the other side.

D. This room is lined with weapon racks (4 maces, 4 morningstars, 4 hammers) and armor racks (4 shields, 2 suits of chainmail, and 2 suits of platemail). The weapons and armor are of exceptional quality and worth double their normal value. Two ornate weapons hanging on the wall include a *Longbow +1* and a *Halberd +1*.

E. This is a false crypt for a high priest and is designed to misdirect would-be tomb-robbers. It is decorated in bas relief and runic script in the Black Tongue describes the life and faith of **Rendar Serouc**, a favoured priest of Nergal. A sarcophagus in the center of the room is dusty and sealed. The remains of a skeleton in high priest robes can be found within. There are four canopic jars, an unholy symbol, and a bag with 50pp lying beside the body. The crypt is otherwise empty.

F. This is a false crypt for the lieutenants of the high priest, and, like E, is designed to throw-off would be tomb-robbers. There are two sarcophagi in this room and both possess dark yellow clerical robes and are buried with shields, flails, and unholy symbols. They each have small coffers with 20pp.

187. This crypt holds **Serouc's** two closest lieutenants. They have risen as **Ghasts** (2) AL: C, AC: 4, HD: 4, HP: *17*, 16, #AT: 3, DMG: 1d4/1d4/1d8*. They wear unholy symbols and cannot be turned. Unless disturbed in their sarcophagi, they will only rise to aid **Serouc**—by attacking the party from behind. Their sarcophagi include the following: *Potions of Flying*, *Speed, Extra-Healing, Climbing, Delusion*, and a *Two-Handed Sword +1, +3 versus Magical Creatures*.

A decorated bowl of precious jewels rests between the two sarcophagi: Jade (*7*5gp), Jasper (500gp), Quartz (50gp), Amber (*7*50gp), Opal (1000gp), Moss Agate (*7*5gp), Carnelian (*7*5gp), Tiger Eye Agate (100gp), Topaz (500gp), Ruby (250gp), and a Diamond (666gp).

A funerary basket holds 6,000cp and a large wooden chest holds 10,000sp. The chest is trapped with a poison needle (save at +2 or die).

188. The lid on the stone sarcophagus in the center of this room has been opened (from the inside). Numerous

Area Four:
The Death Vault of The Chosen



coffers, decorated amphora, and funerary baskets line the walls. **Rendar Serouc**, a High Priest of Nergal, was buried here long ago. He has risen as a **Barrow Wight** (1) AL: C, AC: 4, HD: 6, HP: 34, #AT: 1, DMG: 1d8*, a terrifying and deadly undead creature. When the PCs first enter the room, **Serouc** will be standing at the back of the room in the shadows between the two statues. **Show the players Barrowmaze illustration #22.** He will keep his head down, concealed by his burial shroud, until combat begins—he has gone insane but has retained his devious intelligence. **Serouc** will not be noticed at first and may monologue in a dry, cryptic voice about how feeble they are and how he will feed on their life essence.

The statues are actually golems and he will command them to attack first. One statue is a **Barrow Guardian** (1) AL: N, AC: 3, HD: 3, HP: 15, #AT:1, DMG: 1d6, and the other is a **Caryatid Column** (1) AL: N, AC: 5, HD: 5, HP: 19, #AT: 1, DMG: 1d8.

Once the party is engaged with the golems he will command his lieutenants in #187 to attack the PCs from behind. **Serouc** will then attempt to use his gaze attack followed by his melee level draining.

There are four canopic jars inside the sarcophagus. **Serouc** will take 1d6 points of damage per jar that is destroyed.

The sarcophagus also holds **Serouc's** personal items and includes a *Shield +2*, *Ring of Water Walking*, *Staff of Striking*, a scroll of clerical spells: *Dispel Magic, Cure Serious Wounds, Commune, True Seeing*, and a Treasure Map leading to a cache of 13,000gp. The Referee can decide the exact location of the trove, somewhere in a deep, dark (and guarded) section of Barrowmaze or in a secluded burial mound deep in the moor. The funerary baskets and coffers that line the walls contain the following:

Decorated Bowl (Gems and Jewels): Malachite (250gp), Turquoise (10gp), Lapis Lazuli (75gp), Sardonyx (100gp).

Funerary Basket 1 (Coins): 4,000gp.

Coffer 1 (Jewelry): Gold Necklace (1,300gp), Silver Chalice (400gp), Gold Coffer (300gp), Jade Bracelet (70gp), Silver Bracers (1,000gp), and a Platinum Circlet (500gp).

Coffer 2 (Coins): 1,000ep.

Coffer 3 (Coins): 3,000gp.





Barrowmaze Area Five: The Secret Shrine of Set

Area Five: Random Monsters
1. Ravenous Zombies (2d6)
2. Crypt Knights (1d6+1)
3. Ghouls[1] (2d6)
4. Sons of Gaxx (1d8)
5. Ochre Jellies (1d2)
6. Mongrelmen (4HD) (2d6)
7. Gargoyles (1d4)
8. Necromancers of Set (2d6)
9. Necromancers of Set (2d6)
10. Necromancers of Set[2] (2d4)
11. Dungeon Dressing[3]
12. Referee's Choice

Note: There is a 2 in 6 chance that wandering undead are wearing Death Masks.

1. This group is led by a Barrow Ghast.

2. In addition to rolled results, the Necromancers have at least one sixth level cleric, a Mongrelman Scout (4HD), and two Steel Skeletons.

3. See Table 3: Random Dungeon Dressing.

189. The secret door in this room has been trapped by the Necromancers of Set. A *Glyph of Warding* (Blast, 24 points of damage, save for half) has been inscribed on the door. If the door explodes, the undead in #206 have been instructed to attack intruders.

190. With the exception of columns depicting female warriors, this room appears empty. Two of the pillars, the one in front of the secret door and the one in the northeastern corner of the room, are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 25, 23, #AT: 1, DMG: 1d8. They will only attack if the PCs search near the secret door.

191. This room has not been opened in centuries. A thick layer of dust has settled across the floor. A small chest rests in the center of the south wall. The dust on the floor hides hundreds of small holes from which (pressure-sensitive) magical flame will shoot forth for 3d6 points of damage per hole. It is impossible to cross the floor without stepping on one of these holes and setting off the flame. PCs must decipher a means to get to the chest without touching the floor. The chest is chained to the south wall. It is trapped with a poison needle (save or die). Inside the chest is a **Clockwork Cobra** AL: N, AC: 2, HD: 1, HP: 6, #AT: 1, DMG: 1d3*. The chest contains a unique *Mace of Disruption*. This mace scores double-damage against undead and obliterates undead of 4 or fewer hit dice on a natural 20.

192. The door to this crypt is sealed and made of stone. This room contains a series of stairways leading up to a rolling ball trap. The ball is cleverly hidden from sight above the door to the crypt. The door has a large, trapped pull-ring. An inscription on the door reads, "Knock and Pull to Enter the Crypt of Mahle Royc." Unless the PCs knock the correct number of times (6), they will set off the trap (a hint is provided in **Thala-Kul's** chamber #216).

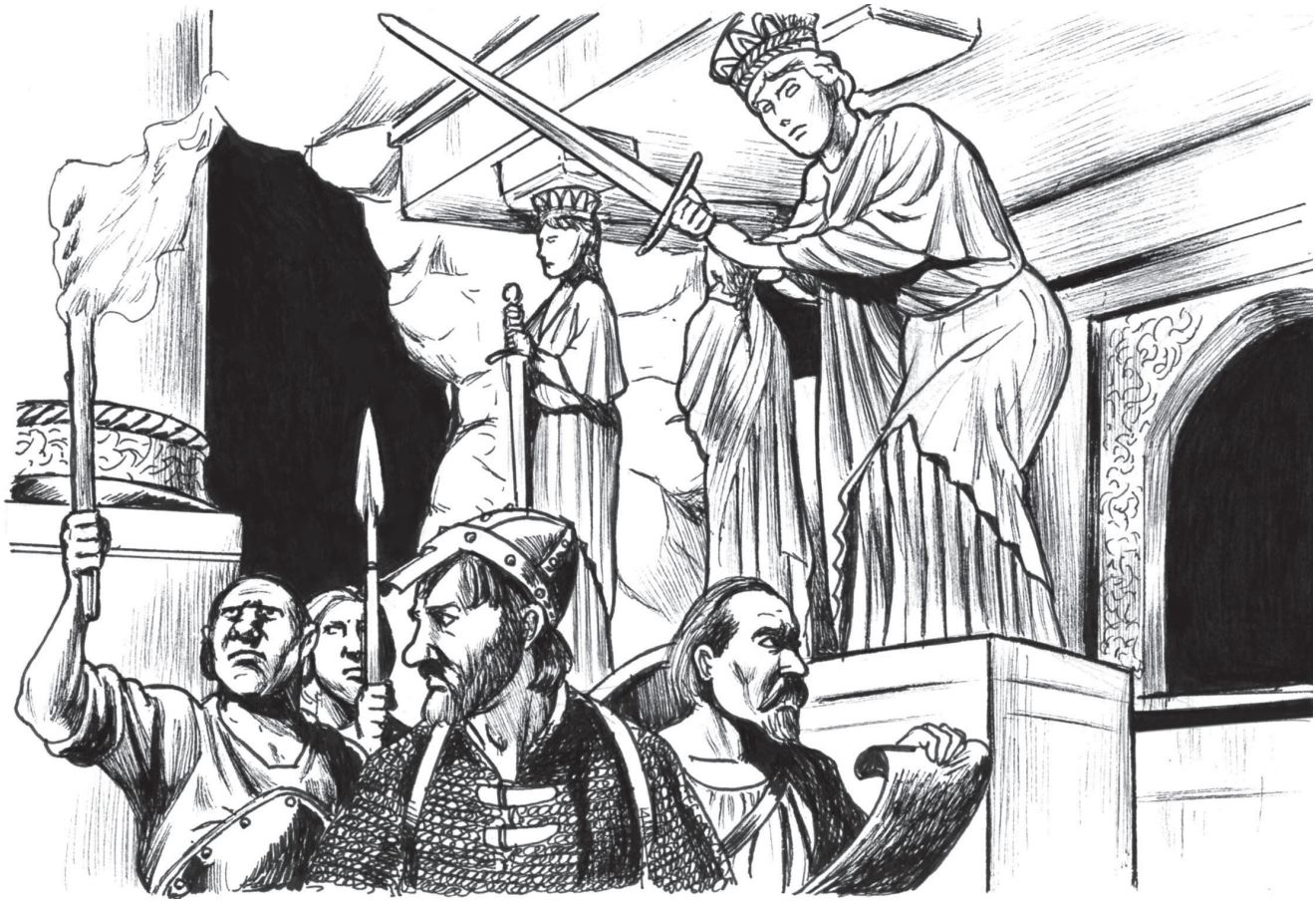
If the trap is released, the ball will drop from the secret area above the door causing all those below to take 4d6 points of damage. A successful Dexterity check means they managed to turn and flee down the stairway with the ball rolling down after them. PCs who managed to save must make three more Dexterity checks to make it outside the initial door to the crypt. Failure means they slipped on the stairway and are crushed for 3d6 points of damage. Note that any potions or fragile items will also be crushed. The crypt contains the remains of the fighter **Mahle Royc** and his *Platemail +2*.

193. The door to this crypt is sealed and made of stone. This crypt is the final resting place of **Pinto the Pyromancer**. His sarcophagus rests at the western edge of the room, over 50 feet away. Pinto's apprentices used their abilities to harness the Plane of Fire in the construction of his tomb. **Show the players Barrowmaze illustration #23.**

The majority of the crypt is covered by a pit of intense magical fire that periodically shoots geysers of flame into the air. The walls are completely smooth and cannot be scaled. Large disks hang from the ceiling three feet apart. A successful Dexterity check must be made to swing and then jump from one disk to the next. The room is intensely hot and players will tire easily. Any effort to cross the pit in armor will result in a –1 penalty to the check per disk. In addition, flame geysers are apt (70%) to shoot forth at the third and sixth disks requiring a save (Death) or the

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PC will fall into the pit and die. A successful save means the PC takes 2d6 points of fire damage from the geyser.

The sarcophagus, decorated in flames, is trapped with a *Glyph of Warding* (Fire Blast, 24 points of damage, save for half). Lying beside Pinto's remains is a *Ring of Protection +2*, the *Staff of the Pyromancer*, and a spellbook containing all fire-related magic-user spells between first and fourth level.

Note that this chamber dampens the effect of magical flight. For each *Fly* spell, or similar spell or spell-like device used to cross the pit, the PC will only advance half-way before the spell energy is drained completely.

194. The door to this crypt is sealed and made of stone. A large sarcophagus sits in the center of the round portion of this room. A unique scarab with an imprint of an oak leaf must be inserted and turned to open the sarcophagus (see #205).

Four **Flagstone Golems** (4) AL: N, AC: 6, HD: 6, HP: 32, 30, 28, 22, #AT: 2, DMG: 1d8/1d8, line the walls and will animate and attack if someone tries to plunder the sarcophagus.

This is the resting place of **Rathgar**, a famous ranger of the Northern Reaches. Inside the sarcophagus are the following potions: *Healing, Extra Healing, Heroism*, and *Shout* (see New Spells). He wears *Studded Leather +2* and a *Longsword +2* rests by his side.

195. This room contains dungeon detritus including small pieces of stone and a few bones.

196. This room is empty.

Quiet Crypt 1: The door to this crypt is locked. This chamber seems to be an antechamber for the remaining crypts. The room contains the overpowering smell of dead flesh (from D3). The stench is so disgusting PCs must save versus Poison or vomit for 1 turn (check for random monsters).



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Quiet Crypt 2: This crypt contains a single stone slab piled with skulls. When the PCs enter one skull will begin a evil cackling laugh, followed by another, and another, until all the skulls are laughing in a ghostly cacophony of death. This unholy sound will make those who hear it turn insane unless a successful save versus Poison (at +2) is made. One of the skulls has a *Gem of Seeing* in its eye socket.

Defiled Crypt 3: The smell of dead flesh is overpowering, even through the bricked-up wall. This chamber is filled, shoulder-to-shoulder with undead. There is no room for the PCs to walk whatsoever. The ceiling is very low here, no more than seven feet from floor to ceiling. Each ten foot square in this chamber contains five rows of undead that are five deep for a total of 200 undead creatures. They appear to be in some sort of dormancy. The undead are shackled together with chains connected to rusty iron bands around their necks. The bands are branded with the unholy symbol of Nergal. Two doors can barely be noticed on the far eastern wall. There is not sufficient room for the PCs to fly or climb above the undead due to the low ceiling.

How the PCs decide to reach the doors is up to them. However, if the undead are attacked or the door to either A or B is opened without speaking the phrase "Life in Death," the shackles will fall from the necks and the gruesome horde will be unleashed.

Use the table below to randomly determine the various types of undead (200 total):

Undead Type
1. Zombies (1d20)
2. Ravenous Zombies (1d20)
3. Coffer Corpses (1d10)
4. Ghouls (1d10)
5. Ghasts (1d10)
6. Mummies (1d4)

A. This chamber contains a pedestal in the center of the room. On top of the pedestal is a velvet pillow, now moldy and ruined. On the pillow sits a *Scarlet* and *Blue Ioun Stone* (+1 to Intelligence).

B. This chamber contains a pedestal in the center of the room. On top of the pedestal is a pile of strange playing cards. This is a *Deck of Many Things*.

197. A **Greater Crypt Shade** (1) AL: C, AC: 4, HD: 6, HP: 19, #AT: 1, DMG: 1d10, now haunts this tomb. It will whisper torments of death in Black Tongue as it swirls around the room attacking the PCs. The sarcophagus contains a coffer with 200pp.

Burial Alcoves: (80) Square, Skull Piles.
Contents: 52gp, *Potion of Growth*.

198. This room contains two sarcophagi. If one of them is touched a *Magic Mouth* will appear and scream "Thieves!" repeatedly. If this happens, it will trigger a second *Magic Mouth* to appear and scream "Tomb-Robbers!" ten times (roll for random monsters twice). The sarcophagi contain bones and no treasure.

A. The inside of this alcove is covered in **Purple Moss** (1) AL: N, AC: N/A, HD: 2, HP: 3, #AT: Sleep, DMG: Special.

B. This alcove contains a low stone altar with a dozen clay funerary figures (no value).

199. Similar to 198, this crypt contains two sarcophagi. Both are sealed with wax and bas relief along the sides depict worship of the gods. Both skeletons wear funerary masks crafted of bone (100gp each).

A. This alcove contains a **Brown Pudding** (1) AL: N, AC: 9, HD: 9, HP: 45, #AT: 1, DMG: 2d6*, that has oozed through cracks in the walls from #201.

B. This alcove contains a single scarab carved from the bone of a large creature. It is magical and cursed. Anyone who touches it will develop Mummy Rot.

200. This crypt is the resting place of two **Mummies** (2) AL: C, AC: 3, HD: 5+1, HP: 28, 25, #AT: 1, DMG: 1d12*. Both wear Gold Death Masks that provide them with +2 to hit and damage and are worth 600gp each. One mummy wears a strange green medallion that functions as a *Gem of Brightness*.

A. Sitting on a low table in this alcove are four bronze canopic jars. The jars are not valuable. Their contents include: stomach, lungs, liver, and kidneys.

B. Sitting on a low table in this alcove are four clay canopic jars. See A for details.

201. This crypt contains three statues (two women with scimitars on either side of a large, helmed male warrior with a mattock). They are simply regular statues.

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Near these statues are entrances to a set of catacombs lined with a staggering number of square burial alcoves. There are 40 small alcoves for every 5 foot by 10 foot area of passage shown on the map (42) for a total of 1,680 burial niches.

There is a 50% chance of finding coin in each section of alcoves. To determine the coin type roll 1d4 (1: Copper; 2: Silver; 3: Electrum; 4: Gold). After determining the type of coin, randomly determine the amount. Roll 1d10. The result is the number of coins (in hundreds) found in that set of alcoves.

In addition, the following special items/encounters can be found in their respective alcove areas:

A. This area includes an alcove with a lever. If the lever is pulled, the three secret doors in room 201 will open and release three **Wights** (3) AL: C, AC: 5, HD: 3, HP: 19, 15, 15, #AT: 1, DMG: Drain, into the room intent on feeding on the life force of the PCs.

B. A beautiful double-bladed *Dagger +3*.

C. *Scroll of Cure Serious Wounds* (x3).

D. Gold Funerary Figure (1,000gp).

E. Ten Ancient Scrolls and Books (Value: 10,240).

F. A quiver of 20 *Arrows +2*.

Be sure to check for random monsters if the PCs decide to search by hand (rather than using magic). If they only search by magic, the PCs will likely miss the Ancient Scrolls and Books.

202. This room is covered in burial alcoves:

Burial Alcoves: (66) Trapezoidal. Small black urns.
Contents: 435gp and 321sp.

203. This natural cavern possesses a small lake at its center. In the middle of the lake is an island with a white stone sarcophagus. **Show the players Barrowmaze illustration #24**.

Relief on the coverstone depicts a priest at rest. This is the final resting place of Palantis, a powerful cleric of law. Only those of lawful (good) alignment can remove the coverstone. It is immoveable to anyone of neutral or chaotic (evil) alignment. Inside the sarcophagus are the skeletal remains of Palantis and his unique mace called the *Aspergillum of Palantis* (see New Magic Items).

The lake is home to a strange and terrible creature called **Black Tentacles** (1) AL: C, AC: 3, HD: 10, HP: 63, #AT: 6, DMG: 1d8*. The monster somehow managed to get carried into the small lake through an underground river. It is ravenous and will lash out at PCs, choosing those with light sources followed by good-aligned clerics and warriors. It will retreat when it has only one eye stalk remaining.

204. This room is the living quarters of the **Greater Medusa** in #205. It is filled with the statues of men that she moved here as trophies. If the PCs have the means to turn *Stone to Flesh*, the Referee is encouraged to draw up unique NPCs or use the pregenerated characters. Anyone returned to flesh will be grateful and may serve the party for a time (if needed).

205. Long ago, the maiden **Moniphine** believed herself more beautiful than the gods. She was worshipped as a demi-god and summarily cursed for her arrogance. She became a **Greater Medusa** (1) AL: C, AC: 3, HD: 8, HP: 43, #AT: 2, DMG: Special, and has taken this small ruined temple as her lair.

The room is lit with flaming braziers that cast shadows throughout. Statues and decorated pillars that look like caryatid columns line the room. The floor is covered in debris, including bones, rubble, and dried sticks (the medusa has thrown the latter on the floor to use her *Sticks to Snakes* ability). **Show the players Barrowmaze illustration #25.**

The medusa cannot be seen when the PCs first enter the room. She will be in the shadows at the back of the temple, close to the secret door. From there she will use her bow and snipe the PCs one by one, starting with light-bearers and spell-casters. To slow the PCs down she will use her innate *Sticks to Snakes* ability on the sticks lying on the floor near the entrance.

She will not move from the high ground (+1 to attack) unless she has no other choice. She bears a *Shortbow of Quickness +2* (that allows one extra ranged attack per round). She also wears a quiver filled with 10 normal arrows and 10 snake-arrows. The latter do 1d6 points of damage and require a save (Poison) or die. She also possesses a *Shortsword +2*.



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Moniphine wears two scarab keys as amulets around her neck. The first opens the door to Barrow Mound #49 and the second, showing an oak-leaf with runes, opens the sarcophagus of **Rathgar** in #194.

There are two large baskets in A that contain 15,126sp and 7,621gp respectively.

206. The **Ravenous Dead** (8) AL: C, AC: 8, HD: 3, HP: 19, 17, 14, 12, 12, 10, 7, 7, #AT: 1, DMG: 1d6, here have been instructed by the Necromancers of Set to attack if the secret door to #189 opens or explodes (*Glyph of Warding*).



207. This room is empty. Peat-colored water has dripped in from the ceiling and swollen several crypt doors.

Quiet Crypt 1: The door to this crypt is swollen shut. Skeletal remains. There is nothing of value.

Quiet Crypt 2: This crypt is empty, and the door is open. The contents of this room have been plundered.

Quiet Crypt 3: The door to this crypt is swollen shut. There is nothing of value.

Quiet Crypt 4: The door to this crypt is slightly ajar. An **Ochre Jelly** (1) AL: N, AC: 8, HD: 5, HP: 21, #AT: 1, DMG: 2d6, has oozed into this crypt. A runic tablet can be found on the floor.

208. A lever, used to raise the portcullis between room #207 and #208, is located on the wall of this room, close to the double doors. Raising the rusty portcullis will be noisy and may (50%) bring the Necromancer patrol in #213 to investigate.

209. A large pool of dark fetid water dominates this crypt. Against the far eastern wall is an ornate sarcophagus. This crypt is haunted by a terrible **Groaning Spirit** (1) AL: C, AC: 0, HD: 7, HP: 38, #AT: 1, DMG: 1d8*. If anyone approaches within 10 feet of the sarcophagus, the groaning spirit will materialize and wail.

Inside the sarcophagus is a coffer with 1,000ep. However, the primary trove is hidden in a secret compartment below the remains and includes a *Potion of Healing* and a glowing *Broadsword +2, +3 vs Undead*.

There is also a coffer holding gems and jewels: Small Flawed Azurite (10gp), Small Carnelian (100gp), Small Flawed Obsidian (10gp), Small Alexandrite (100gp), Medium Amethyst (100gp), Large Pure Black Pearl (500gp), Finely Cut Fire Opal (1000gp), Medium Deep Blue Spinel (500gp), Small Flawed Tiger Eye (10gp), Small Flawed Moss Agate (10gp), Small Flawed Lapis Lazuli (10gp), Small Bloodstone (50gp), Large Topaz (500gp), Small Sardonyx (50gp), Small Flawed Malachite (10gp), Medium Aquamarine (500gp), Small Coral (100gp), Small Flawed Pink Moss Agate (10gp), and a Medium Violet Garnet (500gp).

210. This corridor is dark and eerily quiet.

Defiled Crypt 1: The door to this crypt is locked. It contains the remains of four warriors leaning in vertical alcoves covered in cobwebs. They have risen as **Crypt Knights** (4) AL: C, AC: 2, HD: 7, HP: 39, 38, 31, 28, #AT: 1, DMG: 1d10.

Quiet Crypt 2: The door to this crypt is locked. Eight Small Silver Coffers are lined against the north wall beside the skeletal remains of a man. Statues of four small gargoyles sit in each corner of the room. The coffers are worth 250gp and contain 2d20 gold pieces each.

Defiled Crypt 3: This door is slightly ajar. A group of **Ravenous Dead** (6) AL: C, AC: 8, HD: 3, HP: 22, 19, 18, 17, 14, 14, #AT: 1, DMG: 1d6, have wandered into this crypt. They wear *Amulets of Proof Against Turning*. They bear the following treasure: Buckle inlaid with Coral (800gp), Jade Necklace (800gp), Silver Pendant

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(400gp), Belt inlaid with Ivory (300gp), Silver Crown inlaid with Jade (1,100gp), and a Silver Goblet (800gp).

Quiet Crypt 4: This crypt is locked. A tripwire just inside will release a large maul above the door that will strike the first human in the chest (it will miss smaller humanoids) for 2d6 points of damage. The maul makes an attack roll at the same hit dice as the target. Two Gold Drinking Horns (450gp each) rest beside skeletons draped in burial shrouds.

211. This 25 foot high crypt is supported by four large pillars shaped like dwarves with raised hands supporting the ceiling. In the center of the room is a beautifully carved stone sarcophagus that resembles an anvil. Inside the sarcophagus is a Gold Burial Casket shaped like a dwarven priest (value 5,000gp). **Show the players Barrowmaze illustration #26.**

Inside the casket are the remains of **Drambuin Hillsmith**, a cleric entombed here long ago. He is dressed in his *Platemail +1 of Fire Resistance* and bears a *Helm +1*. Across his chest rests his mithril *Warhammer +2, +3 vs. Constructs*. One of the statue-like pillars supporting the crypt (SE) is actually a **Stone Golem** (1) AL: N, AC: 5, HD: 14, HP: 63, #AT: 1, DMG: 3d8, that will attack if the sarcophagus is disturbed.

212. This hallway contains a few bones and small rubble piles.

A. The stone door to this crypt has a small crack near the floor. A dangerous **Black Pudding** (1) AL: N, AC: 6, HD: 10, HP: 61, #AT: 1, DMG: 3d8, has managed to make a lair here.

B. A bricked-up wall blocks the entrance to this crypt. A skeleton can be found resting on a stone slab in mummiform position against the back wall. A Celadon Vase sits near it (value 1,200gp). If 3 or more characters enter the room, their weight will set off a trap. Floor spears will emerge, causing 2d6 points of damage to anyone in the room. There is no save for half damage. If the PCs engage in combat while holding the fragile vase, there is a 1–5 on d6 chance it will break.



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C. The door to this crypt is sealed. There is nothing of value inside, only skeletal remains.

D. Behind this bricked-up wall is a small shrine to Herne the Hunter, Demi-God of the Forest. A set of bronze disks outlines Herne's faith (neutrality) and would be of particular interest to rangers, druids, and elves. There is also a totem crafted out of deer antler and decorated with Celtic-style knot-work. This is *Herne's Rune*, a magical holy symbol that can store one first level cleric/druid spell (for one of his followers).

E. The stone door to this crypt is sealed. The crypt contains two funerary boxes with bones. A Large Gold Goblet (110gp) sits on a pedestal between the boxes. If lifted, a 5x5 foot pit will open beneath the feet of the tomb-robber, dropping them 20 feet and causing 2d6 points of damage. Moreover, the doors of the pit will then close, trapping the person below.

F. The stone door to this crypt has been broken. It rests in pieces on the ground, and the crypt has been plundered. A colony of **Brown Mold** (1) AL: N, AC: Always Hit, HD: 2, HP: 9, #AT: 1, DMG: 2d8, now covers the inside of the crypt.

213. This room is a guard post. The post is manned by two young apprentice Necromancers of Set: **Kohl**, AL: C, AC: 9, HD: MU1, HP: 4, #AT: 1, DMG: 1d4 (Dagger), Spells (1): *Magic Missile*, 10gp, and **Sinnis**, AL: C, AC: 9, HD: MU1, HP: 3, #AT: 1, DMG: 1–4 (Dagger), Spells (1): *Protection from Good*, 7gp.

They command a small group of undead, including **Juju Zombies** (3), AL: C, AC: 6, HD: 4+4, HP: 31, 24, 16, #AT: 1, DMG: 1d8, and **Funeral Pyre Zombies** (6) AL: C, AC: 7, HD: 2, HP: 14, 10, 9, 7, 5, 4, #AT: 1, DMG: 1d8.

Kohl and **Sinnis** are primarily concerned with the western door. They have their **Funeral Pyre Zombies** lined up facing the door with the **Juju Zombies**, armed with longbows, immediately behind them. They have been instructed to kill intruders, but to flee through the secret door to #215 and sound the alarm if things appear to go against them.

One of the **Juju Zombies** (16hp), was a former Necromancer of Set. He could never remember the phrase that must be recited to open the secret doors to the Shrine. Not a very clever chap, he wrote the password "Set Commands and I Obey" in Black Tongue on a piece of parchment that remains in the pocket of his rotting robes.

The Secret Shrine of Set (#214 to #222) is lit by torches throughout the complex.

214. These are the living quarters of **Kelingard** AL: C, AC: 7 (Dex), HD: MU3, HP: 9, #AT: 1, DMG: 1d6 (Staff), Spells (2/1): *Magic Missile, Dancing Lights; Mirror Image*. He possesses a spellbook and 30pp. Kelingard also has a *Ring of Feather Fall*. He has been charged with overseeing the apprentices quartered in #219.

A. These are the living quarters of **Orthos** AL: C, AC: 7 (Bracers), HD: MU3, HP: 10, #AT: 1, DMG: 1d6 (Staff), Spells (2/1): *Burning Hands, Protection from Good; Web*. He possesses *Bracers of Defense* (AC7), a spellbook, and 29pp.

Orthos' primary charge is to command the escape, if one is necessary. If the alarm is raised, **Orthos** will proceed to B and begin lining the undead up in the hallway behind the secret doors between A and B. If instructed to execute the escape plan, he will move the undead out into the hallway just outside the secret door, leave a small group to cover behind them, and then proceed with the rest of the undead en masse to #189. He will hold that position so that all the Necromancers may escape.

B. The Necromancers of Set use this room to house a portion of their undead force and as a prison for select mongrelmen. This room is well-suited to repel incursions into the shrine. There are twenty normal zombies here: **Zombies** (20), AL: C, AC: 8, HD: 2, HP: 15, 15, 15, 12, 10, 10, 10, 9, 9, 9, 9, 8, 8, 7, 7, 7, 7, 6, 6, 6, #AT: 1, DMG: 1d8. The stench of death is so strong that PCs who enter this room must make a Constitution check or vomit for 1d4 rounds.

The Necromancers have found it very useful to charm mongrelmen to do their exploration, recover grave goods, and learn information. They keep a cell in the northeastern corner of the room specifically for mongrelmen.

Early on, they managed to capture **Crab-Claw** AL: N, AC: 6, HD: 4, HP: 26, #AT: 1, DMG: 1d8, the chief of the mongrelmen, and their religious leader, **Sayer of the Truth** AL: N, AC: 6, HD: 4, HP: 20, #AT: 1, DMG: 1d8. These two are both intelligent and "act" as if charmed,



although they are not. All the other mongrelmen here, including **Panther-man**, **Dingo-Baby**, **Li'On-Ess**, and **Spider-Pig** have been charmed and act accordingly. These charmed mongrelmen possess the following statistics AL: N, AC: 6, HD: 2, HP: 10, #AT: 1, DMG: 1d6.

215. Show the players Barrowmaze illustration #27. The Necromancers have devoted this room as a shrine to their jackal-god Set. The ceiling is 30-feet high. A statue of Set in the middle of the room is bracketed by two large columns. A blood-stained altar rests in front of the statue. Several flaming braziers are located in this room. There are two **Brass Jackals** (2) AL: N, AC: 3, HD: 2, HP: 11, 8, #AT: 1, DMG: 1d8, on guard here at all times on either side of the altar. At the back of the shrine are three black-and-yellow curtained areas. These are the quarters for leaders of the sect.

216. This chamber belongs to **Thala-Kul** AL: C, AC: 4 (*Ring +2* and Dex), HD: MU5, HP: 17, #AT: 2, DMG: 1d6 (Staff) and 1d6 (Kick), Spells (2/2/1): *Magic Missile, Shocking Grasp; Mirror Image, Stinking Cloud; Lightning Bolt*. He is second-in-command of the Necromancers. He possesses a *Ring of Protection +2*, *Sandals of Kicking* (see New Magic Items), a spellbook, and 36pp. His quarters are guarded by **Brass Jackals** (2) AC: 3, HD: 2, HP: 15, 9, #AT: 1, DMG: 1d8, at all times.

Thala-Kul takes pleasure in the vivisection of mongrelmen. His bookshelves are filled with tomes and treatises on death, undeath, and bestial anatomy. These include a scroll with the name "**Mahle Royc**" and the number "six." This is a hint to enter crypt #192.

Thala-Kul currently has a mongrelman, **Son-of-Snake**, restrained on his vivisection table (1 hit point remaining). His skin is pinned open at various points. Once the PCs reach him, he will say with his dying breath "Help us! You must… free… Crab-Claw…" and then he will die.

217. The room houses the High-Mage of the Necromancers of Set: **Nathalas the Despicable** AL: C, AC: 4, HD: MU10, HP: 28, #AT: 1, DMG: 1d6 (*Staff +2*), Spells (3/3/3/2/2): *Magic Missile, Shield, Protection from Good; Mirror Image, Stinking Cloud, Scare; Blink, Lightning Bolt, Protection from Normal Missiles; Dimension Door, Lesser Globe of Invulnerability; Animate Dead, Conjure Elemental*. Nathalas possesses a Potion of Undead Control, Scroll: *Ward Against Undead (Wraiths)*, Scroll: *Animate Dead* (x2), *Wand of Magic Missiles* (26 charges), *Staff +2*, Spellbook, and 68pp.

Nathalas is paranoid and guarded by a small elite force consisting of **Black Skeletons** (6) AL: C, AC: 4, HD: 6, HP: 35, 32, 31, 29, 29, 26, #AT: 1, DMG: By Weapon. One (35hp) possesses a *Longsword +2* and collectively have 360cp among them. They are positioned immediately outside his door. Nathalas' personal bodyguards are two **Steel Skeletons** (2) AL: N, AC: –1, HD: 8, HP: 60, 60, #AT: 2, DMG: 1d8/1d8.

His quarters are sparsely furnished with a large spellbook on a podium in the center of the room. Magic circles and pentagrams have been drawn on the floor, and melted candles can be found throughout. The skulls of various exotic creatures abound in the room.

A piece of ancient parchment in his spellbook contains a note in Black Tongue *"… near... four fingers… beware Nergal's power… Life in Death… a key…"* The four fingers reference #231 and its proximity to #232 which provides an entrance into The Secret Vault of the Unholy Relic.





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218. Nathalas has given this room to **Gbulg, the Bugbear Chief** AL: C, AC: 2, HD: 4+1, HP: 26, #AT: 1, DMG: 2d4+2 Morningstar; Gblug has a *Shield +2* and uses it as a breastplate. His wife, **Kakta**, is the **Bugbear Shaman** AL: C, AC: 5, HD: CL3, HP: 19, #AT: 1, DMG: 2d4+1 (Large Club), Spells (2/1): *Cure Light Wounds, Darkness; Spiritual Weapon*. Together, **Gblug** and **Kakta** lead the Red Fang bugbear tribe. They hope to improve their lot through mercenary service with the Necromancers.

There are four chests here and two runic tablets. Chest 3 and 4 are locked and trapped with poison needles (save or die).

Chest 1: 2,080cp, Chest 2: 1,450sp, Chest 3: 1,003ep, Chest 4: Gems and jewelry that include a Small Flawed Rhodochrosite (10gp), Small Flawed Turquoise (10gp), Very Large Oriental Amethyst (1,000gp), Small Smoky Quartz (50gp), Very Large Star Sapphire (1,000gp), Small Star Rose Quartz (50gp), Small Flawed Hematite (10gp), and a Small Black Jasper (100gp). The jewelry includes a Gold Comb (300gp), Coral Figurine (400gp), Platinum Cloak Clasp (500gp), and a Bone Drinking Horn inlaid with Silver (600gp).

219. This room serves as a barracks for apprentice Necromancers. They include **Sarla** AL: C, AC: 9, HD: MU1, HP: 3, #AT: 1, DMG: 1d4 (Dagger), Spell (1): *Shield*. 13gp; **Applewood** AL: C, AC: 9, HD: MU1, HP: 4, #AT: 1, DMG: 1d4 (Dagger), Spell (1): *Shield*, 17gp; and **Barsnowik** AL: C, AC: 9, HD: MU1, HP: 2, #AT: 1, DMG: 1d4 (Dagger), Spell (1): *Magic Missile*, 14gp. The quarters are spartan and include makeshift beds, desks, and candles.

220. This room serves as a barracks for three apprentice Necromancers: **Bannock** AL: C, AC: 9, HD: MU1, HP: 2, #AT: 1, DMG: 1d4 (Dagger), Spell (1): *Magic Missile*, 6gp; **Diveen** AL: C, AC: 9, HD: MU1, HP: 2, #AT: 1, DMG: 1d4 (Dagger), Spell (1): *Shield*, 13gp; and **Jabbard** AL: C, AC: 9, HD: MU1, HP: 3, #AT: 1, DMG: 1d4 (Dagger), Spell (1): *Magic Missile*, 14gp. They use this room as their living and study quarters. There is nothing here of value. The apprentices use the area behind the curtain to stow their standard dungeoneering equipment. They are unaware of the secret door.

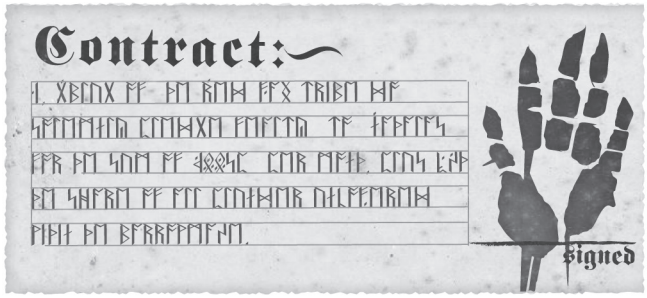
221. This is the Necromancers' secret treasure trove. **Brass Jackals** (2) AL: C, AC: 3, HD: 2, HP: 16, 10, #AT: 1, DMG: 1d8, guard the room.

There is a massive Gold Sarcophagus worth 12,500gp (and weighing 3,000lbs) in this room. Inside, the Necromancers have piled four treasure chests with ancient coins (4,409cp, 3,345sp, 2,234ep, and 2,934gp).

A locked iron chest (poison needle, save or die) contains a *Wand of Wonder* with 63 charges and a spellbook with 8 third level magic-user spells.

222. The rank-and-file of the **Red Fang Bugbears** (10) AL: C, AC: 5, HD: 3+1, HP: 25, 23, 21, 20, 29, 18, 18 17, 17, 16, #AT: 1, DMG: 2d4+1 (Morningstar), are quartered here, in part to provide a buffer between intruders and the necromancers. The bugbears have +1 to their morale when in the presence of the chief or the shaman.







Barrowmaze Area Six: The Forgotten Crypts

Area Six: Random Monsters

1. Black Skeletons (1d6)

2. Crypt Knights (2d4)

3. Spectral Dead (2d6)

4. Barrow Harpies (2d6)

5. Gargoyles (1d6)

6. Gargoyles[1] (2d4)

7. Acolytes of Orcus (1d6)

8. Acolytes of Orcus (2d6)[2]

9. Necromancers of Set (1d6)

10. Necromancers of Set (2d6)[3]

11. Special[4]

12. Special[4]

Note: There is a 2 in 6 chance that wandering undead are wearing Death Masks.

1. This group is led by a Maggog Gargoyle.

2. In addition to rolled results, the Acolytes have at least one sixth level cleric, two Gehennian Goats, and a Runic Golem.

3. In addition to rolled results, the Necromancers have at least one sixth level magic-user, four Black Skeletons, a Mongrelman Scout (4HD), and a Steel Skeleton.

4. Battle between the Necromancers of Set and the Acolytes of Orcus. The exact details are the Referee's discretion.

223. This complex once served as a series of crypts for priests and followers of Nergal. Now, it is a dark chamber supported by crumbling pillars in the center of the room. The pillars are shaped as shielded warriors with great helms, and supporting columns along the walls are the shape of robed women with swords.

When the PCs enter this room they will notice several dim, dancing lights glowing softly in the back of the room near #225 (see room for more details). These are the lights of an undead creature called a **Corpse Candle**, attempting to draw the PCs to the corner of the room where it was pummeled and killed by two **Greater Barrow Guardians** (2) AL: N, AC: 1, HD: 6, HP: 42, 38, #AT: 1, DMG: 1d8+2. These guardians are the two easternmost pillars depicted on the map.

Defiled Crypt 1: The door to this crypt is swollen shut. Three **Mummies** (3) AL: C, AC: 3, HD: 5+1, HP: 24, 15, 15, #AT: 1, DMG: 1d12*, rest in sealed sarcophagi in this crypt. Inside one of the sarcophagi is a rare Platinum Funerary Figure with Small Sapphire Eyes worth 4,000gp.

Quiet Crypt 2: The door to this crypt is closed. A mummy rests at the back of the room in a horizontal alcove. The person who disturbs the body will be cursed (–2 on saves until a *Remove Curse* is cast).

Quiet Crypt 3: The door to this crypt is swollen shut. Burial alcoves adorn the walls.

Burial Alcoves (42): Square. Skulls and thigh-bones. **Contents:** Tooled Leather Scabbard (125gp), *Potion of Extra-Healing*, and a dented helmet.

Defiled Crypt 4: The door to this crypt is closed. Two **Mummies** (2) AL: C, AC: 3, HD: 5+1, HP: 23, 23, #AT: 1, DMG: 1d12*, rest in their sarcophagi. A tripwire at the door is connected to a heavy crossbow trap on the south wall. There is a 1 in 6 chance the rusty crossbow will not shoot. It attacks with the same hit dice as the target with a +3 to hit bonus. If the crossbow fires it will disturb the mummies who will throw off the lids of their sarcophagi and attack. Each sarcophagus is lined with ten Pewter Chalices worth 50gp each.

Quiet Crypt 5: The door to this crypt is swollen shut. One sarcophagus sits in the center of this room. Inside are the remains of a mummified priest. Beside him are three Gold Canopic Jars worth 2,000gp each. Their contents are not recoverable.

Defiled Crypt 6: The door to this crypt is swollen shut. Its inhabitants have risen as **Juju Zombies** (4) AL: C, AC: 6 (5 with shield), HD: 4+4, HP: 27, 26, 18, 18, #AT: 1, DMG: 1d8. They are armed with maces (1d6) and shields, as well as slings with 20 bullets. They wear Gold Death Masks that provide +2 to both their "to hit" and "damage" rolls. The masks are worth 1,000gp each.

224. The door has been bashed down. There are burial alcoves here. They have been hastily searched. There are 6 Clay Funerary Figures scattered on the ground (20gp each).



225. The door to this room is ajar. The body of a human thief in an advanced state of decay lies face down in the doorway. He was killed by a massive wound from behind. The thief has risen as a vengeful **Corpse Candle** (1) AL: C, AC: 2, HD: 6, HP: 27, #AT: 1, DMG: 1d6, and now attempts to draw others into the same fate (see #223). The room itself is empty except for a low bench in front of the secret door.

226. This appears to have been a secret treasure room at one point, but was later used as a rest and re-arm area by a group of tomb-robbers. There are two coils of strong rope (50 feet each), two sledgehammers, and two steel potion bottles (*Extra-Healing*). There is also a short iron rod 1 foot long with a tiny button. This is a unique piece of dungeon exploration equipment called *Teknar's Ten-Foot Pole* (see New Magic Items). These dungeon exploration items are covered in dust and it appears their owners never returned.

227. This hallways leads to several small crypts.

A. The door is locked. A funerary box with remains sits beside a locked coffer. The coffer is trapped with poison gas (save or take 2d6 damage). It contains a Silver Necklace inlaid with Small Pearls (1,100gp), a Silver Sword Harness inlaid with Amber (700gp), and a Small Coral Statuette (700gp).

B. The door is closed and this crypt is empty.

C. The door is open. Whatever was entombed on the stone slab here stood up and walked away.

D. The door to this crypt is made of stone and is sealed shut. If someone attempts to break the door poisonous gas will fill #227 from small holes in the floor. Anyone in the room must save or be *Feebleminded* (as per the spell).

Inside the crypt is the body of a former aristocrat. The walls are lined with Funerary Figures. If the PCs search, they will find two extremely valuable figures made of mithril (5,000gp each). Although they are not especially valuable, there are also Clay (4 worth 25gp each), Terra Cotta (6 worth 100gp each), and Wax (6 worth 50gp each) figures in this crypt.

228. This hallway leads to several small crypts.

A. This crypt has been plundered. The door barely hangs on its rusty hinges.

B. The door to this crypt is closed. Two **Amber Jellies** (2) AL: N, AC: 5, HD: 4, HP: 17, 15, #AT: 1, DMG: 1d6, oozed under the door and have made a lair here. They now stick to the ceiling to surprise unwary prey. A skeleton lying on a slab against the western wall clutches a Valuable Scroll worth 950gp to a sage.

C. The door is closed and the room is empty.

D. A dwarven fighter, half-decayed, is propped up in the corner of this room. Tucked in his belt is a partial map of the caves in #312 (Referee's discretion).

229. There are **Steel Skeletons** (2) AL: N, AC: –1, HD: 8, HP: 47, 38, #AT: 2, DMG: 1d8/1d8, here at all times. They serve as the first line of defense for the Secret Shrine. They will allow those wearing Necromancer robes to pass unhindered.



Area Six: The Forgotten Crypts



230. This room is empty. Small piles of rubble can be found here along the walls. If carefully searched using bright light (beyond a torch or lantern), PCs may notice footprints heading toward the secret door. The door is opened by speaking "Set Commands and I Obey."

231. Take a moment to read the entries below before proceeding with play.

This hallway contains 4 narrow doors leading to small "finger" crypts. Only a halfling, gnome, or dwarf can walk in these crypts. All others must crawl. These crypts are protected by four **Crypt Knights** in secret areas (two are located in E and two in F). They will wait until a PC enters one of the small round crypts before they burst through the secret alcoves in dramatic fashion and attack the nearest party member.

A. The door to this crypt is sealed shut. Inside the crypt is an urn sitting beside a narrow well with bucket and winch. Drinking from the well will cause a PC to have their primary requisite increased by one and a randomly determined ability (but not the same one) reduced by 1d2. There is nothing else of note in this crypt.

B. The door to this crypt is swollen shut. Other than a funerary box there is nothing of value here.

C. The door to this crypt is open. **Giant Scorpions** (4) AL: N, AC: 5, HD: 2+2, HP: 13, 9, 7 5, #AT: 3, DMG: 1d6/1d6/1d3*, nest in this room. There are six Electrum Coffers on a shelf along the rounded wall. These are worth 300gp each. Inside each coffer is a moonstone worth 100gp each.

D. This door is locked. A **Brown Pudding** (1) AL: N, AC: 9, HD: 9, HP: 56, #AT: 1, DMG: 2d6*, has oozed into this crypt from a hole in the wall. There are three mummies lying on a large stone slab. They each wear Copper Death Masks worth 250gp each. The **Brown Pudding** sits on the ceiling above the bodies. If the mummies are disturbed a secret stone wall will descend in the narrow corridor and isolate anyone caught inside. The pudding will then attack. The slab can only be broken with an iron spike and sledge. This will take five rounds.

E. Crypt Knights (2) AL: C, AC: 2, HD: 7, HP: 42, 25, #AT: 1, DMG: 1d10. Both wear Gold Amulets with the symbol of their order (skull atop a rose) that function as *Amulets of Proof Against Turning*, each worth 700gp. One wears a signet ring that is actually a *Ring of Free Movement*.

F. Crypt Knights (2) AL: C, AC: 2, HD: 7, HP: 38, 32, #AT: 1, DMG: 1d10. The crypt knights wear Gold Amulets with the symbol of their order (the skull atop a rose). Similar to those in E they function as *Amulets of Proof Against Turning* and are worth 700gp each.

232. This room has not been accessed in centuries. A thick layer of dust covers the floor. A large simple stone sarcophagus dominates the room. Inside are skeletal remains and six **Clockwork Scorpions** (6) AL: N, AC: 2, HD: 1, HP: 8, 8, 8, 8, 8, 8, #AT: 3, DMG: 1d2x2/1d2*.

The sarcophagus is one of two entrances into The Secret Vault of the Unholy Relic. The entrance is located in a false bottom underneath a sarcophagus. A narrow tunnel heads east and leads to a trapdoor.

233. There are two large tapestries hanging on the walls of this room. The tapestries appear in excellent condition and are actually ravenous **Mimics** (2) AL: N, AC: 7, HD: 9, HP: 50, 42, #AT: 1, DMG: 3d4.

A. This room is empty.

B. This room contains a small group of mongrelmen scavenging for food. The **Mongrelmen** (6) AL: C, AC: 4, HD: 4, HP: 21, 21, 19, 19, 16, 16, #AT: 1, DMG: 1d10, wield vicious spiked clubs and patched-together bits of armour. There is a 1 in 3 chance on d6 that they will hear the PCs coming and flee or camouflage themselves. The largest of the mongrelmen is so adept at mimicry he will also try to make the PCs believe they hear noises behind them. Consider the effect the equivalent of the first level magic-user spell *Ventriloquism*. The mongrelmen are aware of their proximity to the Secret Shrine of Set and listening for noise, particularly from the north.

Unbeknownst to the mongrelmen, the secret door contains a cache of adventuring gear including a sledgehammer, 50' rope, 6 vials of oil, 3 bottles of holy water, and two *Potions of Extra-Healing*.

C. This chamber contains a large rubbish pile. There is nothing of value here.

D. This room contains a small five foot high obelisk. The writing on the obelisk has been chiseled away recently and it has been smeared with excrement. Enough detail can be gleaned from the remaining glyphs to suggest this was erected in the name of Nergal, God of the Underworld.



E. The door to this chamber has been destroyed. Magical blast marks surround the entranceway. The corpses of two adventurers, a warrior and a magic-user, lay dead on the floor. Their bodies have been hastily stripped and they have been dead for some time. They appear to have been pummeled to death.

F. Similar to E, the door to this chamber has been destroyed. The room is empty. The floor is littered with bones and debris.

234. This room is empty. Bones and rubble have been piled in the corners of this room.

A. A gargoyle statue, broken and crumbled into innumerable pieces, lies on the floor of this chamber. Several sword marks and magical blast points can be found on the walls.

235. This room is empty. Signs of battle and magical blast points mark the flagstone walls.

236. The steel door to this crypt is magical and made of stone and opens one-way only (into the crypt).

The door cannot be held open by simple pieces of wood or metal. Magical weapons will hold for a number of rounds equal to the plus of the weapon before they break and become useless.

There are four sarcophagi here. Their inhabitants have risen as terrible **Wraiths** (4) AL: C, AC: 3, HD: 4, HP: 20, 15, 13, 9, #AT: 1, DMG: 1d6*. Once the tomb has been entered, the wraiths will rise from their sarcophagi and converge upon the intruder.

Inside one of the sarcophagi are two Platinum Rhytons (worth 2,300 and 2,100gp), two runic tablets, as well as a set of *Gauntlets of Ogre Power.*

237. This hallway is empty.

238. A sarcophagus stands upwards against the southern wall of this room. Recently, a fourth level paladin, **Sir Pelinore**, was captured, bound, and put here by a **Necrolyte of Nergal**.

An illusion was also cast (along with a permanent silence on the sarcophagus) to make him appear as a bloodthirsty vampire. The PC who slays the paladin will fail their next save attempt.

If the illusion is discovered, and the paladin is freed and armed, he will serve the party for a year before returning to his knightly order. His abilities are Str: 16, Int: 15, Wis: 15, Dex: 16, Con: 14, Cha: 17. He has 30 hit points at full health.

239. Empty.

240. This hallway is empty.

Defiled Crypt 1: The door is locked. This crypt contains a **Mummy** (1) AL: C, AC: 3, HD: 5+1, HP: 32, #AT: 1, DMG: 1d12*, wearing a Gold Death Mask (+2 to hit, +2 damage) worth 1,000gp.

His four canopic jars (Terra Cotta, 100gp each) can be found in the crypt. The mummy will take 1d6 points of damage each if they are destroyed.

Defiled Crypt 2: The door to this crypt is closed. Inside is a glass casket with a beautiful elf maiden.

Beside her are many items of power (see below). However, the PCs cannot open or break the glass. It does appear that a scarab key, with a shape of an elvish tree, can be inserted into a lock device to open the casket. This scarab key can be found in #312D.

The maiden is an illusion. The women inside is actually a dreaded **Barrow Wight** (1) AL: C, AC: 4, HD: 6, HP: 30, #AT: 1, DMG: 1d8*. Inside her casket is a bag with 5,000gp, a Scroll: *Ward Against Magic*, a *Net of Snaring*, and a *Book of Lawful Wisdom*.

Defiled Crypt 3: The door to this crypt is ajar. There are two **Ghasts** (2) AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*, lying on slabs. They will investigate noise or light, or might play dead if caught unaware. Between them is a Bowl of Gems: Small Red-Brown Garnet (200gp), Large Black Pearl (1,000gp), Very Large Fire Opal (1,000gp), Large Finely Cut Aquamarine (1,000gp), and a Small Black Jasper (50gp).

Quiet Crypt 4: The door to this crypt is locked. A bowl of gems sits on a pedestal in the center of the room. A bronzed skeleton rests on a slab against the back wall. If the bowl is removed from the pedestal, five poisoned darts will fly from the wall, attacking at the same hit dice as the target. If hit, the victim will be *Slowed* as per the spell for 1 turn. The bowl contains a Small Amber (100gp),



Small Coral (100gp), Small Flawed Chalcedony (40gp), and a Small Jade (100gp).

Defiled Crypt 5: The door to this crypt is locked. Four **Mummies** (4) AL: C, AC: 3, HD: 5+1, HP: 32, 27, 26, 24, #AT: 1, DMG: 1d12*, have risen here.

Defiled Crypt 6: This door is swollen shut. A group of **Juju Zombies** (6) AL: C, AC: 6, HD: 4+4, HP: 31, 25, 25, 24, 18, 16, #AT: 1, DMG: 1d8, will burst through the door if sufficient noise is made in the hallway or the sound of battle is heard.

They wear unique Silver Death Masks inlaid with Gold. This provides them with the benefits of both *Spider Climb* and +2 to hit and damage.

241. This room is empty.

242. There are five curtains in this room that hide alcoves. Moving clockwise the contents include:

1. A half-chewed human corpse.

2. Yellowed skulls neatly stacked in a pyramid.

3. A **Clockwork Cobra** (1) AL: N, AC: 2, HD: 1, HP: 8, #AT: 1, DMG: 1d3*, underneath a pile of rags.

4. A *Dagger +2 of Throwing*.

5. A Gold Death Mask (500gp).

243. In the center of this room is a sarcophagus covered in strange glyphs on all four sides. This is a magical puzzle lock. The total number of glyphs on each side of the sarcophagus is as follows: West (36), South (32), East (67), North (41).

On the top of the coverstone there are thirteen round steel rods and twelve rod slots with the following numbers 108 (N+E), 99 (E+S), 68 (S+W), 77 (W+N). As well as 185 (N+E+W+N) and 167 (E+S+S+W) and 352 (N+E+W+N+E+S+S+W). There are also the following false numbers 45, 69, 71, 155, 377.





The rods must be inserted into the following holes in order to access the sarcophagus: 108, 99, 68, 77, 185, 167, 352. If a rod is inserted into a false hole it will immediately shock the rod inserter for 1d6 points of electricity damage (no save) and shatter the rod. The PCs only have six extra rods (13 for 7 holes) and thus must choose wisely. The sarcophagus cannot be damaged by mundane or magical means. Inside the sarcophagus is the *Couter of Palantis* (see New Magic Items).

244. A barrow mound on the surface has collapsed into this room creating a large cylindrical opening (40' wide and 40' deep) to the surface. During the day, light streams down from above. Rubble, earth, bones, and offal covers the ground here and worn frescos adorn the walls. In the various outcroppings leading to the surface, a flock of despicable **Barrow Harpies** (15) AL: C, AC: 5, HD: 3, HP: 23, 21, 21, 18, 17, 17, 16, 15, 11, 11, 9, 9, 8, 8, 6, #AT: 3, DMG: 1d6/1d6/by weapon, have made their lair. In addition to gnarled clubs and rusty shortswords half of these harpies also possess shortbows with small quivers of 10 arrows. They will let wandering undead and those dressed in the garb of the Acolytes of Orcus pass unhindered, but will attack other intruders.

In addition, the harpies keep a flock of **Giant Vultures** (8) AL: N, AC: 6, HD: 2+2, HP: 17, 16, 16, 13, 13 12, 11, 9, #AT: 1, DMG: 1d6+1, as guardians and pets. Some of these can be seen circling high above the barrow mounds.

245. A great set of double doors enters into this crypt. The leader of the barrow harpies, a particularly despicable female named **Vultrix**, has made this crypt into her personal throne room. She prefers to lie in a semi-reclined position atop the sarcophagus in the eastern portion of the room.

Vultrix (AC: 2, HD: 5, HP: 36) is stronger and more agile than the others. She wields a *Longsword +1 Flame Tongue* and a *Shield +2* in battle. Vultrix is guarded by two strong male **Barrow Harpies** (2) AC: 4, HD: 4, HP: 28, 28 armed with tridents. There are also six female **Barrow Harpies** (6) HP: 19, 18, 17, 13, 12, 11 here that serve as her attendants armed with longswords and shortbows (10 arrows). There are also two **Giant Vultures** (2) AL: N, AC: 6, HD: 2+2, HP: 16, 13, #AT: 1, DMG: 1d6+1, that **Vultrix** keeps as pets. If the sounds of battle are heard in #244, **Vultrix** will send her bodyguards to investigate. She will then appear with her attendants. Large clay pots at the back of the room contain 3,853cp, 5,367sp, and 3,922ep. The barrow harpies possess +2 to their morale as long as **Vultrix** is alive. If she is killed those remaining will immediately check morale at –2.

246. A strange and weird mural on the southern wall depicts ritual sacrifice to an ooze creature. There are three strange urn-like vessels, about three feet tall, grouped together on the floor in the center of this room. The PCs have never seen urns this shape before. They are not urns but rather vessels used long ago to trap and contain a great monster.

They will need to decide what they want to examine first. If the PCs begin to examine the mural the images will start to move. Each PC must make a saving throw (Spells) or stare entranced at the mural for two turns. If the urns are touched, or the PCs spend more than 1 turn in the room, the urns will begin weeping strange black goo. Within 1 turn the goo will pool together as a monstrously large **Black Pudding** (1) AL: N, AC: 6, HD: 10, HP: 80, #AT: 1, DMG: 3d8.

247. This door is closed. **Amber Jellies** (3) AL: N, AC: 5, HD: 4, HP: 26, 19, 18, #AT: 1, DMG: 1d6, have managed to enter the room and now stick to the ceiling to best surprise their prey.





248. Access to this crypt is blocked by a bricked-up wall. There are eight six-foot tall niches along the wall of this room. Inside each are the skeletal remains of ancient warriors covered in dust. When the PCs enter this tomb, they will hear a cacophonous wailing followed by white vaguely warrior-like apparitions stepping out of the alcoves. These apparitions are **Spectral Dead** (8) AL: C, AC: 2, HD 4, HP: 32, 30, 28, 28, 22, 22, 18, 14, #AT: 1, DMG: 1d8*. In the vertical niches the PCs can find an ancient set of *Chainmail +2*, a *Two-Handed Sword +1, +2 vs. Magical Creatures*, and a *Potion of Heroism*.

249. This crypt antechamber is guarded by a **Necrolyte of Nergal** (1) AL: C, AC: 3, HD: 7, HP: 30, #AT: 1, DMG: 1d8. He possesses the same spells as a 7th level magic-user (3/2/2/1): *Magic Missile, Shield, Shocking Grasp; Darkness Globe, Invisibility; Lightning Bolt, Haste; Lesser Globe of Invulnerability.*

He protects this crypt with a contingent of **Crypt Knights** (10) AL: C, AC: 2, HD: 7, HP: 38, 37, 36, 33, 32, 32, 27, 26, 23, 21, #AT: 1, DMG: 1d10. These crypt knights wear platemail and shield. Five carry halberds and the other five carry *Broadswords +1*. Due to the bricked-up wall, the necrolyte will have plenty of time to prepare spells and set his defenses prior to the PCs entering the crypt. Note that this crypt blocks all scrying attempts. The walls are lined with books and it appears spell research has taken place here. A book with the magic-user spells *Animate Statue*, *Zozomir's Stentorian Shout*, and *Baltron's Effusive Bloodboil* can be found on a desk.

250. The door to this crypt is locked and trapped with a poison needle (save or die). A locked metal box, wrapped in chains and padlocked, sits on a pedestal in the center of this room. The padlock is not trapped but the box possesses a poison needle trap (save or die). The box contains a valuable arcane volume that is the color of the blackest midnight. This is a *Libram of White Magic* (see New Magic Items). This book radiates law/good if detected.

251. The door to this crypt is locked and trapped with a poison needle (save or die). Sitting on a pedestal in the center of the room is a white book edged in gold. This is a *Libram of Dark Magic* (see New Magic Items). This book radiates chaos/evil if detected.

252. This room is supported by four large pillars in the center. The pillars are decorated with stone gargoyles of all shapes and sizes.

Hiding among the inanimate statues are four gargoyles. These include the brutish **Xxaxik** (*Zax-ik*), a **Margoyle** (1) AL: C, AC: 1, HD: 6+1, HP: 25, #AT: 4, DMG: 1d6x2/1d6/1d6, and his henchmen **Gargoyles** (3) AL: C, AC: 5, HD: 4, HP: 23, 20, 13, #AT: 4, DMG: 1d3/1d3/1d6/1d4. **Xxaxik** and his crew were recently banished from the larger contingent of gargoyles (#272) after he challenged **Zygstral** for leadership and lost.

These gargoyles are completely indistinguishable from the decorative gargoyle statues found in the room unless a *Detect Magic* or *Detect Evil* spell is cast. With so many gargoyle faces in the room, PCs will get an eerie sensation of being watched.

Xxaxik will try to lure the party into helping him kill **Zygstral** with promises of gold and treasure in #273 (but he will not tell them about the pit or the mimic). He will tell the PCs what they want to hear. Despite his recent defeat, **Xxaxik** is haughty and his speech is labored—he has very large fangs that jut upwards from his mouth and he speaks with a forked tongue. They have knowledge of the larger gargoyle lair and of **Grizelda** in #265.

Defiled Crypt 1: This crypt is sealed with a stone door. It will take an iron spike and a sledgehammer to break the seal. Inside are two **Wraiths** (2) AL: C, AC: 3, HD: 4, HP: 25, 13, #AT: 1, DMG: 1d6*, in voluminous black burial shrouds. A large metal coffer on a low altar is trapped with a *Glyph of Warding* (Blast, 20 points of damage, save for half). It holds 4,262gp.

Quiet Crypt 2: This tomb is sealed with a bricked-up wall. The interior is covered in small burial alcoves:

Burial Alcoves: Hexagonal. Wicker effigies.
Contents: Glass Beads (40gp), Glass Box (300gp), and a Pewter Goblet (30gp).

Quiet Crypt 3: Similar to D1, a sealed stone door bars entrance to this crypt. It will take an iron spike and a sledgehammer to break the seal. Four urns rest on a shelf in the room. A small funerary basket holds 434sp.

Quiet Crypt 4: This crypt is sealed with a stone door. It will take an iron spike and a sledgehammer to break the seal. An **Amber Mold** (1) AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special, has grown inside this crypt and covers the floor and skeletal remains lying on a slab.



The skeleton clutches a *Cursed Scarab* that sticks to the hand of whoever picks it up. It cannot be removed unless a *Remove Curse* is cast.

Quiet Crypt 5: A statue of Demetra, Goddess of Agriculture, stands in the center of this room. The statue weeps. Each tear consumed heals 1d4 hit points a maximum of four times per day. Keep a running total. Once 30 tears have been consumed in this manner the statue will cease weeping. Undead cannot enter this room as long as the statue retains power.

Defiled Crypt 6: This crypt is sealed with a stone door. It will take an iron spike and a sledgehammer to break the seal. A terrible **Spectre** (1) AL: C, AC: 2, HD: 6, HP: 27, #AT: 1, DMG: 1d8*, has risen here in response to The Tablet of Chaos.

A secret compartment underneath a stone slab (pry open) holds three Funerary Figures. Two are made of Gold (800gp each) and the third is made of steel. When picked up, its mouth will open and emit a cloud of paralytic gas. Everyone in the room must save or be paralyzed for 1 turn. Be sure to roll for random monsters.

253. There are two inanimate stone gargoyles outside the door to this room. The gargoyle faction uses this as a guard room. Inside are two **Gargoyles** (2) AL: C, AC: 5, HD: 4, HP: 21, 16, #AT: 4, DMG: 1d3x2/1d6/1d4, intent on a game of dice instead of tending to their duties. There is a 1 in 4 chance (d6) that the PCs will surprise them.

254. This room is empty.

Defiled Crypt 1: The door to this crypt is swollen shut. The crypt contains six horizontal burial alcoves six feet long. They contain the skeletal remains of six knights. The alcoves are in two columns of three and stacked vertically on the southwestern and southeastern walls. If the remains of the knights are disturbed they will rise as **Spectral Dead** (6) AL: C, AC: 2, HD 4, HP: 30, 25, 21, 20, 20, 18, #AT: 1, DMG: 1d8*. Each alcove contains 1d20pp. There is nothing else of value.

Quiet Crypt 2: Similar to 254 D1, this crypt contains the remains of six knights presented in the same fashion as the preceding chamber. However, these remains have not yet heard the call of The Tablet.

A. Behind the secret door is a small shrine to a long forgotten deity. The shrine contains a ruined tapestry, a small statue (no value), and wax candle nubs. A *Tome of Understanding* rests on a lectern before the shrine.

255. This antechamber contains a massive set of double doors over 15 feet high (an identical set can be found on the opposite side of the room). The doors are made of bronze and depict Nergal in the background with skeletons and devils dancing in the underworld.

Quiet Crypt 1: The door to this crypt is ajar. The crypt has partially collapsed. Inside are the bloody remains of five tomb-robbers and a spilled chest of silver coins (1134sp). The bodies of three appear bloody and partially chewed. The other two are covered with black cloaks. This group of tomb-robbers were slaughtered by **Cloakers** (2) AL: C, AC: 6, HD: 5, HP: 34, 29, AT#: 2*, DMG: 1d4+1/1d6*, who are currently still enjoying their meals. A Gold Medallion inlaid with Jade (1300gp), an Electrum Statuette (200gp), and a Platinum Pendant (325gp), can also be found near the bodies.

256. This massive 40 foot tall chamber is supported by two sets of large pillars on both the right and left every ten feet. They are shaped in the form of great helmed warriors with swords and shields (to make the PCs think they are Greater Barrow Guardians). Between the columns are rows of sarcophagi (66 total).

If the PCs decide to search the sarcophagi consult Random Table 7 for their contents (be sure to track time and random encounters). In the center of the room, standing on a large dais, is a giant bronze statue of Nergal. The statue is actually a mighty **Bronze Golem** (1) AL: N, AC: 0, HD: 20, HP:101, #AT: 1, DMG: 3d10*. The golem has been instructed to guard this room against tomb-robbers. As soon as a sarcophagus is opened, the doors to the chamber will slam shut (if open) and the golem will activate and attack. **Show the players Barrowmaze illustration #28**.

Note to the Referee: Each time the golem attacks (regardless of the result) determine if it destroys a column. A result of 1–2 on d6 indicates the golem, in an attempt to strike the PCs, has smashed one of the pillars supporting the ceiling. If 4 of these are destroyed the ceiling will partially cave in causing 8d6 points of damage (save for half) and destroy all but 3d4+2 of the sarcophagi.



257. Ten gargoyles, depicted in bas relief, decorate the walls of this room. Four **Gargoyles** (4) AL: C, AC: 5, HD: 4, HP: 24, 23, 20, 16, #AT: 4, DMG: 1d3x2/1d6/1d4, are here using the stone ornamentation as camouflage.

258. This room is empty. A pile of giant rats appear to have been tortured and killed here.

259. The room is empty.

260. This is the library crypt. The two "librarians" are **Necrolytes of Nergal** (2) AL: C, AC: 3, HD: *7*, HP: 30, 26, #AT: 1, DMG: 1d8. Each possesses the same spell lists as *7*th level magic-users (3/2/2/1): *Magic Missile, Shield, Shocking Grasp; Darkness Globe, Invisibility; Lightning Bolt, Haste; Lesser Globe of Invulnerability*. They are protected by two **Crypt Knights** (2) AL: C, AC: 2, HD: *7*, HP: 33, 27, #AT: 1, DMG: 1d10. Due to the bricked-up wall, the necrolytes will have plenty of time to prepare spells.

The crypt itself consists of a main area filled with reading desks and six *Everburning Candles*. The long narrow crypts serve as bookstacks. This crypt offers a treasure trove of knowledge on Nergal, his faith, history, and followers.

A. Scrolls: Five Ancient Scrolls (1,100gp each). There are also two other scrolls, one clerical (4 spells) and one arcane (5 spells). The exact spells are subject to the Referee's discretion.

B. Monographs: There are many strange books dealing with the dead and the underworld, the most interesting of which is entitled Life in Death: The Key to Nergal's Faith (9,540gp). This is also a hint regarding room #344.

C. Anthologies: These books provide the collected thoughts of sages, spell-users, and scholars on the faith of Nergal over time. Three tomes worth 2,000gp each can be found as well as a *Manual of Martial Skillfulness* (See New Magic Items).

D. Religious Writs: The combined wisdom of Nergal's clerics can be found here as well as a *Manual of Bodily Health*.

E. Military Orders: The tomes and manuals here outline Nergal's militant faction of anti-paladins. The Skull and the Rose would be worth 3,500gp to a sage.

261. There are four **Gargoyles** (4) AL: C, AC: 5, HD: 4, HP: 24, 23, 20, 16, #AT: 4, DMG: 1d3x2/1d6/1d4, in this room. They are using this crypt as a guard post. They are unaware of the secret door. There is nothing of value.

262. This secret crypt was plundered long ago. A chest lies open on the floor. The room is in disarray. Ten gold pieces can be found.

263. The door to this crypt has been bashed in and its contents plundered long ago. The secret door in this room has yet to be discovered.

264. A **Wraith** (1) AL: C, AC: 3, HD: 4, HP: 15, #AT: 1, DMG: 1d6*, haunts this crypt. Across the remains of an elf is a *Longbow +2*.

265. This macabre room is the lair of **Grizelda**, a **Barrow Ghast** (1) AL: C, AC: 6, HD: 6, HP: 38, #AT: 3, DMG: 1d6/1d6/1d8.

Grizelda the Ghastly Gourmet normally stands behind a large bubbling black cauldron. She has a table completely covered in strange books and bizarre spices. She cackles like an old witch and possesses a quirky, dark personality.

When the PCs enter this room they will be assaulted by the smell of the ghasts. They must make a Constitution check or vomit for 1d4 rounds. **Grizelda** and her gang will merely point, laugh at them, and lick their lips. She is supremely confident in her ability to destroy the PCs and thus will parley with them—although lawful clerics and paladins may not wish to barter with her. She is very intelligent, sly, and calculating.

Grizelda will not be coaxed into conflict with any other group. She is particularly interested in acquiring human flesh to feed her growing number of followers. She will trade knowledge of the secret door in #265 and knows that many crypts lay beyond it. She will double-cross the PCs as soon as it suits her.

As **Grizelda** and the PCs interact, the hand of an adventurer will periodically emerge from the thick stew in her cauldron (followed by a gurgling noise). She will casually stuff the hand back down into the cauldron, as if it was a mere nuisance.

In life **Grizelda** was a spellcaster of repute and gained levels both as a cleric (level 4) and as a magic-user (level 5). She has access to the following spells:



Cleric (3/2): *Darkness, Protection from Good, Detect Magic; Harm, Silence 15', Ool's Broiling Exhalation*

Magic-User (2/2/1): *Magic Missile, Spider Climb; Invisibility, Web; Lightning Bolt*



Grizelda's female lieutenants are the halfling **Krisella** and the human **Arnaxelda**. Both are powerful **Ghasts** (2) AL: C, AC: 4, HD: 4, HP: 32, 32 #AT: 3, DMG: 1d4/1d4/1d8*, with full hit points. **Krisella** still wears a beautiful Platinum Necklace worth 174gp around her neck.

She is always accompanied by a gaggle of **Ghasts** (5) AL: C, AC: 4, HD: 4, HP: 20, 18, 17, 16, 13, #AT: 3, DMG: 1d4/1d4/1d8* and **Ghouls** (8) AL: C, AC: 6, HD: 2*, HP: 15, 13, 11, 10, 9, 9, 9, 7, #AT: 3, DMG: 1d3/1d3/1d3*.

Among the pots, shelves, and bookstacks are: 1,076cp, 4,235ep, 3,284gp, 112pp.

There are also three scrolls: A magic-user scroll with four random fourth level spells, a *Protection Scroll: Ward Against Undead (Vampires)*, and a Treasure Map to a burial mound hidden in the Barrowmoor that contains 14,000gp and a deadly monster (subject to the Referee). Finally, there are potions of *Speed* and *Invisibility*.

266. This room has a ledge extending from the wall five feet from the floor. On this ledge are gargoyles of all shapes and sizes (20 total). This is the gargoyles' first line of defense. They are all inanimate except for five (1 regular gargoyle on each wall plus a spell-casting maggog gargoyle near the door). The first two standard gargoyles will attack while the other two surprise from behind a round later.

The **Gargoyles** (4) AL: C, AC: 5, HD: 4, HP: 22, 16, 14, 8, #AT: 4, DMG: 1d3x2/1d6/1d4, and the **Maggog Gargoyle** (1) AL: C, AC: 5, HD: 4, HP: 18, #AT: 3, DMG: 1d6x2/1d8, will flee to warn the rest of the lair. The maggog's spells include: *Magic Missile, Shield; Darkness Globe, Invisibility; Lightning Bolt.* They will flee when half their number are killed.

267. This crypt is now used as a guardroom. There are three **Gargoyles** (3) AL: C, AC: 5, HD: 4, HP: 27, 23, 19, #AT: 4, DMG: 1d3x2/1d6/1d4, here at all times. They have not bothered to knock down the bricked-up wall to A.

A. On a sarcophagus is a coffer with 2,080ep. There is nothing of value inside.

268. Similar to #267 above, this crypt was converted to a guardroom. Unless alerted, the **Gargoyles** (3) AL: C, AC: 5, HD: 4, HP: 19, 13, 13, #AT: 4, DMG: 1d3x2/1d6/1d4, are playing bones and terrorizing a couple of giant rats.

A. This room contains a sarcophagus. Draped over it is a large woven tapestry. On top of the tapestry is a coffer (3,000gp). Although the sarcophagus holds nothing of value the tapestry is worth 1,000gp.

269. The gargoyles use this room as a prison cell. A halfling, a dwarf, and two humans, all in loincloths, are chained to the back wall (the "jailer" in #270 has the key). The inmates appear to have been tortured and perished of their wounds. **Wendul**, a fifth level human magic-user, is the only exception.



Wendul was part of a larger party that was ambushed by the gargoyles. Most of his comrades were killed. The rest were imprisoned here and tortured for sport. He is currently at 1 HP but if healed and armed he might join the party to seek revenge. His ability scores are Str: 10, Int: 16, Wis: 16, Dex: 15, Con: 9, Cha: 12. He has 14 hit points when healthy.

270. The "jailer" and "torturer" **Gargoyles** (2) AL: C, AC: 5, HD: 4, HP: 18, 15, #AT: 4, DMG: 1d3x2/1d6/1d4, can be found in this room. The jailor carries the key to release the prisoners from their chains in #269. They are both obese and hideous-looking specimens. In a coffer at the back of the room is 3,053cp and 1,120ep.

271. The door is made of steel and has a unique lock that requires a special two-pronged key. **Zygstral**, the gargoyle chief, possesses it. The lock is too complex to pick. However, a *Knock* spell will unlock it. The secret door leads to Barrow Mound #46.

272. This is the gargoyle throne room. On the south wall of this room is a large dais. On the dais is a large ornate throne, where **Zygstral** holds court over the gargoyles and where he sits most of the time. Similar to #266, a ledge runs down both walls about five feet off the floor. On the ledge are dozens of inanimate stone gargoyles.

There are at least eight **Gargoyles** (8) AL: C, AC: 5, HD: 4, HP: 20, 19, 18, 17, 17, 16, 9, 8, #AT: 4, DMG: 1d3x2/1d6/1d4, in this room. If they are caught unaware, they will be on the floor of the room. If they have been alerted to the PCs' invasion of the lair, they will perch themselves among the inanimate gargoyles as camouflage and await the command to strike.

Zygstral, their leader, is a massive and brutal **Margoyle** (1) AL: C, AC: 1, HD: 6+1, HP: 42, #AT: 4, DMG: 1d6x2/1d6/1d6. He possesses a fearsome *Battle Axe +3* which he can wield with one hand in place of one of his claw attacks.

Zygstral is always accompanied by his bodyguards, two ferocious **Four-Armed Gargoyles** (2) AL: C, AC: 3, HD: 4+2, HP: 19, 18, #AT: 6, DMG: 1d4x4/1d6/1d8, who normally stand on either side of his throne.

Zygstral's advisor is **Vizix'Vol**—a particularly old and sinister **Maggog Gargoyle** (1) AL: C, AC: 5, HD: 5, HP: 30, #AT: 3, DMG: 1d6x2/1d8, who possesses slightly better HD and greater spell-casting ability (7th level: 3/2/2/1) than other maggogs. **Vizix'Vol's** spells include: *Dancing Lights, Magic Missile, Shield; Darkness Globe, Invisibility; Haste, Lightning Bolt; Lesser Globe of Invulnerability.*

Zygstral may parley with the PCs, but his preference is to use brutal force. He knows a way through the catacombs to the east and knows the Acolytes and the Temple of Orcus can be found there. He may allow the PCs passage if they destroy **Vultrix** and the barrow harpies for him.

Beyond the secret door is a large chest that contains 7,324cp and 4,592sp. However, the real treasure hoard of the gargoyles lay beyond the second secret door (#273).

273. When the PCs first enter this room they will see Silver Coffers, a Box, a Chest (**Mimic**), a Gem-Encrusted Chalice, Ivory Statuettes, and several other shiny treasures (see below) resting on the floor against the north wall. **Show the players Barrowmaze illustration #29.** Although the treasures are wondrous, this is a trap. The entire floor of this room, with the exception of a 5 foot ledge on which the treasure sits, will open up into a bottomless pit. Like the gargoyles, the PCs will have to fly (or travel by some other means) over to the ledge approximately 25 feet away to gain the treasure.

Coffer 1: Large Topaz (500gp) and a Very Large Black Opal (1,000gp). There is also a Coral Amulet (2,000gp).

Coffer 2: Chrysolite (50gp) and a Red Garnet (100gp) as well as a Silver Necklace with Gemstones (3,000gp) and Jade Earrings (1,800gp)



Coffer 3: Contains the *Rerebrace of Palantis* (see New Magic Items).

Coffer 4: Very Large Fire Opal (2,000gp) and a Large Black Pearl (500gp). In addition there is an Ivory Bracelet (2,500gp) and a Platinum Ring set with a Large Ruby (3,650gp).

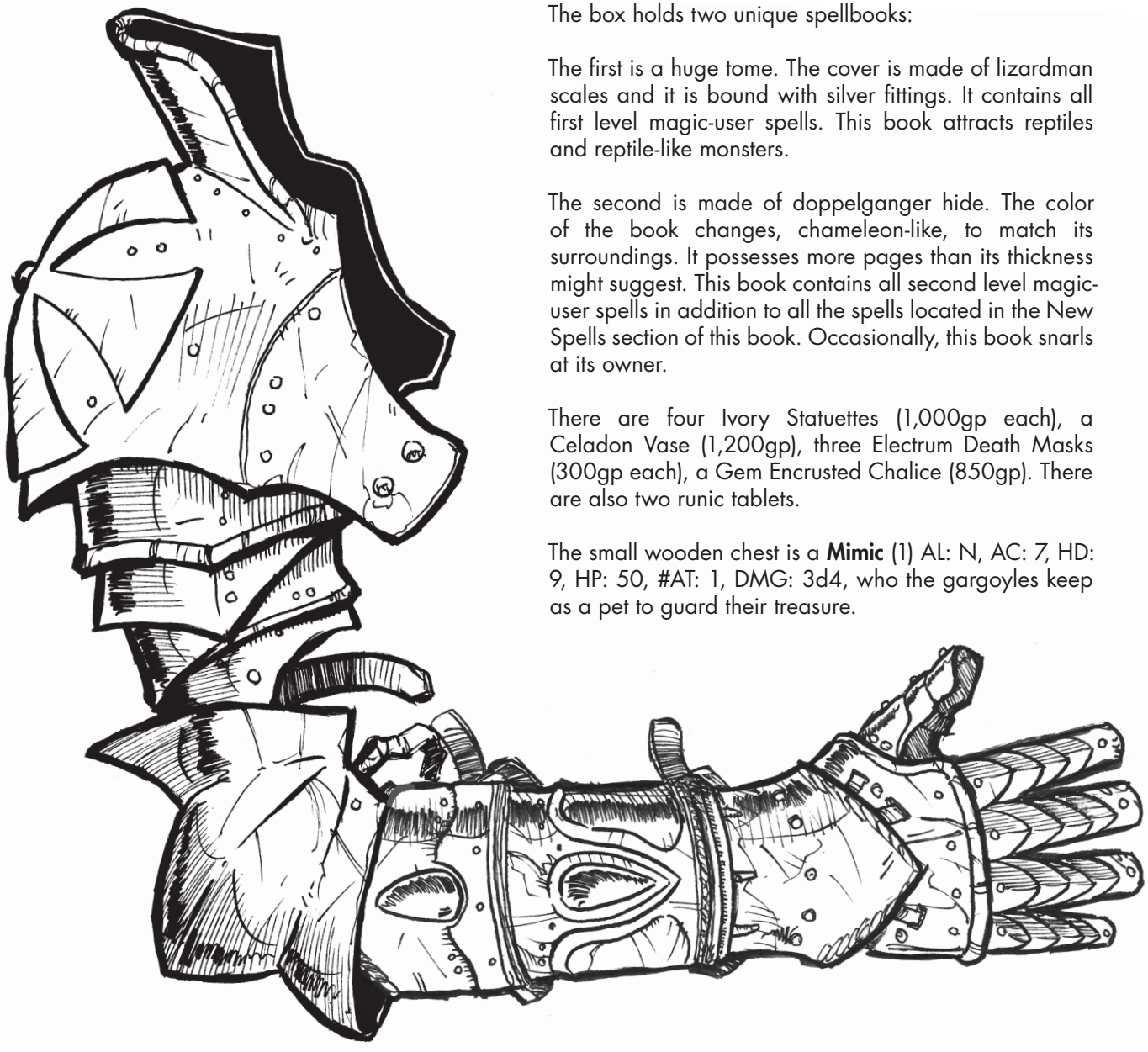
The box holds two unique spellbooks:

The first is a huge tome. The cover is made of lizardman scales and it is bound with silver fittings. It contains all first level magic-user spells. This book attracts reptiles and reptile-like monsters.

The second is made of doppelganger hide. The color of the book changes, chameleon-like, to match its surroundings. It possesses more pages than its thickness might suggest. This book contains all second level magic-user spells in addition to all the spells located in the New Spells section of this book. Occasionally, this book snarls at its owner.

There are four Ivory Statuettes (1,000gp each), a Celadon Vase (1,200gp), three Electrum Death Masks (300gp each), a Gem Encrusted Chalice (850gp). There are also two runic tablets.

The small wooden chest is a **Mimic** (1) AL: N, AC: 7, HD: 9, HP: 50, #AT: 1, DMG: 3d4, who the gargoyles keep as a pet to guard their treasure.





Barrowmaze Area Seven: The Chaos Sepulcher of the Elements

There are many bricked-up walls in The Chaos Sepulcher of the Elements, thus a random encounter table is not practical in this area of the dungeon.

As a result, packs of **Grizelda's** ghasts and ghouls from room #265 are the most appropriate encounter type. In the event of a random encounter, Referees can also survey nearby crypts and tombs and match the rough location to the monster type.

It is subject to the Referee's discretion if a faction, such as the Necromancers, Acolytes, or a rival adventuring party, previously bargained with **Grizelda** for safe passage into The Chaos Sepulcher.

274. Three **Barrow Mummies** (3) AL: C, AC: 2 (3), HD: 7, HP: 37, 33, 30, #AT: 2, DMG: 1d8/1d8*, lie in decaying wooden caskets in this room. These monsters wear Bone Death Masks inlaid with Gold that provide them with +1 to AC and +2 to hit and damage (650gp each). One sarcophagus contains a pouch with 3 gems: Large Finely Cut Sardonyx (1,300gp), Large White Pearl (900gp), and a Large Aquamarine (650gp).

275. Three **Barrow Mummies** (3) AL: C, AC: 3, HD: 7, HP: 38, 32, 23, #AT: 2, DMG: 1d8/1d8*, have broken free of their wooden sarcophagi and will attack anyone who enters their crypt. The mummies still bear Silver Bracers (700gp), an Electrum Belt Buckle (1,250gp), and a Silver Ring with a Black Sapphire (850gp).

276. When the party enters this room, they will see a massive pile of gemstones sitting in a huge stone bowl (five feet across) in the center of the room. Opposite the doorway, on the northeast wall, are the skeletal remains of a jewel merchant. Frescos on the wall depict him travelling to distant lands and trading for gemstones.

At first glance, the gems appear as a king's treasure hoard, but the jewels are actually a **Gemstone Golem** (1) AL: N, AC: 0, HD: 8, HP: 41, #AT: 1 or 2, DMG: 1d10/1d10, that will attack as soon as anything in the crypt is disturbed. The skeleton wears a large beautiful jewel on a chain around its neck that will radiate powerful magic if detected. This is a *Gem of Seeing*.

277. A **Sandling** (1) AL: N, AC: 3, HD: 4, HP: 28, #AT: 1, DMG: 1d12+3, has managed to move through the cracks of the walls and taken this crypt as its lair. There is nothing of value.

278. An ornate stone sarcophagus sits on a square dais in the middle of this room. the remains of a human and an elf, apparently adventurers, lie near the sarcophagus. They died of battle wounds.

The sarcophagus is trapped. If it is touched by a living being, secret doors will open in two of the four square pillars of this room (northwest and southeast) and **Bone Golems** (2) AL: N, AC: 2, HD: 8, HP: 43, 37, #AT: 4, DMG: by weapons, will emerge to slay the intruders. Each golem is armed with two scimitars and two maces.

The sarcophagus contains skeletal remains and a bag of gems that include: a Small Cracked Azurite (8gp), Small Alexandrite (100gp), Small Finely Cut Bloodstone (100gp), Large Flawed Black Pearl (350gp), Large Topaz (1,000gp), Small Bloodstone (50gp), and a Large Finely Cut Deep Blue Spinel (1,000gp).

279. There is an archway on either side of this hallway.

A. Empty.

B. A strange symbol can be found on this door. The symbol is a *Glyph of Warding* (Blast, 28 hit points of damage, save for half). There are four Copper Death Masks (400gp each) hanging on a wall.

C. There is nothing behind this rotting yellow curtain.

D. The door to this crypt is locked. As soon as the door opens an **Amber Golem** (1) AL: N, AC: 6, HD: 10, HP: 44, #AT: 3, DMG: 2d6/2d6/2d10, will attack.

E. Behind this rotting curtain are two partially decayed human bodies. One clutches a scroll with the second level magic-user spell: *Djriixim's Purple Haze* (see New Spells).

F. An **Ochre Jelly** (1) AL: N, AC: 8, HD: 5, HP: 18, #AT: 1, DMG: 2d6, has made a home in this small crypt. Beside the skeletal remains of the occupant there are three Platinum Rhytons worth 1,700gp, 2,000gp, 2,300gp respectively.

G. There is nothing behind this curtain.



Area Seven: The Chaos Sepulcher of the Elements

H. In the middle of this crypt, resting on the floor, is a rotting wooden sarcophagus. On top of the sarcophagus is a bowl of gemstones that sparkle in the torchlight, including a massive diamond.

However, the entire floor of this 10 foot by 10 foot crypt is trapped. As soon as someone steps into the room, the entire floor will give way into a 20 foot deep pit with poisoned spikes (save versus poison or die). A save means the victim takes 3d6 damage. The bowl contains a Large Topaz (500gp), Small Brown Jasper (70gp), Large Finely Cut Deep Blue Spinel (800gp), and a Very Large Exquisite Clear Diamond (5,000gp).

I. Whatever was behind this curtain was plundered long ago.

J. The door to this crypt is locked. A **Brown Pudding** (1) AL: N, AC: 9, HD: 9, HP: 64, #AT: 1, DMG: 2d6*, has oozed into this crypt and now hangs from the ceiling. As soon as the party opens the door, they will be greeted by the sparkle of gold in their torchlight. Three beautifully crafted Canopic Jars made of gold sit on a low altar at the back of the crypt. They are worth 2,000gp each.

K. Behind this curtain is a low stone slab. A funerary shroud can be found on the floor. Whatever was interred here stood up and walked away.

L. The door to this crypt is locked and trapped. If the door is opened, a swinging ball will descend from above the door and strike the first person in the room. The trap attacks as a 6 hit die monster and does 2d6 points of damage (Dexterity check for half damage).

Inside, on top of a stone slab, are skeletal remains in a funerary box. A secret compartment in the slab (push a stone inward) holds a pouch of gems that includes a Small Blue Quartz (20gp), Small Flawed Moss Agate (9gp), Small Rock Crystal (50gp), Small Citrine (50gp), Large Sardonyx (100gp), Small Hematite (10gp), Very Large Exquisite Pale Blue Opal (8,000gp), Very Large Finely Cut Star Ruby (2,000gp), Small Hematite (10gp), and a Large Moonstone (100gp).

280. This room is empty.

281. This room contains an altar in front of a large clay statue of a man in a seated position with large red ruby eyes.



The statue is a **Clay Golem** (1) AL: N, AC: 7, HD: 11, HP: 63, #AT: 1, DMG: 3d10, who guards the crypts to the west (#282 and #283). The golem will activate if the PCs move toward the door (#282) or if they attempt to remove its gemstone eyes. The eyes are rubies worth 3,000gp each.

282. The walls of this room contain scores of burial alcoves.

Burial Alcoves: (80) Round, bone piles.
Contents: 52pp, *Potion of Extra-Healing*.

283. Three sarcophagi are in the center of this room. The coverstones depict a husband, wife, and son of the Ironguard family in bas relief.

The Ironguards are part of the minor nobility in the region. The lid of **Parnel**, the son, has been opened. He has risen as a **Ghoul** (1) AL: C, AC: 6, HD: 2*, HP: 15, #AT: 3,

Area Seven: The Chaos Sepulcher of the Elements



DMG: 1d3/1d3/1d3*. **Parnel** is hiding at the back of the crypt in the shadows of his father's sarcophagus. He recalls little of his life, including his family, but stays close to their remains.

Parnel possesses some knowledge of The Chaos Sepulcher (subject to the discretion of the Referee). The other two sarcophagi contain the strangely preserved bodies of **Parnel's** parents. They each possess Gold Circlets (500gp each) and Ironguard signet rings (as does Parnel).

Parnel may lose his remaining sanity (75% chance) and enter a berserker rage (+2 to hit) if either sarcophagus is looted.

A. The secret door to the Ironguard treasure room can only be accessed by a diligent group of PCs. A tiny insert for an Ironguard signet ring can be found near the floor. If the signet is inserted and turned counterclockwise three times the secret door will slide open. If it is turned less than three times (for the three family members), a cloud of paralytic gas (1 turn, save for no effect) will fill the 10x10 foot area in front of secret door and a *Magic Mouth* will appear and scream "Trespassers! Trespassers in the Crypts!" ten times. Check for random monsters twice if the trap is sprung.

284. Worn frescos on the walls of this room depict the elemental planes of water, earth, fire, and air.

285. This crypt antechamber is decorated with a large worn square fresco on the western wall that depicts the four elements (one in each corner). A central demonic figure at its center appears to draw power from each of the four elements. This is a depiction of Zuul, an ancient chaotic deity of the elements. See the illustration of elemental symbols later in the book.

A. The door to this crypt is locked. At rest on a stone slab here is a **Mummy of Zuul** (1) AL: C, AC: 3, HD: 5+1, HP: 41, #AT: 1, DMG: 1d12*. Attempting to unlock the door will cause the mummy to rise and attack! This monster wears a Gold Necklace inlaid with Jade (1,200gp) that detects as magical and will provide neutral or chaotic aligned-characters a +1 on saves versus fire-based spells.

B. A second **Mummy of Zuul** (1) AL: C, AC: 3, HD: 5+1, HP: 41, #AT: 1, DMG: 1d12*, can be found in this crypt. Similar to A, it will rise and attack anyone that disturbs its rest. Around the neck of the mummy is a gold scarab key with the symbol of a lidless eye (#287).

286. A tall 16 foot stone statue of a four-armed demon (Zuul) stands at the back of this vaulted crypt antechamber. In each hand the demon holds a skull with the corresponding symbol for water, earth, fire, and air.

Quiet Crypt 1: The door to this crypt is locked. Inside are the disintegrated remains of a sage. The walls are lined with dusty bookshelves.

If searched, Valuable Scrolls and Manuscripts can be found (Value: 100gp, 150gp, 400gp, 700gp, 850gp). In addition, a unique scroll outlines the process the people of the barrow used to mummify remains. This would be quite valuable to a historian, wizard, or clerical order (1,350gp).

Quiet Crypt 2: This door is locked. Inside are the remains of a wealthy aristocrat wearing many of the precious baubles he cared for in life. However, his remains are guarded by two **Runic Golems** (2) AL: N, AC: 5, HD: 7, HP: 56, 56, #AT: 1, DMG: 1d10*, that will activate once someone enters the crypt.

The body holds the following grave goods: Platinum Nose Ring inlaid with a Huge Exquisite Ruby (6,300gp), Coral Cloak Clasp (400gp), Jade Bracelet (800gp), Platinum Goblet (900gp), Silver Scabbard inlaid with Small Black Opals (1,600gp), Silver Bracelet (600gp), and a Jade Ring (600gp).

Quiet Crypt 3: The door to this crypt is locked. A massive **Brown Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 10, #AT: 1, DMG: 2d8, has covered the entire floor of the crypt, including a skeleton and an Ornate Celadon Vase worth 900gp near its feet.

Defiled Crypt 4: The wooden door to this crypt is locked. PCs will notice an unusual chill emanating from this room, and the door is cold to the touch. The crypt is in disarray. The contents (bones, mummy wraps, burial shrouds, rubble, etc.) of rectangular burial alcoves are strewn around the floor.

Anyone who enters will disturb the final resting place of **Nileed Enad**, a follower of Nergal in life. The Tablet of Chaos has called to him, and he has risen as a terrible undead monster, a **Greater Crypt Shade** (1) AL: C, AC: 4, HD: 6, HP: 48, #AT: 1, DMG: 1d10, whose evil nature is so strong that cold negative energy flows from it.



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When the shade manifests to guard its remains, its whirling winds will slam the door closed (18 Strength to open). While the creature is present, consider all PCs within the crypt affected by the spell *Chill Metal* (the reverse of the second level druid spell *Heat Metal*). Inside the sarcophagus is a *Broadsword +3 Frostbrand* and 3,459gp.

Defiled Crypt 5: This door is locked. This is a family crypt and they have all risen as **Ghouls** (8) AL: C, AC: 2 (6), HD: 2*, HP: 19 (15), 14 (10), 14 (10), 13 (9), 13 (9), 12 (8), 10 (6), 9 (5), #AT: 3, DMG: 1d3/1d3/1d3*. These ghouls wear Mithril Death Masks inlaid with Electrum that provide +4 to AC, 20% magic resistance, and +2 hit points per die (may exceed maximum). The masks are worth 500gpx2, 750gpx3, 1,500gpx2, and 3,000gp.

Defiled Crypt 6: The door to this crypt is locked. A feeling of dread will overcome the first person to touch this door. The crypt is haunted by a vengeful **Spectre** (1) AL: C, AC: 2, HD: 6, HP: 37, #AT: 1, DMG: 1d8*. His prized possession in life, a Gold Rhyton that depicts deer-hunting (1,300gp) hangs on the wall and possesses a curse. Anyone who touches it will be struck with insanity (save versus Spell for no effect).

Defiled Crypt 7: The door to this crypt is locked. If a PC listens at the door s/he will hear a soft moaning from within. A large stone sarcophagus holds the remains of a woman who was slain by her lover for another woman. She has returned as a vengeful **Groaning Spirit** (1) AL: C, AC: 0, HD: 7, HP: 42, #AT: 1, DMG: 1d8*. She will manifest with the intent to kill all male PCs. Inside her sarcophagus is an Ivory Circlet (600gp). In a secret compartment below the body is a Gold Goblet (1,100gp), Platinum Dagger Scabbard (1,200gp), an Ivory Ring (600gp), and an elven *Shortbow +2*.

Quiet Crypt 8: The door to this crypt is locked. Beyond skeletal remains, the room is empty.

287. The door to this crypt is made of steel and radiates a faint aura of magic if detected. It is locked and a circular scarab locking mechanism with a lidless eye is in its center. The scarab found in 285B (or a *Knock* spell) will open the door. This room possesses an isolation trap. Unless the scarab key is used to open the door, it will swing shut on the first person who enters the room.

If someone is caught in the room, the secret door will open and a young **Basilisk** (1) AL: N, AC: 4, HD: 6+1, HP: 31, #AT: 2 (Bite/Gaze), DMG: 1d10/Petrify, will be released from stasis in 287A and attack the intruder. It will fight to the death. Inside 287A is the small crypt of an ancient warrior of Zuul. His black armor is now useless. However, he possessed a unique helm called the *Pigface Bascinet* (see New Magic Items).

288. This appears to be a family crypt with five small burial chambers accessed through narrow archways.

A large statue of a Valkyrie with winged helmet, sword, and shield stands in the center of the room. An epitaph at the bottom reads: *Halgritte, Shield-Maiden, May Your Name Live Forever.*

The statue of **Halgritte** is actually a **Caryatid Column** (1) AL: N, AC: 5, HD: 5, HP: 22, #AT: 1, DMG: 1d8. It will attack if the PCs try to destroy it or if they set off the gas trap in the vicinity of the secret crypt at A.

A. This secret crypt is trapped. If more than two PCs stand in this corner of the room, a potent paralytic gas will shoot up from tiny holes in the floor. A failed save results in paralysis for 1 turn. Inside is the skeleton of a female warrior. She wears *Chainmail +2*, a *Shield +2*, and the *Winged Helmet of Halgritte* (see New Magic Items). There are three Decorative Silver Scarab Amulets beside the body. These are worth 700gp each.

B. Two **Runic Golems** (2) AL: N, AC: 5, HD: 7, HP: 36, 28, #AT: 1, DMG: 1d10*, are in this secret crypt. Somehow a colony of **Brown Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 7, #AT: 1, DMG: 2d8, has managed to spread across the entire crypt including the golems. As soon as the amphora is removed from chamber E, the golems will activate and burst through the secret door in dramatic fashion, sending rock and dust throughout the crypt.

C. A dusty funerary box can be found here. On top of the box are what appear to be strange symbols. This is a trap. The symbols are *Explosive Runes*. Beside the box are two Gold Chalices worth 900gp and 400gp.

D. This burial chamber appears empty. The floor of this chamber conceals a pit.

E. A dust-covered funerary box sits in this alcove beside an exquisite amphora (1,100gp). As soon as the PCs pick up the amphora the golems will attack from B.

F. A funerary box sits in the middle of this burial alcove.



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The box is locked. Inside are two **Clockwork Scorpions** (2) AL: N, AC: 2, HD: 1, HP: 8, 6, #AT: 3, DMG: 1d2x2/1d2*.

G. This crypt appears empty with the exception of a stone altar against the back wall. Numerous offerings, all very dusty, have been left there. These include Funerary Figures (six Clay, six Terra Cotta, and three Wax), 10gp, a plain dagger, and a gemstone (Small Ruby 100gp).

Any PC that enters this chamber and fails to leave an offering, or who steals an offering from the altar, will feel an overwhelming sensation of dread. S/he will receive a –2 on saves and attack rolls for 1 week until they leave an offering or return a stolen offering.

H. When the PCs enter this chamber they will notice the following: the flagstones on the floor of this chamber are colored, and the skeletal remains of a human woman lie at rest along the back of this room. The skeleton is laden with jewelry and gemstones.

There are two traps in this room. The flagstones on the floor are colored blue, black, red, green and purple. PCs must step on the stones in the following pattern three times to make it to the skeleton: red-green-black. Each time they make a mistake part of the floor will give way to a bottomless pit. PCs can make three mistakes before the entire floor has fallen into the bottomless pit. The walls are smooth and cannot be climbed.

If the PCs make it across, they must negotiate one more trap. If they look up, they will see small holes on the ceiling one foot apart. The skeleton rests on a pressure plate, which, if disturbed, will fire a volley of poison darts (save versus Poison or die) down from the ceiling.

The skeleton possesses the following grave goods: Gold Ring inlaid with Small White Pearls (1,000gp), Platinum Pendant inlaid with Small Sapphires (1,100gp), Platinum Belt Buckle (1,000gp), Gold Pendant inlaid with White Pearls (1,400gp), Jade Comb (500gp), Coral Bracelet (900gp), and a Silver Ring inlaid with Red Garnets (1,300gp).

289. Sand covers the hallway floor and stairs leading down into this crypt. The crypt itself is also covered in sand. There are several large cracks in the stonework here. Two large statues depict robed priests of a long-forgotten god. Camouflaged by the sand are two **Sandlings** (2) AL: N, AC: 3, HD: 4, HP: 28, 22, #AT: 1, DMG: 1d12+3. These are the "pets" of the sandman in #290. They travel back and forth through cracks in the walls.

Defiled Crypt 1: The door to this crypt is made of stone and sealed. It will require an iron spike and sledgehammer to open. Be sure to check for random monsters.

This crypt contains **Yasuq-Jac**, a priest in life who has risen as a terrifying **Wight** (1) AL: C, AC: 5, HD: 3, HP: 24, #AT: 1, DMG: Drain. **Yasuq-Jac** is completely confused and in denial about his undead state. He views himself as alive and acts accordingly. He wears a dark rotting cowl so his face cannot be seen.

He will welcome the PCs warmly, "Hello! Hello, friends!" and will extend his hand to greet them (subconsciously hoping to drain an experience level). He will act perturbed if they do not shake his hand, and will deny knowledge of his undead state. If the PCs anger him, he will attack.

There is a small bag of gems in the open sarcophagus where he was laid to rest. Any PCs who remove the bag will be struck by a curse of *Confusion* (as per the spell).



The bag contains a Small Bloodstone (50gp), Large Black Pearl (1,000gp), Small Black Onyx (50gp), Large Deep Blue Spinel (500gp), Small Flawed Brown Jasper (45gp), Large Finely Cut Chrysolite (1,000gp), Large Finely Cut Aquamarine (1,000gp), Small Rock Crystal (100gp), Small Amethyst (100gp), Small Flawed Obsidian (12gp), and a Small Red Garnet (100gp). There is also a runic tablet inside the sarcophagus.

Defiled Crypt 2: The door to this crypt is made of stone and sealed. It will require an iron spike and sledgehammer to open. Be sure to check for random monsters.

This crypt contains a rectangular sarcophagus with runes around the edge of the coverstone. A powerful **Mummy of Zuul** (1) AL: C, AC: 3, HD: 5+1, HP: 41, #AT: 1, DMG: 1d12*, rests within the sarcophagus. As soon as the coverstone is disturbed, it will throw it off, landing on the other side of the crypt.

Inside the sarcophagus are a number of Valuable Scrolls and Books worth 600gp, 750gp, 550gp, and 250gp to a sage or magic-user.

290. The door to this crypt is made of stone and sealed. It will require an iron spike and sledge to open. Be sure to check for random monsters.

Similar to #289, this crypt is covered in sand. Everything is very quiet and still here. This crypt is the lair of the **Sandman** (1) AL: N, AC: 3, HD: 4, HP: 32, #AT: 1, DMG: Special.

The **sandman** possesses the softest, most calming, harmonious voice the PCs have ever heard. He might saying something in Ancient Common like, "You look soooo tired. Don't you want to sleep?" His voice echoes ever so sweetly throughout the vaulted chamber. The **sandman** is almost invisible.

An iron coffer covered in sand holds 3,000gp.

The walls of the crypt are uniquely decorated with scarabs (6 magical and 14 non-magical). Consult the tables below to determine their random properties and value.

Note that the scarabs will need to be pried out of the walls. There is a 20% chance that the scarabs will be damaged when removing them. If so, a magical scarab will lose its powers (value 300gp) and a non-magical scarab will decrease in value by 50%. Each magical scarab can be found once.

Magical Scarabs

1. *Scarab of Proof Against Detection and Location*

2. *Scarab of ESP*

3. *Periapt of Proof Against Fear*

4. *Scarab of Brightness*

5. *Scarab of Protection*

6. *Scarab of Healing* (see *Staff of Healing*)

7. *Scarab of Spell Turning*

8. *Scarab of Good Luck*

9. *Ioun Stone* (Clear)

10. Scarab with *Explosive Runes*

11. *Scarab of Death*

12. *Scarab of Weight*

Non-Magical Scarabs

1. Platinum (2,000gp)

2. Platinum (1,550gp)

3. Gold (1,000gp)

4. Gold (750gp)

5. Gold (500gp)

6. Silver (400gp)

7. Silver (350gp)

8. Silver (300gp)

9. Electrum (250gp)

10. Electrum (200gp)

11. Electrum (150gp)

12. Electrum (100gp)



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Quiet Crypt 1: There are two skeletons on stone slabs here. They have nothing of value.

Defiled Crypt 2: Two **Barrow Mummies** (2) AL: C, AC: 3, HD: *7*, HP: 29, 25, #AT: 2, DMG: 1d8/1d8*, have broken free of their sarcophagi and stand motionless in the middle of the room. They will attack as soon as intruders enter their crypt.

One of the mummies, a dwarf, wears a Silver Ring inlaid with Sardonyx (900gp) with the name Balazaar engraved on the inside. He also bears Coral and Platinum Bracelets (900gp and 1,100gp respectively).

The other mummy wears an Ivory Ring (600gp). A Jade Statuette (400gp) can be found in one sarcophagus and a Silver Goblet inlaid with Bloodstones (1,500gp) can be found in the other.

(#291 through #296): This series of crypts are some of the oldest in Barrowmaze—the burial chamber of Uthuk Amon Thar, a great hunter and warrior of old. Thar lived in the time before the Barrowmoor was known as the Barrowmoor. He wielded a weapon of great power—the Spear Predestined. Thar's tomb is divided into two parts. Room #291 and its four defiled and quiet crypts represent the outer tombs and rooms #292 to #296 are his inner crypts.

291. A moldy and tattered yellow tapestry hangs from the ceiling here. PCs can attempt to discern the picture on the tapestry, but it will take time to make sense of the image through the mold. It appears to depict a muscular man in a loincloth with his hands upraised to the sky. A fresco depicts an important man being laid to rest.

Defiled Crypt 1: The door to this crypt is made of stone and sealed. It will require an iron spike and sledge to open. Be sure to check for random monsters. **Thar's** porters and bearers of the hunt are buried here. They have nothing of value.

Defiled Crypt 2: Similar to crypt 1 this door is made of stone. Six of **Thar's** most loyal personal servants are buried in rectangular alcoves cut into the wall. They have risen as **Funeral Pyre Zombies** (6) AL: C, AC: *7*, HD: 2, HP: 14, 12, 12, 12, 12, 11, #AT: 1, DMG: 1d8. They will wait until the PCs are attacked by the Huntmaster in D3 and then attack from behind.

Defiled Crypt 3: This door is also made of stone. This crypt belongs to **Thar's** Huntmaster and his two lieutenants, who lay on stone slabs. The Huntmaster wears a magnificent Platinum Death Mask (800gp each) depicting a screaming warrior (20% magic resistance). He has risen as a **Barrow Wight** (1) AL: C, AC: 4, HD: 6, HP: 29, #AT: 1, DMG: 1d8*, and carries a *Dagger +1 Flame Tongue* in a sheath at his waist.

His two lieutenants are full-strength **Juju Zombies** (2), AL: C, AC: 2 (6), HD: 4+4, HP: 44 (36), 44 (36), #AT: 1, DMG: 1d8, wearing Mithril Death Masks inlaid with Electrum that provide them +4 to armor class, 20% magic resistance, and +2 hit points per die (may exceed maximum). They are armed with *Longswords +2*.

Quiet Crypt 4: The door is made of stone inlaid with an image of **Thar**. This is a false crypt intended to dissuade would-be tomb-robbers from reaching the inner chambers. A great, ornate stone sarcophagus, decorated in bas relief, depicts **Thar** slaying a gorgon with his spear. Engraved in stone on the cover is the great warrior lying in state with his spear and a shield.

The stone-carving is actually a **Greater Barrow Guardian** (1) AL: N, AC: 1, HD: 6, HP: 48, #AT: 1, DMG: 1d8+2, with maximum hit points. The guardian will peel itself off the coverstone the moment the sarcophagus is touched.



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Inside the sarcophagus are the skeletal remains of a man with an ornate headdress.

On his chest are a *Cursed Spear –3 Backbiter* and an ornate *Cursed Shield –2 of Missile Attraction*. A rotting leather bag contains 2,000sp.

292. A rusty steel door swings open into this chamber. This is the first of **Thar's** inner crypts. To reach his final resting place the PCs must survive the Trial of the Hunt outlined in each of the three inner crypts.

Cracked frescos depict **Thar** as a young hunter with a glowing spear. In these images he hunts great cave bears and man-eating apes (both sets of figures will detect as magical). **Show the players Barrowmaze illustration #30.**

Once the PCs have a chance to inspect the room, a *Magic Mouth* on the wall will appear and boom "The Great Uthuk Amon Thar Welcomes You, Tomb-Robber—Let the Trial of the Hunt begin!"

Immediately the steel door will swing closed (and lock) and the frescos depicting **Cave Bears** (1d4+1) AL: N, AC: 5, HD: 7, HP: 40 each, #AT: 3, DMG: 1d3/1d3/1d6, will leap from the walls and attack.

Once the bears are destroyed, **Man-Eating Apes** (1d4+1) AL: N, AC: 6, HD: 5, HP: 28 each, #AT: 3, DMG: 1d4/1d4/1d8, will leap from the frescos and attack.

Once these monsters have been slain, the outline of a door will appear on the eastern wall of the room and allow the PCs into the second crypt.

293. Frescos depicting **Thar** as a veteran hunter with a glowing spear adorn the walls of this crypt. In these images, he hunts hell hounds and owlbears (both sets of figures will detect as magical).

Once the PCs have a chance to inspect the room, a *Magic Mouth* on the wall will appear and boom "Let the Second Trial of the Hunt begin!"

Immediately, the frescos depicting **Hell Hounds** (1d4+1) AL: C, AC: 4, HD: 7, HP: 36 each, #AT: 1, DMG: 1d6*, will attack followed by **Owl Bears** (1d4+1) AL: N, AC: 5, HD: 5, HP: 30 each, #AT: 3, DMG: 1d8/1d8/1d8.

After these monsters have been destroyed, the outline of a door will appear on the opposite side of the room. The PCs may then proceed to the third trial.

294. Frescos depicting **Thar** as an elderly hunter with a glowing spear adorn the walls of this tomb. In these images, he battles a great hydra and a Tyrannosaurus Rex (both sets of figures will detect as magical) in a great jungle. Once the PCs have a chance to inspect the room, a Magic Mouth on the wall will appear and boom "Let the Final Trial of the Hunt begin!"

At this point the fresco of the hydra will shimmer, then slowly the PCs will feel their heads swoon, and they will collapse. They will wake a short time later in a demi-plane that represents the Barrowmoor during a prehistoric period. The moor, during this time, was more jungle-like and warm than the cold, damp marsh they are accustomed to near the barrow mounds.

There they must seek and slay the great twelve-headed **Hydra** (1) AL: N, AC: 5, HD: 12, HP: 66, #AT: 12, DMG: 1d10/head, and then the mighty **Tyrannosaurus Rex** (1) AL: N, AC: 3, HD: 20, HP: 105, #AT: 1, DMG: 6d6. The PCs should search for a period of time (a day or two) before they are ambushed by the hydra. The Referee is encouraged to elaborate the encounter. Perhaps the PCs might also meet the Ancient Lizardman tribes of the Barrowmoor?

Once both monsters have been slain the PCs will reappear in #294. The outline of a stone door will appear and lead to the final burial place of Uthuk Amon **Thar**.

295. This secret passage is known only to **Thar** and his two wives. They may use it to flank or flee the PCs.

296. This is the final resting place of the great hunter Uthuk Amon **Thar**.

Thar has heard the call of The Tablet and has risen as a great and terrible **Vampire** (1) AL: C, AC: –2 (2), HD: 9, HP: 64, #AT: 1, DMG: 1d10*. His pale white skin stands out against his black burial shroud and he wears a unique Gold Death Mask, in the shape of a stoic warrior that provides him with the equivalent of a *Girdle of Hill Giant Strength* as well as +4 to armor class (value 6,800gp, not useable by the PCs).



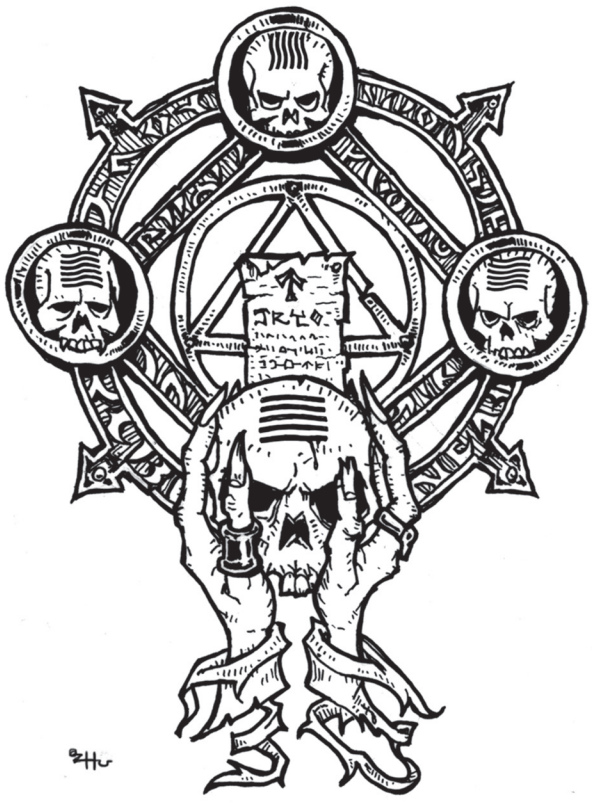
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His two wives, buried in the small side tombs, have risen as **Wights** (2) AL: C, AC: 5, HD: 3, HP: 21, 18, #AT: 1, DMG: Drain, and will defend him until they meet the true death.

In life, **Thar** wielded a powerful (and lawful) magic weapon called the *Spear Predestined* (see New Magic Items). He cannot touch it in his evil undead state. However, it still hangs on the back wall of his crypt. Wise PCs could use this weapon to their advantage.

297. Walking into this entranceway PCs will notice a single stone door, at least 15-feet tall in front of them. The door is sealed at the edges. In the center of the door are four skull-shaped depressions, each of them with a special symbol. The door cannot be opened, by magical means or otherwise, without the elemental skulls from chambers #302-#305 that serve as the "keys" to the door.

The archways around the four bricked-up entrances display the appropriate symbol alternating with a skull: #302 Air, #303 Water, #304 Fire, and #305 Earth.



298. This bricked-up entrance has partially collapsed and created a hole in the bottom right corner. Dust and rubble line the hallway here. The archway is decorated with the symbol of air alternating with a skull. The sound of wind can be heard.

Defiled Crypt 1: The door to this crypt is closed. There are two **Mummies** (2) AL: C, AC: 3, HD: 5+1, HP: 27, 26, #AT: 1, DMG: 1d12*, in wooden sarcophagi. If enough noise is made in the hallway, they will burst through their door and attack. There are four Terra Cotta Canopic Jars with Gold lids in each sarcophagus. The jars (1,000gp each) are valuable but are also cursed. Removing them from the crypt will cause the looters' hands to blacken and smell of rot until they are returned or a *Dispel Magic* and *Remove Curse* is cast on them by a cleric. There are also two runic tablets.

Quiet Crypt 2: The door to this crypt is ajar. An **Amphisbaena** (1) AL: N, AC: 4, HD: 6, HP: 23, #AT: 2, DMG: 1d8, has slithered through a hole in the wall and made a lair here. Two skeletons draped in black burial shrouds rest on stone slabs at the back of the crypt.

Beside each is a Gem-Encrusted Funerary Figure (4,000gp each)—one with emerald and one with ruby eyes. They are shaped as menacing totems with pointy teeth and sinister facial expressions. Both figures are magically trapped. If the figure with emeralds is touched its mouth will open and spew forth a *Stinking Cloud* (as per the Magic-User spell). If the other is taken it will electrocute and thereby permanently reduce the victim's intelligence by 1 (save at –2 for no effect). This happens only once.

Quiet Crypt 3: The door is locked. There are two funerary urns on a low stone altar here. There is nothing of value.

Quiet Crypt 4: The door is stuck. There is nothing of value among the four skeletons interred in this crypt.

Quiet Crypt 5: This door is stuck. A single sarcophagus sits in the center of this room. Inside are four funerary boxes with ash remains. There is nothing of value.

Defiled Crypt 6: The door to this crypt is locked. Inside a group of evil men entombed long ago have risen as **Sons of Gaxx** (6) AL: C, AC: 8, HD: 3, HP: 21, 14, 14, 13, 11, 11, #AT: 1, DMG: 2d4*. They attack as soon as the door to their crypt has been opened.

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The **Son of Gaxx** with 21hp wears a Gold Death Mask of a medusa that allows a gaze attack similar to *Eyes of Petrification* and +4 to armor class (AC 4 instead of 8). In his burial shroud is the Key of Air needed to enter #302.

Quiet Crypt 7: The door to this crypt is closed and trapped. As soon as the door is opened it will break a tripwire attached to a wooden bar-and-stake. The stake makes a melee attack at the same hit dice as its victim with a +4 bonus to hit. If struck the PC takes 3d6 points of damage and the wound will bleed 1 hit point/round until a *Cure Serious Wounds* spell is cast on the victim.

Quiet Crypt 8: The door is closed. The crypt is empty.

299. The archway around the bricked-up entrance displays a strange symbol (water) alternating with a skull. The bricked wall is intact, and the corridor beyond is empty.

A note about the monsters in this set of crypts: If the sounds of battle (or undue noise) can be heard in the corridor here, the undead (in D2, D6, D7) may emerge from their tombs and attack. This could be a problem for an unprepared party.

Quiet Crypt 1: The door to this crypt is locked. There are two mummies lying in alcoves. There is nothing of value.

Defiled Crypt 2: The door is locked. There are **Barrow Mummies** (4) AL: C, AC: 3, HD: 7, HP: 34, 34, 30, 26, #AT: 2, DMG: 1d8/1d8*, standing motionless in this crypt. One of the mummies still wears a Scarab Signet Ring of the Sackville family. Sackville descendants might pay handsomely for it (Referee's discretion). They might also wonder where it came from.

Quiet Crypt 3: The door to this crypt is stuck. There are three funerary boxes here. Inside each are Platinum Chalices (900gp, 1,000gp, and 1,300gp).

Quiet Crypt 4: The door is closed. The floor is covered in **Yellow Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 9, #AT: Spores, DMG: 1d6*. There is nothing of value here.

Quiet Crypt 5: The door to this crypt is closed. Other than mummified remains, there is nothing of note here.

Defiled Crypt 6: The door is closed. A lawful cleric or holy fighter will have an overwhelming feeling of dread outside this door. The room is abnormally dark and gloomy. Torchlight is limited to two feet inside this room. Three fearsome **Wraiths** (3) AL: C, AC: 3, HD: 4, HP: 25, 19, 13, #AT: 1, DMG: 1d6*, linger here in the darkness.

At the back of the crypt, in a small alcove cut into the wall, is a bowl of gemstones covered in a layer of dust. The bowl contains a Very Large Oriental Topaz (1,000gp), Large Violet Garnet (500gp), Small Flawed Moss Agate (10gp), Very Large Finely Cut Emerald (2,000), Large Finely Cut Aquamarine (1,000gp), Small Flawed Black Jasper (10gp), Large Topaz (500gp), and a Finely Cut Emerald (3,000gp). The Key of Water (to enter #303) can be found on the floor of this crypt.

Defiled Crypt 7: The door is stuck. Three **Barrow Mummies** (3) AL: C, AC: 3, HD: 7, HP: 29, 24, 24, #AT: 2, DMG: 1d8/1d8*, stand motionless in the dark until a living being crosses the threshold of the crypt. A Silver Goblet (800gp) and a set of Ivory Bracers (600gp) rest on a stone bench.

Quiet Crypt 8: The crypt is empty.

300. The archway around the bricked-up entrance displays a strange symbol (fire) alternating with a skull. The bricked wall is intact and the corridor beyond is empty.

Defiled Crypt 1: The door is stuck. A group of **Wraiths** (3) AL: C, AC: 3, HD: 4, HP: 30, 17, 14, #AT: 1, DMG: 1d6*, haunt this crypt. Their skeletal remains rest on low stone slabs alongside the following treasures: a Commemorative Celadon Vase worth 4,000gp, a *Cube of Frost Resistance*, a bag with *Dust of Disappearance* (two doses), a runic tablet, and a *Bag of Devouring*.

Defiled Crypt 2: The door to this crypt is locked. Inside are a **Son and Daughter of Gaxx** (2) AL: C, AC: 8, HD: 3, HP: 19, 14, #AT: 1, DMG: 2d4*. Once a married couple, they are now rotting and bloated with maggots and rot grubs. One still wears a Silver Belt inlaid with a Small Black Pearl worth 1,000gp.

Quiet Crypt 3: The door is locked. A tripwire in the middle of the crypt will set off a partial ceiling collapse causing 3d6 damage (Dexterity check for half damage). Beside a strangely preserved corpse is a large coffer containing 3,793ep.

Quiet Crypt 4: The door to this crypt is locked. Moreover, there are two padlocked bars across the outside of the door. In the middle of the room is a round stone dais. On



top of the dais is a stone sarcophagus. The sarcophagus appears to be filled to the brim with a massive pile of gemstones that twinkle and gleam in the torchlight.

A skeleton lies underneath the gems, and its bones are barely visible. There are many valuable gems inside the sarcophagus, but a **Gemstone Golem** (1) AL: N, AC: 0, HD: 8, HP: 51, #AT: 1 or 2, DMG: 1d10/1d10, constitutes the majority of them. Beyond the gemstones listed below, be sure to check the gemstones in the monster entry in the New Monsters section at the back of this book.

Bowl of Gems: Small Black Jasper (50gp), Small Zircon (50gp), Small Carnelian (70gp), Small Jade (100gp), Large White Pearl (500gp), Large Finely Cut Turquoise (800gp), Small Finely Cut Bonded Agate (500gp), and a Huge Exquisite Black Sapphire (10,000gp).

Quiet Crypt 5: The door is stuck and locked. Two seven foot statues stand on either side of a simple sarcophagus. One of the two is a **Stone Golem** (1) AL: N, AC: 5, HD: 14, HP: 66, #AT: 1, DMG: 3d8, that will attack if the sarcophagus is touched. On top of the sarcophagus are two Decorative Amphora (800gp each) that depict ancient footraces.



Quiet Crypt 6: The door to this crypt is unlocked, and the room is empty.

Defiled Crypt 7: The door to this crypt is locked. This crypt is haunted by **Fecal Nul**, who has risen as a **Spectre** (1) AL: C, AC: 2, HD: 6, HP: 33, #AT: 1, DMG: 1d8*. An evil man in life, **Nul** bartered lives as an evil slave-trader. He has gone mad in his undeath but has lucid moments. He may choose to parlay with the PCs.

Along the back wall, on a high shelf, are 10 Pewter Chalices worth 75gp each. Nothing of apparent value can be found inside his stone coffin. However, in his pocket is a black handkerchief. This is actually a *Portable Hole* that holds 6,356sp and the Key of Fire (for #304).

Defiled Crypt 8: This door is stuck. A group of **Wights** (3) AL: C, AC: 5, HD: 3, HP: 21, 12, 10, #AT: 1, DMG: Drain, draped in dark yellow funerary shrouds inhabit this crypt and long to feed on the living. Ten Clay Funerary Figures can be found strewn across the floor. Five Gold Coffers (900gp each) line the eastern wall by the floor.

301. The archway around the bricked-up entrance displays a strange symbol (earth) alternating with a skull. The bricked wall is intact and the corridor beyond is empty.

Quiet Crypt 1: The door to this crypt is locked. A bowl of gemstones can be found atop a funerary box on a wooden table. The bowl contains a Small Flawed Lapis Lazuli (7gp), Small Flawed Blue Quartz (8gp), Small Blue Jasper (50gp), Small Sardonyx (100gp), Small Coral (100gp), and a Very Large Finely Cut Fire Opal (1,600gp).

Defiled Crypt 2: The door to this crypt is locked. A group of **Ravenous Dead** (6) AL: C, AC: 8, HD: 3, HP: 22, 18, 15, 12, 12, 9, #AT: 1, DMG: 1d6, have risen here. Four large Platinum Rhytons sit in stands. They are worth 1,500gp, 1,700gp, 2,000gp, and 2,200gp.

Quiet Crypt 3: The door to this crypt is locked. A **Large Green Slime** (1) AL: N, AC: N/A, HD: 6, HP: 29, #AT: 1, DMG: Special, inhabits this crypt. It looks like a large green puddle on the floor.

Inside a rectangular stone sarcophagus is a Valuable Scroll with unique magical properties—The Doctrine of Zuul. Clerics with neutral or chaotic alignment who read the scroll must save (Spells) or adopt Zuul as their primary deity. This can only be reversed by means of

Area Seven: The Chaos Sepulcher of the Elements



a *Wish*. To all others, this scroll outlines the teachings and basic tenets of Zuul and his faith. In a large city this scroll would be worth 10,000gp to the right sage or ecclesiastic. Indeed, word of its discovery might bring Zuul's secret followers forward to recover it.

Defiled Crypt 4: The door to this crypt is locked. A group of fearsome **Wraiths** (4) AL: C, AC: 3, HD: 4, HP: 27, 25, 14, 13, #AT: 1, DMG: 1d6*, dwell within. Inside the crypts are four horizontal alcoves cut into the walls where they were interred. In these niches are a *Tome of Understanding*, a *Dagger +1 Venom*, and a Mithril Funerary Figure worth 6,000gp.

Quiet Crypt 5: The door to this crypt is stuck. A bag with 643ep is hidden under a stone beside a bronzed skeleton.

Quiet Crypt 6: The door of this crypt is closed and covered in **Amber Mold** (1) AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special. Beside skeletal remains are eight Silver Chalices worth 300gp each.

Defiled Crypt 7: This door is ajar. A group of **Ghouls** (6) AL: C, AC: 6, HD: 2*, HP: 11, 10, 9, 7, 8, 4, #AT: 3, DMG: 1d3/1d3/1d3*, led by two nasty **Ghasts** (2) AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*, have recently awoken in their undead state. Any noise will send the ravenous ghouls towards the PCs in the hope of eating flesh. Five Potions (*Flying, Invisibility, Levitation, Philter of Love, Animal Control*), 4,231gp, and four Rubies of varying sizes (50gp, 250gp, 500gp, 500gp) can be found in a rubbish pile.

Quiet Crypt 8: The door is locked. The crypt is empty. Underneath a loose stone is the Key of Earth (#305).

(#302 through #305): These four sepulchers are imbued with the chaos power of the elements. The PCs must defeat the elemental forces coalescing within each sepulcher to obtain the four Skull Keys that provide entrance into the central chamber (#307). Monsters generated will not leave their sepulchers and do not check morale.



Fire



Water



Earth



Air



302. This is the Chaos Sepulcher of Elemental Air. A set of bronze double doors (affixed with the elemental symbol) will only open if the Key of Air is used (#298 D6). The muffled sound of wind can be heard on the other side of the door.

Inside is a large vaulted chamber 40-feet high supported by large square columns. At the far end of the room is an altar. On the altar rests the Skull of Air with the elemental symbol engraved on its forehead. Wind swirls and gusts throughout the room from an unknown source. The gusts of wind in this room make ranged attacks useless. Also, all spells have a 50% failure rate in this room due to the wind.

Before the PCs can move into the room a group of **Giant Eagles** (6) AL: N, AC: 7, HD: 4, HP: 25, 24, 23, 22, 16, 14, #AT: 3, DMG: 1d6/1d6/2d6, will manifest from the Plane of Air and attack. Before these are destroyed a group of **Air Elementals** (1d3+3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, will also appear and attack. Finally, the wind will pick up significantly, and a **Huge Air Elemental** (1) AL: N, AC: –2, HD: 16, HP: 92, #AT: 1, DMG: 3d8*, will manifest and attack the PCs.



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303. This is the Chaos Sepulcher of Elemental Water. A set of bronze double doors (affixed the elemental symbol) will only open if the Key of Water is used (#299 D6). The door is cool to the touch.

Inside is a large vaulted chamber. Large round pillars support the ceiling in this room. A large rectangular pool of water is set into the floor. At the far end of the chamber is an altar with the Skull of Water.

The first set of monsters from the Plane of Water are **Water Nagas** (3) AL: N, AC: 5, HD: 8, HP: 39, 39, 38, #AT: 1, DMG: 1d4*. They will be followed by **Water Elementals** (1d3+3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, and finally a Huge **Water Elemental** (1) AL: N, AC: –2, HD: 16, HP: 72, #AT: 1, DMG: 3d8*.

304. This is the Chaos Sepulcher of Elemental Fire. A set of bronze double doors (affixed with the elemental symbol) will only open if the Key of Fire is used (#300 D7). The door burns hot to the touch.

Inside is a large vaulted chamber. This large chamber is supported by square columns every 10 feet. A large crevasse burning with flames occasionally spits forth large globs of lava into the air that splatter when they hit the floor of the temple. At the far end of the chamber is an altar. On the altar rests the Skull of Fire.

The heat in this room is extreme. All characters fighting here will be under the effect of a continuous *Heat Metal* spell. Also, prolonged melee combat in excess of 10 rounds will result in fatigue (*Slowed*, as per the spell).

The first wave of fire creatures includes a group of **Fire Crabs** (6) AL: N, AC: 2, HD: 3+3, HP: 20, 19, 15, 15, 14, 9, #AT: 2, DMG: 1d8/1d8*, that will climb out of the crevasse and attack the PCs. Next, the pit will shoot forth two huge globs of lava that are actually **Lava Weirds** (2) AL: C, AC: 4, HD: 8, HP: 50, 46, #AT: 1, DMG: 1d8*. These will be followed by **Fire Elementals** (1d3+3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*. The final monster is a **Huge Fire Elemental** (1) AL: N, AC: –2, HD: 16, HP: 85, #AT: 1, DMG: 3d8*.

305. This is the Chaos Sepulcher of Elemental Earth. This door will only open if the Key of Earth is used (#301 Q8). The flagstone of this large chamber is either broken or covered over in places by earth, mud, and natural rock. Stalactites and stalagmites can be found throughout the room. The Skull of Earth can be found at the back of the chamber, behind the huge earth elemental.

The stalagmites are actually **Ropers** (3) AL: C, AC: 0, HD: 10, HP: 55, 44, 40, #AT: 1, DMG: 5d4, and the stalactites are **Piercers** (4) AL: N, AC: 3, HD: 3, HP: 21, 20, 14, 11, #AT: 1, DMG: 3d6. These will be followed by a group of **Earth Elementals** (1d3+3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, that will pull themselves out of the ground. Last, a **Huge Earth Elemental** (1) AL: N, AC: –2, HD: 16, HP: 87, #AT: 1, DMG: 3d8*, that appears as a large boulder will unfold itself and attack.

306. This hallway leads to the Grand Sepulcher of the Elements. This hallway can only be accessed once all four elemental skull keys have been placed into the large stone door located at #297.

Once the PCs have passed the mid-point of the hallway, **Mummies of Zuul** (12) AL: C, AC: 3, HD: 5+1, HP: 31, 28, 27, 25, 23, 22, 19, 18, 17, 15, 15, 13, #AT: 1, DMG: 1d12*, will burst through their secret doors starting with the most westerly (closest to #297). This will push the PCs toward #307 and into the Grand Sepulcher of the Elements. The PCs will then be trapped with monsters both in front and behind.

307. This great burial chamber is the Grand Sepulcher of the Elements. It is the abode of the High Priest **Zvin Lorktho**, who, in life, was a cleric of Zuul, a long-forgotten chaotic deity of the elements. Lorktho has risen as a powerful **Mummy Lord** (1) AL: C, AC: 1, HD: 11, HP: 80, #AT: 2, DMG: 2d6/2d6.

Area Seven: The Chaos Sepulcher of the Elements



When The Tablet of Chaos was brought to Barrowmaze, it began twisting and further corrupting **Lorktho**, his minions, and the elemental sepulchers. **Lorktho** possesses all the abilities of an 11th level cleric of Zuul. His spells (5/4/4/3/2/1) include: *Detect Good, Detect Magic, Darkness, Command, Protection from Good; Harm, Hold Person, Holy Chant, Silence 15' Radius; Animate Dead, Continual Darkness, Dispel Magic, Striking; Divination, Protection from Good 10' Radius, Sticks to Snakes; Flame Strike, Insect Plague; Blade Barrier.*

He is armed with the *Staff of Zuul* (see New Magic Items). He also possesses a *Scarab of Protection* and an *Amulet of Magic Resistance* (20%).

The high priest's attendants are **Mummies of Zuul** (8) AL: C, AC: 3, HD: 5+1, HP: 28, 25, 23, 19, 18, 18, 17, 15, #AT: 1, DMG: 1d12*. The mummies are aware of the pit.

Coffers containing the following treasure can be found in the crypts: 7,387cp, 6,362sp, 9,987gp, 420pp.

Large Gold Coffer worth (3,000gp) contains the following gemstones: Small Flawed Azurite (10gp), Small Moss Agate (Pink) (10gp), Small Obsidian (10gp), Small Rhodochrosite (10gp), Small Tiger Eye (10gp), Small Flawed Turquoise (10gp), Orange Carnelian (50gp), Brown Jasper (50gp), Clear Rock Crystal (50gp), Medium Sized Amethyst (100gp), Small Red Spinel (100gp), Small Tourmaline (100gp), Medium Sized White Pearl (100gp), Medium Sized Amber (100gp), Medium Sized Brown-Green Garnet (160gp), Large Chrysolite (500gp), Large Black Pearl (500gp), Large Violet Garnet (500gp), Very Large Finely Cut Diamond (1,000gp), Very Large Finely Cut Star Sapphire (1,000gp), Very Large Finely Cut Emerald (1,200gp), Huge Exquisite Deep Crimson Ruby (5,000gp), and a Very Large Exquisite Black Opal (12,000gp).

The following magical items can also be found in the side crypts: *Periapt of Proof Against Poison, Periapt of Wound Closure, Chime of Opening, Robe of Useful Items, Figurine of Wondrous Power* (Onyx Wolf), and a *Manual of Quickness of Action*.





Barrowmaze Area Eight: The Temple of Orcus

Area Eight: Random Monsters
1. Juju Zombies (2d6)
2. Mummies (1d4+3)
3. Trolls (1d6)
4. Ghouls (2d6)
5. Mongrelmen (4HD) (2d6)
6. Gargoyles (1d6)
7. Wights (1d4)
8. Acolytes of Orcus (1d4)
9. Acolytes of Orcus[1] (1d6)
10. Acolytes of Orcus[2] (2d6)
11. Dungeon Dressing[3]
12. Referee's Choice

Note: There is a 2 in 6 chance that wandering undead are wearing Death Masks.

1. This patrol group has Ghouls (2d4) in addition to any acolytes or other monsters (see New Monster entry).

2. This patrol group has Trolls (1d4) in addition to any acolytes or other monsters (see New Monster entry).

3. Table 3: Random Dungeon Dressing

308. There are two mausoleums with sealed stone doors in this hallway.

Defiled Crypt 1: Four **Wights** (4) AL: C, AC: 5, HD: 3, HP: 22, 17, 13, 8, #AT: 1, DMG: Drain, skulk about in this crypt. Three Silver Rhytons worth 400gp, 500gp, and 700gp lay on the floor. A *Shield +3* hangs on the wall.

Defiled Crypt 2: Four **Mummies** (4) AL: C, AC: 3, HD: 5+1, HP: 29, 23, 23, 12, #AT: 1, DMG: 1d12*, lie in their sarcophagi here. One of the mummies appears as a beautiful maiden wearing a large emerald necklace. This is an illusion. The mummy will wait until a PC leans in and then attack. Inside her sarcophagi are two Cursed Scarabs. The first sticks to the hand of the person who touches it until a *Remove Curse* is cast. The second reduces the effectiveness (by 4 points) of all magical healing cast on (or used by) the possessor.

309. This hallway contains four 20x20 foot open areas. They have been used as a dump for all manner of materials including wood, rubble, broken statue parts, decaying bodies, and offal. This area smells terrible. Four soiled robes and unholy symbols bearing the mark of Orcus can be found in the debris (if searched for one turn).

A. The Acolytes of Orcus have positioned a group of **Ravenous Dead** (7) AL: C, AC: 8, HD: 3, HP: 21, 18, 17, 10, 8, 7, 6, #AT: 1, DMG: 1d6, here as a first line of defense. The zombies will attack anything that approaches without displaying the holy symbol of Orcus.

B. A pile of refuse can be found here. There is nothing of value.

C. The refuse pile in this area has been covered by **Amber Mold** (1) AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special. A runic tablet can be found under the pile.

D. When the PCs first enter this area they cannot see the hallway heading south. The hallway is covered by a massive refuse pile. Four turns must be spent to clear a hole large enough to proceed down the hallway. Be sure to roll for random monsters.

310. This room is empty. Two smashed stone sarcophagi can be found on the floor here. This tomb was plundered recently.

311. The stone door to this crypt lies in pieces on the floor. This tomb was plundered recently.

A. This chamber contains bizarre laboratory equipment. There are large sealed glass vats containing body parts, tables with bandages, and a central table covered in age-old blood stains. A close inspection of the vats will show that some of the body parts have been sewn together, but only if the observation is careful and deliberate. A lectern in front of the table contains a huge book with blank pages. The spine of the book reads in Black Tongue, "Manual of Dead Flesh." Prior to its use, this was a manual that detailed the construction of a flesh golem.

B. Behind this bricked up wall PCs will find the skeletal remains of an evil priest and necromancer of Nergal. He



has no valuables other than a Gold Circlet inlaid with Bone and Obsidian (535gp).

C. This large chamber contains two pillar statues of Nergal and a strange inner tomb. The inner tomb is bricked-up except for an eye slit about 7 feet off the floor. A short set of wooden steps sits in front of the bricked-up wall. This crypt is guarded by former High-Priest **Neffeel the Blackheart** and three other **Necrolytes of Nergal** (4) AL: C, AC: 3, HD: 7, HP: 40, 26 25, 22, #AT: 1, DMG: 1d8. They possess the following spells as a 7th level magic-user (3/2/2/1): *Magic Missile, Shield, Shocking Grasp; Darkness Globe, Invisibility; Lightning Bolt, Haste; Lesser Globe of Invulnerability.*

Long ago, these necrolytes were charged with the capture and torture of **Sir Torrick Einkensteig**, a holy warrior of law. Not long after the cult of Nergal took possession of Barrowmaze, **Einkensteig** immediately recognized the threat and pledged to his god to destroy the Dark One's forces. He nearly succeeded. However, the cunning **Neffeel** and his minions captured **Einkensteig** and tortured him until he hovered near death. To continue his torment for eternity, **Neffeel** *Magic Jarred* **Einkensteig's** soul into a huge bloodstone. Using a *Manual of Golems*, **Neffeel** created the body of a **Flesh Golem** and implanted the bloodstone in place of a brain. The necrolytes then bound him magically to his tomb and torment him mercilessly with details about what they did to his village after they captured him and how they murdered his family.

Staring through the eye slit of his tomb, PCs will see what appears to be a large (eight foot tall) corpse with eyes that nearly bulge from their sockets. It is hard to discern if this is anger or if he is pleading for release. **Einkensteig's** flesh is covered in black charcoal necromantic glyphs and he cannot move or speak until these are wiped off. When he can move he will first seek to kill the Necrolytes. If they are already destroyed, he will fall to one knee and sob before seeking their remains and crushing them to a bloody pulp.

Einkensteig (Flesh Golem) AL: N(G), AC: 9, HD: 9, HP: 81, #AT: 2, DMG: 2d8/2d8, seeks vengeance against the cult of Nergal and its followers. However, his torture and torment over many centuries has made him unstable and he is prone to berserk rage in combat (2 in 6 chance, +2 to hit and damage, will attack any adjacent friend or foe until the combat is over). **Einkensteig** cannot be healed magically.



312. Four rough-hewn holes, each four feet across and four feet high, penetrate the walls of this room. Each hole is located where the wall meets the floor. These holes were made long ago by a giant ant colony that dug down from the surface. After a time, the colony moved on.

The labyrinth of tunnels now serves as home to a number of interesting monsters. Note that PCs (human, elven, half-elven, etc) will need to crouch significantly or crawl on all fours here (and suffer a –4 on attack rolls in the tunnels). Those under four feet high (dwarves, halflings, and gnomes) may walk normally.

A. Here the tunnels open up into a larger cave. The cave is faintly lit by blue fluorescent lichen. The cave is seven feet high with small stalactites hanging from the ceiling. There are numerous crevices in the walls of this natural cave.

In the center of the room are several bones, human and non-human, as well as a shiny axe and shield partially covered in loose earth. **Show the players Barrowmaze illustration #31.**



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The center of this cave serves as a "killing ground" for a group of **Cave Morays** (6) AL: N, AC: 4, HD: 4, HP: 28, 22, 20, 19, 18, 15, #AT: 1, DMG: 1–8. Anyone who steps into the center of the room will be simultaneously attacked. The shield is not magical. However, the axe is a dwarven-crafted *Hand Axe +3*.

B. This large cave, roughly 20x20, is littered with stalactites and stalagmites. The cave is faintly lit by green mushrooms dotted around the cave. In the center of the cave is a distinct ring of oversized mushrooms. This is actually a Fairy Circle created long ago by mushroom-men who have since abandoned the caverns—yet the circle retains some of their strange magi**c.** Anyone who stands in the center of the circle will be immediately glamoured and begin dancing (no save). The dancing has the effect of the second level illusionist spell *Hypnotic Pattern* on anyone who observes the dance taking place. Instead of standing dazed, those affected will enter the circle and join the dance. While dancing everyone will begin stripping off their armor and clothes until naked. The dance continues for one turn, at which time the PCs will fall to the cave floor exhausted but healed of all wounds. This happens only once.

C. The dead ants in this cave recently animated as **Giant Ant Exo-Skeletons** (8), AL: C, AC: 3, HD: 3, HP: 18, 15, 11, 11, 10, *7*, *7*, 6, #AT: 1, DMG: 1d8.

D. There are two **Icterine Fungi** (2) AL: N, AC: *5*, HD: *5*, HP: *37*, 31, #AT: 1d4*, DMG: 1d8 each, in this cave. At the base of the fungi, among some bones, is a scarab with an elvish tree symbol circled by runes. This key will open the casket located in room #240 (D2).



E. A group of **Giant Ant Exo-Skeletons** (10), AL: C, AC: 3, HD: 3, HP: 18, 16, 12, 11, 11, 10, 10, 9, *7*, *7*, #AT: 1, DMG: 1d8, have animated here and will attack intruders.

F. Giant Ant Exo-Skeletons (12), AL: C, AC: 3, HD: 3, HP: 18, 18, 15, 12, 11, 11, 10, 10, 9, *7*, *7*, 6, #AT: 1, DMG: 1d8, can be found in the darkness of this cave.

G. Several **Wights** (3) AL: C, AC: *5*, HD: 3, HP: 19, 16, 15, #AT: 1, DMG: Drain, have risen from slain adventurers. They are feral and eager to feed on the living.

H. Several giant mushrooms, including two **Shriekers** (2) AL: N, AC: *7*, HD: 3, HP: 8, *7*, #AT: Special, DMG: Special, can be found in this room. The noise of the shriekers will alert a nearby **Basilisk** (1) AL: N, AC: 4, HD: 6+1, HP: 31, #AT: 2 (Bite/Gaze), DMG: 1d10/Petrify, to come and look for food. Persistent searching (two turns) around the base of the **Shriekers** will uncover a *Ring of Regeneration* in the loose earth.

313. Show the players Barrowmaze illustration #32. Known as the Chamber of Doors, this diamond-shaped room contains eight doors and four pillars. Located in the center of the room is a large bronze statue of a minotaur armed with a great battle axe. The statue is actually **Minoton**, a **Lesser Bronze Golem** (1) AL: N, AC: 2, HD: 15, HP: 80, #AT: 1, DMG: 2d10. **Minoton** has been instructed to attack anyone who enters this chamber without wearing the unholy symbol of Orcus.

314. This was a crypt devoted to the faithful of Nergal. However, the many small crypts were ransacked and plundered by the Acolytes of Orcus. The floor is littered with bones and tattered cloth that were simply thrown on the floor. If carefully searched (3 turns), the PCs can find a *Potion of Climbing*, a *Potion of Extra-Healing*, and a *Potion of Speed*.

315. The stone door to this crypt is sealed. This is the final resting place of **Luscious Revonus**, a former legionnaire and politician in life. His sarcophagus stands against the west wall. His mummified remains can be found within, along with four Ivory Canopic Jars with Gold Heads (2,000gp each) representing a horse, a sphinx, a camel, and an eagle. His gladius, a *Shortsword +2*, can also be found at his side.

316. The stone door to this crypt has been shattered and the contents of the tomb plundered by the Acolytes of Orcus.



317. This door is made of stone and magically locked. It cannot be knocked down or otherwise opened without solving the puzzle lock. The following words are written on the door vertically in Ancient Common: Bun, Shoe, Spree, Hive, Kicks, Heaven, Gate, Brine, Men. In order to solve the puzzle of the door, the PCs must discern the door code (the letters rhyme with the numbers one through ten) and then either say the number "four" or a word that closely rhymes with the number four (the Referee may wish to scramble the words to increase the difficulty).

318. The smell of death permeates this hallway.

Defiled Crypt 1: The door to this crypt is locked. A **Groaning Spirit** (1) AL: C, AC: 0, HD: 7, HP: 46, #AT: 1, DMG: 1d8*, sobs in the back corner of the room. The phantasm will ignore the PCs as long as they leave immediately. If they do not, she will wail to force them to flee.

A locked iron chest, trapped with poison arrows (save or die at +2), contains the following grave goods: Electrum Bracers (550gp), Ivory Cloak Clasp (600gp), Scabbard inlaid with Silver (800gp), Silver Belt Buckle inlaid with Jade (900gp), Gold Bracelet (1,000gp), Platinum Circlet with Sapphires (1,000gp), and a Gold Necklace with Emeralds (2,000gp). A false bottom contains a bag with 210pp and a runic tablet.

Defiled Crypt 2: The door to this crypt is swollen with moisture and stuck. A group of **Juju Zombies** (4) AL: C, AC: 6, HD: 4+4, HP: 23, 21, 19, 16, #AT: 1, DMG: 1d8, have risen from the dead. They all wear Gold Death Masks which provide them with a +2 bonus to hit and to damage. They are worth 600gp each.

Defiled Crypt 3: The door to this crypt is locked. Long ago the remains of **Sir Huxley Tallbow** were thrown unceremoniously on the floor. He was one of the knights who followed **Sir Guy de O'Veargne** to destroy the Pit of Chaos but were ultimately betrayed by the young knight **Dhekeon**. **Tallbow** will manifest when the PCs enter and speak with them for a moment before disappearing out of existence. Referees are encouraged to use **Tallbow** to help the PCs or to fill in gaps of knowledge that might help them destroy The Tablet of Chaos. He will be matter of fact with **Dhekeon** and remind him there is only one path to redemption in the eyes of St. Ygg.

Quiet Crypt 4: The door to this crypt is locked and trapped. A swinging-ball melee trap set above the door will strike the first person in the chest. The ball makes a melee attack as an 8 hit die monster with a +2 bonus and does 3d6 points of damage (Dexterity check for half).

A single funerary box can be found on a low stone altar. The inside of the box is covered in **Yellow Mold** (1) AL: N, AC: Always hit, HD: 2, HP: 16, #AT: Spores, DMG: 1d6*. If the PCs search the exterior, they will notice a tiny bit of the mold (not enough to cause any damage) on the side of the box. There is nothing of value inside.

319. A series of small crypts can be found in this corridor. Some appear to have been searched.

A. The door to this crypt has been bashed in. A pile of bones has been scattered across the floor. There is nothing of value here.

B. The door to this crypt is swollen shut. A small black stone altar is covered with **Purple Moss** (1) AL: N, AC: N/A, HD: 2, HP: 8, #AT: Sleep, DMG: Special.

C. The door to this crypt is locked. Scribbled on the door in charcoal (Ancient Common) are the words "Begone! I, Dolmvay, cursed this tomb." Inside is a Gold Urn worth 1,000gp. Unless a *Remove Curse* spell is cast on the urn, the first person to touch the urn will fail all saving throws for 1 week.

D. The door to this crypt is ajar. A group of **Giant Scorpions** (6) AL: N, AC: 5, HD: 2+2, HP: 16, 15, 13, 13, 10, 10, #AT: 3, DMG: 1d6/1d6/1d3*, have made a nest here. Sufficient noise in the hallway will bring them forward to protect their lair.

E. The door to this crypt has been bashed in. There is nothing of value here.

F. The door to this crypt is locked. Beside skeletal remains are two Electrum Coffers worth 500gp each.

G. The door here has been bashed into two pieces. The contents of the room have been plundered. Under a loose stone in the back of the room is a small box with four Scarab Gems: Large Finely Cut Aquamarine (1,000gp), Medium-Sized Topaz (500gp), Medium-Sized Chrysolite (500gp), and a Large Finely Cut Spinel (1,000gp).

320. A set of double-doors provides entry to this room. Above the doorway, written in Ancient Common, reads



Area Eight: The Temple of Orcus

"Here Rests Sir **Wildrif Raurriel**, Paladin and Hero." **Sir Wildrif** was a holy warrior of great renown and a knight commander of the Order of the Golden Hawk (a golden hawk on a purple field). A magic-user or cleric in the party might vaguely remember him from their studies.

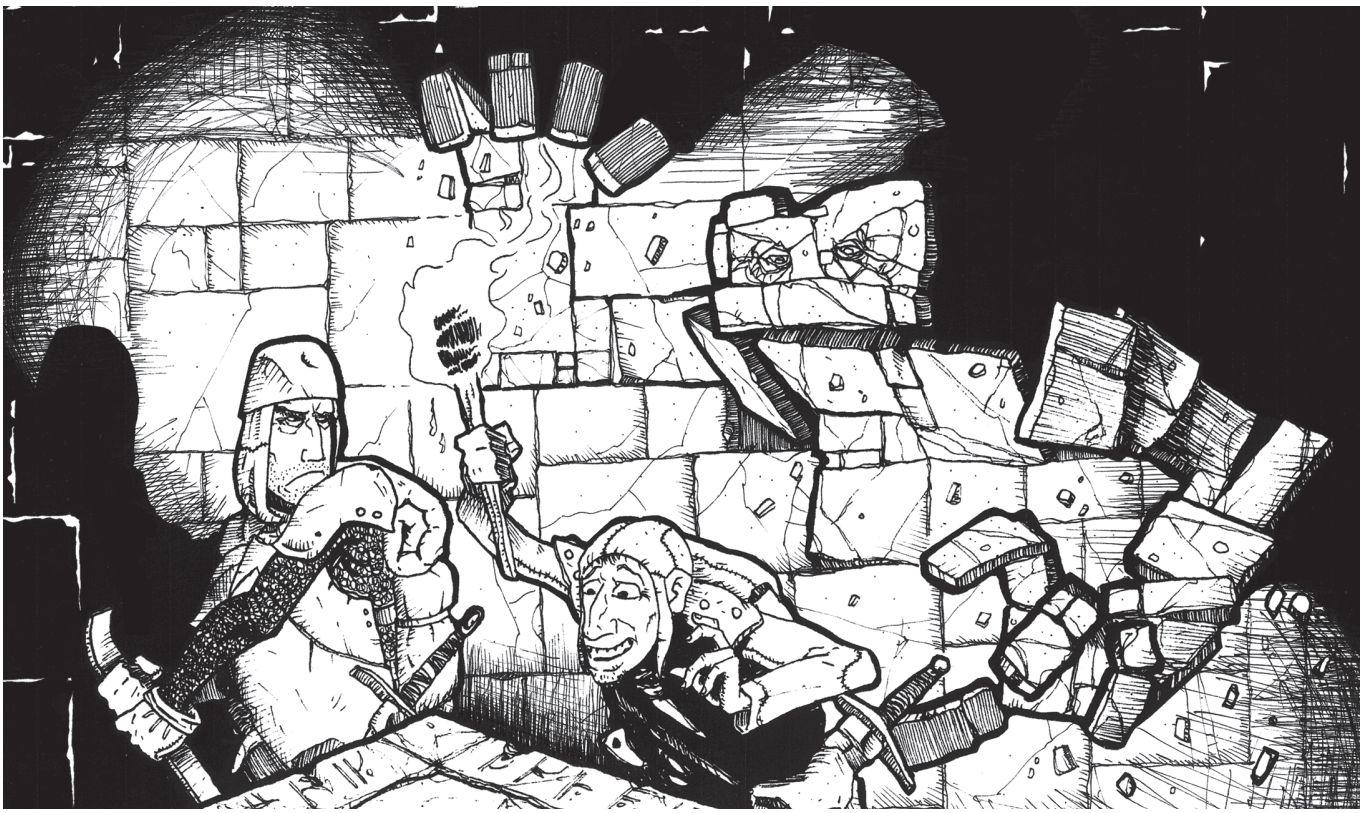
When the PCs enter this room they will notice that the walls are covered in bas relief of **Sir Wildrif** engaged in epic battle with a manticore, a chimera, and finally a great demon. They will also see a huge stone sarcophagus and notice a huge mound of runic tablets in the southern end of the room. The tablets are actually a **Runic Golem** (1) AL: N, AC: 5, HD: 7, HP: 45, #AT: 1, DMG: 1d10*, that will activate and attack if anyone approaches the sarcophagus. One round after the battle begins two **Flagstone Golems** (2) AL: N, AC: 6, HD: 6, HP: 32, 28, #AT: 2, DMG: 1d8/1d8, will peel themselves off the eastern and western walls (near the double doors) and attack from behind.

If the PCs attempt to open the sarcophagus, the apparition of **Sir Wildrif** will appear and ask them why they have disturbed his rest. If they answer to destroy The Tablet of Chaos or to bring an end to the undead rising in Barrowmaze, **Sir Wildrif** will acknowledge the righteousness of their cause and implore them to use his weapons and armor to defeat the evil—but they must leave his bones and close the sarcophagus. If they lie to him, he will manifest and attack as a **Ghost** (1) AL: N, AC: 0, HD: 10, HP: 55, #AT: 1, DMG: Special.

Inside the sarcophagus are the remains of Sir Wildrif, his *Platemail +3*, *Longsword +2, +3 versus Chaos,* and the *Shield of the Golden Hawk +2* (see New Magical Items).

The Acolytes of Orcus have prepared the temple (between #321 and #336) with magical defenses to ensure their undead cannot be turned/controlled by intruders (such as the Necromancers).

Every room and hallway contains at least one large unholy symbol of Orcus painted in blood on the wall. These have been enchanted with dark clerical magic to ensure He-Who-Must-Not-Be-Named retains control of His undead. This area is lit by torches throughout.



Area Eight: The Temple of Orcus



321. An archway here leads to a small room used as a sentry post by the Acolytes of Orcus. The priest **Gethron** is in charge AL: C, AC: 2 (Plate, Shield), HD: CL5, HP: 32, #AT: 1, DMG: 1d6 *(Hammer +2*). Equipment: Platemail, Shield, *Hammer +2, Potion of Human Control (Elves)*, and 19pp. Spells (3/2/1): *Command, Darkness, Remove Fear; Hold Person, Silence 15', Striking*.

He is accompanied by **Mortimer** AL: C, AC: 3 (Chain, Shield, Dex), HD: CL3, HP: 21, #AT: 1, DMG: 1d6 (Hammer). Equipment: Chainmail, Shield, Warhammer, and 19pp. Spells (2/1): *Darkness, Remove Fear; Silence 15'*, and several **Ghouls** (8) AL: C, AC: 6, HD: 2*, HP: 15, 13, 11, 10, 9, 9, 9, *7*, #AT: 3, DMG: 1d3/1d3/1d3*.

If intruders are detected, **Gethron** will command the ghouls to attack while Mortimer sounds the alert by fleeing through the secret door to #322.

322. Two priests, and undead reserves, are posted here as a second line of defense. They include **Gerg** AL: C, AC: 3 (Chain, *Shield +1*), HD: CL3, HP: 21, #AT: 1, DMG: 1d6 (Hammer). Equipment: Chainmail, *Shield+1*, Warhammer, and 12pp. Spells (2/1): *Darkness, Protection from Good; Hold Person*, and **Lesieg** AL: C, AC: 2 (Chain, Shield, Dex), HD: CL3, HP: 21, #AT: 1, DMG: 1d6 (Hammer). Equipment: Chainmail, Shield, Warhammer, and 19pp. Spells (2/1): *Command, Darkness; Bless*.

If they hear a disturbance the two priests will command a group of **Exploding Bone Skeletons** (4), AL: C, AC: *7*, HD: 1, HP: 8, *7*, *5*, 4, #AT: 1, DMG: 1d6, to attack intruders. Once they hear the skeletons explode, they will send the **Funeral Pyre Zombies** (6) AL: C, AC: *7*, HD: 2, HP: 14, 10, 9, *7*, *5*, 4, #AT: 1, DMG: 1d8.

Finally, **Gerg** will cast his protection spell and wade into battle while **Lesieg** runs to alert the others.

323. This is the temple antechamber. There is a 50% likelihood that the priest **Char**, AC: 1 (*Platemail +2*), CL4, HP: 25, #AT: 1, DMG: 1d8 (*Warhammer +2)*. Equipment: *Platemail +2*, *Warhammer +2*, *Potion of Healing*, and 29pp. Spells (3/1): *Command, Darkness, Protection from Good; Hold Person*, is on duty here.

He commands two **Gehennian Goats** (2) AL: C, AC: 4, HD: 4, HP: 22, 18, #AT: 1, DMG: 1d6 or 4d6, and a group of **Funeral Pyre Zombies** (8) AL: C, AC: *7*, HD: 2, HP: 16, 14, 12, 10, 9, *7*, *5*, 4, #AT: 1, DMG: 1d8.

Note that if a battle breaks out here there is a 50% likelihood that the trolls in #336 will hear the noise and come to investigate. The trolls are well aware of the fire that the **Funeral Pyre Zombies** and the **Gehennian Goats** generate and will not engage in melee until the coast is clear.

If the PCs have not sounded the alarm throughout the complex, they will hear loud ritual chanting and a fire-and-brimstone sermon taking place in the temple. This is loud enough that the sounds of battle may not be heard in the temple (Referee's discretion).

324. A massive set of double doors depicting the torments of hell open into the Temple of Orcus. The 40 foot tall ceiling of the temple is supported by eight massive columns. At the end of the room is a huge statue of Orcus sitting on a throne. In front of the statue is a large blood-stained altar strewn with sacrificial bodies. In the center of the room is a large pool of mercury.

If the alarm has not been raised throughout the complex, the PCs will catch the Acolytes in the midst of a dark and vile summoning ritual.

The High Priest of the Temple of Orcus, **Zur the Black** (15th level cleric) has received a vision. Orcus plans to send one of his foremost minions, **Manon-itziq**, a Balor Demon, to aid his priests in the recovery of The Tablet of Chaos.

Zur has been instructed to prepare a gate—a vast pool of mercury—through which **Manon-itziq** will journey to this realm. In this endeavour, Zur is attended by Emnuron (6th Level Cleric), his brightest and most sadistic priest, as well as a dozen low-level acolyte attendants.

As the PCs enter the room, the summoning will be partially complete. **Manon-Itziq** will be visible, from the waist up, covered in mercury. However it will take five more rounds before he will fully emerge from the gate. Regardless, he will be the first to notice the PCs and begin shouting orders to **Emnuron** and the others to attack the defilers.

Meanwhile, **Zur** will remain completely focused on his incantation, knowing that the slightest slip of his attention could ruin the summoning. **Zur** is not expecting an attack and does not have any defensive spells active. If he dies before **Manon-Itziq** is through the gate (five rounds) or if **Zur** takes damage equal to half his hit points (33 of 67) he will be unable to continue the summoning, the gate will close, and the Balor demon will be cut in half by the gate.



Area Eight: The Temple of Orcus

If the alarm has been raised, those in the temple will be prepared for a fight. The Acolytes will be positioned as a first line of defense. Those who can cast spells to prepare themselves for battle will have done so. **Zur** and **Manon-itziq** will stand behind and throw spells before entering combat. The bodies of twelve sacrifices litter the altar; **Zur** and **Emnuron** will likely cast *Animate Dead* to bolster their ranks.

Regardless of the situation, if the battle appears to turn against them **Zur** and **Manon-itziq** will flee and plot their revenge against the PCs.

Zur the Black AC: –4 (*Plate +2*, *Shield +2*, Dex), CL15, HP: 67, #AT: 1, DMG: 1d6 (Mace*). Equipment: *Platemail +2*, *Shield +2*, *Mace +3*, *Staff of Withering*, *Ring of Spell Turning*, *Potion of Giant Strength*, 62pp. Spells (7/6/5/4/4/3/1): *Command, Darkness, Detect Good, Protection from Good, Remove Fear, Resist Heat, Sanctuary; Bless, Delay Poison, Hold Person, Unholy Chant, Silence 15' Radius, Spiritual Weapon; Animal Growth, Animate Dead, Blindness, Dispel Magic, Prayer; Cure Serious Wounds, Divination, Neutralize Poison, Protection from Good 15' Radius; Dispel Good, Flame Strike, Insect Plague, True Seeing; Blade Barrier, Harm, Word of Recall; Gate.*

Emnuron AC: –2 (*Platemail +1*, *Shield +1*, Dex), CL6, HP: 29, #AT: 1, DMG: 1d6 (*Mace +2*). Equipment: *Platemail +1*, *Shield +1*, *Cloak of Protection +1*, *Potion of Speed, Bag of Holding*, 23pp. Spells (3/3/2): *Command, Cause Light Wounds, Protection from Good; Bless, Hold Person, Spiritual Weapon; Animate Dead, Dispel Magic***.**

Manon-Itziq, Balor Demon (1) AL: C, AC: –2, HD: 8+7, HP: 66, #AT: 1, DMG: Varies. **Manon-Itziq** possesses "Law-Breaker" a *Two-Handed Sword +2, +4 vs. Law* made of red steel that he uses one-handed alongside his whip of pure flame. This sword cannot be used by lawful or neutral PCs.

The following Acolytes of Orcus are all first level clerics with AC: 6 (Studded and Shield). They possess a Mace (1d6) and 2d20gp each. They also have silver unholy symbols worth 25gp each.





Octus, HP: 6, Spell (1): *Protection from Good.*
Tumbledown, HP: 8, Spell (1): *Cause Light Wounds.*
Leggat, HP: 3, Spell (1): *Cause Light Wounds.*
Brymgn, HP: 6, Spell (1): *Darkness.*
Oggle, HP: 6, Spell (1): *Command.*
Dirtin, HP: 4, Spell (1): *Protection from Good.*
Gulwag, HP: 5, Spell (1): *Darkness.*
Yark-Bree, HP: 6, Spell (1): *Resist Cold.*
Ventis, HP: 3, Spell (1): *Remove Fear.*
Arnson, HP: 8, Spell (1): *Protection from Good.*
Nulbar, HP: 3, Spell (1): *Darkness.*
Jurkgal, HP: 4, Spell (1): *Command.*



325. This room serves as a guard post. The novice acolyte **Willock** AL: C, AC: 6 (Studded and Shield), HD: CL1, HP: 6, #AT: 1, DMG: 1d6 (Mace). Equipment: Studded, Shield, Mace, 8gp. Spell (1): *Cause Light Wounds*, is stationed here.

Willock is not the most devoted of the Acolytes. If mass combat takes place in the temple, he is 40% likely to run away and 60% likely to proceed to #331 and warn **Baalbek**. If **Willock** chooses the latter, **Baalbek** will gather **Willock**, **Gak**, and **Meray**, cast what spells they can, and join the battle in the temple.

326. This is the living quarters of **Gethron** and **Char**. Their quarters are spartan with plain wooden beds and two small wooden lockers (locked). Each has a bag of 50gp and a *Potion of Healing*.

327. This is the living quarters of **Emnuron**, the second-in-command of the Acolytes of Orcus. Emnuron's quarters are plush, in comparison to those of the other priests. He has a lavish bed, a full-length mirror, a bookstack, and a small unholy shrine for private prayer.

Emnuron prefers to keep his most valuable treasure on his person, and thus there is little by way of interesting items worth plundering. However, he did take a valuable set of small Gold Couchant Jackals from a dead Necromancer of Set. These are in a box under his bed. He intends to sell the pair. They are worth 2,000gp each.

328. These are the living quarters of the low level acolytes. There are shabby wooden bunk beds throughout this room. A small pouch with *+3 sling stones* (3) can be found in one of the bunks. There is nothing else of value.

329. This is a guard room. Only **Zur** and **Emnuron** know of the secret door and the entrance to burial mound #42. They are unaware of the secret door that leads to crypts #334 and #335.

There are always normal **Zombies** (12) AL: C, AC: 8, HD: 2, HP: 10 hit points each, #AT: 1, DMG: 1d8 and a **Runic Golem** (1) AL: N, AC: 5, HD: 7, HP: 46, #AT: 1, DMG: 1d10*, guarding this room. They have been instructed to attack those who do not display the robes and symbol of Orcus.

330. This is the temple cellblock. **Gak**, AL: C, AC: 6 (Studded and Shield), HD: CL1, HP: 7, #AT: 1, DMG: 1d6 (Mace). Equipment: Studded, Shield, Mace, 8gp. Spell (1): *Darkness*, 13gp, is currently on guard duty.

Inside the cells are **Rosilk**, a second level Necromancer of Set, **Gurn Hammerhand**, a third level dwarven fighter, and **Serella**, the daughter of a local magistrate. They are all currently at 1 hit point and have been abused and beaten. **Rosilk** will flee Barrowmaze if freed, **Gurn** may join the party as a henchman, and **Serella's** father will offer 300gp and a magic item (Referee's discretion) for her return.

331. This is the living quarters of **Baalbek**, AC: 1 (Plate, Shield, Dex), CL4, HP: 24, #AT: 1, DMG: 1d6 (*Mace +2*). Equipment: Platemail, Shield, *Mace +2*, *Potion of Extra-Healing*, 24pp. Spells (3/2): *Command, Cause Light Wounds, Darkness; Bless, Hold Person.*



He is currently at work translating ancient unholy texts in hope of finding additional clues to the whereabouts of The Secret Vault of the Unholy Relic. He recently made a discovery that an entrance exists near the "four finger crypts."

Baalbek is attended by his scribe **Meray**, AL: C, AC: 6 (Studded and Shield), HD: CL1, HP: 5, #AT: 1, DMG: 1d6 (Mace). Equipment: Studded, Shield, Mace, 8gp. Spell (1): *Protection from Good*, 13gp.

Bookshelves are lined with old texts devoted to the faiths of Orcus and Nergal. There are two large wooden tables covered with open books and a large desk. Inside a secret compartment in the desk **Baalbek** keeps his meager treasure: 76pp. These texts are invaluable to the acolytes, and **Baalbek** and **Meray** will protect them to their death, unless the alarm has been raised and they have been called to battle elsewhere.

332. This is the living quarters of **Zur the Black**. His chambers suggest that **Zur** enjoys his amenities. His bed is plush with rich furs (2,400gp). The room is lit with *Everburning Candles* (20), and there is a small shrine to Orcus for private prayer. There is a bookstack along the east wall in front of the secret door. If the book Goat Sacrifices and Their Meaning is pulled, the floor will rotate until the bookstack turns perpendicular to the wall. Among the many books is a *Manual of Golems* (Runic Golem). Three runic tablets are also wedged onto the shelf.

Behind the secret door is **Zur's** secret treasure trove. The floor of this secret area is covered in deadly **Clockwork Scorpions** (8) AL: N, AC: 2, HD: 1, HP: 8, 8, 7, 7, 6, 6, 6, 5, #AT: 3, DMG: 1d2/1d2/1d2*, that will come streaming out when the bookstack/secret door is opened. They attack anyone but **Zur**.

At the back of the secret chamber is a locked chest with 4,804gp. A locked coffer with 3,423ep. Two small Mithril Funerary Figures (3,500gp each) and a Platinum Funerary Figure (this is a golem, see introduction). There are two Potions of *Extra-Healing* and a *Potion of Invisibility*.

333. This stairwell leads to barrow mound #55. It is known only to **Zur** and **Emnuron**.

334. This crypt has a magical one-way door. The wizard interred here long ago wanted to ensure his crypt would not be looted and so had enchantments cast to protect his treasures.

This door functions similar to the door in #236. For every person that enters, a monster will appear subject to the progression listed below.

Monster	
1. Zombie	**4.** Wight
2. Shadow	**5.** Ghast
3. Ghoul	**6.** Wraith



After each wave of monster(s) have been defeated, the door will unlock briefly and allow those who entered the crypt to leave (the interred was not a particularly malicious person, he just wanted his treasures for himself in the afterlife). The only way to access his treasure (located in a large steel chest beside his stone sarcophagus) is to stand and defeat all the monsters that appear through the entire progression. This will also open the door permanently. PCs can take one action between monster sets.

The treasure in the locked and trapped chest (poison needle save or die) includes 4,500gp, a *Book of Infinite Spells* (Magic-User), *Gloves of Dexterity*, a runic tablet, and an *Ioun Stone* (Scarlet and Blue).

335. This is a false tomb designed to dupe would-be tomb-robbers into searching for the crypts beyond.

Area Eight: The Temple of Orcus



This set of narrow burial passages contain the following niches.

A. Stack of books now moldy and useless with moisture.

B. The remains of a friar and his folded *Monk's Habit* (see New Magic Items).

C. This alcove is empty.

D. Amber Mold (1) AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special, grows in this alcove.

E. An ornate Gold Funerary Box (3,000gp) that holds the remains of a boy-prince. Folded beside the box is a set of *Mithril Chainmail +3* designed for a young lad, but would also fit a halfling or gnome. The chainmail is trapped. It is attached by a carefully disguised string on the wall to an invisible metal box located on the ceiling. If pulled, the box will open and drop **Clockwork Scorpions** (3) AL:N, AC: 2, HD: 1, HP: 8 each, #AT: 3, DMG: 1d2x2/1d2*, onto the head of the thief. *True Sight* or *Detect Invisibility* will reveal the box.

336. Ogbog and **Wortbad**, two **Trolls** (2) AC: 4, HD: 6+3, HP: 45, 30, #AT: 3, DMG: 1d6/1d6/1d10, are on guard here. **Ogbog**, the largest of the two, is particularly tall, thin, and powerful for one of his kind. He receives a +2 bonus on all damage rolls. **Ogbog** enjoys picking on the smaller **Wortbad**. **Wortbad** just wants to be left alone so he can pick his nose in peace. An inscription above the archway reads "The Catacombs of the Cursed."

337. This area is a rough-hewn burial catacomb. The catacomb is ancient but has seen recent activity. The burial alcoves here are all horizontal rectangles about 5 feet long cut roughly into the walls. PCs can search anywhere in the catacombs for treasure. If they do there is a 2 in 6 chance they will find treasure. If successful, the contents should be determined randomly (see Random Table 7). Treasure can only be found in this fashion seven times. Be sure to roll for random monsters.

There are unique burial alcoves and areas containing monsters and/or treasure. These are outlined below.

When **Zur the Black** recruited **Shagrot** and his trolls, he promised them human flesh and coin. After some initial success, the relationship has not been as fruitful as **Shagrot** hoped. He will not risk his own life for **Zur** or the Acolytes.

Zur encouraged the trolls to occupy the catacombs to give them their own space but also to guard F—an exit to the surface located in barrow mound #42. **Zur** was also aware that the Necromancers had added a small tribe of bugbear mercenaries to their forces and hoped to counter with the trolls.

A. The majority of the trolls can be found here. The area is littered with makeshift beds and the gnawed bones of humanoids and animals. There is a 20% chance that four of the ten are sleeping. **Trolls** (10), AC: 4, HD: 6+3, HP: 44, 43, 41, 42, 40, 38, 37, 35, 34, 30, #AT: 3, DMG: 1d6/1d6/1d10.

B. Shagrot AC: 0, HD: 6+3, HP: 45 #AT: 3, DMG: 1d6/1d6/1d10, has braced several pieces of magical platemail to his legs, arms, and shoulders and thus possesses an improved armor class (an armorer, given the pieces and 7,500gp, can refit these into a suit of *Platemail +3*). **Shagrot** uses a heap of old furs as a bed. Under the furs is a small wooden box with five *Wasp Darts +2* (see New Magic Items). Beside the bed is a large unlocked chest with mixed coins from **Zur** for services rendered: 3,562sp and 3,905gp. If **Shagrot** hears battle in the catacombs, he will investigate.

C. The skeleton of a woman can be found in an alcove here. Folded beside her, at the back of the alcove, is a beautiful *Cloak of Protection +2* and a *Ring of the Ram*.

D. Hidden underneath a skeleton at this location is a *Staff of Healing*. This staff is unique because it can heal either 1d8 (1 charge) or 2d8 (3 charges) per use. The staff has 28 charges and cannot be recharged.

E. A filthy **Rot Pudding** (1) AL: N, AC: 6, HD: 8, HP: 37, #AT: 1, DMG: 2d8, has secluded itself in this area. It has no interest in the trolls but will attack the PCs if they pass nearby. Check for surprise.

F. Gargar and **Uzgot**, two **Trolls** (2) AC: 4, HD: 6+3, HP: 42, 37, #AT: 3, DMG: 1d6/1d6/1d10, have been instructed to guard this entrance. If they see light or hear anyone approach down the stairs, they will set for an ambush and surprise on a 1–4 on d6.

338. This room is empty.

339. On a dais, set against the western wall, is a throne made of stone. The area immediately around the throne and the dais is charred black by fire. Barely recognizable



remains of an Acolyte of Orcus can be found on the throne. The throne is decorated in bas relief depicting Athena, Goddess of Warriors, and frescoes along the eastern wall depict her in glorious battle.

The throne detects as magical and is aligned (law/good). If anyone of chaotic alignment sits in the throne they will immediately receive burning damage as per the clerical spell *Flame Strike*. If anyone of neutral alignment sits in the chair there will be no effect. If a lawful cleric (Wisdom) or paladin (Charisma) sits in the throne, they will have their primary ability score(s) raised by one (this happens only once).

340. This hallway contains eight crypts.

Quiet Crypt 1: This door is ajar. Someone used a prybar to open the door. The floor of this crypt is covered in precious gemstones. Two dead Acolytes of Orcus are on the floor here. As soon as someone enters the crypt, the jewels will pull themselves together as a mighty **Gemstone Golem** (1) AL: N, AC: 0, HD: 8, HP: 46, #AT: 1 or 2, DMG: 1d10/1d10, and attack to defend the crypt. There is nothing of value here other than a black urn with ashes.

Defiled Crypt 2: This door is closed. A small group of **Wights** (3) AL: C, AC: 5, HD: 3, HP: 25 (19), 19 (13), 17 (11), #AT: 1, DMG: Drain, are muttering to themselves in the darkness. They have gone completely mad. All three are wearing Electrum Death Masks (300gp each) and receive +2 hit points per die (may exceed maximum).

Quiet Crypt 3: The door to this crypt is actually a small set of iron double doors. The handles to the doors have been bound with rope. A scarab signet has been imprinted in wax to one side. At the back wall of the crypt is a stone sarcophagus with the following epitaph: "I, Dresta, the Mighty Warrior Rest Here. Athena Was My Protector."

If the sarcophagus is disturbed an **Iron Golem** (1) AL: N, AC: 3, HD: 18, HP: 84, #AT: 1, DMG: 4d10, in the shape of Athena will break through the secret door sending shards of stone everywhere, and attack, surprising intruders on a 1 in 4 on d6.

Dresta's remains can be found inside the sarcophagus. She wears *Chainmail +3* and carries a *Broadsword +3*. She wears a Jade Bracelet (800gp), Gold Ring (900gp), Platinum Circlet with Small Garnets (1,500gp), Gold Statuette inlaid with Bloodstones (1,000gp), and a Platinum Ring inlaid with Small Aquamarines (2,000gp).

Quiet Crypt 4: Strange runes have been written on this stuck door. They are *Explosive Runes*. Inside the crypt is a box with disintegrated remains.

Defiled Crypt 5: The door to this crypt is ajar. A pack of **Ravenous Dead** (7) AL: C, AC: 7 (8), HD: 3, HP: 20, 19, 16, 11, 7, 6, 5, #AT: 1, DMG: 1d6, have gathered here. If sufficient noise is raised in the hallway, they will attack. Four of the seven are wearing Bone Death Masks (no value) that provide +1 to their armor class.

Inside the crypt is a small unlocked coffer with two Valuable Scrolls (worth 150gp and 350gp) and one Manuscript (worth 750gp). There is also one arcane scroll with five random magic-user spells.

Defiled Crypt 6: The door to this crypt is open, and the burial alcoves here have been looted. There is nothing of value.

Quiet Crypt 7: The door to this crypt is locked. Inside a malevolent **Greater Crypt Shade** (1) AL: C, AC: 4, HD: 6, HP: 35, #AT: 1, DMG: 1d10, has risen from the remains of the interred.

Inside his sarcophagus are two Ivory Canopic Jars inlaid with Gold worth 2,500gp each and a strange necklace. This is a *Necklace of Prayer Beads*. The necklace contains two *Beads of Blessing* (*Bless*), *Two Beads of Healing* (*Cure Serious Wounds*), and a *Bead of Turning* (1+ to turn attempt and hit dice affected). There is also a magic-user scroll with four random fourth level spells and the second level spell *Galaxina's Scintillating Spark Shower* (see New Spells).

Quiet Crypt 8: The door to this crypt is closed. The room is covered in burial alcoves:

Burial Alcoves (40): Triangular. Single bronze skulls. **Contents:** Scattered throughout the alcoves are a Tiny Mirror (150gp), Engraved Silver Inkwell (250gp), Fine Leather Belt (160gp), and a **Clockwork Scorpion** (1) AL: N, AC: 2, HD: 1, HP: 8, #AT: 3, DMG: 1d2x2/1d2*.

341. This long rectangular room contains six mausoleums 10 feet high—all with stone doors. On top of each is a unique marble statue. The ceiling is 30 feet high here.

A. The stone door here has been broken and the contents of the mausoleum plundered. The statue on top of the mausoleum is that of a satyr dancing with a pan pipe.



B. The stone door here is closed and sealed with wax. Anyone disturbing the door will set off a trap. The statue on top of the mausoleum is that of a muscular man holding a large globe (8 feet tall and 8 feet wide) on his back. Disturbing the door will trigger the statue to bend forward, dropping the ball on anyone in front of the door. Those caught take 6d8 points of crushing damage (Dexterity check for half). Anyone taking full damage will have all their fragile equipment destroyed, including potions. Roll for random monsters.

In addition, just inside the door is an **Amber Golem** (1) AL: N, AC: 6, HD: 10, HP: 48, #AT: 3, DMG: 2d6/2d6/2d10, that will strike as soon as the door has been breached. Inside the mausoleum, beside a small urn, is a Gem-Encrusted Platinum Chalice worth 1,800gp.

C. The door to this crypt is broken and the contents have been plundered. The statue of a beautiful elf maiden with a bow stands atop.

D. The stone door here is sealed with wax. The statue on top depicts a priest holding a large bowl above his head as if he was providing an offering.

Similar to B there is both a trap and a monster here. Anyone disturbing or searching the door will activate a pressure plate that emits a 10x10 foot cloud of paralytic gas immediately outside the door (save for no effect). Regardless of the result, this will alert a **Black Pudding** (1) AL: N, AC: 6, HD: 10, HP: 43, #AT: 1, DMG: 3d8, that is nestled in the bowl. It will drop on anyone standing, or making noise, in front of the door.

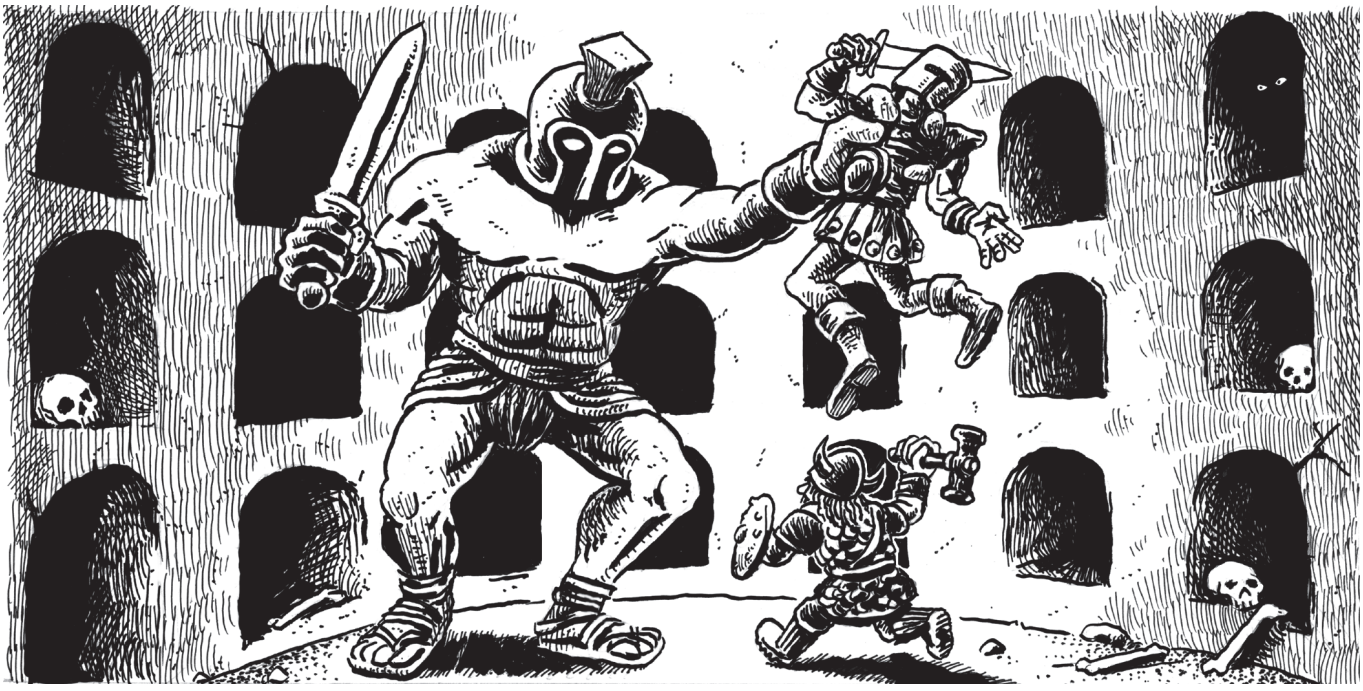
Inside the crypt are the skeletal remains of a woman wearing a gold ring. This is a *Ring of Protection +4*.

E. The door to this crypt is sealed with wax and made of stone. The statue atop the mausoleum depicts a dwarf with hammer raised above an anvil. Inside are three Electrum Coffers worth 300gp each. Inside one is a lock of red hair.

F. The door to this crypt is sealed with wax and made of stone. There is nothing of value inside. The statue above depicts a noble deer stag.

342. A large set of sealed bronze double doors bars entry to this room. The doors are joined with rope and sealed with a scarab imprint in wax. **Show the players Barrowmaze illustration #33.** The rope is a *Rope of Strangulation* that will magically fly off the door handles and attack the person who breaks the clay seal.

This massive room is supported by twelve 30 foot columns. The bottom 10 feet of each column are shaped as helmed male warriors. Four of the warrior pillars are actually **Greater Barrow Guardians** (4) AL: N, AC: 1,





Area Eight: The Temple of Orcus

HD: 6, HP: 36, 30, 28, 27, #AT: 1, DMG: 1d8+2, who will likely attack with surprise (1–4 on d6) once the PCs have started investigating and searching the room. The guardians are located in the northeastern, northwestern, southeastern, and southwestern pillars.

The room is filled with small burial crypts. The entrances are covered with rotting yellow curtains.



A. Behind this curtain is a low altar with a simple wooden carving. Anyone who touches the figurine will be cursed with *Blindness* (*Remove Curse* to cure).

B. A colony of **Amber Mold** (1) AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special, grows on the walls and floor here.

C. This area is empty.

D. This crypt contains a heavy crossbow trap. The trap is connected to the curtain by a wire. Anyone who pulls the curtain aside will spring the trap. The crossbow will attack as a monster with the same hit dice as the target with an additional +2 bonus to hit. A small funerary box contains minor gemstones: two Small Flawed Rhodochrosites (10gpx2) and a *Pearl of Wisdom*.

E. A stone door, sealed with wax at the edges, blocks entrance to this tomb. An inscription on the door reads "*Here Rests Roeth and Able Blackshield, Brothers and Warriors of the Black Order.*" They have risen as **Wraiths** (2) AL: C, AC: 3, HD: 4, HP: 24, 16, #AT: 1, DMG: 1d6*. They will not emerge from the crypt unless they can sense the presence of a lawful paladin or cleric beyond their door. In that case, they will rise and use their incorporeal forms to pass through their crypt door. They will attack, targeting the above character types first. In their sarcophagi the PCs can find *3 Javelins of Lightning* and a *Necklace of Adaptation*.

F. This crypt is empty.

G. An urn, covered in dust, rests against the back wall. Beside the urn are 12 clay Funerary Figures (no value).

H. A skeleton covered in a funeral shroud lies on a stone slab at the back of this crypt. Mounted on the wall above him is a Platinum Drinking Horn worth 1,150gp.

I. This crypt is empty.

J. A group of **Amber Jellies** (3) AL: N, AC: 5, HD: 4, HP: 20, 14, 14, #AT: 1, DMG: 1d6, are stuck to the ceiling of the crypt near the doorway.

In the center of the floor is a bowl of gemstones that glitter in the torchlight. The bowl contains a Small Flawed Bonded Agate (10gp), Large Finely Cut Topaz (2,000gp), Large Aquamarine (500gp), and a Small Flawed Carnelian (40gp).

Area Eight: The Temple of Orcus



K. An illusion has been cast in this crypt to make it appear empty. The illusion, located just into the room, provides a sense of depth and hides a stone sarcophagus. Inside are disintegrated remains and three Platinum Chalices (1,200gpx3).

L. A runic tablet lies on the floor of this crypt.

M. The skeletal remains of a man lie at rest on a stone slab here. In one hand he clutches a *Deck of Many Things*.

N. This crypt appears empty with the exception of wall sconces on the eastern and western walls. Turning the eastern sconce upside-down will open a secret narrow stairway in the floor that only a thin dwarf, halfling, or gnome might descend. At the base of the stairs, completely covered in dust and cobwebs, are the skeletal remains of a halfling wearing *Gloves of Dexterity* and a *Shortsword +3*. Underneath the remains, waiting to strike, is a **Clockwork Scorpion** (1) AL: N, AC: 2, HD: 1, HP: 8, #AT: 3, DMG: 1d2x2/1d2*.

O. The door of this tomb is made of stone and sealed at the edges with wax. The inscription on the door reads "Tomb of Hephecates, Husband, Father, and Sage."

The inside of the tomb is covered in dust. It seems an age or two has passed since the crypt was sealed. There are two sarcophagi here. One for Hephecates and one for his wife. If the PCs enter the tomb, **Hephecates** will appear as a **Spectral Dead** (1) AL: C, AC: 2, HD: 4, HP: 27 #AT: 1, DMG: 1d8*. However, he is sentient and will dialogue with the PCs as long as they are respectful and leave the two sarcophagi undisturbed.

Hephecates will speak very slowly and his ghost-like voice will echo through the tomb. He knows of the existence of The Secret Vault of the Unholy Reli**c.** He also knows that it can be accessed to the north and west of his location. He implores the PCs to destroy The Tablet of Chaos and thus allow the dead to rest in peace.

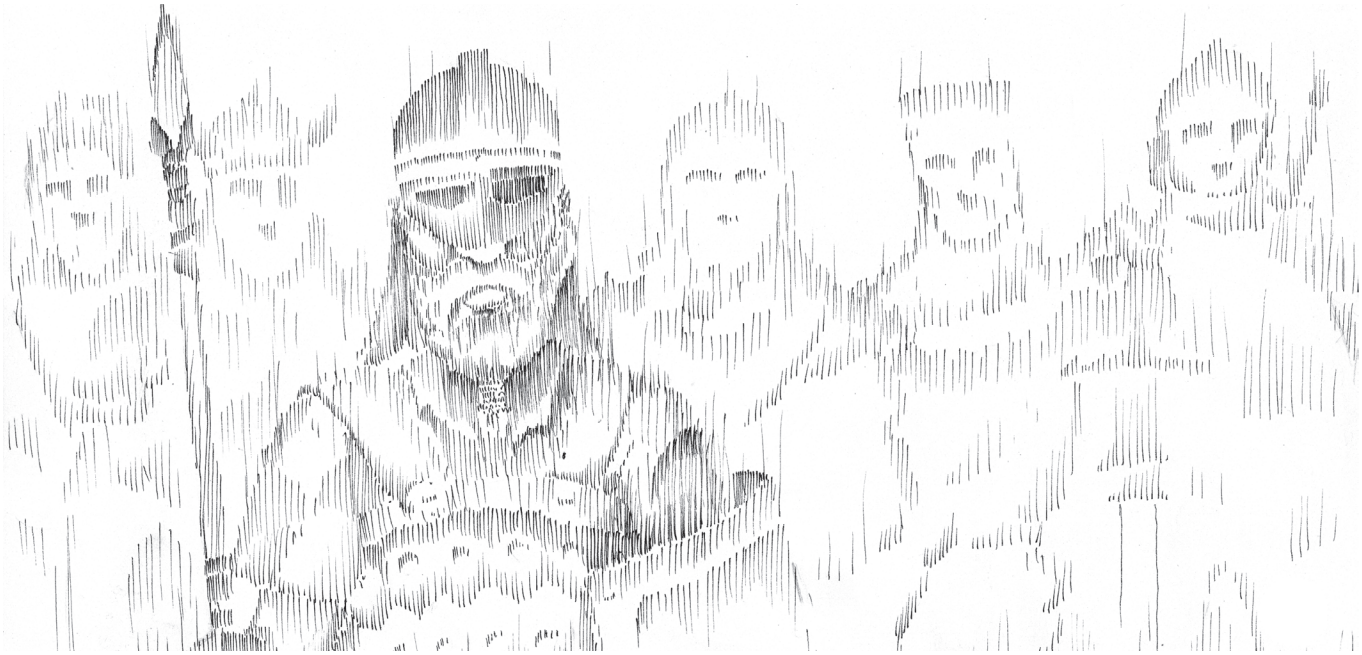
If the PCs insist on opening the sarcophagi, **Hephecates** will implore them to stop and will eventually begin a terrible cacophonous wail, screaming "Noooooooo!" In 1d4 rounds, a group of **Spectral Dead** (20) AL: C, AC: 2, HD 4, HP: 28x5 24x10, 17x5, #AT: 1, DMG: 1d8*, will materialize in #342 and attack. There is nothing of value in either sarcophagus.

P. A funerary box sits atop a pedestal in this crypt. Inside the box are two Platinum Scarabs worth 1,000gp each.

Q. This crypt is empty.

R. An Urn (no value) and 15 Wax Funerary figures (10gp each) can be found on the floor of this crypt.

S. This crypt is empty.





Barrowmaze Area Nine: The Secret Vault of the Unholy Relic

There are no random monsters in The Secret Vault of the Unholy Relic.

The Keeper can teleport at will within The Secret Vault. He cannot be turned. The Secret Vault cannot be scryed or located magically. Magic will not function in #344.

343. This false crypt is designed to trap and kill would-be tomb-robbers and those who seek entry to the inner sanctum of The Tablet. Note that the entrance is a one-way door and cannot be held open or destroyed. The door is marked with the symbols of Nergal and The Tablet of Chaos is carved in relief. A warning on the door reads, "Embrace Death Ye Who Enter Here." The phrase "Life in Death" can also be found on the door.

Frescos on the walls depict Nergal's followers praying en masse. One by one they walk forward and commit suicide. Their spirits then emerge from their corporeal forms.

Two sarcophagi are located at the top of short staircases in this room. At the top of the center staircase—located at A—is a circular platform with arcane runes. Teleport circle A leads to the teleport circle at #344A.

This circular platform is one of several teleport circles within The Secret Vault. Most of the chambers are not physically connected and PCs will need to use the circles to proceed. To activate a teleportation circle, the PCs must recite the phrase "Life in Death" or "Embrace Death."

Immediately after the PCs enter the chamber, **The Keeper** will make his first appearance. He will appear at A and dialogue with the PCs for a moment or two. He has been following their progress but means to observe them first hand before engaging them in combat.

Remember **The Keeper** always refers to himself as "we" and towards the end of the conversation will become irritated. He will throw a spell or two but will call on Nergal's minions to finish the PCs.

At this point, the two secret doors will slide open and **Crypt Knights** (10) AL: C, AC: 2, HD: 7, HP: 44, 41, 39, 38, 36, 35, 35, 31, 30, 28, #AT: 1, DMG: 1d10 - five from each secret room—will attack the PCs from behind. Also, two **Barrow Mummies** (2) AL: C, AC: –1 (3), HD: 7, HP: 38, 32, #AT: 2, DMG: 1d8/1d8*, will emerge from the sarcophagi and attack. They are wearing Mithril Death Masks inlaid with Gold and Platinum. This provides them with a combined 40% magic resistance, +4 to armor class, and +2 to hit and damage. Each mask is worth 8,500gp.

344. When the PCs are teleported to #344A (from #343A), they will find themselves standing on a platform of stone that floats in the air, completely separated from the walls. There is no floor to this room, just murky darkness and the stone of the outside walls. **Show the players Barrowmaze illustration #34. When they approach The Tablet of Chaos and inspect it closely, show the players Barrowmaze Illustration #35.**

In the center of the platform The Tablet of Chaos, covered in unholy runes, hovers four feet above a square dais. A dark radiance extends from The Tablet. This tablet is an illusion.

This is the false resting place of The Tablet of Chaos. The room is designed to trap would-be tomb robbers. PCs cannot touch the Tablet. Their hands will pass right through it.

The PCs will notice several curved daggers and ancient copper blood stains on the platform.

There is neither a teleport circle here nor ordinary means of escape from the platform. Rather the party must think like the followers of Nergal to pass Nergal's Test. Death is the only way to enter the inner sanctum and obtain The Tablet of Chaos. This means that they must demonstrate their loyalty to Nergal and kill themselves in order to leave this room! The phrases "Embrace Death" and "Life in Death" from #343 (and elsewhere throughout the dungeon) have provided the PCs with repeated hints to solve this dilemma. Once all the PCs have sacrificed themselves they will be teleported to #345A. Referees: ask for character sheets as they kill themselves to heighten the dramatic effect.

Any PCs cowardly enough to throw themselves off the platform will be lost, their whereabouts unknown.


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Area Nine: The Secret Vault of the Unholy Relic

345. This is one of the three inner chambers of The Secret Vault. This room is covered with dusty bookshelves and scrolls are laid out across various desks. One portion of the room is littered with lab equipment.

A. This is the teleport circle for all those who pass the test in #344.

346. This is the inner sanctum of **The Keeper** of the Tablet.

When the PCs enter this room, they will see a dark place lit by tall flaming braziers that cast shadows throughout the room. **The Keeper** sits on a broad throne in the northernmost part of the room. He will dialogue with the PCs before the battle begins, again using "we" throughout his discourse. Use this opportunity to present some dialogue from both **The Keeper** and **Ossithrax**. They may even argue with each other. He will remind them of how pathetic they are and how powerful he has become through the dark magic of The Tablet.

By the time the PCs arrive he will have cast *Globe of Invulnerability* and *Detect Invisibility* and any other protective spells the Referee deems appropriate. **The Keeper's** primary weakness is his over-confidence—he may not be as prepared as he should.

On either side of **The Keeper** are two **Babau Demons** (2) AL: C, AC: –3, HD: 7+10, HP: 44, 39, #AT: 3, DMG: 1d4+1/1d4+1/2d4, and four **Necrolytes of Nergal** (4) AL: C, AC: 3, HD: 7, HP: 30, 26 25, 22, #AT: 1, DMG: 1d8. The latter possesses the same spells as a 7th level magic-user (3/2/2/1): *Magic Missile, Shield, Shocking Grasp; Darkness Globe, Invisibility; Lightning Bolt, Haste; Lesser Globe of Invulnerability.* They also have a *Dagger +2* and *Darts +2* (9) which they will use after they discharge their spells. The Babau demons will engage while the necrolytes sling their spells from behind. They will all fight until destroyed.

The Keeper, who can teleport at will within The Secret Vault, will withdraw if below 50% of his hit points. He will heal, prepare, and then hasten to #348 in a final effort to protect The Tablet of Chaos.

347. This is the secret treasury of **The Keeper**. Two coffers (2,984sp and 666pp), one chest (731gp), and funerary baskets (empty), line the walls of this room. In the center is a tall pedestal with a Crystal Ball. A teleport circle (A) can be found against the eastern wall. This circle will transport the PCs to #348A.



348. The inner sanctum of The Tablet appears exactly like the false sanctum at #344. The Tablet of Chaos hovers magically several feet above a square dais.

If **Ossithrax** has already been destroyed:

The Keeper will be standing beside The Tablet and will have cast any remaining defensive spells and summoned allies in anticipation of a final pitched battle to protect The Tablet from the PCs. He will work himself into a frenzy, screaming, screeching, and hissing as he begins to unravel and battles to the true death.

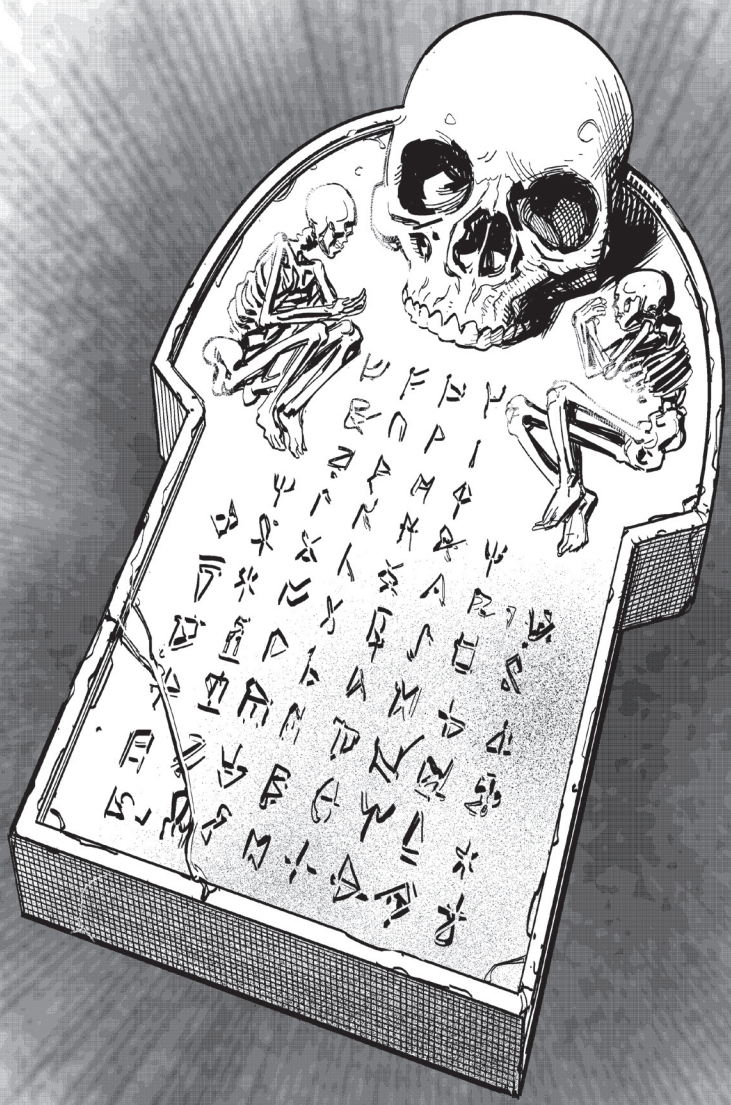
Once The Tablet is destroyed, the remaining PCs will be teleported to #232.

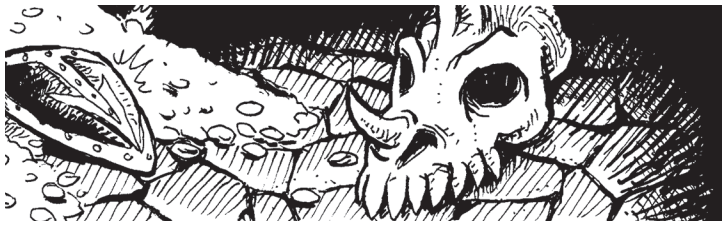
If **Ossithrax** has not been destroyed:

Similar to the above, **The Keeper** will be standing beside The Tablet and will have cast any remaining defensive spells and summoned allies in anticipation of a final pitched battle to protect The Tablet from the PCs. He will fight to the end here, knowing that his essence will revert to the body of **Ossithrax Pejorative**.

Before he "dies" he will laugh maniacally at the PCs and state, "You think you have defeated us? No! Nergal's bidding will be done and we (laughing), AND WE (laughing), will see it done."

A. The PCs are effectively trapped here—so close and yet so far away. Once they search, the PCs will notice teleportation circles at points A through D. The four teleportation points will not activate until at least one PC stands on each circle and recites the phrase of passage "Life in Death" or "Embrace Death." Once this is done, all PCs will then be teleported into The Tablet Platform at #348E for the final battle with **The Keeper**.





Barrowmaze Area Ten: The Lair of Ossithrax Pejorative

Area Ten: Random Monsters

1. Ravenous Zombies (2d6)

2. Crypt Knights (1d6+1)

3. Ghouls[1] (2d6)

4. Sons of Gaxx (1d8)

5. Vampire (1)

6. Mongrelmen (4HD) (2d6)

7. Gargoyles (2d4)

8. Necromancers of Set (2d6)

9. Necromancers of Set (2d6)

10. Necromancers of Set[2] (2d4)

11. Dungeon Dressing[3]

12. Referee's Choice

Note: There is a 2 in 6 chance that any wandering undead are wearing Death Masks.

1. This group is led by a Barrow Ghast.

2. The Necromancers also have two Steel Skeletons.

3. See Table 3: Random Dungeon Dressing.

349. A statue of a stoic man stands atop a dais in the southwest corner of this room. The 8 foot tall statue is made of stone, with large diamonds in the eye sockets (2,000gp each). The statue stands erect and holds out an offering plate several feet long on which an inscription reads "Erected in the Memory of Sigmund: Sigmund would own Red Devils" (underscores are for the Referee only). If a magical sword is placed on the tray it will have its magical bonus increased by one (to a max of +5). This happens only once. If the gems are taken the statue loses its magical ability.

Note that sufficient noise or light here may draw the attention of mummies in #354.

350. This room is empty.

351. Entrance to this crypt is blocked by a large rusted metal portcullis. It will require 8 PCs to lift. With the appropriate equipment (metal saws), it would take 6 turns to cut through. Beyond the portcullis are two 10x10 foot mausoleums with stone doors. Each has a metal skull face with an attached door-ring. These doors open outward. On the south wall, between the two mausoleums, is the following inscription:

Two doors stand before you.
One door must speak the truth,
One door only utters lies.
One of them leads to certain death,
The other, to wonderous treasure.
Knock on each door.
You may ask it a single question.
Choose wisely, or death shall come for thee.

The door that always lies is located at A and the door that always tells the truth is located at B. Ultimately, the PCs will ask their questions. If they choose door A, death will emerge through the stone door in the form of two **Wraiths** (2) AL: C, AC: 3, HD: 4, HP: 16, 14, #AT: 1, DMG: 1d6*. There is nothing of value in the two sarcophagi.

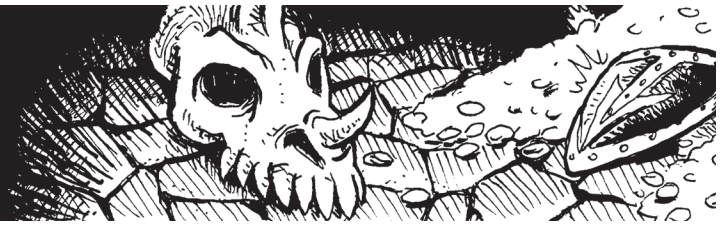
If they choose door B, the door opens to a single sarcophagus. Once the lid is pried open, the PCs will find a false bottom under skeletal remains. The false bottom reveals a rough stone tunnel heading north to #352. The tunnel is caked with mold and cobwebs.

352. The tunnel from #351 opens, from the floor, into a 20x20 burial chamber covered in dust. On a stone slab are the remains of an elf. Beside him are the following items: a *Staff of the Prestidigitator*, a *Ring of Spell Storing*, and a *Dagger +4 Defender*. There are also 12 Terra Cotta Funerary Figures worth 80gp each.

353. This crypt has a portcullis similar to the one located in #351.

A. This crypt is locked and sealed with wax around the edges of the stone door. A pressure plate immediately in front of the mausoleum will trigger a volley of arrows from the eastern wall of the crypt, all aimed toward the door. Anyone caught in the 10 foot space between the wall and the door will be subject to four ranged attacks each (at the same hit dice as the target with +2 bonus to hit doing 1d6 points of damage each (no save)). Note that PCs will only notice the holes if the wall is carefully searched or of they specifically poke the area in front of the door with a 10 foot pole.

Area Ten:
The Lair of Ossithrax Pejorative



Inside are the remains of a woman wearing eight Decorative Silver Scarab Amulets worth 300gp each. Two Silver Scarab Amulets, indistinguishable from the others, bear magical properties. The first Scarab can *Detect Magic* (1/day). The other will function as a 6HD *Fire Ball* if thrown (one use only). It is inscribed with a phoenix.

B. If the PCs listen at this stone door, they will hear muffled voices and scratching. A small group of **Wights** (3) AL: C, AC: 5, HD: 3, HP: 22 (16), 20 (14), 14 (8) #AT: 1, DMG: Drain, inhabit this crypt. All three wear Electrum Death Masks (value 500gp each). These masks confer +2 HP per die (may exceed maximum hit points).

354. Numerous burial niches covered with rotting curtains can be found on the western wall. The ceiling is 10 feet high here.

A group of eight mummies will begin to emerge from behind the curtains a moment or two after the PCs enter the chamber. These mummies wear Death Masks and carry Gold Scarab Amulets (magical, see below). For the purpose of this entry (and to ease the task for the Referee), the eight mummies will be subdivided into three groups based on their accoutrements.

Mummy (3) AL: C, AC: –1 (3), HD: 5+1, HP: 29, 28, 28, #AT: 1, DMG: 1d12*. These three mummies wear Mithril Death Masks (+4 to AC, 20% Magic Resistance). The masks are worth 3,000gp each. Two bear *Scarabs of Proof Against Fear* on gold necklaces.

Mummy (2) AL: C, AC: 3, HD: 5+1, HP: 24, 24, #AT: 1, DMG: 1d12*. These mummies wear Gold Death Masks (+2 to hit and damage). The masks are worth 800gp each. These two also bear *Scarabs of Death* on gold necklaces.

Mummy (3) AL: C, AC: 3, HD: 5+1, HP: 28, 24, 20, #AT: 1, DMG: 1d12*. This group wears Silver Death Masks (*Spider Climb*). The masks are worth 400gp each. One wears a *Scarab of Insanity*. The other two bear *Scarabs of Protection* on gold chains around their necks.

The mummies that can *Spider Climb* will do so immediately upon noticing the presence of the party. They will position themselves to attack from either the walls or the ceiling. They may choose to walk behind the party and cut them off. The others will shuffle awkwardly to engage the PCs.

A. This burial crypt contains two Silver Chalices sitting on a low stone slab covered with bas relief of skeletons. They are worth 700gp each.

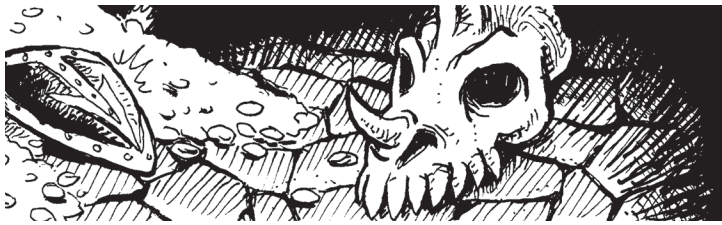
B. Two **Amber Jellies** (2) AL: N, AC: 5, HD: 4, HP: 20, 18, #AT: 1, DMG: 1d6, are stuck to the ceiling here. There is nothing of value. Bas relief of a great dragon decorates a stone slab.

C. The side of a stone slab depicts the moon and stars. The crypt is otherwise empty.

D. Bas relief of St. Ygg and his apostles illustrates the side of a low stone slab. There is nothing of value.

E. A stone slab with bas relief of the sun shining on a field of poppies rests against the western wall. If one of the poppies is pulled out and rotated clockwise, a secret drawer of grave goods will be revealed. The treasures include: Silver Cloak Clasp (600gp), Silver Dagger Scabbard (500gp), Gold Necklace (500gp), Platinum Ring inlaid with Small Aquamarines (2,000gp), Jade Bracelet (300gp), Gold Belt Buckle inlaid with Small Black Opals (1,500gp), Platinum Nose Ring (600gp), Silver Circlet inlaid with Bloodstones (1,000gp), Jade Earrings (300gp), and a Silver Ring (500gp).





Area Ten: The Lair of Ossithrax Pejorative



355. This long corridor contains dust and debris near the walls.

Quiet Crypt 1: The door to this crypt is ajar. The contents of the four 6-foot long horizontal alcoves (formerly holding full skeletons) have been looted and dumped on the floor. A single Bronze Canopic Jar can be found underneath some crypt detritus (value 100gp).

Quiet Crypt 2: The door to this crypt is made of rusted steel. There are four large urns in the room. One has broken and spilled its contents onto the floor. There is nothing of value here.

Defiled Crypt 3: The door to this crypt is stuck. A group of evil men have risen as **Sons of Gaxx** (7) AL: C, AC: 8, HD: 3, HP: 20, 16, 16, 12, 12, 10, 9, #AT: 1, DMG: 2d4*.

A Celadon Vase sits in a small niche carved into the side of the seven stone slabs in this crypt. Each vase is worth 100gp each, but these are brittle and likely to break (1–4 on d6) if they are carried into combat.

Defiled Crypt 4: This door is ajar. A group of **Wights** (4) AL: C, AC: 5, HD: 3, HP: 17, 16, 14, 7, #AT: 1, DMG: Drain, have made a lair for themselves in this crypt. If they hear noise in the hallway (60% chance) or see light, they will send the weakest (7hp) to investigate. A funerary basket in this room contains 3,064ep, although half that amount has spilled onto the floor.

Defiled Crypt 5: This crypt has numerous burial alcoves from floor to ceiling:

Burial Alcoves: (66) Octagonal. Empty but two.
Contents: Two Scarabs, one silver and the other electrum, can be found. They both detect as magical. The former has the same effect as the spell *Insect Plague* (beetles). The latter will *Heal* the user. Both effects are as per the cleric spells but are usable by any class (one use only).

Defiled Crypt 6: This crypt, like D5, is covered in burial alcoves:

Burial Alcoves: (45) Octagonal. Empty but one.
Contents: Only one alcove contains something of interest: a lever. If pulled the secret door on the northern wall will open and release a fearsome **Barrow Wight** (1) AL: C, AC: 4, HD: 6, HP: 29, #AT: 1, DMG: 1d8*, into the room. Inside the secret crypt are six Silver Funerary Figures worth 500gp each and two runic tablets.

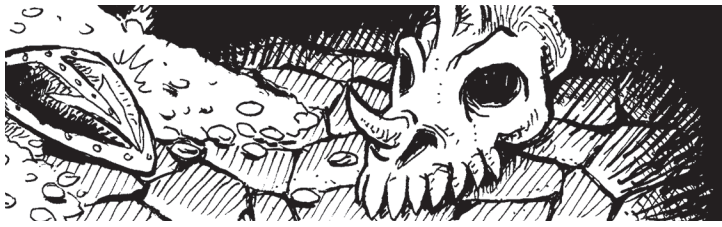
356. Strangely, the door to this room swings outward, not inward. A pressure plate 15 feet inside this room will set off an isolation trap. Specifically, once the pressure plate is depressed, an audible click will be heard. A stone slab will slide down from the ceiling, blocking the doorway. The secret door will then open and a group of **Crypt Knights** (6) AL: C, AC: –2 (2), HD: 7, HP: 42, 39, 39, 35, 31, 28, #AT: 1, DMG: 1d10, will emerge and attack those remaining in the room. They wear Mithril Death Masks that provide them a +4 bonus to armor class and 20% magic resistance (value 1,200gp each). Barring the use of magic, only an iron spike and a sledgehammer can break through the stone slab. This will take one turn.

357. The door to this crypt is stuck. There are three urns on a low altar against the eastern wall. There is nothing of value.

358. This room is empty.

359. The door to this room is locked. There are ten holes (3' deep) in the western wall.


TRUMAN



Area Ten: The Lair of Ossithrax Pejorative

1. Handle in the hole. If pulled, a blade will chop the PCs hand off at the wrist.

2. A jar of pickled lady fingers (elf).

3. Empty.

4. A Large Finely Cut Diamond (2,500gp).

5. A *Wand of Fiery Burning* (see New Magic Items).

6. A lever in the hole will open the door to #369. PC's will hear the sound of stone grinding on stone from the north if pulled.

7. PCs will note something shiny toward the back of this hole (a *Ring of Jumping*, see New Magic Items). A group of **Rot Grubs** (6) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A, have nestled into this hole as well.

8. Empty.

9. A partial map depicting some of #371, #372, and #373 but not the secret door that leads to the area.

10. An **Ochre Jelly** (1) AL: N, AC: 8, HD: 5, HP: 21, #AT: 1, DMG: 2d6, has made itself a lair in this dark hole.

360. The door to this room is closed. Long ago, a mass self-sacrifice to Nergal took place here. The members of the death cult have all risen as **Ravenous Zombies** (25) AL: C, AC: 8, HD: 3, HP: 24, 21 19, 19, 18, 18, 18, 17, 17, 15, 15, 15, 14, 14, 13, 13, 12, 12, 12, 10, 10, 10, 9, 7, 6, #AT: 1, DMG: 1d6. They all wear Silver Holy Symbols of Nergal (worth 50gp each) that serve as *Amulets of Proof Against Turning*.

361. This was a prayer room of the death cult of Nergal. Atop a small altar along the east wall are a Gold Statuette of Nergal (100gp) and assorted bone-piles (elves, humans, and dwarves).

362. The door to this room is locked. This room was used as a barracks by the death cult. The room is otherwise spartan. There is no treasure here.

363. This room was once a barracks for the death cult of Nergal. There is nothing of value here.

364. Before they sacrificed themselves, the death cult created a strange golem to guard the entrance into The Secret Vault of the Unholy Relic. They created an enhanced **Bone Golem** (1) with six arms AL: N, AC: 0 (2), HD: 10, HP: 75, #AT: 6 or 7, DMG: by weapons and/or breath. The golem wears a *Ring of Protection +2*. The golem can divide its attacks as it chooses. It possesses the following arms:

1. Dwarven Skeletal Arm with Hand Axe (1d6)

2. Elven Skeletal Arm with Longsword (1d8)

3. Giant Crab Claw Exoskeleton (1d8)*

4. Gnoll Skeletal Arm with Spear (1d6)**

5. Owlbear Skeletal Arm and Claw (1d8)**

6. Partially Preserved Zombie Arm (1d8)

*Can hold a target on a successful hit. Golem may choose to rag-doll the character and throw him/her against a wall (50%) for 2d6 points of damage, plus the PC will be dazed for 1 round, or target the held character (+4 to hit) with multiple attacks.

**Can reach opponents in second rank.

In addition, the golem also possesses a necrotic breath weapon that can be used once every 10 rounds. All those in a 10 foot square in front of the golem must save (Death) or die a gasping, painful death.

365. A sarcophagus rests at the end of this room. This is intended as a secret false crypt to confuse would-be transgressors of The Secret Vault. The sarcophagus is padlocked on all four sides. Inside is a **Huge Scorpion** (1) AL: N, AC: 4, HD: 4+4, HP: 28, #AT: 3, DMG: 1d8/1d8/1d3*, held in stasis. It will attack as soon as the coverstone is removed from the sarcophagus. There is nothing of value inside.

366. This hallway is empty. Worn frescos to Nergal adorn the walls and grow in size and complexity toward the doors of the Great Temple (#375).

367. This room is the antechamber of the Death Cult of Nergal—a faction of his followers who devoted themselves to protecting The Tablet of Chaos for all eternity. The frescos here depict self-sacrifice using long curved daggers thrust into the chest and skeletons walking away toward the door to the underworld.

Area Ten:
The Lair of Ossithrax Pejorative



368. This room is empty with the exception of a stone door covered in runes to the north. The door cannot be opened, magically or otherwise, unless the lever in #359 is used.

369. The stone door to this room can only be opened by the lever in #359. When opened Minos, a huge minotaur, held in stasis, will be released. **Minos the Minotaur** AL: C, AC: 2, HD: 10, HP: 80, #AT: 2, DMG: 1d12, XP: 2000, is different than his standard minotaur brethren. He is larger, stronger, and possesses a bronze chest plate and an over-sized *Battle Axe +2* that scores 1d12 points of damage (may only be wielded by large size creatures). **Minos** is the Key-Master of Nergal. A great black metal key hangs around his neck. The key is magical and glows dark purple. It is the only way to open #375 (now the lair of **Ossithrax**).

If **Minos** is killed, and the Tablet of Chaos has not been destroyed, he will rise in 1d4 days as a **ghast** and seek his revenge on the PCs.

Minos the Minotaur-Ghast AL: C, AC: 2, HD: 8, HP: 64, #AT: 2 (*Battle Axe +2*) or 3, DMG: 1d12 or 1d8/1d8/2d8, XP: 600.

370. This is the antechamber of the Great Temple of Nergal. Massive steel double doors (each door almost 8 feet across) covered in bas relief depict Nergal with his arms outstretched and a large group of hooded followers walking toward him. Skulls and chaos swarm around him. Lawful clerics and paladins can sense a great ancient evil lies behind these great doors. **Show the players Barrowmaze illustration #36.**

371. This room was formerly used to prepare bodies for burial. Rotting shelves hold glass jars of all shapes and sizes.

372. This room was used to wrap bodies for mummification.

373. This long crypt corridor is empty.

Defiled Crypt 1: The door to this crypt is locked. Three sarcophagi hold **Mummies** (3) AL: C, AC: 3, HD: 5+1, HP: 32, 25, 23, #AT: 1, DMG: 1d12*, who will burst forth if their tomb is disrupted. Each sarcophagi holds two Silver Funerary Figures worth 500gp each.

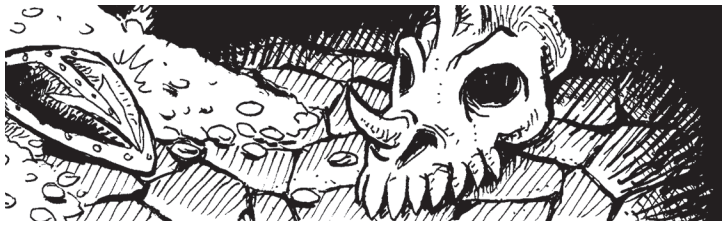
Quiet Crypt 2: The door to this crypt is swollen shut. This crypt is quiet and filled with burial alcoves. A sarcophagus rests here undisturbed.



Burial Alcoves (60): Circular. Disintegrated bones.
Contents: Gold Nose Ring (60gp), Sealed metal box with Satin Nightshirt (125gp), *Warhammer +3* (head only, 7,500gp to repair).

Defiled Crypt 3: The door to this room is locked. Inside is a sarcophagus that has been opened. The deceased has risen as a 6 hit die **Daughter of Gaxx** (1) AL: C, AC: 4, HD: 6, HP: 30, #AT: 1, DMG: 2d8*, with an improved armor class (*Chainmail +1*) and damage. The sarcophagus reads "Broodina. Warrior-Maiden of Nergal." Two funerary baskets contain 2,274sp and 1,720gp.

Defiled Crypt 4: The door to this crypt is made of stone and sealed with rope and a wax imprint. A group of **Mummies** (4) AL: C, AC: 3, HD: 5+1, HP: 27, 26, 26, 21, #AT: 1, DMG: 1d12*, have risen from their sarcophagi and stand motionless until the seal is broken on their tomb. They wear Wooden Death Masks painted red that provide



them with a flaming breath weapon (1 target only) every five rounds for 4d4 points of damage (save versus Breath for half). The masks are worth 3,400gp each. Twenty Wax Funerary Figures, depicting servants and guardians, stand on a shelf on the eastern wall (no value).

Quiet Crypt 5: This room is empty.

Defiled Crypt 6: The door to this crypt is open. The stench of rot is overpowering. The stench comes from two **Ghasts** (2) AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*, and a pack of **Ghouls** (10) AL: C, AC: 6, HD: 2*, HP: 13, 11, 11, 11, 11, 9, 7, 7, 6, 5, #AT: 3, DMG: 1d3/1d3/1d3*, that have made a lair from this crypt. The ghasts will send the ghouls to investigate noise or light in the hallway.

Quiet Crypt 7: The door to this crypt is locked. A pedestal in the center of the room holds a small burial offering of jewels. The pedestal is trapped and will cause the ceiling above to partially collapse causing 4d6 (Dexterity check for half damage). If searched, a small wire can be found running in a crevice on the floor and wall toward the ceiling. The jewels include: Very Large Star Ruby (1,000gp), Small Bloodstone (50gp), Small Star Rose Quartz (50gp), Small White Onyx (50gp), and a Small Coral (100gp)

Defiled Crypt 8: The door to this crypt is made of stone and sealed with rope and a wax imprint. A terrible **Spectre** (1) AL: C, AC: 2, HD: 6, HP: 26, #AT: 1, DMG: 1d8*, now hovers and protects his remains, which are contained in an urn on the northeastern wall.

Near the urn an array of valuable engraved drinking horns hang on the walls (800gp, 950gp, 700gp, 3,000gp, 3,000gp, 850gp, 850gp, 700gp, 800gp, 600gp, 900gp, 1,650gp, 750gp, 600gp, 850gp, 1,000gp, and 6,000gp).

374. This is the resting place of **Rorteb Meerab**. **Meerab**, in concert with **Rendar Serouc**, were key high priests in Nergal's faith. Like **Serouc**, **Meerab** has risen as a **Barrow Wight** (1) AL: C, AC: 2, HD: 8, HP: 47, #AT: 1, DMG: 1d12*, but with greater hit dice, armor class, damage, and the spell-casting abilities of a 5th level cleric (3/2/1): *Protection from Good, Darkness, Cause Light Wounds; Silence 15' Radius, Hold Person; Continual Darkness*. **Meerab** wears powerful magical bracers that serve as both *Bracers of Armor* (AC2) and *Gauntlets of Ogre Power*.

Meerab was interred with his two wives, who have risen as enhanced **Daughters of Gaxx** (2) AL: C, AC: 3, HD: 7, HP: 36, 33, #AT: 1, DMG: 2d8*, with improved armor class, hit dice, and damage.

Meerab was directly responsible for recruiting **Dhekeon** and encouraging him to betray his fellow knights. If **Dhekeon** is with the party he will recognize **Meerab** immediately, although it will take **Meerab** a moment to remember **Dhekeon** and the role he played centuries ago. If **Dhekeon** is present, there could be an interesting exchange between the two before the battle begins.

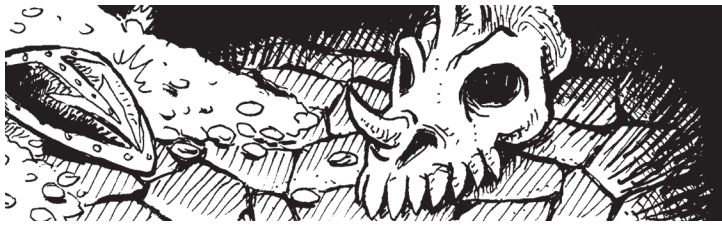
By turning a torch sconce behind the central sarcophagus, **Meerab** can open the secret doors to A and B releasing a **Runic Golem** (2) AL: N, AC: 5, HD: 7, HP: 56, 56, #AT: 1, DMG: 1d10*, from each alcove.

Inside the crypt are two steel chests with 200gp each, a funerary basket with 300ep, and an old Statue of Nergal worth 8,000gp. This statue weighs 500 pounds. There are also four jars of *Oil of Piercing* (+1), a *Necklace of Prayer Beads, Potion of Growth, Potion of Etherealness, Potion of Delusion, Potion of Super-Heroism, Potion of Gaseous Form*, and a *Potion of Giant Strength* (Hill Giant). A runic tablet can also be found here.

375. An age ago, this was the Great Temple of Nergal. It was constructed from a large cave by his followers and is lined with a score of massive ten foot wide pillars to support the 50 foot ceiling. A huge broken statue of Nergal, the largest ever created in his honor, can be found at the back of the chamber.







Area Ten: The Lair of Ossithrax Pejorative

After Nergal's cult fled Barrowmaze, the Great Temple lay empty for centuries until the black dragon **Ossithrax Pejorative** burrowed beneath an old barrow mound and into the Great Temple of Nergal. He made the place his lair. The chamber has only a shadow of its former magnificence. Several pillars have collapsed, the bones of **Ossithrax's** old victims lie strewn about the temple, and his massive treasure hoard sits in front of the broken statue of Nergal.

There are many different ways to play this encounter. If **The Keeper** has already been destroyed, **Ossithrax** will likely be more conservative. He cannot be surprised, so he would likely prepare with spells to make himself invisible (etc.) and animate the dead that are strewn about the chamber. Under this scenario, **Ossithrax/The Keeper** would likely dialogue with the PCs while positioning himself to kill spellcasters with his breath weapon. The Great Temple is large enough that he can use hit-and-run tactics before engaging in sustained melee combat.

Alternatively, if **The Keeper** is still alive when the PCs meet **Ossithrax**, he will be much more confident of a strong frontal assault and attempt to crush them outright.

Ossithrax's Treasure Hoard: Coins

Coins	Kept
20,456cp	Loose
45,324sp	Loose
9,567ep	Loose
25,985gp	Loose
435pp	Chest

Ossithrax's Treasure Hoard: Gems and Jewels

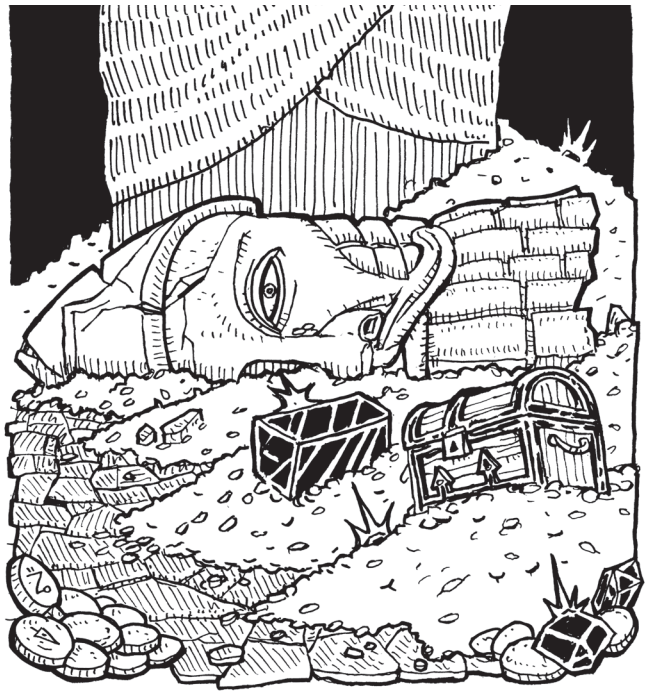
Gems and Jewels	Kept
15 gems (10gp ea.)	Loose
102 gems (20gp ea.)	Loose
42 gems (100gp ea.)	Silver Coffer
35 Scarabs (250gp ea.)	Steel Chest
435pp	Chest
21 Pieces of Jewelry (400gp ea.)	Loose

Ossithrax's Treasure Hoard: Miscellaneous

Miscellany	Kept
4 Ivory Statuettes (400gp ea.)	Loose
2 Gold Mirrors (1000gp ea.)	Loose
1 Bloodstone Nergal Idol (1900gp)	Loose
4 Ancient Perfumes (1100gp ea.)	Steel Box
10 Gold Plates (200gp each)	Loose

Ossithrax's Treasure Hoard: Magical Items

Magical Items	Kept
Spellbook: All 4th Level MU Spells	Loose
Suit of Platemail +4	Loose
Shield +3	Loose
6 Random Potions	Gold Coffer
Longsword +1/+3 Dragonslayer	Loose
Stone of Earth Elemental Control	Loose
Robe of Useful Items	Backpack
10 Runic Tablets	Loose



Ossithrax Pejorative

For centuries **Ossithrax Pejorative**, an ancient black dragon, ruled the Barrowmoor swamp and laid waste to the surrounding region. He tunneled below a barrow mound and into the Great Temple of Nergal (#375). There he sat upon his vast hoard, and in time, died jealously clutching his gold.

Untold centuries passed and slowly the chaos energy of The Tablet began calling to **Ossithrax** to return to his now skeletal form. **Ossithrax** awoke as a Lich-Dragon, a monster that is both a Lich and a Black Dragon.

The power of The Tablet has melded the personalities of **Ossithrax** and **The Keeper of the Tablet**. They can only be destroyed if both bodies—human and dragon—are slain with lawful weapons or their bones are sprinkled with holy water.

Role-Playing Ossithrax Pejorative

When the party meets **Ossithrax**, they interact primarily with him. **The Keeper** will occasionally interrupt or quip on issues of relevance. **Ossithrax** and **The Keeper** may have a conversation with each other in front of the PCs. If the party can piece this together, they may be able to use this information to their tactical advantage.

Ossithrax will speak down to the PCs—he was the mightiest of black dragons for most of his lifetime. He is paranoid about his treasure hoard and desperately wants to taste something (as a living creature might)—anything! Depending on the circumstance he might say:

"I'm going to savor the taste of your blood and crunch your bones with my teeth."

"You came to steal my hoard of treasure! Didn't you!"

"How could you hope to defeat me? My claws are like swords! My tail like a hurricane. And my breath—DEATH!"

Statistics

Ossithrax Pejorative the Lich-Dragon AL: C, AC: –4, HD: 10, HP: 80, #AT: 3, DMG: 1d8/1d8/2d10*

Cold Touch: Each touch attack (claws or bite) does an additional 1d6 points of cold damage.

Breath Attack: Acid Jet (5 feet wide and 60 feet long). Useable three times per day. Damage inflicted is the same as current hit points (Save versus Breath for half damage).



Gaze Attack: Save (Paralysis) or be immobilized for 10 rounds.

Spell Abilities: Ossithrax possesses the following spell-casting abilities at 10th level of magic use:

Level 1: *Entangle, Magic Missile, Ventriloquism, Manipulate Fire,* and *Darkness Globe*

Level 2: *ESP, Invisibility, Mirror Image, Blur,* and *Heat Metal*

Special Defenses: **Ossithrax** can *Detect Invisibility, Clairaudience*, and *Animate Dead* at will. He can only be harmed by +2 or better weapons and possesses a 30% magic resistance. He never sleeps and thus cannot be caught unaware.

Ossithrax possesses the intelligence and the memories he had in life. He speaks Common, Ancient Common, Ancient Lizardman, Elvish, and Black Tongue. Similar to other forms of undead, he is immune to sleep, charm, hold, or mind-influencing spells. He is also immune to cold-based, electricity, or death-related spells/attacks. **Ossithrax** cannot be turned and radiates an aura of *Fear* (as per the magic-user spell of the same name). All creatures of 4 HD or under will immediately flee with no saving throw, All others must save at –2 or suffer the same effect. Like all dragons, **Ossithrax** is susceptible to flattery.

Potential Weaknesses: Flattery, over-confidence, jealously (hoard), longs for taste of fresh blood, dual personality, teeters on control.

The Keeper of The Tablet

In life, **The Keeper** was known by the name **Ascyet** (*Az-say-et*) **Vie Yannarg**. **Yannarg** was a powerful necromancer and cleric of Nergal. **Yannarg** received The Tablet from Nergal himself and was charged with burying the relic deep in Barrowmaze. Upon his death, The Tablet elevated him to lichdom and he has devoted himself to its protection.

Yannarg was born of nobility and was educated. He employs formal language and etiquette. These are both characteristics he retains in his lichdom. He speaks with a dash of upper-class smugness. He is confident, rational, calculating, and in control. He speaks slowly and purposefully. **Yannarg** is also a deeply religious man and often references his faith and his ecclesiastical duties to Nergal. He speaks with a haughty disinterestedness if discussion turns to the traitors Orcus and Set.

The power of The Tablet has also raised the terrible **Ossithrax Pejorative** and, in so doing, melded the personalities of the dragon and the lich. **The Keeper** can only be destroyed if both bodies—human and dragon—are slain with holy weapons or their bones are sprinkled with holy water.

Role-Playing The Keeper of the Tablet

When the party meets The Keeper, they interact primarily with **Yannarg** with occasional interruptions, proclamations or discussion from the lich-dragon **Ossithrax**. **Ossithrax** and **Yannarg** may have a conversation with each other if a topic is of interest to both.

As noted above, **Yannarg** is a religious man of the educated class. He is matter-of-fact, but he has been without the company of "real" humans for centuries. Depending on the circumstance he might say:

"The Tablet belongs to Nergal. He placed it in my trust. You cannot escape. You will die here, just like I did long ago."

"You are not supposed to be here. I'm not supposed to have visitors."

"So you forward Law? Isn't that a shame. Would you like to die now or later?"

At the end of their first encounter, he will simply say, "Hmmm, ok, well—I guess it's time for you to die. Shall we begin?" By the time the PCs reach the inner vault (#348), their proximity to The Tablet will be too much for **Yannarg** to bear. He will have lost all manner of rationality and will defend The Tablet until he meets the true death.

Statistics

The Keeper of The Tablet is a **Lich** AL: C, AC: 0, HD: 12, HP: 62, #AT: 1, DMG: 1d10, of tremendous power possessing the abilities of an 18th level magic-user and an 8th level cleric.

The Keeper can teleport at will within The Secret Vault. He cannot be turned. He possesses the following magic items: *Staff of Power* (20 charges), *Wand of Summoning* (18 charges), and a *Robe of the Archmagi* (Chaotic).

Magic-User Spells: (5/5/5/5/4/4/4/4/2)

Level 1: *Burning Hands, Magic Missile, Shield, Spider Climb, Ventriloquism*

Level 2: *Darkness Globe, Detect Invisible, ESP, Invisibility, Web*

Level 3: *Blink, Fireball, Fly, Haste, Lightning Bolt*

Level 4: *Confusion, Dimension Door, Fire Shield, Lesser Globe of Invulnerability, Polymorph Others*

Level 5: *Animate Dead, Cloudkill, Conjure Elemental, Wall of Iron*

Level 6: *Death Spell, Disintegrate, Globe of Invulnerability, Monster Summoning IV*

Level 7: *Power Word Stun, Reverse Gravity, Summon Demon, Summon Monster V*

Level 8: *Maze, Spell Resistance, Summon Monster VI, Trap the Soul*

Level 9: *Gate, Power Word Kill*

Cleric Spells: (4/3/3/2)

Level 1: *Detect Magic, Darkness, Protection from Good, Resist Fire*

Level 2: *Harm, Know Alignment, Silence 15' Radius*

Level 3: *Animate Dead, Dispel Magic, Curse*

Level 4: *Cure Serious Wounds, Divination*

Potential Weaknesses: Over-confidence, jealousy (The Tablet), devout faith in Nergal, curiosity (has not seen a human being in centuries).

The Tablet of Chaos

Sages only speculate as to the origin of The Tablet of Chaos. Some believe The Tablet was created by Nergal himself. Others suggest a supreme being—the all-father of the gods—gave a great tablet of knowledge to the pantheon of law, neutrality, and chaos.

Regardless of the origin, it is known that Nergal possessed the relic for millennia. Upon learning of the coming betrayal of his sons Orcus and Set, he hid The Tablet with his most loyal followers. Nergal instructed them to seek the ancient crypts of Barrowmaze and to bury The Tablet behind many wards and traps. Nergal's most powerful follower became a lich of great power—known as The Keeper of the Tablet—to safeguard the relic until he returned.

Prime Power:

1. *Nergal's Beckoning:* This power is a stronger, more powerful, mass-effect form of the spell *Animate Dead*.

Nergal's Beckoning animates the dead and they remain animated until destroyed. Unlike the spell *Animate Dead*, which limits the total number of undead created, Nergal's *Beckoning* produces a mass effect. All remains within 1 mile of The Tablet of Chaos, starting with those closest in proximity and extending outward, are affected. However, the undead created by The *Beckoning* are not animated immediately. Rather, it is the prolonged and sustained exposure to The Tablet over time that calls the dead to rise.

Major Benign Effects:

1. *Wither Life:* When this power is used, a beam of dark energy extends from The Tablet and automatically strikes a single target. Roll 1d20. The result is the number of Constitution points, or life essence, drained from the target. If the number exceeds the total constitution of the victim, the target will rise immediately as a (roll 1d4):

Wither Life	
1. Son of Gaxx	**3.** Barrow Wight
2. Wraith	**4.** Spectre

2. *Scarab Plague:* The possessor can cast an *Insect Plague* (1/day) at 20th level of magic use.

Minor Benign Effects:

1. *Animate Dead:* The wielder of The Tablet can cast *Animate Dead* three times per day at 20th level of magic use.

2. *Speak with Dead:* The possessor of The Tablet can cast *Speak with Dead* three times per day at 20th level of magic use.

Major Malevolent Effects:

1. *Alignment Change:* The alignment of the possessor changes immediately to Chaos/Evil.

2. *Keeper of the Tablet:* The Tablet both consumes the possessor's life essence and imbues it with negative energy over time. Upon death, The Tablet elevates its possessor to lichdom, thus always ensuring a **Keeper of the Tablet**.

Minor Malevolent Effects:

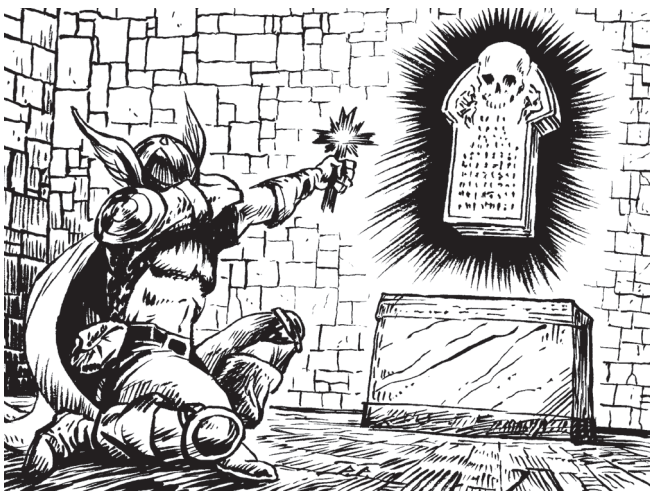
1. *Pollute Holy Water:* All holy water within 50 feet of The Tablet of Chaos is instantly polluted.

2. *Decay Vegetation:* All vegetation within 30 feet of The Tablet of Chaos withers and dies.

Destroying The Tablet of Chaos

The Tablet is impervious to spells, physical attacks, and most magic items. The Tablet can be destroyed by sundering a powerful lawful-aligned magic item or weapon against it. Examples include the *Fount of Law*, the *Aspergillum of Palantis*, *Caliburn*, the *Armature of Palantis*, the *Spear Predestined,* or an item deemed appropriate by the Referee.

Alternate Ending: If **Dhekeon** is present when the PCs reach The Tablet he will exclaim, "My time has come my friends. Blessed St. Ygg has told me what I must do. Farewell." He will then destroy The Tablet and himself by sundering his mighty *two-handed sword +3* on the relic. **Dhekeon**, his sword, and The Tablet will all be consumed in a great explosion of chaos energy. The PCs will then be teleported to #232.



New Magic Items

Amulet of Magic Resistance

This amulet confers 20% magic resistance upon the bearer.

Amulet of Proof Against Turning

This amulet confers immunity from turning upon the bearer.

Armature of Palantis

The *Armature of Palantis* is a magic item created when the *Gauntlet, Couter*, and *Rerebrace of Palantis* are combined.

The *Armature* serves as a lawful +2 magic weapon that scores 1d6 points of damage. The wielder can cast *Detect Magic* and *Cure Light Wounds* three times per day, and *Cure Disease* and *Cure Serious Wounds* once every other day. The armature provides a +2 bonus to armor class and 15% magic resistance. The cone of light projected by the Gauntlet is increased (25 feet in length and 25 feet at its widest point), and the damage scored against undead also increases to 1d10.

The *Armature of Palantis* may be used to destroy The Tablet of Chaos. It is useable by lawful (good) clerics and paladins only.

Armbands of Healing

These golden bands provide the bearer with an additional 2 hit points per healing spell or potion received (may not exceed maximum hit points).

Aspergillum of Palantis

The *Aspergillum of Palantis* is a lawful *mace +3* designed to slay undead. Before combat, a vial of holy water may be poured into the top of the weapon. When used in combat, the holy water will sprinkle forth for 4 rounds through small holes in the head of the mace causing undead an additional 1d4+1 points of damage in addition to normal mace damage. This weapon was wielded by Palantis, a holy warrior of old, and is useable by paladins and lawful-aligned clerics only.



Caliburn

"Caliburn" is a sentient *Longsword +3*. He has an intelligence of 12, a psyche of 12, and a will-power of 25. He can speak Ancient Common and Elvish telepathically and has a lawful alignment. His special purpose is to destroy undead. Caliburn can cause double-rolled damage (2d8) to undead once per day (for 10 rounds). Caliburn can *Bless* his wielder once per day as a fourth level cleric.

Caliburn's personality is a double-edged sword. He possesses the strongest of righteous ideals and a paladin's sense of self-importance. To Caliburn, the world exists only in black and white. He will spur on his wielder and be encouraging. On the other hand, he cannot abide the presence of undead and may force his wielder into action if s/he refuses to engage them. He will never agree to flee, but having the right wielder is ultimately more important than his vanity. He is so conceited that he will refuse to communicate with anyone except a paladin or a lawful cleric (in the latter case he will demand to be taken to the nearest lawful temple immediately). He may lower his lofty standards to a ranger, subject to the discretion of the Referee. Caliburn should be role-played as smug and sanctimonious—the epitome of paladinhood.

Couter of Palantis

The couter is a platemail elbow articulation designed for the *Gauntlet of Palantis*. Worn on its own, the couter provides the bearer with 5% magic resistance

However, if worn in conjunction with the Gauntlet its full potential is realized. The wielder can *Detect Magic* and cast *Cure Light Wounds* twice per day and *Cure Disease* once every three days. Armor class is increased by 1 and the magic resistance is increased to 10%. The damage caused by the cone of radiant light projected by the gauntlet increases to 2d4 points against undead.

Everburning Candle

An *Everburning Candle* is a magic item that possesses a *Continual Flame* (see New Spells) cast upon it. It provides light akin to a candle in a 5' radius.

Fennril's Faithful Compass

Fennril's Faithful Compass will point in the direction of whatever the PC desires most. However, unscrupulous low fantasy tomb-robbers often desire wine and women as often as they do gold (or more often).

Each time a PC consults the compass the Referee rolls a D6. On a roll of 1–2 the compass points toward

the closest tavern, 3–4 the compass points toward the closest whorehouse, 5–6 the compass will point towards the closest location of treasure.

If the Referee believes the PC is confused about what s/he wants the compass will simply spin on its axis.

Fount of Law

The *Fount of Law* is a white orb constructed by clerics of law for the specific purpose of closing the Pit of Chaos.

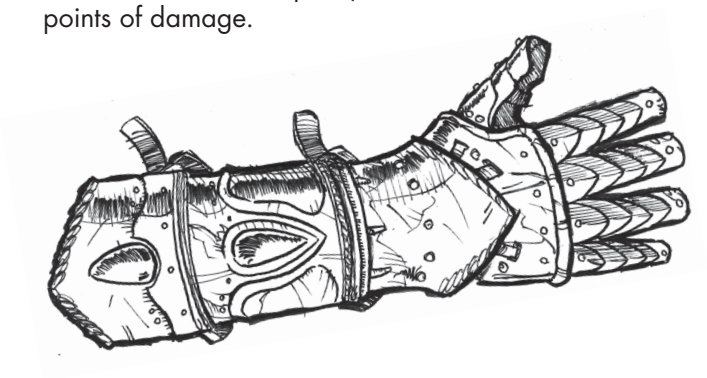
The *Fount* appears lifeless and dull to neutral or chaotic characters, but in the hands of a lawful PC the orb will brighten and glow with a soft white light.

The *Fount of Law* provides a lawful character with the effect of a *Protection from Evil* spell as well as +1 on all attacks and saves for a period of one month. As the orb is brought closer and closer to the Pit of Chaos (#151) it will brighten further and begin to pulse.

The remains of its bearer, **Sir Guy de O'Veargne**, a holy-warrior of St. Ygg, can be found in #109A and his ghost can provide the PCs with information about the orb.

Gauntlet of Palantis

The gauntlet is an elbow-length iron plated glove. If worn by a lawful cleric or holy warrior it allows the bearer to *Detect Magic* and *Cure Light Wounds* once per day. In addition, on one successful turn attempt per day the gauntlet will project a white cone of energy (15' in length, and 15' at its widest point) that causes all undead 1d6 points of damage.



Horn of the Dead

This horn appears identical to a *Horn of Valhalla* and functions in a similar fashion (insofar as it can summon allies to fight for its possessor). Specifically, this horn summons undead northmen who emerge from the ground. Once the battle is over, the undead will immediately turn on the blower of the horn and attempt to kill him and drag his body beneath the earth. These undead cannot be turned until the blower of the horn is slain. This horn can be used once per week.

Horn of the Dead

Roll	Undead Summoned
1–75	4d10 Skeletons
76–80	2d10 Zombies
81–85	1d10 Ghouls
86–90	1d6 Wights
91–95	Barrow Wight
96–00	Vampire

Libram of Dark Magic

Reading this tome elevates a chaos (or evil-aligned) magic-user to the next level of experience plus one experience point. Lawful (or good-aligned) magic-users will take 3d4 hit points of damage from attempting to read it. This book can only be used once, and the text disappears when read. Ironically, these books are often white in color.

Libram of White Magic

Reading this volume over a period of one week will provide insight into the nature of magic such that a lawful (or good-aligned) magic-user will advance to the next level of experience plus one experience point.

Chaos (or evil-aligned) magic-users will take 3d4 hit points of damage from attempting to read it. This book can only be used once and the text disappears when read. Ironically, these books are often black in color.

Manual of Martial Skillfulness

Reading this tome over a period of one week will provide insight into advanced martial techniques and skills such that the reader will advance to the next level of experience plus one experience point.

This magic item is useable only by fighters, rangers, paladins, etc. This magic item can only be used once.

Medallion of ESP

This medallion provides *ESP* ability (as per the spell) to the bearer of the medallion once per day.

Mithril Chainmail (Hauberk)

The secrets of creating mithril chainmail are known to only the oldest dwarven and elvish smiths. A mithril hauberk is so fine and light that it can be worn underneath normal clothing and does not encumber the wearer. Enchanted

mithril chain is exceedingly rare and extremely valuable. This armor is useable only by classes that can wear chainmail and thieves.

Monk's Habit

This garment appears as a simple brown monk's robe. Despite its basic appearance the habit is magical and provides a base armor class of 5. In addition, the wearer can resist extreme heat or cold (from 100 degrees F to –50 degrees F). The magical garment is useable only by clerics and monks.

Necklace of Prayer Beads

The necklace contains beads that, when removed, possess magical properties. Most necklaces have at least two *Beads of Blessing* (Bless), two *Beads of Healing (Cure Serious Wounds)*, and a *Bead of Turning* (+1 to turn attempt and hit dice affected) when found.

Oil of Piercing (+1)

Oil of Piercing appears as a jar of normal weapon oil. However, when added to a sword blade or hammer head (etc.) before combat, it will add a +1 bonus to a normal weapon or an additional +1 to an existing magical weapon for a period of six rounds (to a maximum of +5).

Periapt of Proof against Mummy Rot

This periapt is a green skull-shaped gem that hangs on a black chain. It provides the bearer with 75% immunity to the rotting curse caused by mummies.

Pigface Bascinet

The *Pigface Bascinet* is a magical helm useable by fighters, paladins, and rangers. The helm provides a +1 bonus to armor class and provides the wearer with the same benefits as a *Necklace of Adaptation* upon command.

Pinto's Conical Cap

This cap once belonged to the secretive magic-user, **Pinto** the Pyromancer. Little is known of Pinto other than he spontaneously combusted during the casting of a modified *Fireball* spell.

Pinto's apprentice hat appears as a simple blue conical magician's cap decorated with silver stars and moons. It is a worthless cap to any non-wizard. However, in the hands of a magic-user this item provides +1 AC and serves as a 250gp *Bag of Holding*. Once per day the wearer can pull one white rabbit out of the hat. The rabbit is particularly useful when fleeing, as unintelligent monsters will stop, chase, and eat the rabbit instead of maintaining pursuit. Effects on semi-intelligent and intelligent monsters are subject to the Referee's discretion.

Rerebrace of Palantis

The *Rerebrace* is an upper arm plate designed to attach to the *Couter* and *Gauntlet of Palantis*. The *Rerebrace* includes a pauldron for protection of the neck. The rerebrace provides +1 to armor class and 5% magic resistance. Both are stackable with the couter. If the *Gauntlet, Couter*, and *Rerebrace* are combined, they will form a new magic item—the *Armature of Palantis*.

Ring of Free Movement

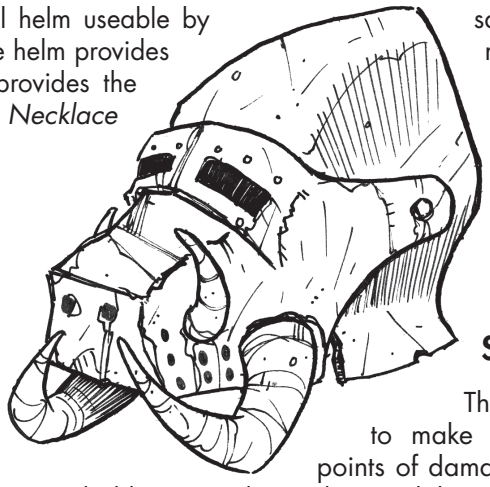
This ring allows the bearer to move freely. The wearer cannot be restrained or hindered by means of spell or immersion in substances that might otherwise have a slowing effect (water, mud, etc). Instead, the wearer always moves at their normal movement rate.

Ring of Jumping

Once per day, the bearer of this ring may jump 10' up, 10' back, or 30' forward.

Ring of the Ram

The wearer of this ring can emit a ram-like force that will strike a single target up to 20 feet away (dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used). The victim must also save (Spells) or be knocked prone. A new ring will have a maximum of 50 charges.



Ring of Water Breathing

A *Ring of Water Breathing* allows the bearer to breathe water freely. The ring does not grant proficiency at swimming or free movement underwater.

Sandals of Kicking

These magical sandals allow their wearer to make one extra attack per round for 1d6 points of damage plus strength modifier (if applicable). The sandals are only useable by clerics, monks, and magic-users.

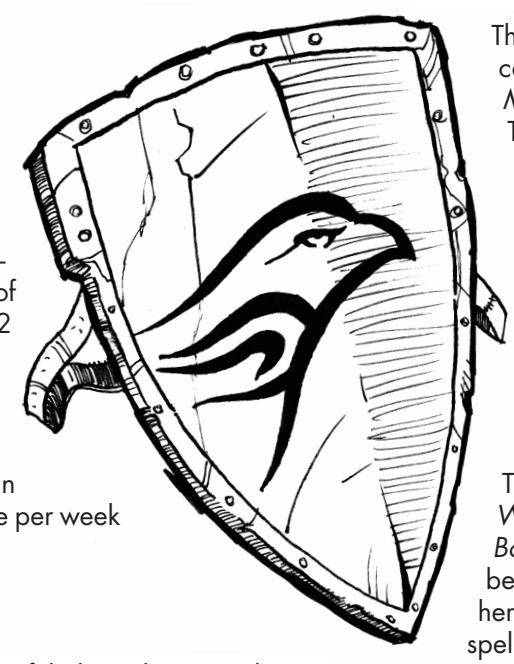
Scarab of Proof Against Fear

These small, palm-sized scarabs are often attached to necklaces. They provide immunity to all forms of fear, magical or otherwise.

Scroll of Stammering (Cursed)

This cursed item appears as a divine (50%) or arcane (50%) scroll. When examined closely, the reader will find nothing of import on the scroll with the exception of runes which immediately disappear when read. In effect, the reader has been cursed. S/he can speak normally, but any attempt at spell-casting will result in an inability to articulate (and thereby ruin) the spell. This condition can only be removed by a *Dispel Magic* followed by a *Remove Curse*.

Shield of the Golden Hawk



The *Shield of the Golden Hawk* is a steel shield of magnificent craftsmanship. The shield possesses the image of a golden hawk on a purple field—the device of an ancient order of paladins. The shield provides +2 to armor class. However, its full power can only be realized in the hands of a lawful paladin. A paladin can call upon the shield to emit a great hawk screech, akin to the magic-user spell *Shout,* once per week (see New Spells).

Spear Predestined

The *Spear Predestined* is a lawful-aligned magical weapon with powers akin to a *Holy Avenger* and a *Sun Blade*. The spear is made of an unknown alloy.

In combat, the *Spear Predestined* functions as a +2 weapon. However, when fighting chaotic-aligned opponents, its true potential is realized and it becomes a +4 magical weapon.

The spear can inflict double rolled damage on undead once per day for 10 rounds. The wielder of the spear may also twirl the weapon above his head and create a bright glowing light equal to daylight (useable once per day). The light initially extends in a 10 foot radius and expands 10 feet per round that the weapon is twirled, to a maximum radius of 30 feet.

The *Spear Predestined* may be sundered on The Tablet of Chaos to destroy it.

Staff of the Prestidigitator

This staff is the product of elvish wizardry. On command, it can shed light in a 20 foot radius. It also functions as a +2 magic weapon. The bearer can cast the following spells once per day: *Dancing Lights, Faerie Fire,* or *Spark Shower* (see New Spells).

Staff of the Pyromancer

This metal staff radiates powerful magic and was created by the Arch-Mage **Pinto the Pyromancer**. The staff can discharge spells but only those the magic-user can currently cast by level. S/he will not be aware that the staff has additional spells until the appropriate level is reached.

The following cost one charge to cast: *Burning Hands, Continual Flame, Manipulate Fire, Faerie Fire, Pyrotechnics*. The following cost three charges: *Fire Ball, Fire Shield, Wall of Fire*. The *Staff of the Pyromancer* functions as a *+2 quarterstaff* in melee and provides a +3 on all saves against fire, magical or otherwise when held. It possesses 40 +2d10 charges when found. All spells are cast at 10th level of magic use.

Staff of Zuul

The *Staff of Zuul* functions as both a *Wand of Cold* and a *Wand of Lightning Bolts* (1 charge each). Once per week the bearer can summon an elemental of his/her choosing as per the 5th level magic-user spell *Conjure Elemental* (5 charges).

The staff also functions as a +3 magic weapon. It contains no more than 30 charges and cannot be recharged. The staff is chaos-aligned and can only be used by chaotic or neutral magic-users.

Stoutblade Dagger

To a human, elf, or dwarf, the *Stoutblade* appears as a fine double-sided dagger (+1).

However, in the hands of a gnome or halfling the weapon's full potential is realized. For the wee folk, this dagger will function as a *Shortsword +2* and inflict 1d6 damage.



Sword of Skewering

This sword is a +3 magical weapon. When the sword strikes a blow, there is a possibility of impaling or "skewering" the opponent:

Sword of Skewering

Opponent:	Modified Score to Skewer*
Normal Sized	20–23
Large Sized	22
Stone or Metal	23

*This roll includes the sword's bonus only.



Talisman of the Dead

This talisman is a magic item that allows a Necromancer of Set to cast *Animate Dead* 1/day. The device will not function for unbelievers.

Teknar's 10-Foot Pole

This unique piece of dungeon exploration equipment was crafted by **Teknar** the gnomish smith and magician. **Teknar**, often stuck with the difficult task of carrying (or retrieving) his party's wooden 10-foot pole, decided to craft a new magical item to make the task easier.

Teknar created a short magical steel rod that, with the press of a button, would expand or contract by two feet in length (to a maximum of ten feet). **Teknar's** pole could easily be expanded or contracted as needed.

Although the pole is magical, it can still be damaged by stone or other means (use the wielding character's unmodified save (Death) in such instances).

Wand of Fiery Burning

When the activation word is spoken, a gout of flaming oil will spew forth from this wand to a distance of 15 feet. If directed at a single target, the flaming oil causes 1d12 points of damage the first round, 1d8 the second round, and 1d4 the third round.

The target is allowed a saving throw (Wands) for half damage. Fire-based monsters take no damage from this wand.

Wasp Darts

These small yellow ringed darts multiply in the air when thrown. An attack roll must be made for each dart. All attacks must be directed against a single target. Each dart scores 1d3 points of damage plus its magical bonus.

Wasp Darts

Type	Number of Darts
+1	1d8
+2	1d6
+3	1d4

Winged Helmet of Halgritte

This helmet allows the user to *Levitate* once per day (as per the magic-user spell cast at 5th level of magic use). The wearer also receives a +1 bonus to their AC.



New Spells

Animate Statue

Level: 3 (Cleric)/4 (Magic-User)
Duration: 1d10 rounds +1 per level
Range: 1 inanimate statue

By means of this spell, a cleric or magic-user can animate a statue for a period of time equal to 1d10 rounds plus the caster's level.

The statue will only respond to the verbal commands of its creator. Although the exact hit dice are subject to the material of the statue, it is suggested that the Referee use the Animated Statues (Crystal, Stone, and Iron) presented in the Labyrinth Lord Core Rulebook as base guidelines.

Note that if the caster dies while the golem is still animated, it will go berserk and attack a random target.

Animate Statue

Statue	Move	AC	HD	#AT	DMG
Crystal	90'(30')	4	3	2	1d6x2
Stone	60'(20')	4	5	2	2d6x2
Iron	30'(10')	4	4	2	1d8x2

Baltron's Effusive Bloodboil

Level: 2 (Magic-User)
Duration: 3 round
Range: One target within 30 feet of the caster

By means of this spell, the magic-user increases the blood temperature of a single humanoid creature.

The spell has an effect that lasts for three rounds. In the first round, the victim burns with fever and sweats uncontrollably taking 1d4 points of damage. In the second round, blood starts dripping from the eyes, ears, and nose, and s/he takes 1d8 points of damage. In the third round, as the *Bloodboil* dissipates, the victim takes an additional 1d4 points of damage.

The target is allowed a saving throw (Spells) but this only serves to half the damage.

Continual Flame

Level: 2 (Cleric)
Duration: Permanent
Range: 20 feet torch/5 feet candle

A flame, equivalent in brightness to a torch (20 feet), springs forth from an inanimate object that you touch. The effect looks like a regular flame, but it creates no heat and does not use oxygen.

A *Continual Flame* can be covered and hidden but not smothered or quenched. This spell may be cast directly on a creature's possessions, but the creature receives a saving throw (Spells). This spell cast be cast on inanimate objects only.

Djriixim's Purple Haze

Level: 2 (Magic-User)
Duration: Permanent
Range: 30 feet

This spell is similar to the spell *Stinking Cloud* in many respects. *Djriixim's Purple Haze* creates a 20 foot cubed bank of thick purple vapor centered anywhere within range. Any living creatures caught within the vapor will feel disoriented, unable to act (beyond staggering outside the cloud).

This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw (Poison) when leaving the vapor is not affected for the remaining rounds but feels ravenous.

Fennril's Exquisite Strangulation

Level: 1 (Magic-User)
Duration: 2 rounds +1 per level
Range: 20 feet plus 5 feet every 2 levels

This spell allows the caster to reach out with magical energy and strangle a medium-sized or smaller humanoid opponent.

Each round, the victim takes 1d4 hit points of damage plus 1 additional point per level. The caster must concentrate solely on the spell or the effect is broken.

During the strangulation the victim can take no action and will focus solely on attempting to breath. Creatures over 4 HD are unaffected.



Galaxina's Scintillating Spark Shower

Level 2 (Magic-User)
Duration: See below
Range: 25 feet by 10 feet

When this spell is cast, sizzling, crackling sparks leap from the magic-user's fingertips in an area of effect 25 feet across and 10 feet deep.

All those within the area suffer 2d4 points of damage if they are wearing non-metallic armor, or 4d4 points of damage if they bear metallic armor or weapon.

Victims are allowed a save (Spells) for half damage.

Hitzemun's Blue Feet

Level: 1 (Magic-User)
Duration: 1 turn +1 turn per level
Range: One person by touch

As a boy, the Ice Mage **Hitzemun** enjoyed going barefoot as much as possible. In fact, his teacher insisted that to master ice magic, **Hitzemun** should be outside in the winter environment barefoot as often as possible.

Hitzemun discovered that his feet were not the proper type to be outside during the winter, so he developed *Hitzemun's Blue Feet* to make his feet immune to damage from cold and freezing temperatures.

As a side effect, **Hitzemun** found that he could use the spell to gain traction on icy surfaces. The spell also provides +2 on all cold-related saves for the duration of the spell.

Submitted by Imon Fyre

Mazakala's Mucilaginous Effluvium

Level: 1 (Magic-User)
Duration: 1 round
Range: 10 feet +5 feet per level (max 30 feet)

By means of this spell, the caster spews forth a ball of sticky mucilage that s/he can direct toward a single humanoid opponent (or other subject to the Referee's discretion). The effect lasts for a single round.

The effect is subject to the specific target of the spell. The caster may 1) target the head and blind; 2) target the body and constrain from attacking; or 3) target the foot and immobilize.

Humanoids and/or monsters over 4 hit dice are allowed a save (Spells) at +2.

Mazakala was a young, promising human magic-user, who, after creating this spell, was bitten in half by a Pteranodon while marching to Barrowmaze.

Spiritual Armor

Level: 1 (Cleric)
Duration: 2d4+1 Rd/level of caster
Range: Caster

This spell enhances natural armor with a shimmer-ing blue glow.

For the duration of the spell, the caster receives the blessing of their neutral or lawful deity in the form of an AC bonus (+2) against undead.

This bonus does not stack with other spells.

Zozomir's Stentorian Shout

Level: 3 (Magic-User)
Duration: See below
Range: 30 feet

The caster emits a thunderous yell that deafens and damages all those within its 30 foot cone of effect.

Any creature caught within is deafened for 2d6 rounds and takes 1d6 points of damage per level of the caster.

A successful save (Spells) negates the deafness and reduces the damage by half. Creatures made of crystal take double damage from the spell.

Fragile objects may be destroyed at the discretion of the Referee. Shout cannot penetrate a *Silence* spell.



Vitharia's Vengeful Visage

Level: 2 (Magic-User)
Duration: See below
Range: 0

This spell functions as a lesser version of the 4th level magic-user spell Fear.

This spell creates an illusion that deforms the face of the caster (or accentuates a pre-existing deformity) and inspires terror in living humanoid creatures within an invisible cone (5' wide origin, 20' long, and 15' diameter at the terminal end).

Those who behold the *Vengeful Visage* panic and flee from fear of the caster if they fail their saving throw (Spells). Victims flee from the caster as fast as their movement rate allows, for a number of rounds equal to half the caster's level (rounded up). This spell has no effect on blind creatures or creatures of 4 or greater hit dice.

Vitharia was a young elven magic-user of great promise who was defaced when pummeled in the street by thugs.

He was later bludgeoned and eaten by a mimic.

Ool's Broiling Exhalation

Level: 3 (Magic-User)
Duration: 1 Round
Range: 40 feet

This spell is an enhanced and modified version of the first level magic-user spell *Burning Hands*.

By means of this spell a gout of searing magical flame issues forth from the caster's mouth.

The jet of flame will strike a single target for 4 hit points of damage per level of the caster (no saving throw).

For reasons unknown, this spell is particularly effective against undead. Undead take an additional +3 hit points of damage to the total damage scored by the spell. The caster must have a clear line of sight to the target. The spell will light all flammable materials on the target.

Ool was a savvy veteran magic-user. Decades ago he was gated to a heretofore undiscovered plane of existence while attempting to close the Pit of Chaos. His current whereabouts are unknown.

Baltron's Black Sheen

Level: 1 (Magic-User)
Duration: 1 turn
Range: 5 sq. feet/level

This spell creates a thin sheet of black ice across an area of effect subject to the level of the caster. Any creature that steps onto the black sheen must save (Petrification) or slip, slide, and fall. A fifth level magic-user may cast the icy coating in different ways including weapon handles, rope, or ladders. In these examples, creatures are allowed a save (Spells).

Mazakala's Glassy Facsimile

Level: 1 (Magic-User)
Duration: Permanent until touched
Range: 30 feet from caster

By means of this spell, a magic-user can create a sparkly phantasmagorical simulacrum of a specific humanoid creature. If the creature beholds its copy, it must make a save versus spells or be completely entranced (unable to function) beyond staring at the glassy facsimile for 1d4+1 rounds before reaching out and touching the phantasm, thereby ending the spell.

The spell has no effect on 4+ hit dice creatures and the caster must have a clear line of sight to the creature being copied.





New Monsters

Acolyte of Orcus



No. Enc: 1d6
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 10
Hoard Class: XXI
XP: 21 per Hit Die

The acolytes are clerics in the service of Orcus. They typically wear black chain mail, dark grey robes, and simple sandals. They often decorate their shields with the unholy symbol of He-Who-Must-Not-Be-Named.

For every 3 acolytes encountered, there will be a mid-level cleric of second, third, or fourth level (d6: 1–2 second, 3–4 third, 5–6 fourth level).

First level acolytes can cast one spell from the following list: *Cause Light Wounds, Darkness*, or *Protection from Good*. They are armed with a mace and wear studded leather and carry a wooden shield (AC 6). They have 2–20sp each.

Spells for clerics beyond first level are subject to level and Referee's discretion. These priests carry a mace and wear chainmail and a metal shield (AC 4). There is a 10% chance that one of these three items is magical (+1). They carry 5–50gp.

In addition, if a mid-level cleric is present roll a d6 and consult the following table to determine the cleric's undead entourage:

Undead Entourage

D6	Type	No. Enc.
1–2	Skeletons	2d6
3–4	Zombies	1d8
5	Funeral Pyre Zombies	1d8
6	Ghouls	1d3

If a fourth level acolyte is present, there is a 25% chance that s/he possesses a Gehennian Goat (see New Monsters).

Amber Jelly



No. Enc: 3d6
Alignment: Neutral
Movement: 90' (30')
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d6*
Save: F4
Morale: 12
Hoard Class: None
XP: 75

Amber jellies are glistening, transparent amoebae of a densely gelatinous and vaguely ovoid nature. They are most notable for their deep sickly yellow color. Often found in small groups, amber jellies work together to trap their prey.

In combat, an amber jelly can strike with a pseudopod, but it prefers a ranged attack by spewing a sticky yellow mucilage (both attacks do 1d6) up to 15 feet. Regardless of its means of attack, targets must save (Paralyze) when struck. If the victim fails, it is *Slowed* (as per the spell) by the sticky ichor for three turns (the effects of multiple hits are cumulative). By working in groups, amber jellies can be quite deadly. They prefer to stick to ceilings, high walls, or alcoves where they can shoot their mucilage repeatedly from safety.

Amber jelly mucilage may be dissolved by alcohol. It is immune to cold and fire damage prompts an immediate subdivision into two jellies (each with half hit points and 2 hit dice).

Amber Mold



No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: Always hit
Hit Dice: 1hp
Attacks: 1
Damage: Special
Save: F2
Morale: Nil
Hoard Class: None
XP: 45

Amber mold appears much like yellow mold. A colony normally covers a patch of floor, wall, or ceiling. The spores of amber mold contain small gas pockets. When released they have the effect similar to a temporary (1 turn) *Stinking Cloud*, except that the nausea induced lasts for 2d4+1 rounds after leaving the affected area and

the intensity of the choking and vomiting may provoke a random monster check (Referee's discretion). Amber mold can be destroyed by fire.

Amphisbaena



No. Enc: 1d2
Alignment: Neutral
Movement: 10'
Armor Class: 4
Hit Dice: 6
Attacks: 2
Damage: 1d8x2*
Save: F6
Morale: 12
Hoard Class: VI
XP: 400

The amphisbaena is a variety of giant poisonous snake often found in caves and dank dungeons. The amphisbaena's poison is deadly and will kill a struck character unless a successful saving throw (Poison) is made. Each of the amphisbaena's heads functions independently. Moreover, if an amphisbaena sustains a melee hit equal to half its original hit points, it is considered "cut in half." Both independent halves will grow replacement heads in 1d4+2 rounds.

Barrow Abomination



No. Enc: 1
Alignment: Chaotic
Movement: 30'
Armor Class: 2
Hit Dice: 8
Attacks: 1–4 or 1 (see below)
Damage: 1d6
Save: F6
Morale: 12
Hoard Class: XXI
XP: 775

A Barrow Abomination is a physical manifestation of Nergal's chaos energy and the corruptive power of The Tablet of Chaos. Upon disturbing its rest, a Barrow Abomination will draw itself up from piles of bones and skulls until it resembles a roughly humanoid shape approximately eight feet tall.

A Barrow Abomination uses its bulbous ghostly tentacles in melee (a total of four or two per arm). The cold negative energy of these tentacles drains 1d6 hit points each. Barrow Abominations possess the spell casting ability of an 8th level magic-user.

Instead of four smaller attacks, the Barrow Abomination can choose to make a single devastating attack by enveloping and biting its victim with its central maw for 6d6 points of damage.

The Barrow Abomination can see in all directions simultaneously and is never surprised. The abomination can be turned but this merely reduces it to a pile of ghostly protoplasm and bones. It will reconstitute itself in one turn.

Barrow Ghast



No. Enc: 1d2
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 2
Hit Dice: 7
Attacks: 3
Damage: 1d6/1d6/1d8
Save: F6
Morale: 10
Hoard Class: XVII
XP: 1200

The barrow or greater ghast possesses all the abilities of the normal ghast and can only be hit by +2 magical weapons.

Moreover, wounds inflicted by the claws or bite of a barrow ghast are immediately infected. They resist magical healing and require 10 times the normal amount of time to heal naturally. A *Cure Disease* spell will allow for normal and magical healing of wounds caused by a barrow ghast. Barrow ghasts can control undead of 4 or fewer hit dice and always have a pack of standard ghasts (1d4+1) and ghouls (2d4+2) serving them. These undead servants cannot be turned in the presence of their barrow ghast leader.

Finally, some barrow ghasts, who were magic-users, clerics, or fighters in life, retain some of their abilities in death, subject to the discretion of the Referee. Like all undead, they are unaffected by mind-influencing spells.



Barrow Guardian



No. Enc: 1d4
Alignment: Neutral
Movement: 20'
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F3
Morale: 12
Hoard Class: None
XP: 350

The barrow guardian is similar to a caryatid column, but they are specific to Barrowmaze. They appear as stone statues, pillars, or columns in the form of stately male warriors. Barrow guardians are often used to guard crypts and tombs of import. They are inanimate until someone disturbs the tomb they have been assigned to protect.

With each hit on a barrow guardian, the weapon must make a saving throw (Paralyze, using the character's unmodified save) or become stuck in the statue. Bonuses for magical weapons apply to the save and weapons may be retrieved after combat.

Barrow Guardian (Greater)



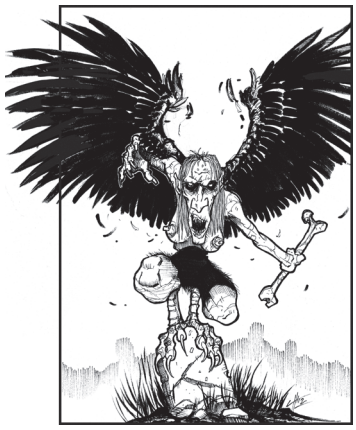
No. Enc: 1d4
Alignment: Neutral
Movement: 20'
Armor Class: 1
Hit Dice: 6
Attacks: 1
Damage: 1d8+2
Save: F6
Morale: 12
Hoard Class: None
XP: 650

The greater barrow guardian is similar to the 3 hit die barrow guardian insofar as they appear as statues or columns of helmed male warriors.

However, greater barrow guardians are constructed with stronger enchantments and possess greater hit dice. They have a 35% resistance to magic and carry a large stone shield that provides an improved armor class.

Similar to the 3 hit die version, weapons can also become stuck in the greater barrow guardian.

Barrow Harpy



No. Enc: 1d6 (2d4)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 5
Hit Dice: 3
Attacks: 3
Damage: 3 (see below)
Save: F3
Morale: 7
Hoard Class: XX
XP: 100

These despicable creatures resemble harpies but are skinnier and more wretched. Unlike common harpies, their appearance and feathers suggest a lineage to vultures. Instead of fresh meat, they prefer to feed on carrion and thus frequent grave sites and battlefields.

Barrow harpies attack three times per round, including 2 claw attacks (1d6/1d6) and by weapon type. They prefer basic weapons and care little for their upkeep. Barrow harpies are often seen attacking with gnarled clubs, or rusty daggers, or chipped swords.

Instead of charming their foes, their shriek is so frightening all those who hear it must save (Paralyze) or become immobilized with fear for 9 turns (as per the spell *Hold Person*). A successful save will not require additional saves during an encounter. Barrow harpies have an innate magical resistance and receive +2 on all saves versus magic.

Although they have relatively low morale and are quick to flee combat, barrow harpies are persistent and may return to battle if they can gather greater numbers. They often keep giant vultures as pets and guardians.



Barrow Mummy



No. Enc: 1d2
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 7
Attacks: 2
Damage: 1d8/1d8
Save: F7
Morale: 12
Hoard Class: XIX
XP: 960

A barrow mummy is stronger and more powerful than a standard mummy.

These mummies can attack twice per round with their fists for 1d8 each. Instead of mummy rot, barrow mummies possess a freezing touch that does an additional 1d4 on each successful hit.

Moreover, their freezing touch will paralyze a limb for 1d4+1 hours unless a successful save is made (Paralyze). To determine which limb is struck roll 1d4 (1: right arm, 2: left arm, 3: right leg, 4: left leg).

Like all undead, they are unaffected by mind-influencing spells, Barrow mummies can only be harmed by magical weapons, spells, and fire-based attacks.

Barrow Wight



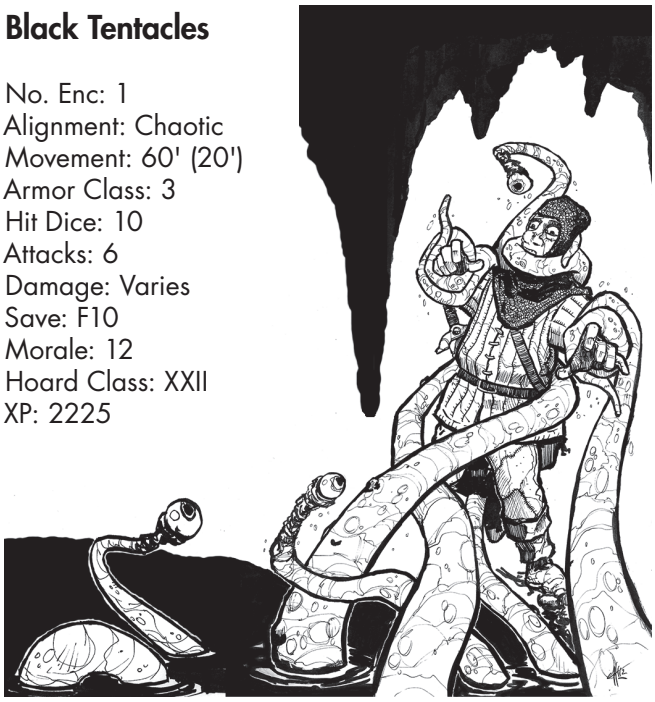
No. Enc. 1d3
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 1d8
Save: F6
Morale: 12
Hoard Class: XVIII
XP: 650

Barrow wights are fearsome opponents. They are similar to normal wights but stronger and more powerful. They are found near barrows, crypts, and gravesites. Barrow wights have thin white skin pulled tight over their bones, and often wear funerary shrouds that hang in tatters. The eyes of a barrow wight burn with malevolence for the living.

Any character that meets the gaze of a barrow wight is struck with insanity unless a save (Spells) is made. Moreover, the physical touch of a barrow wight drains one level of experience from its victim. A humanoid slain by a barrow wight will rise as a normal wight in 1d6 rounds. Like all undead, barrow wights are immune to mind-influencing spells.

Some say barrow wights, similar to mummies, are interred with canopic jars and that destroying their vessels can cause them injury.

Black Tentacles



No. Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 10
Attacks: 6
Damage: Varies
Save: F10
Morale: 12
Hoard Class: XXII
XP: 2225

A fearsome opponent, black tentacles are a mass of ten wiggling, black, octopus-like limbs attached to a main body. The body is comprised of a large maw that possesses rows of sharp teeth. Six of the tentacles are used to move and/or attack while the remaining four possess bulging eyestalks at their terminal end.

With each of its six attacks, black tentacles can either smack (1d8) or constrict (1d8) an opponent. If a black tentacles manages to constrict, its victim is allowed a saving throw (Paralyze) at the end of the round to break free. If unsuccessful, the black tentacles will draw its victim into its maw causing an automatic 4d6 points of damage the next round.

The remaining four tentacles possess eyestalks at their tip and allow the black tentacles to see and guide its attacks. If specifically targeted, the tentacles, including eyestalk-tentacles, each possess an armor class of 3 and 8 hit points. Black tentacles will normally retreat before their final eyestalk is cut off. It will regenerate its limbs in 1d4+2 weeks.

Black tentacles must stay submerged in water the majority of the time. They abhor light and will typically

target those with light sources, followed by good-aligned clerics and warriors. It is believed that the black tentacles are a distant cousin of the otyugh, although sages cannot make this claim with certainty.

Brass Jackal



No. Enc: Varies
Alignment: Neutral
Movement: 150' (50')
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 30

Brass jackals are constructed by high level necromancers of Set, who use them as sentinels and personal protectors. Constructed of bronze and black iron, they possess a smooth shell of brassy armor, and their eyes glow like orbs of red.

In combat, brass jackals bite with sharp metal teeth for 1d8 hit points of damage. Due to their magically reinforced metal bodies, these constructs can only be struck by magical weapons. Moreover, they take no damage from slashing weapons, half damage from piercing weapons, and full damage from blunt weapons.

They have a +3 to save against spells cast against them.

Brown Mold



No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: Always hit
Hit Dice: 2
Attacks: 1
Damage: 2d8
Save: F2
Morale: Nil
Hoard Class: None
XP: 45

Brown mold drains the body heat of living creatures that approach within 5 feet. Cold-based creatures are unaffected. The damage from the heat drain is 2d8 hit points per round with no saving throw. If fire is used on brown mold, it will bubble and double its size in 1 round. Brown mold can only be destroyed through the use of magical cold.

Brown Pudding



No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9
Hit Dice: 9
Attacks: 1
Damage: 2d6*
Save: F9
Morale: 12
Hoard Class: None
XP: 2500

The brown pudding is a subspecies of black pudding. Brown puddings are found most often in moors and swamps, although they can be encountered elsewhere. Brown puddings secrete a digestive acid that dissolves organic material but does not affect metal. Any melee hit deals acid damage to its target. In addition the opponent's clothing and non-metal armor dissolve and become useless immediately. Magical non-metal armor has a 60% chance of survival plus 10% for each plus of the armor. A wooden weapon that strikes a brown pudding dissolves immediately with no saving throw.

Slashing weapons deal no damage to this creature. Instead, slashing weapons will split the creature into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be split further and dies if reduced to 0 hit points.

Caryatid Column



No. Enc: 1d4
Alignment: Neutral
Movement: 20'
Armor Class: 5
Hit Dice: 5
Attacks: 1
Damage: 1d8
Save: F5
Morale: 12
Hoard Class: None
XP: 500

The caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. Its smooth, chiseled body is shaped as a beautiful woman. The column always wields a weapon (usually a longsword) in one of its hands. The weapon itself is constructed of steel, but is melded with the column and made of stone until it animates.

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature entering a chamber guarded by a caryatid column). A caryatid column attacks its opponents with its longsword. It does not move more than 50 feet from an area it is guarding or protecting.

Any weapon that strikes a caryatid column has a 40% chance to shatter into pieces. Magic weapons have a 5% lower chance to shatter for each point of its combat bonus. Thus, a +2 sword has only a 30% chance to shatter. Due to their sturdy construction and magical nature, caryatid columns gain a +4 bonus to all their saving throws.

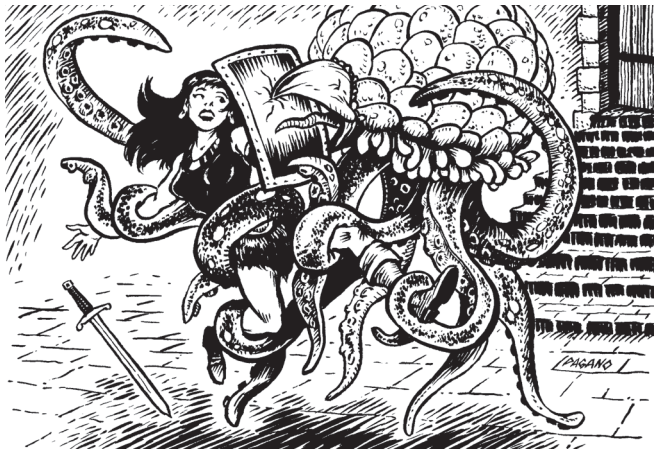
Cave Moray



No. Enc: 1d4+2
Alignment: Neutral
Movement: 5'
Armor Class: 4
Hit Dice: Varies
Attacks: 1
Damage: 1d8
Save: F4
Morale: 7
Hoard Class: None
XP: 120

Cave morays are a land-based version of their watery brethren. The males grow about 7 feet long. They make their lairs underground in the walls of caves and dungeons. They create their burrows in high traffic areas, or near water-holes, where they can surprise their prey.

Although they live individually, groups of cave morays in the same area will work together to cross-sect their immediate killing ground. They attack by striking, recoiling, and then striking again. They surprise opponents on a 1–3. Cave morays can come in sizes ranging from 1 to 6 hit dice.



Cerepod



No. Enc: 1
Alignment: Chaotic
Movement: 50'
Armor Class: 4
Hit Dice: 5
Attacks: 11 (10 tentacles and 1 beak)
Damage: 1d4 + paralysis (tentacles)/ 1d6 (beak)
Save: F6
Morale: 10
Hoard Class: XIX
XP: 570

The cerepod, also called a "floating horror," is a solitary underground creature. Although the exact origin of the beast is unknown, sages believe the cerepod is the result of strange magical experimentation.

A cerepod stands well over eight feet tall. Its central body appears as an exposed organ of pink tissue. The creature possesses greenish tentacles that hang below the body. The cerepod has a sharp yellow beak.

A cerepod moves through a combination of magical levitation and its tentacles. The latter it uses to pull itself through space. When hunting, a cerepod can be completely silent and surprises its prey on a 1–4 on a d6. The source of the creature's levitation ability is a gland located in the central body, and if lanced, will secrete enough liquid to act as a *Potion of Levitation*.

The creature's tentacles lash out at its prey and squeeze for 1d4 points of damage. A squeezed victim automatically takes 1d4 points of damage in each successive round. In addition to the damage, the small suction cups on its tentacles secrete a paralytic enzyme (save versus paralysis at +2 or be paralyzed for 1d6 turns). Its tentacles have a reach of six feet. Each of the cerepod's tentacles has an armour class of 4 and 5 hit points (these are in addition to its normal hit dice).

Once the cerepod has successfully attacked and paralyzed its prey, the creature will draw its grasped victim into its beak the following round (causing and automatic 1d6 points of damage each round thereafter). The cerepod may move and attack its paralyzed prey with its beak at the same time.

The Cerepod is immune to magical lightning and possesses a magical resistance of 15%.

Cloaker



No. Enc: 1d4
Alignment: Chaotic
Movement: 20'
Armor Class: 6
Hit Dice: 5
Attacks: 2*
Damage: 1d4+1/1d6
and/or special
Save: F5
Morale: 10
Hoard Class: XX
XP: 300

A cloaker is a subterranean creature that is almost indistinguishable from a common black cloak. Raised to its full height, an adult male can be as large as eight feet tall. Cloakers prefer to lie in wait and ambush their prey.

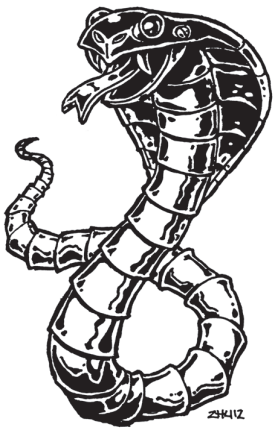
A cloaker can choose from multiple modes of attack. It can strike by means of its bite (1d4+1) and its flail-like tail (1d6). Although a cloaker can divide its attacks between opponents if it desires, a successful hit with both attacks on a single victim indicates that the cloaker has engulfed its opponent and thereafter will automatically constrict for 3d4 points of damage per round. Any damage directed at a cloaker while it has engulfed an opponent is halved between the creature and the victim.

In addition to these attacks, the cloaker also possesses a subsonic moan. The moan of a cloaker immediately unnerves its opponents. All those who hear the moan suffer a –2 to all attacks until the noise ceases. If the moaning continues unabated for six consecutive rounds all those within 40 feet will be paralyzed unless a successful save versus Petrify/Paralyze is made. The monster cannot use its bite attack and moan at the same time.

The cloaker possesses the ability to manipulate shadows. It can create two shadow-selves akin to the magic-user spell *Mirror Image* at will and can hide in shadows, as per the thief skill, with a 90% chance of success. A cloaker is blinded by *Light* or *Continual Light*.



Cobra, Clockwork



No. Enc: 1
Alignment: Neutral
Movement: 5'
Armor Class: 2
Hit Dice: 1
Attacks: 1
Damage: 1d3
Save: F1
Morale: 12
Hoard Class: None
XP: 100

Clockwork cobras are metal constructs used in crypts to guard precious treasures. They are animated by magic.

A clockwork cobra is silent when motionless, but when moving, it emits a repeated *Bzzzzzzzzt, click, click, click* series of noises. Non-magical weapons inflict only half damage on a clockwork cobra. The cobra's bite inflicts 1–3 hit points of damage. In addition, the first two bites will inject poison into the victim (save versus poison or die).

Coffer Corpse



No. Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: XXI
XP: 48

The coffer corpse resembles a zombie but is turned as a 7 hit die creature on the clerical turn undead table. Like all undead, the coffer corpse in unaffected by mind influencing spells.

After sustaining 4 hit points of damage or more the coffer corpse collapses, and appears defeated. However, normal weapons do no damage to a coffer corpse and one round after collapsing the undead creature will rise and continue to attack. All those who watch the coffer corpse rise must save (Spells) or flee in panic as per the fourth level magic-user spell Fear. There is a 50% chance fleeing PCs will drop whatever they are carrying.

If the coffer corpse makes a successful attack it has wrapped its hands around the neck of its victim. Each successive round it automatically strangles for an additional 1d6 damage. The grasp of a coffer corpse cannot be broken.

Corpse Candle



No. Enc: 1
Alignment: Chaotic
Movement: 20'
Armor Class: 2
Hit Dice: 6
Attacks: 1
Damage: 1d8
Save: F4
Morale: 12
Hoard Class: None
XP: 275

Corpse candles are a vengeful, incorporeal form of undead. They remain close to the location of their death and are completely invisible to the naked eye.

They create dim twisting patterns of light similar to candles in darkness. Those who view the luminescence must save (Spells) or be hypnotized by, and drawn to, the light. Corpse candles are devious and will attempt to draw victims into the traps, or toward the den of the monsters, that killed them.

If a victim does indeed die in the trap, their final sight will be the ghastly visage of the corpse candle reaching towards them. Anyone killed by a corpse candle has a 10% chance of rising as one in 1d4 rounds. Those with *True Seeing* will observe the corpse candle hovering near its remains. Like all undead, they are unaffected by mind-influencing spells.

Crypt Shade



No. Enc: 1d2
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 9
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 100

This undead creature is a roughly human-shaped collection of shadows, dust, rotted burial linens, bone fragments, and other sepulcher debris. Spawned from chaos and lingering hate, crypt shades feed on the fear and pain of their victims.

They attack by engulfing victims within the shifting cloud of grave detritus that gives them shape, battering victims for 1d8 points of damage.

Crypt shades are turned as 2 hit die creatures and possess the undead immunity to sleep and charm. Physical attacks on a crypt shade inflict only half damage. They suffer normal damage from fire, silver, magic, and holy water (Reprinted with permission of Michael Curtis).

Crypt Shade, Greater



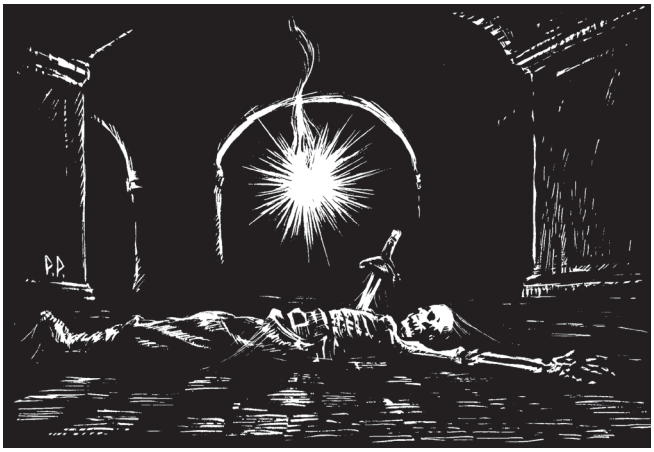
No. Enc: 1d2
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 1d10
Save: F6
Morale: 12
Hoard Class: XIV
XP: 450

This undead creature is a swirling, roughly human-shaped assortment of shadows, dust, rotted burial linens, bones, and other debris. Spawned from chaos and lingering hate, these monsters feed on the fear and pain of their victims.

On a successful attack, these undead creatures engulf a victim within their shifting cloud of grave detritus. While in this whirling mass victims cannot escape and are suffocated and battered for 1d10 points of damage per round until the shade is destroyed or turned. In addition, their ghastly semi-human visage invokes Fear (as per the magic-user spell) in those who fail their saving throw (Spells).

Greater crypt shades are turned as 8 hit die creatures. Non-magical attacks on a crypt shade inflict only half damage. They suffer full damage from magical weapons, spells, silver, and holy water.

There is a 50% chance that a greater crypt shade that has been destroyed or turned will reform within 1d4 days. Like all undead, they are unaffected by mind-influencing spells.



Crypt Knight



No. Enc: 1d8
Alignment: Chaotic
Movement: 60' (30')
Armor Class: 2
Hit Dice: 7
Attacks: 1
Damage: 1d10
Save: F7
Morale: 12
Hoard Class: None
XP: 475

Crypt Knights are all that remain of a secret martial order—the Black Legion—devoted to Nergal, God of the Underworld. When The Tablet of Chaos was hidden, the order gathered together and willingly allowed their life energy to be drained by Nergal's undead. They rose in death as crypt knights devoted to the protection of the Dark God's great temples and The Tablet of Chaos.

Due to the excruciating nature of their death and their skeletal appearance, crypt knights radiate an aura of fear (see the magic-user spell *Fear*). Regardless of what weapon they use, crypt knights strike for 1d10 points of damage.

The symbol of the order is a white skull on a black rose. This device often decorates their armor and/or shields. They attack all intruders except followers of Nergal. Like all undead, crypt knights are unaffected by mind-influencing spells.

Crypt Thing



No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 6
Attacks: 2
Damage: 1d6(x2)
Save: F6
Morale: 12
Hoard Class: None
XP: 500

Crypt things look much like skeletons shrouded in a black robe. Powerful magic-users create crypt things to serve as guardians to their tombs or to protect special treasures. They never leave their designated tomb and never initiate combat.

If the tomb it guards is disturbed in any way, the crypt thing will teleport interlopers in a random direction (d8) away from the tomb they guard (5d20 feet). Those teleported may attempt to resist with a saving throw (Spells). If sufficiently annoyed a crypt thing will teleport tomb-robbers to a destination in mid-air (or sometimes over a pool).

Death Knight



No. Enc: 1
Alignment: Chaos
Movement: 60' (20')
Armor Class: 0
Hit Dice: 10
Attacks: 2
Damage: by weapon
Save: F10
Morale: 12
Hoard Class: None
XP: 4000

The death knight is a terrible undead creature. It is unknown if they achieved their state through a fall from grace or if they were created by the dark gods. Death knights carry the equipment they possessed in life. They often wear ancient magical platemail and shield, and carry a magical longsword, mace, or flail.

Death knights have an effective strength of 18, and this is added to their attack and damage rolls (+3). They possess a magic resistance of 85% and can only be hit by +1 or better magic weapons. Any spell that fails to break the knight's magic resistance is turned on the caster.

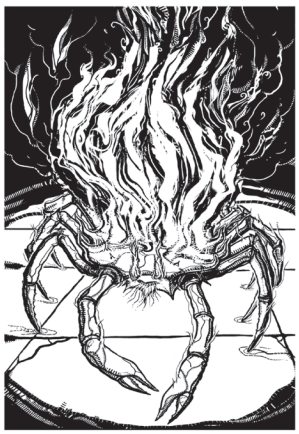
The death knight cannot be turned and can command undead below its hit dice at will. Death knights can cast *Dispel Magic* (1/day), *Fire Ball* (1/day), and use a *Symbol* (1/day). These are cast at 18th level of magic use.

It is believed only nine death knights exist, and they are said to ride mighty undead warhorses. Some believe they appear as riders in flowing black shrouds, while others say they look like black knights risen from the grave.

The voice of a death knight is so hollow and chilling that all those who hear its voice must save (Spells) or flee in Fear (as per the magic-user spell) for 2d4 rounds. Like all undead, they are unaffected by mind-influencing spells.



Fire Crab



No. Enc: 1d4+1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 2
Hit Dice: 3
Attacks: 2
Damage: 1d8/1d8*
Save: F3
Morale: 8
Hoard Class: None
XP: 55

A fire crab appears as a giant crab in most respects. However, its reddish color and jagged appearance distinguish it.

In combat, fire crabs generate intense heat and flames rise from their back. A fire crab attacks with its two claws, each dealing 1d8 hit points of damage. In addition, opponents will suffer 1d4 points of fire damage on each successful hit. Fire crabs are immune to fire-based attacks and take double damage from cold attacks. They are native to the plane of fire.

Froglings

No. Enc: 2d6 (3d10)
Alignment: Chaotic
Movement: 20' (Jump 30')
Armor Class: 6
Hit Dice: 1–1
Attacks: 1
Damage: By weapon
Save: F1
Morale: 7
Hoard Class: III (XX)
XP: 10



Froglings, also called boglings or frogmen, are often found in marshes and moors. They have large round eyes, a broad mouth, and are from 3' to 3½ feet tall. They possess thin arms and legs that belie their strong leaping ability. They have olive green to bright green skin with lighter coloured underbellies and wear drab clothing to reflect their environment.

Froglings use primitive weapons. They prefer clubs, spears, nets, and shortwords. Their weapons are often in disrepair. The often use wooden shields or shields made from tortoise shells. They rarely wear coats of mail, but instead create armour from scraps and bits wood of they have scavenged or looted.

Froglings possess a unique jumping ability useable once per combat. They can either use their jump to attack an opponent (+1 to hit) or they can use their unique jumping ability to disengage from an opponent without incurring an attack as they flee. Froglings take advantage of their natural "hit and run" ability and prefer to ambush unsuspecting prey.

For every four froglings, there will be a sub-leader with two hit dice. For every 20 encountered, there will be a frog king with 3 hit dice with a +1 bonus to all damage rolls. The king will have two sub-leaders (2HD) that serve him as bodyguards. The king will have a hoard class of XX. Alongside the king and the bodyguards, there is a 75% chance the tribe will have a shaman (with the hit points and casting abilities of a level 3 cleric or magic-user).

Gargoyle (Four-Armed)



No. Enc: 1d4
Alignment: Chaotic
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 3
Hit Dice: 4+2
Attacks: 6
Damage: See below
Save: F8
Morale: 11
Hoard Class: XX
XP: 500

Four-armed gargoyles are ferocious creatures and have a fondness for inflicting pain on their foes. Not particularly intelligent, they are vicious in combat, possessing four claw attacks (1d4 each), a bite (1d6), and a tail attack (1d8). They can only be harmed by a +1 magical weapon or by spells.



Gargoyle (Maggog)



No. Enc: 1d2
Alignment: Chaotic
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 5
Hit Dice: 4
Attacks: 3
Damage: 1d6x2/1d8
Save: F8
Morale: 11
Hoard Class: XX
XP: 500

Maggogs are gargoyles that possess the innate spell-casting ability of a 5th level magic-user (2/2/1). They are devious and highly intelligent creatures (Int 16).

Their exact spell selection is subject to the Referee, but an example of their spell list might include: *Magic Missile, Shield; Darkness Globe, Invisibility; Lightning Bolt.*

Maggogs will normally cast spells before resorting to melee combat. They attack twice with their claws for 1d6 points of damage and once with their tail for 1d8 points of damage. They can only be hit by +1 magical weapons and possess a 20% magic resistance.

Gargoyle (Margoyle)



No. Enc: 1d6
Alignment: Chaotic
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 1
Hit Dice: 6+1
Attacks: 4
Damage: See below
Save: F6
Morale: 12
Hoard Class: XXI
XP: 550

A margoyle is a bigger, stronger, more intelligent version of a standard gargoyle. In addition to great size, it possesses a wicked, cunning intelligence. For these reasons, margoyles are often leaders when among their brethren.

They attack twice with their claws (1d6 each), once with their horns (1d6), and once with a tail attack (1d6) each round. They can only be harmed by spells or +2 or better weapons.

Gehennian Goat



No. Enc: 1d4
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 4
Attacks: 1
Damage: 1d6*
Save: F5
Morale: 10
Hoard Class: None
XP: 375

Gehennian goats are demonic creatures created by Orcus. They are matted and shaggy in appearance. They have twisted horns and dull black eyes.

Gehennian goats are summoned by Orcus' followers through an unknown ritual.

Gehennian goats follow the commands of their summoners until they are slain or 666 days pass, at which time they return to their lair in the underworld.

They are often used as sentries or in melee support. Gehennian goats can *Detect Invisibility* to a range of 60' with a 75% chance of success.

In combat, they will either bite for 1d6 points of damage or they may breathe hellfire for 4d6 points of damage once per day.

Ghaist



No. Enc: 1d6
Alignment: Chaotic
Movement: 50'
Armor Class: 4
Hit Dice: 3+3
Attacks: 3
Damage: 1d4+1/1d4+1/1d8
Save: F4
Morale: 9
Hoard Class: VIII, XXI
XP: 200

Akin to a ghoul or a ghast, a ghaist is a terrible undead creature. They appear as purple-hued, emaciated humanoids with elongated claws and sharp fangs. The mere sight of a ghaist inspires fear, as per the magic-user spell, and they possess the paralytic bite consistent with ghasts (2d4 turns unless a successful saving throw is made, this also affects elves).

The ghaist also possesses a fearsome necrotic breath attack it can use once per combat on a single opponent. Anyone who inhales the "Breath of Death" must save versus death (at +1) or die. A successful save results in violent choking for 1 round (no other actions can be taken) while the victim recovers. Victims who die of Death Breath revive as Ghaists in 1d4 turns.

Giant Ant



No. Enc: Varies
Alignment: Neutral
Movement: 60'
Armor Class: Varies
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 9
Hoard Class: None
XP: 20 per hit die

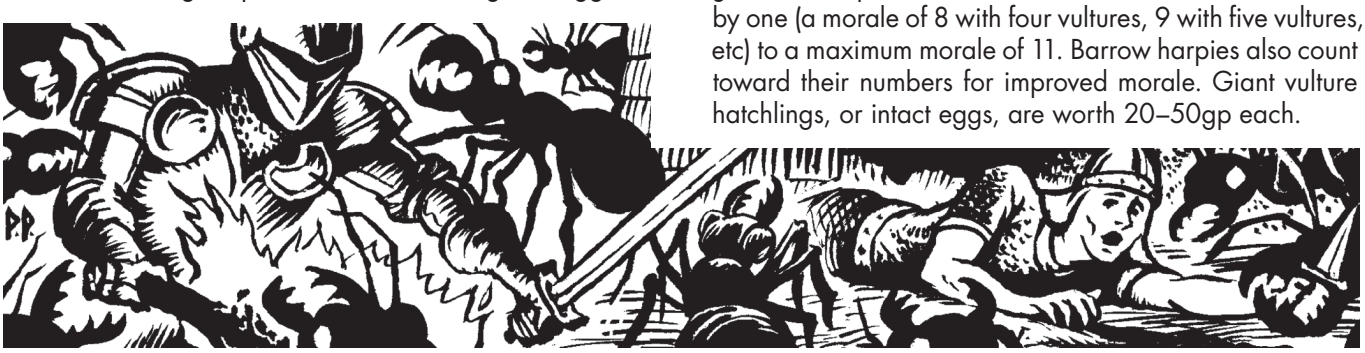
Giant ants are often found in two varieties: workers and soldiers.

Workers are normally three feet long and typically have an armor class of 4 and 2 hit dice. They attack once per round for 1d6 points of damage.

Soldiers are normally four feet long and are stronger and more resilient. They have an armor class of 2 and 3 hit dice. They attack once per round for 2d6 points of damage. On each successful hit they may also sting for 2d4 points of damage.

For every 20 ants there will be a queen with an armor class of 3 and 10 hit dice. The queen is normally a non-combatant. For each queen there will be 10–40 larvae which are normally overseen by the worker ants. Giant ants will never retreat if defending the queen.

Giant ants tend to have little treasure but in some rare instances they inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces' worth of raw gold nuggets.



Giant Ant Exoskeleton



No. Enc: 2d4
Alignment: Chaotic
Movement: 20'
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 30

These undead creatures are the dry animated husks of giant ants. They are turned as 3 hit dice creatures on the undead turning table. Like all undead, they are unaffected by mind-influencing spells.

Giant Vulture



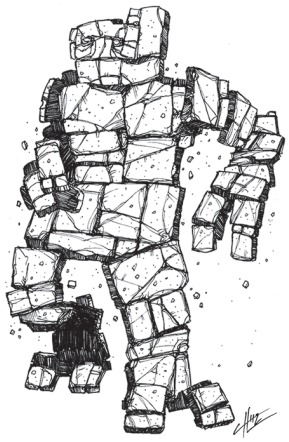
No. Enc: 2d6
Alignment: Neutral
Movement: 10'
Armor Class: 6
Hit Dice: 2+2
Attacks: 1
Damage: 1d6+1
Save: F2
Morale: 7
Hoard Class: None
XP: 40

Giant vultures are scavengers. They search for carrion and prefer to avoid direct combat. They have pink bald heads and greasy black feathers. As a result of their diet, giant vultures are immune to disease. They have a flying speed of 180' (60').

Giant vultures are often found with barrow harpies who train them as pets or for protection. They attack with sharp powerful beaks for 1d6+1 points of damage.

Giant vultures draw strength from numbers. For each giant vulture present after the third, their morale increases by one (a morale of 8 with four vultures, 9 with five vultures, etc) to a maximum morale of 11. Barrow harpies also count toward their numbers for improved morale. Giant vulture hatchlings, or intact eggs, are worth 20–50gp each.

Golem, Flagstone



No. Enc: Varies
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: Varies
Attacks: 2
Damage: varies
Save: Varies
Morale: 12
Hoard Class: None
XP: 50/HD

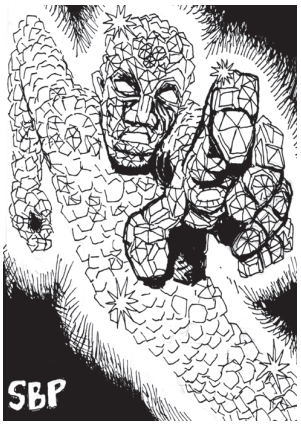
A flagstone golem is constructed from the stones and mortar used to construct dungeon walls and floors. These monsters often serve as special camouflaged guardians to protect crypts and other important locations.

Flagstone golems are relatively flat and pull themselves away from the wall or floor to surprise tomb-robbers.

Bludgeoning weapons do full damage (all others do half). Only spells that affect stone will cause these golems full damage (acid, fire, cold, and electricity cause half damage).

The size and damage inflicted by a flagstone golem's fists varies subject to hit dice. Examples include HD: 1–3 (1d6 each) and HD 4–6 (1d8 each), etc.

Golem, Gemstone



No. Enc: 1
Alignment: Neutral
Movement: 90' (30')
Armor Class: 0
Hit Dice: 8
Attacks: 1 or 2
Damage: Varies
Save: F8
Morale: 12
Hoard Class: None
XP: 700

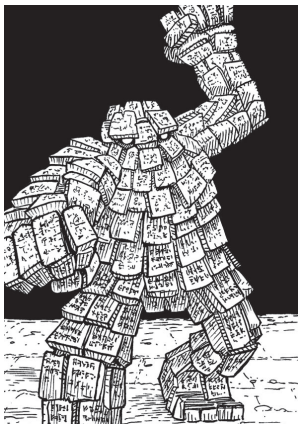
Gemstone golems are constructed by powerful clerics and magic-users and are bound as tomb guardians. They activate when certain conditions or stipulations are met or broken (such as a living creature entering the crypt they have been assigned to protect).

Gemstone golems appear as a huge hoard of gemstones of all shapes, sizes, varieties, and cuts. However, when disturbed, the gemstone golem draws itself up quickly into a large, roughly humanoid shape with great fists.

These golems attack twice per round with their fists for 1d10 points of damage each; or, once every three rounds, they can issue forth a hail of gemstones from their body. This attack functions similar to a breath weapon and does 8d4 points of damage (save versus Breath Weapon for half) to anyone caught in a cone 30' long and 30' wide at its terminal end.

When defeated, PCs can collect 4d4+8 gemstones. Consult the random gem table (LL.107) in the Labyrinth Lord Rulebook to determinetheir value.

Golem, Runic



No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 7
Attacks: 1
Damage: 1d10
Save: F7
Morale: 12
Hoard Class: None
XP: 1100

A runic golem is roughly humanoid in shape and is comprised of magical runic tablets found in Barrowmaze. These golems are used to guard tombs and crypts of import.

When a runic golem is first activated—normally by an intrusion into the crypt it guards—its magical energy flickers on and off momentarily as if powering up after a long period of dormancy.

The golem defends the crypt by bashing opponents with its fists. When this golem is struck opponents must save (Spells) or randomly activate a runic tablet (roll 1d6) with the following effect cast at 7th level (if applicable):

Runic Golem Tablets	
1. *Burning Hands*	**4.** *Hold Person*
2. *Silence15' Radius*	**5.** *Glyph of Warding*
3. *Cause Light Wounds*	**6.** *Magic Missile*

These golems are unaffected by non-magical weapons. Like all golems they have no true intelligence, and hold, charm, or sleep spells are useless against them. They are unaffected by poison or gases.

When a runic golem is destroyed, 1d4 runic tablets will remain intact.

Huecuva



No. Enc: 1d10
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: 1–6
Save: F2
Morale: 12
Hoard Class: XX
XP: 150

Huecuva are a terrible form of undead and appear as skeletons in tattered robes. They are drawn to attack lawful-aligned clerics and paladins over others.

The touch of a huecuva inflicts 1d6 hit points of damage plus the victim must save (Poison) or contract a flesh eating disease that will kill the victim in 1d4 days unless a *cure disease* spell is cast.

The huecuva is turned as a 3 hit dice monster on the undead turning table.

Icterine Fungi



No. Enc: 1d4
Alignment: Neutral
Movement: 10' (5')
Armor Class: 5
Hit Dice: 5
Attacks: 1–4
Damage: 1d8
Save: F5
Morale: 8
Hoard Class: None
XP: 120

Sages believe that the icterine fungi is a distant cousin of the violet fungi. Icterine fungi range from 3' to 8' tall and are often found growing among shriekers and large mushrooms. The fungi's strange yellow color gives it a sickly appearance.

Similar to a violet fungi, the icterine fungi attacks by flailing 1d4 tentacles at those within 5 feet. The tentacles possess sharp, serrated edges that cause 1d8 points of damage each.

With each successful hit, the victim must save (Poison) or contract jaundice (incapacitated until *Cure Disease* is cast).

Finally, on each successful hit, the fungi will inject spores into its victim. This causes 1d10 small yellow mushrooms to sprout aggressively from the wound. Unless a *Neutralize Poison* spell is cast on the victim immediately, each individual mushroom will explode in the next round causing 1d2 points of damage each.

Lava Weird



No. Enc: 1
Alignment: Chaotic
Movement: Special
Armor Class: 4
Hit Dice: 8
Attacks: 1
Damage: 1d8
Save: F8
Morale: 12
Hoard Class: XIV, XIII, XII
XP: 700

A lava weird appears as a large pseudopod that emerges from a pool of lava. This appendage looks like a snake at first glance but does not possess eyes or a mouth.

A lava weird attacks by bashing opponents with its appendage for 1d8 points of damage. On a successful hit, the lava weird has grabbed a PC and will attempt to pull the victim back into its lava pool. A successful save (Paralyze) will break the hold. Each round thereafter the held victim automatically takes 1d8 points of damage of python-like constricting damage plus 1d6 points of fire damage. A lava weird will normally take 2 rounds to pull an opponent into its lava pool (but this is subject to the discretion of the Referee and the PC's proximity to the lava pool).

Once immersed in the lava pool, a victim will take 4d8 points of damage each round. A lava weird is immune to fire damage and takes double damage from cold-based attacks.



Leech, Giant



No. Enc: 1d4
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: Varies
Attacks: 1
Damage: 1d6
Save: Varies
Morale: 10
Hoard Class: None
XP: 75 per Hit Die

Giant leeches are 4' long, brown or green, and slimy. They live in marshy terrain and other bodies of stagnant water.

When a giant leech hits in combat, it latches onto a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round.

Once attached, a giant leech will only release a victim if it dies or the leech itself is killed. The hit dice and damage of a giant leech varies (for example, HD: 1–2/1d6, HD: 3–4/2d4, etc.).

Lich-Dragon



No. Enc: 1
Alignment: Chaotic
Movement: 90' (30')
Fly: 240' (80')
Armor Class: –4
Hit Dice: 10 (80hp)
Attacks: 3
Damage: 1d8x2/2d10
Save: F10
Morale: 11
Hoard: XXI, XV, IV, V
XP: 6,666

A lich-dragon is the combination of a Lich and a Black Dragon. It appears as a giant skeletal dragon with small red orbs glowing dully in its eye sockets. Small vestiges of membrane may remain on its wings but most of its skin and tissue decayed long ago.

A lich-dragon is a powerful monster and can attack opponents in several ways. Its breath attack is the same that it held in life. This attack can be used up to three times per day. The damage inflicted is the same as its current hit points. Victims can save (Breath) for half damage.

A lich-dragon can attack with a claw/claw/bite routine that does 1d8/1d8/2d10 points of damage. In addition, successful attacks do an additional 1d6 of cold damage. These undead monsters also possesses a gaze attack. If a character meets its glowing red orbs s/he must save (Paralyze) or be immobilized for 10 rounds. A successful save will not require an additional save during that encounter.

Lich-dragons can also cast spells. The exact spells a lich-dragon possesses are subject to its dragon type and the discretion of the Referee. They cast at 10th level of magic use.

They can *Detect Invisibility, Clairaudience, and Animate Dead* at will. A lich-dragon can only be harmed by +2 or better weapons and possesses a 30% magic resistance.

A lich-dragon is also immune to cold-based, electricity, or death-related spells/attacks. Lich-dragons cannot be turned by a cleric and they radiate an aura of *Fear* (as per the magic-user spell of the same name).

All creatures of 4 hit dice or under will immediately flee the sight of a lich-dragon with no saving throw, All others must save at –2 or suffer the same effect.

A lich-dragon possesses the intelligence and the memories it had in life. They often speak Common, Ancient Common, Dragon, and Black Tongue.

They never sleep and thus, unlike living dragons, cannot be caught unaware. Like all undead, they are unaffected by mind-influencing spells.

Like all dragons, a lich-dragon is susceptible to flattery.

Medusa, Greater



No. Enc: 1
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 3
Hit Dice: 8
Attacks: 2
Damage: Special
Save: F8
Morale: 12
Hoard Class: XVIII
XP: 550

A greater medusa appears like a standard medusa but has the lower body of a giant rattlesnake. Greater medusae prefer a solitary existence away from civilization, and often lair in remote locations. Their tail sounds like a rattlesnake and they possess the innate spell ability of *Sticks to Snakes*.

In combat, the greater medusa prefers distance attacks such as its gaze (save versus Petrify or be turned to stone) or its shortbow (can shoot twice per round). Her arrows are normally poisoned (save or die). If forced into close melee, she will attack twice per round with any two of the following four options:

Greater Medusa Attacks

1. Fangs (1d8 plus poison, save or die)

2. Shortsword (1d6)

3. The snakes of a medusa's hair can also attack (1d4 snakes) for 1d2 points of damage each (save versus poison or die)

4. Tail Slam: 2d6 points of damage

The blood of a medusa is poisonous and, if harvested and used within one week, will force a struck opponent to save (Poison) or die. The following week, the blood will weaken considerably and only provide an additional 1d6 damage beyond normal weapon damage before decomposing beyond use.

The head of a greater medusa can also be harvested and used as a gaze attack for one week. However, each time the head is used in this fashion, there is a 15% chance that one of the snakes will bite the user (save versus Poison or die). There is also a 5% chance that PCs will accidently meet the gaze of the head (saving throw allowed) and turn themselves into stone. The head can be used in this fashion for one week.

Mongrelman



No. Enc: 2d6
Alignment: Neutral
Movement: 60' (30')
Armor Class: 6
Hit Dice: Varies
Attacks: Varies
Damage: Varies
Save: Varies
Morale: 8
Hoard Class: XX
XP: 10 per Hit Die

Mongrelmen are abominable creatures that possess the blood and body parts of many different creatures.

Mongrelmen are shunned by society and often retreat to subterranean caves or dungeons to eke out their existence. They are shy by nature (and experience) and often find themselves enslaved to a greater power.

Mongrelmen live together in small groups where the largest and strongest serves as a chieftain. They are adept at mimicry and can imitate any sound they have heard at will. They are also skilled at camouflage and prefer to hide, or lure opponents into traps, instead of engaging in direct combat.

Their language consists of a mixture of human, goblin, and orc words along with a mixture of animal sounds. Mongrelmen also include ambient environmental sounds in their language to allow them to communicate without giving away their position to others in a dungeon.

The hit dice of mongrelmen varies and the damage they inflict is subject to weapon type and hit dice (Examples: HD1: 1–6, HD2: 1–8, and HD3: 1–10).

Mummy of Zuul



No. Enc: 1d4
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 5+1
Attacks: 1
Damage: 1d12
Save: F5
Morale: 12
Hoard Class: XIX
XP: 950

A mummy of Zuul is a former priest of the chaos deity of the elements.

They are similar to a standard mummy in all respects except they are immune to spells, spell effects, and weapon effects based on the four elements (fire, earth, water, air) and their derivatives (cold, frost, etc).

Mummies of Zuul take half-damage from non-magical fire and can only be harmed by magical weapons. Like all undead, they are unaffected by mind-influencing spells.

Mummy Lord



No. Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 9 (Base)
Attacks: 2
Damage: 2d6/2d6
Save: F10
Morale: 12
Hoard Class: XXII
XP: 4000

A mummy lord is a unique form of undead. Mummy lords were powerful clerics in life and have survived for centuries in a state of undeath.

Mummy lords can command undead below their hit dice at will and can *Animate Dead* (as per the spell) as a cleric of equivalent level twice per day.

Mummy lords are able to speak, although they rarely choose to do so, and are highly intelligent. A mummy lord appears in burial wraps like most mummies. However, they often choose to wear the symbols of their god in the form of religious necklaces or headdresses that distinguished them as high priests in life.

Mummy lords prefer to use their fists to club opponents for 2d6 points of damage. They radiate an aura of *Fear* (as per the magic-user spell) and possess the cursed rotting touch of normal mummies.

In addition, those that are touched by a mummy lord are immediately struck with blindness unless a save (Spells) is made. Like all undead, they are unaffected by mind-influencing spells.

They will always have a group of normal mummy attendants and servants subject to their power and level. Mummy lords retain their clerical spell-casting abilities they held in life and possess a minimum wisdom of 19.

Mummy Lord Advancement

Age	HD and Cleric Level	AC	Fear Save	Mummy Attendants
201–300	9	3	0	1d4+1
301–400	10	2	–1	2d4+2
401–500	11	1	–2	3d4+3
501+	12	0	–3	4d4+4

Neb'Enakhet

No. Enc: 1d6+2
Alignment: Chaotic
Movement: 20' (10')
Armor Class: 7
Hit Dice: 1+1
Attacks: 3
Damage: 1hpx2/1d2
Save: F1
Morale: 12
Hoard Class: None
XP: 5



Neb'Enakhet are sacred, mummified cats placed in the tombs of the social elite.

Neb'Enakhet are highly intelligent, and will often work together using complex tactics to drive off would-be tomb-robbers. In addition to direct attacks, a group of four or more Neb'Enakhet may howl and keen together, creating a hellish, cacophonous wail that has the effect of the fourth level magic-user spell Fear. These mummified cats are turned as 3 hit die creatures.

Despite their undead state, Neb'Enakhet retain a fondness for nepeta cataria. The exact nature of the effect is subject to the Referee's discretion.

Necrolyte of Nergal

No. Enc. 1d2
Alignment: Chaotic
Movement: 120 (40')
Armor Class: 3
Hit Dice: 7
Attacks 1
Damage: (1d8)
Save: MU7
Morale: 10
Hoard Class XVII
XP: 570



Necrolytes are magic-users devoted the cult of Nergal who, by means of secret rituals and enchantments, have become undying.

Despite their skin being pulled tightly over their skeletons, necrolytes are not technically a type of undead, at least not as the term is usually understood. Clerics have no power over necrolytes and thus cannot turn them.

Like true undead, though, necrolytes are immune to mind-influencing spells. The cold touch of a necrolyte deals 1d8 points of damage, and all of these creatures can cast spells as if they were 7th-level magic-users (3/2/2/1). Many are also equipped with offensive magic items, such as wands.

In return for the gift of immortality, necrolytes typically guard locations of particular importance to the cult of Nergal. They are often encountered (75%) with 1d4+2 crypt knights to serve as their personal escort.

While acting as crypt guardians, they are free to continue their research into magic and occult lore, unfettered by the weaknesses to which all flesh is prone. Those who serve Nergal faithfully might one day gain access to more powerful rituals that send them further down the path to apotheosis.

Necromancer of Set



No. Enc: 1d6
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 10
Hoard Class: XXI
XP: 21 per Hit Die

Necromancers are a faction of magic-users who have occupied a portion of Barrowmaze in the service of Set. They wear black hooded robes with skull or half-skull masks over their face. Senior necromancers stitch bones onto their robes and wear jackal headdresses.

For every 3 first level necromancers encountered, there will be a mid-level mage of second, third, or fourth level (d6: 1–2 second, 3–4 third, 5–6 fourth level).

First level necromancers can cast one spell from the following list: *Magic Missile, Shield, Protection from Good*. They are armed with a dagger and wear no armor (AC 9). They carry 2–20gp and a spellbook.

Spells for necromancers beyond first level are subject to hit dice and the Referee. These magic-users carry a staff and wear normal bracers with a Dexterity bonus (AC 7). There is a 10% chance that one of these two items is magical (+1). They carry 5–20pp and a spellbook.

In addition, if a mid-level necromancer is present roll a d6 and consult the following table to determine his/her undead entourage:

Undead Entourage

D6	Type	No. Encountered
1–2	Skeletons	2d6
3–4	Zombies	1d8
5	Sapphire Skeletons	1d8
6	Ghasts	1d3

If a fourth level necromancer is present, there is a 25% chance that s/he controls a runic golem and a charmed mongrelman scout.



Phantom



No. Enc: 1
Alignment: Neutral
Movement: Nil
Armor Class: N.A.
Hit Dice: N.A.
Attacks: N.A.
Damage: Fear
Save: Special
Morale: N.A.
Hoard Class: None
XP: Nil

A phantom is a ghostly, residual, reoccurring image. A phantom is merely an image, an echo of life, and possesses no intelligence.

Often mistaken for other forms of undead, a phantom remains close to the area of its death or remains. The phantom often details something of importance about its life or death.

They cannot harm or be harmed. However, due to their ghostly visage those who gaze upon a phantom must make a saving throw (Spells) at a –2 penalty or run away as if affected by the 4th level magic-user spell Fear. There is a 50% chance fleeing PCs will drop whatever they are carrying.

Poltergeist



No. Enc: 1d2
Alignment: Chaotic
Movement: 10'
Armor Class: 9
Hit Dice: 1 HP
Attacks: Nil
Damage: Nil
Save: F1
Morale: 12
Hoard Class: None
XP: 25

The poltergeist is a vengeful incorporeal spirit that haunts the place of their death. They cannot be seen and may only be harmed by +1 or silver weapons.

The poltergeist lashes out at those that disturb their rest by throwing physical objects equal to a monster of 4 hit dice. A struck victim takes no damage but instead must save (Spells) or flee as per the fourth level magic-user spell Fear. Failure means PCs will panic and run hysterically in a random direction for 2d4 melee rounds. There is a 50% chance the victim will drop whatever they are holding while fleeing the poltergeist.

Once a successful save is made a player need not save again during that encounter. Only the use of holy water or the authoritative pronouncement of faith by a cleric or paladin will force a poltergeist to retreat.

Purple Moss



No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: N/A
Hit Dice: 2
Attacks: 1
Damage: Special
Save: F2
Morale: Not Applicable
Hoard Class: None
XP: 45

Purple moss is related to yellow mold.

This dark mold emits a sweet smell to a range of 10 feet that has the same effect as the first level magic-user spell *Sleep*.

Victims who fall asleep are quickly covered by the moss. Purple moss will cover a small creature in 1 round and cover a human-sized creature in 2 rounds. Creatures covered by purple moss will suffocate in 1d4 rounds and are digested in 1d2 hours by its acidic secretions. Purple moss can be destroyed by fire.

Rot Pudding



No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: 8
Attacks: 1
Damage: 2d8
Save: F8
Morale: 11
Hoard Class: None
XP: 2000

Rot puddings are dungeon scavengers. They subsist on carrion and thus are incubators for all forms of disease. They are a sickly yellow-brownish color and ooze pus from small orifices.

These puddings transmit their diseases in three ways—and each requires a save (Poison). First, if a pudding scores a hit its victim must save or become infected. Second, if the pudding is hit by a slashing weapon (sword, axe, etc), the wound will squirt pus at the attacker, requiring a save. If a rot pudding is burned by fire, the diseases it bears become airborne in a noxious cloud (10x10 foot). All those subject to the cloud must save or contract disease.

Those who fail their save become infected and are wracked by shooting pain and Slowed as per the magic-user spell. The victim's body becomes warm and perspires profusely. During the victims next rest s/he will fall into a comatose state. The victim must make a final save (Poison) or die within 24 hours. If successful the s/he is reduced to 1 hit point and incapacitated. A *Cure Disease* spell will cure the infected character. *Neutralize Poison* merely adds +1 to the victim's save.

Rot puddings are immune to cold and electricity.

Sandling



No. Enc: 1d2
Alignment: Neutral
Movement: 60' (20')
Armor Class: 3
Hit Dice: 4
Attacks: 1
Damage: 1d12+3
Save: F4
Morale: 8
Hoard Class: None
XP: 100

A sandling appears as a simple pile of sand. However, they are semi-intelligent, territorial, and highly solitary creatures.

They are easily provoked and attack by lashing out with tendril-like appendages of sand.

If sandlings are exposed to a large quantity of water, they will be *Slowed* as per the 3rd level magic-user spell (LL.32).

Sandman



No. Enc: 1
Alignment: Neutral
Movement: 10'
Armor Class: 3
Hit Dice: 4
Attacks: Sleep
Damage: -
Save: F4
Morale: 10
Hoard Class: X
XP: 400

A sandman looks like a slender humanoid made of sand. A sandman can radiate a sleep aura within 20 feet as it chooses. This effect is similar to the magic-user spell *Sleep* cast at 8th level of magic use. However, the number of hit dice affected is unlimited. A +1 or better weapon is required to hit a sandman.

Scorpion, Clockwork



No. Enc: 1d4
Alignment: Neutral
Movement: 5'
Armor Class: 2
Hit Dice: 1
Attacks: 3
Damage: 1d2x2/1d2
Save: F1
Morale: 12
Hoard Class: Nil
XP: 100

Relics of an age long past, clockwork scorpions are deadly magical constructs used to guard important tombs or precious treasures.

Clockwork scorpions strike quickly and are resilient to damage due to their bronze carapace. Often the first sign of their presence is the death cry of a foolish tomb-robber. Unlike the clockwork cobra, the clockwork scorpion is completely silent and emits no noise when moving. The clockwork scorpion's stinger, located at the tip of its flexible tail, contains a single dose of lethal venom. Anyone hit by the stinger must save (Poison) or die. They range from six inches to one foot in length.

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Scorpion, Giant



No. Enc: 1d6
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 2+2
Attacks: 3
Damage: 1d6/1d6/1d3*
Save: F2
Morale: 12
Hoard Class: XIX
XP: 100

Giant scorpions attack with their two pincers each doing 1d6 points of damage. They also use their lethal poison stinger (1d3) that requires an immediate save (Poison) or be killed instantly.

Scorpion, Huge



No. Enc: 1d3
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 4+4
Attacks: 3
Damage: 1d8/1d8/1d3
Save: F4
Morale: 12
Hoard Class: XIX
XP: 265

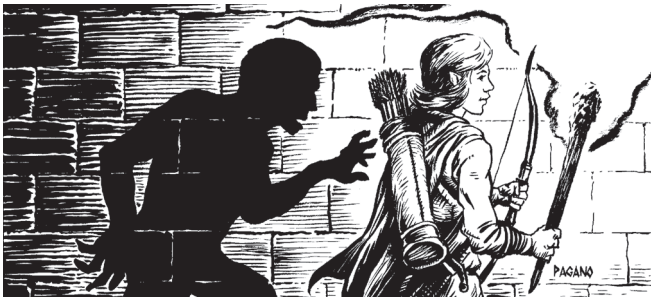
Similar to their smaller cousins, huge scorpions attack with their two pincers, each doing 1–8 points of damage They also use their poison stinger that does 1d3 points of damage and requires a save (Poison) or be killed instantly. Huge scorpions are normally five to seven feet long.

Shadow



No. Enc: 1d8 (1d12)
Alignment: Chaotic
Movement: 30'
Armor Class: 7
Hit Dice: 2+2
Attacks: 1
Damage: 1d4, special
Save: F2
Morale: 12
Hoard Class: XVII
XP: 83

Shadows are ethereal undead. As a consequence they are susceptible to the clerical turning ability. They possess little intelligence and seek to drain the life force of their victims. With each successful hit, the cold touch of a shadow causes 1d4 points of damage and drains 1 point of Strength for 1 turn (cumulative with multiple hits). Should a being be drained to STR 0, it immediately transforms into a shadow. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1–5 on 1d6. Like all undead, shadows are immune to mind-influencing spells. Shadows may only be struck with silver or magical weapons.



Skeletal Naga



No. Enc: 1d2
Alignment: Chaotic
Movement: 40'
Armor Class: 5
Hit Dice: 10
Attacks: 2
Damage: 1d4 and 2d4
Save: F8
Morale: 12
Hoard Class: XXII
XP: 2,400

A skeletal, or barrow, naga is an undead creature. Sages say that necromancers and dark priests possess the secrets of animating the skeleton of a guardian naga. Skeletal nagas are often tasked as servants or as protectors over the tombs of their masters. These creatures speak Black Tongue or may choose to communicate telepathically at will.

Skeletal nagas possess a bite attack for 1d4 points of damage. The barbed tail of the naga is especially fearsome. Their tails strike for 2d4 points of damage. A successful attack (either bite or tail) requires the victim to save versus Petrify or be temporarily paralyzed (1d4+1 rounds) with its cold negative energy.

These undead nagas also possess the casting ability of a 5th level magic-user (2/2/1) and a 5th level cleric (3/2/1). A sample spell list would include: *Magic-Missile, Spider Climb, Mirror Image, Web, Lightning Bolt,* and *Command, Darkness, Protection from Good, Silence 15' Radius, Animate Dead*. Skeletal nagas cast spells innately and do not require gestural, verbal, or material components.

Like all undead, skeletal nagas are immune to mind-influencing spells and cold attacks.

Skeleton, Black



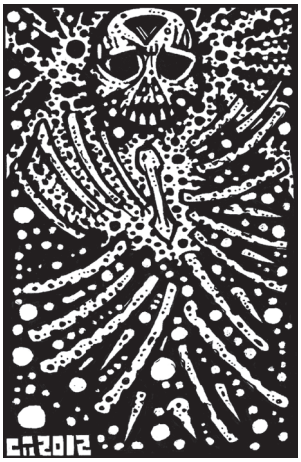
No. Enc: 1d4
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: varies
Save: F6
Morale: 12
Hoard Class: VI
XP: 400

Black skeletons, or black bones, are the skeletal remains of mighty warriors infused with dark magic to make them stronger than a standard skeleton. Their bones glisten like black steel, and they bear the armor (chainmail and shield), weapons (longsword, hand axe, or mace), and equipment they carried in life.

Small orbs of reddish light burn from their hollowed eye sockets. When they attack, they emit a hellish scream that causes Fear (as per the spell).

Like all undead, they are unaffected by mind-influencing spells.

Skeleton, Exploding Bone



No. Enc: 2d6
Alignment: Chaotic
Movement: 40' (10')
Armor Class: 7
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: None
XP: 30

Exploding bone skeletons, simply called "exploding bones," are an undead necromantic construct.

Exploding Bones look like regular skeletons except for a black inverted triangle painted on their forehead. They do not use weapons and have a slower movement rate.

Upon reaching zero hit points, these skeletons explode showering anyone within 5 feet with bone shards causing 1d4 points of damage.

Skeleton, Fossil



No. Enc: 2d4
Alignment: Chaotic
Movement: 40' (10')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 26

Fossil skeletons are often found in deep subterranean passages where limestone or mineralized water was in constant contact with bones.

Fossilized skeletons are effectively made of rock and are harder to destroy than regular skeletons. In some instances the fossilization process has been induced deliberately.

Skeleton, Sapphire



No. Enc: 2d6
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: by weapon
Save: F2
Morale: 12
Hoard Class: None
XP: 65

Sapphire skeletons are like normal skeletons in most respects. However, each has a large valuable sapphire embedded into its forehead. This jewel glows brightly when in combat. If a sapphire skeleton is reduced to zero hit points, it draws itself back together in two rounds and is restored to full hit points. They are immune to fire.

Only the destruction of the jewel embedded in its forehead will destroy sapphire skeletons. The jewel has an armor class of 2 and has 5 hit points. Sapphire skeletons are turned as a 3 hit die undead monster on the undead turning chart.

Upon destroying the sapphire, the jewel will break into valuable shards and chunks worth 100gp per skeleton.

Skeleton, Steel



No. Enc: 1d2
Alignment: Neutral
Movement: 60' (20')
Armor Class: –1
Hit Dice: 8
Attacks: 2
Damage: 1d8/1d8
Save: F8
Morale: 12
Hoard Class: None
XP: 2300

At first glance, steel skeletons appears like regular skeletons and are often mistaken as such.

Despite their outward appearance, they are not undead but rather golem-like constructs made of steel. Steel skeletons, therefore, cannot be turned. They attack twice per round with their fists each causing 1d8 points of damage. They can only be damaged by magical weapons and are 50% immune to magic.

Skeleton Warrior



No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: –1
Hit Dice: 8–12
Attacks: 1
Damage: Varies
Save: F8
Morale: 12
Hoard Class: XXII
XP: 1600

Once a proud fighter of great ability, a skeleton warrior appears as a skeleton draped in the tattered clothes they possessed in life. They are fighters of not less than 8th level of ability.

A skeletal warrior exists in an undead state because its soul was trapped in a golden circlet. The circlet exerts power over the skeleton warrior, and it is bound to obey the commands of its possessor.

A skeleton warrior will unerringly quest to regain its circlet. Sages only speculate as to what happens when a skeleton warrior obtains the circlet. Some suggest the skeleton warrior simply crumbles and dies; others suggest it will bring the warrior back to life.

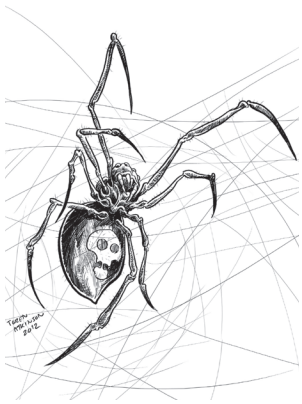
Their skeletal visage radiates an aura of fear. All those with less than 4 hit dice must save (Spells) or be affected by the magic-user spell *Fear*. A skeleton warrior cannot be turned. They are unaffected by mind-influencing spells.

Skeleton warriors cannot be destroyed. If reduced to zero hit points they merely collapse into a bone pile and will reconstitute themselves in 1d3 days.

A skeleton warrior retains the weapon it used in life. These are often magical two-handed blades of repute (with at least a +2 bonus). Their exact detail is subject to the discretion of the Referee.



Spider, Blood-Thirsty



No. Enc: 1d4+1
Alignment: Chaotic
Movement: 30'
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 9
Hoard Class: None
XP: 50

These spiders look similar to a giant black widow spider, with one exception. Instead of a red hourglass design, a white patch—some say resembles a skull—is located on the ventral abdomen.

These spiders do not have a poisonous bite, however they possess an insatiable hunger for humanoid blood. When one blood-thirsty spider bites into humanoid blood, all others immediately converge on the wounded and will attempt to bite (1d6) and then gorge themselves until the victim has been drained (1d6 points of draining per round). Their webs are inflammable.

Son of Gaxx



No. Enc: 1d3
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 8
Hit Dice: 3
Attacks: 1
Damage: 2d4
Save: F4
Morale: 12
Hoard Class: None
XP: 245

These hideous, rotting undead creatures look like grisly cadavers infested with wiggling Rot Grubs that squirm in and out of their decaying bodies.

They attack with their fists for 2d4 points of damage. With each hit there is a 10% chance that the victim will contract a flesh-eating disease (every 2 months permanently lose 2 Constitution points until death at zero). This disease can only be reversed magically via Cure Disease. The disease counteracts all other magical healing such as cure spells.

Moreover, with each hit Rot Grubs may (50%) burrow into the body of a struck character. If so, consult the entry for Rot Grubs for more information. If the Rot Grubs kill the character s/he will rise in 1d3 days as a Son or Daughter of Gaxx.

These undead radiate an aura of fear (40 feet). Any living being that enters this aura must save (Spells) or flee in fear as per the 4th level magic-user spell. There is a 50% chance fleeing PCs will drop whatever they are carrying.

Sons and Daughters regenerate 2 hit points per round even after being reduced to zero hit points. They can only be destroyed permanently by holy water, acid, or fire. The Sons and Daughters of Gaxx are treated as 5 HD monsters on the turning undead table. Like all undead, they are unaffected by mind-influencing spells.

Spectral Dead



No. Enc: 1d12
Alignment: Chaotic
Movement: 30'
Armor Class: 2
Hit Dice: 4
Attacks: 1
Damage: 1d8
Save: F4
Morale: 12
Hoard Class: None
XP: 150

The spectral dead are the incorporeal spirits of warriors interred in Barrowmaze long ago. They have heard the call to rise that emanates from The Tablet of Chaos, but their physical remains have disintegrated to dust. With no bones to occupy, these vengeful spirits wander Barrowmaze aimlessly, particularly in the areas close to The Tablet. Their sole purpose is to destroy the living.

They possess 30% resistance to magic and can only be hit by magical weapons. The appearance of their weapons varies, but all do 1d8 point of damage plus an additional 1d4 cold damage.

Like all undead, they are unaffected by mind-influencing spells.



Tomb-Robber



No. Enc: 2d4+4
Alignment: Chaotic
Movement: 120' (40')
Armor Class: Varies
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 8
Hoard Class: XX
XP: 10

The tomb-robbers found in the Barrowmaze are usually seedy criminals or desperate men looking to make a few quick gold pieces by recovering grave goods from the dungeon.

The exact hit dice and equipment of tomb-robbers varies based on the needs of the campaign. Referees are encouraged to create groups of tomb-robbers of strength equal to the hit dice of player characters.

For every 10 tomb-robbers there will be a leader-type. The leader is a classed fighter, normally between 2nd and 7th level, and bears a longsword, wears platemail, and carries a shield. It is possible (10%) that one of these items is magical (+1). Tomb-robbers possess hoard class XXII in camp.

Water Weird



No. Enc: 1
Alignment: Chaotic
Movement: Special
Armor Class: 5
Hit Dice: 4+4
Attacks: Special
Damage: Nil
Save: F4
Morale: 12
Hoard Class: XIV, XIII, XII
XP: 400

A water weird is an elemental creature that has been bound by a magic-user to a deep fountain, pool, or cistern for the purpose of protection or defense.

When provoked, these elementals form a watery snake-like appendage (in 1d3 rounds) and attempt to drown passersby by striking out at their opponents as a monster with 6 hit dice. PCs must save (Paralyze) or be dragged into the fountain in one round and face drowning.

As a water-based creature, this elemental takes half damage from fire and is *Slowed* by cold spells as per the 3rd level magic-user spell (LL.32).

Zombie, Funeral Pyre



No. Enc: 1d6
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 35

Funeral pyre zombies, sometimes referred to as "Bombies" by veteran adventurers, are a strange necromantic construct. They appear as normal zombies except for black runes written on their decaying flesh.

When hit for the first time, funeral pyre zombies will burst into flames. However, they take no damage from the fire. The intense heat burns off all flesh, and the zombies will continue to attack as 2 hit dice skeletons. These skeletons are immune to fire.

Anything located within 5 feet of a zombie when lit will take 1d6 points of damage from the fire. Note there is a 20% chance that this fire damage will set off other funeral pyre zombies.

Like other undead, they are unaffected by mind-influencing spells.

Zombie, Juju



No. Enc: 1d4
Alignment: Chaotic
Movement: 140' (50')
Armor Class: 6
Hit Dice: 4+4
Attacks: 1
Damage: 1d8
Save: F4
Morale: 12
Hoard Class: None
XP: 100

Juju zombies are fearsome undead opponents. They are distinguished from other zombies by their dark amber-colored skin.

Juju zombies are stronger, faster, and possess greater capacity for action than standard zombies. They can use missile weapons and climb like thieves of similar hit dice.

Like all undead, they are immune to mind influencing spells. They are also immune to damage from electricity, Magic Missile, and cold. They take half damage from fire-based attacks.

A Juju zombie can only be struck with a +1 or better weapon. Juju zombies both attack and are turned as 6 hit die monsters.

Zombie, Ravenous



No. Enc: 2d8
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 8
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: Nil
XP: 50

Ravenous dead appear as regular zombies but have an insatiable desire to feed on the living.

These undead abominations possess such an appetite that, upon wounding a humanoid opponent, the remaining zombies will converge in a pack to feed immediately on the victim.

If PCs engage in combat with previous wounds, the ravenous dead will seek to target injured characters first. Like all undead, they are unaffected by mind-influencing spells.

Pregenerated Characters

Brother Binford

Level 1 Human Cleric of St. Ygg

STR: 8 **INT:** 9 **WIS:** 17 **DEX:** 11 **CON:** 12 **CHA:** 10



HP: 8
AC: 4 (Chainmail and Shield)
Alignment: Lawful Good
Weapons: Mace and Sling (10 stones)
Equipment: Backpack, caltrops, torches (4), flint and steel, waterskin, Rope 50', holy symbol, flasks of oil (3).

Spells: *Cure Light Wounds*

"Killer" Kelg Barrelgut

Level 1 Level Dwarven Fighter

STR: 14 **INT:** 8 **WIS:** 11 **DEX:** 18 **CON:** 14 **CHA:** 14



HP: 11
AC: 2 (Chainmail)
Alignment: Neutral Good
Weapons: Warhammer and Hand Axe
Equipment: Backpack, large sacks (4), flasks of oil (2), flint and steel, iron spikes (10), small hammer, waterskin, grappling hook.

Arcus the Arcane

Level 1 Level Human Magic-User

STR: 9 **INT:** 16 **WIS:** 9 **DEX:** 9 **CON:** 15 **CHA:** 10



HP: 4
AC: 9
Alignment: Lawful Neutral
Weapons: Daggers (2) and Sling (10 Stones)
Equipment: Backpack, spellbook, chalk, waterskin, caltrops, charcoal, blank scroll, rations (7)

Spellbook: *Read Magic, Detect Magic, Burning Hands*

Sir Brock Dragonbane
Level 1 Human Paladin of St. Ygg

STR: 17 **INT:** 14 **WIS:** 14 **DEX:** 15 **CON:** 14 **CHA:** 17



HP: 11
AC: 1 (Platemail and Shield)
Alignment: Lawful Good
Weapons: Broadsword, Mace, and Dagger
Equipment: Backpack, large sacks (4), lantern, flasks of oil (2), flint and steel, iron spikes (8), small hammer, 10' pole, prybar, rations (7), holy symbol

Freelik of Glossimir
Level 1 Elven Fighter/Level 1 Magic-User

STR: 10 **INT:** 13 **WIS:** 10 **DEX:** 13 **CON:** 9 **CHA:** 13



HP: 7
AC: 6 (Studded Leather)
Alignment: Chaotic Neutral
Weapons: Longsword, Longbow and 20 Arrows
Equipment: Backpack, spellbook, torches (6), flint and steel, mirror, waterskin, rope 50'

Spellbook: *Read magic, Detect Magic, Magic Missile*

One-Eye
Level 1 Dwarven Cleric

STR: 13 **INT:** 10 **WIS:** 16 **DEX:** 12 **CON:** 16 **CHA:** 8



HP: 10
AC: 4 (Chainmail and Shield)
Alignment: Lawful Good
Weapons: Hammer and Sling (10 Stones)
Equipment: Backpack, Holy Symbol, torches (4), flint and steel, large sacks (4), waterskin

Spells: *Cure Light Wounds*

Rival Adventuring Parties

Rival adventuring parties are useful as they provide a certain verisimilitude to the game world. They create a more dynamic environment and situate treasure (and XP) as a limited resource. However, Referee's should use rival adventuring parties with care. Sometimes the rumours of a rival group (and rumours of their successful forays into a barrow mound or dungeon) can be just as advantageous as a direct meeting with them in the tavern. Six competing groups are outlined below. They each have their own personality and motivations. Referees should change, adapt, or increase the levels of these groups commensurate with advancement of the player characters. These groups will possess standard equipment as determined by the Referee.

1. Boon Companions

A cautious adventuring party led by an extremely wealthy and cunning magic-user. So far the mercenary guild has tolerated their high mortality rate among torchbearers and men-at-arms due to their liberal attitude regarding rates of pay. The Companions make sure to relocate between Bogtown and Helix to give time for friends and relatives of their hirelings to mourn between adventures.

Sly the Medium
Level 1 Magic-User

S 5	I 17	W 13	D 5	C 10	Ch 10

AL: LN, **HP:** 3, **AC:** 11, **Weapons:** none.

Sly has a spell book with all 1st level spells, and is not above selling access for financial gain. In the field he typically memorizes *Sleep* or *Charm*. He has an aversion to physical exertion, particularly combat, and prefers soft solutions or overwhelming advantage to fighting.

Sly employs four men-at-arms and a torch-bearer with unique personalities to handle his dirty-work: **Selnon**, **HP:** 4, **AC:** 5 (Chain), Weapon: Spear (near deaf); **Serhtims** (S 18), **HP:** 6, **AC:** 5 (Chain), Weapon: Spear (bandy-legged); **Ottoic**, **HP:** 4, **AC:** 5 (Chain), Weapon: Broadsword (horribly burned from fire and a former wizard's apprentice); **Grenak**, **HP:** 3, **AC:** 7 (Leather and Shield), Weapon: Broadsword (has a gruesome scar and is a former traitor); **Enk** the torch-bearer, **HP:** 2, **AC:** 9 (stutters).

Brule Armstrong
Level 1 Fighter

S 14	I 9	W 7	D 8	C 15	Ch 9

AL: LN, **HP:** 9, **AC:** 3 (Platemail and shield), **Weapons:** Halberd, Longbow and 20 arrows.

Sly's trusted partner in all things.

Men-at-arms: **Houselander** (**HP:** 6, AC 2 Platemail and Shield, Spear).

Torvik Calanon
Level 1 Elven Fighter/Level 1 Magic-User

S 10	I 16	W 7	D 13	C 9	Ch 10

AL: LG, **HP:** 6, **AC:** 2 (Red *Chainmail +1* and Shield), **Weapons:** Broadsword, Longbow and 8 arrows.

Naive, trusting **Torvik** has risked his life to help strangers on several occasions. His friends have warned it will be the death of him if he does not wise-up, by Crom. His distinctive red chain mail is enchanted and matches his shield.

The Boone Companions have 3,298gp with **H.H.R Huffnpuff**, the halfling jeweler and money lender in Helix.

2. Renata's Robbers

Renata, also known as "the Robber" or "the Rotten," and her motley crew live in a secret redoubt in the Blackened Forest. **Renata** and her band waylay caravans and demand tribute for her "protection." Many rumours exist about her. Some say she is of noble blood. Others say she was once the favoured ranger of Herne the Hunter but now lives in disgrace. Still others say she has connections to the thieves' guild based in Bogtown. Regardless of her beginnings, **Krothos Ironguard** recently placed a bounty of 2,500gp for her kill or capture.

Campaign Use: **Renata** and her bandits can serve as a reappearing character over the course of the larger campaign. **Renata** is too smart and evasive to engage in direct combat with the PCs. Rather she will organize ambushes from a safe position where she can flee into the forest and return to fight another day, if the need arises. Only an experienced band of adventurers should be able to defeat her.



Renata the Robber
Level 5 Fighter/Level 3 Thief

S 15	I 14	W 15	D 14	C 14	C 17

AL: N(E), **HP:** 46, **AC:** 0 (*Chainmail +2* and *Shield +1*), **Weapons:** *Broadsword +2*, *Dagger +1*, *Ring of Spell Turning*, *Cloak of Elvenkind*, *Potion of Extra-Healing*, *Potion of Flying*, *Potion of Speed*

Thief Abilities: PP 27, F/RT 20, PP 30, MS 30, CW 89, HS 20, HN 1–3.

Renata will normally have 1d10 +15 Level 0 Men-at-Arms (brigands) on any given ambush. Half will be equipped with light crossbows (10 bolts), shortswords, daggers, and leather armour. The other half will be equipped with broadswords, spears, daggers, studded leather armour, and shields. For every 20 men-at-arms encountered there will be a lieutenant (a Level 2 Fighter with 16 HPs) armed with a longsword, heavy crossbow, and dagger. S/he will be wearing platemail and carrying a shield.

3. The Norse Whisperers

These Norse-inspired adventurers are led by the blonde haired **Ragnar**, a smart and charismatic leader. Based out of Ironguard Motte, they have stuck to caravan protection and possess little dungeon delving experience. They are a ruthless lot of ragtags and bandits.

Ragnar
Level 1 Male Human Fighter

S 10	I 13	W 15	D 9	C 8	Ch 16

AL: CE, **HP:** 7, **AC:** 4 (Chainmail and Shield), **Weapons:** *Broadsword +1*, Dagger

Ivar
Level 1 Male Human Magic-User

S 12	I 16	W 12	D 9	C 7	Ch 13

AL: CE, **HP:** 3, **AC:** 9 (None), **Weapons:** Staff and Dagger

Spells: *Read Magic, Detect Magic, Magic Missile, Light*

Bjorn
Level 1 Male Human Cleric

S 13	I 7	W 13	D 10	C 10	Ch 9

AL: CN, **HP:** 6, **AC:** 6 (Studded Leather and Shield), **Weapons:** Club

Misc: Two bottles of holy water

Spells: *Command*

Leif
Level 1 Male Human Thief

S 9	I 9	W 11	D 13	C 10	Ch 13

AL: N, **HP:** 5, **AC:** 6 (Studded Leather), **Weapons:** Shortsword and two daggers

Thief Abilities: PP 17, F/RT 14, PP 23, MS 23, CW 87, HS 13, HN 1–2.

Rollo
Level 1 Male Human Thief

S 13	I 11	W 9	D 13	C 11	Ch 14

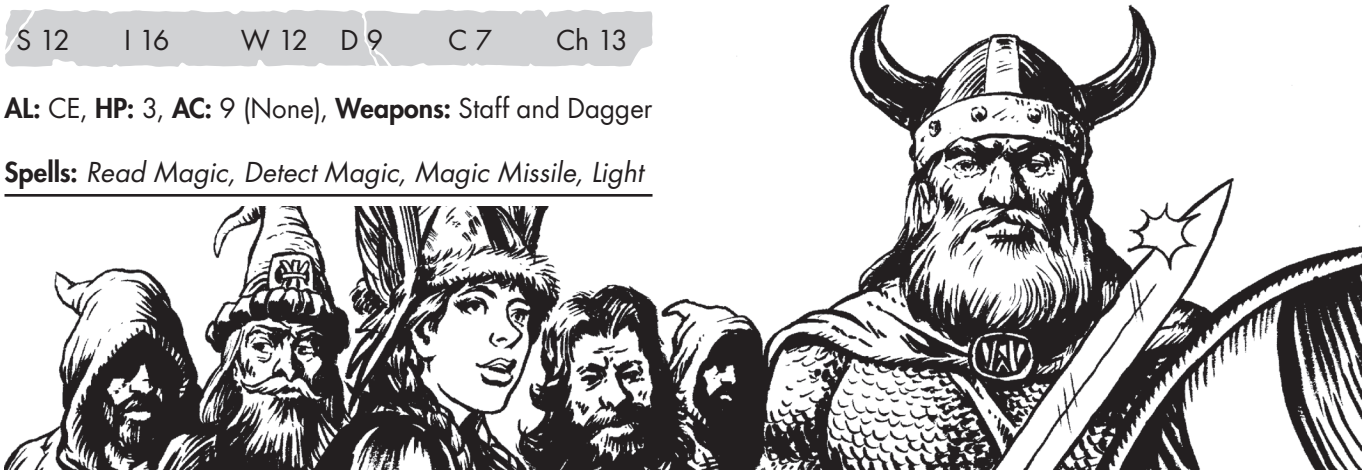
AL: CE, **HP:** 11, **AC:** 6 (*Leather Armour +1*), **Weapons:** Shortsword, Shortbow and 20 Arrows, Dagger

Thief Abilities: PP 17, F/RT 14, PP 23, MS 23, CW 87, HS 13, HN 1–2.

Hagertha Shield-Maiden
Level 1 Female Fighter

S 17	I 10	W 9	D 12	C 10	Ch 15

AL: LN, **HP:** 8, **AC:** 4 (Chain and Shield), **Weapons:** Longsword, Dagger



4. The Fearsome Fivesome

The five are led by the elf **Findalu**. They are a mixed group and possess little loyalty to each other. They have experience battling froglings near Bogtown and have worked for the Silver Standard Caravan Company on occasion.

Findalu
Level 2 Male Elven Fighter/Level 1 Magic-User

S 13	I 14	W 12	D 14	C 9	Ch 14

AL: N, **HP:** 12, **AC:** *7* (*Bracers +1*), **Weapons:** Longsword, Longbow and 20 arrows, Dagger

Spells: *Read Magic, Detect Magic, Charm Person, Mazakala's Mucilaginous Effluvium*

Marak
Level 1 Male Dwarven Fighter

S 13	I 7	W 9	D 8	C 14	Ch 13

AL: LN, **HP:** 9, **AC:** 6 (Chainmail), **Weapons:** Battleaxe, Horned helm, Dagger

Grimson
Level 2 Male Dwarven Fighter

S 9	I 9	W 15	D 7	C 16	Ch 7

AL: LN, **HP:** 16, **AC:** 5 (Chainmail and Shield), **Weapons:** Hand Axe, Mace, Dagger

Helmond of Greyfallow
Level 2 Male Human Cleric

S 13	I 11	W 9	D 9	C 11	Ch 14

AL: CN, **HP:** 11, **AC:** 5 (Chainmail), **Weapons:** Staff, Hammer

Spells: *Command, Cause Light Wounds*

Dasdra
Level 2 Female Human Thief

S 12	I 7	W 16	D 16	C 10	Ch 15

AL: CE, **HP:** 8, **AC:** 6 (Leather Armour), **Weapons:** Shortsword, Dagger, Sling with 10 stones

Thief Abilities: PP 28, F/RT 22, PP 32, MS 32, CW 93, HS 22, HN 1–2.

5. The Bastards of Bogtown

The Bastards of Bogtown represent the scum that seems to wander into the region each year. The Bastards consist of thieves, knaves, and cut-throats. Their strength rests in their numbers. They are led by **Ferwig the Frenetic**, a wizard of note. They prefer to waylay adventuring parties as they return from the Barrowmoor in the hopes of finding them wounded, slow, and laden with treasure.

Ferwig the Frenetic
Level 3 Male Human Magic-User

S 7	I 15	W 15	D 13	C 10	Ch 13

AL: CE, **HP:** 9, **AC:** 8, **Weapons:** *Dagger +1*, *Wand of Fear* (10 charges)

Spells: *Read Magic, Detect Magic, Spider Climb, Hold Portal, Baltron's Effusive Bloodboil, Galaxina's Scintillating Spark Shower*

Tomli
Level 3 Male Human Thief

S 11	I 10	W 6	D 16	C 12	Ch 10

AL: CE, **HP:** 14, **AC:** 5 (Studded Leather), **Weapons:** Shortsword, Dagger, Sling with 20 stones

Thief Abilities: PP 32, F/RT 25, PP 35, MS 35, CW 94, HS 25, HN 1–3.

Jogrin
Level 2 Male Human Thief

S 12	I 7	W 16	D 16	C 9	Ch 15

AL: CE, **HP:** *7*, **AC:** 5 (Studded Leather), **Weapons:** Shortsword, Dagger, Light Crossbow with 20 bolts

Thief Abilities: PP 28, F/RT 22, PP 32, MS 32, CW 93, HS 22, HN 1–2.

Olen
Level 1 Male Human Fighter

S 10	I 6	W 15	D 8	C 9	Ch 12

AL: N, **HP:** *7*, **AC:** 5 (Chainmail and Shield), **Weapons:** Broadsword and two Daggers



Farwyn
Level 1 Female Human Magic-User

S 12	I 16	W 12	D 9	C 8	Ch 6

AL: CE, **HP:** 3, **AC:** 9, **Weapons:** Staff and Sling with 20 stones

Spells: *Read Magic, Detect Magic, Shocking Grasp*

Krisko Proudfoot
Level 3 Male Halfling Thief

S 11	I 10	W 6	D 16	C 12	Ch 8

AL: LN, **HP:** 15, **AC:** 5 (Studded Leather), **Weapons:** *Shortsword +1*, Shortbow with 20 arrows.

Thief Abilities: PP 37, F/RT 30, PP 40, MS 45, CW 79, HS 35, HN 1–3.

Odo Furryfoot
Level 1 Male Halfling Thief

S 7	I 13	W 12	D 9	C 10	Ch 6

AL: N, **HP:** 6, **AC:** 8 (Leather), **Weapons:** Dagger, Sling with 20 stones

Thief Abilities: PP 22, F/RT 19, PP 28, MS 33, CW 72, HS 23, HN 1–2.

Redenlin
Level 1 Female Elven Fighter/Level 1 Magic-User

S 12	I 16	W 12	D 9	C 9	Ch 15

AL: LE, **HP:** 7, **AC:** 9, **Weapons:** Longsword, Dagger, Shortbow with 20 arrows

Spells: *Read Magic, Detect Magic, Fennril's Exquisite Strangulation, Burning Hands*



6. Bertrand's Brigands

Bertrand leads a band of ruffians known as Bertrand's Brigands. **Bertrand** was a professional soldier who abandoned his post and became a mercenary. As a result, **Bertrand's** warriors fight with a precision and level of coordination that most adventuring bands lack. **Bahere**, a cleric of Thor, has started to wonder if he made a poor choice joining this adventuring company.

Bertrand
Level 3 Male Human Male Fighter

S 16	I 9	W 15	D 12	C 11	Ch 13

AL: LE, **HP:** 21, **AC:** 1 (Platemail and *Shield +1*), **Weapons:** Longsword, Dagger, Light Crossbow with 20 bolts

Bahere
Level 1 Male Human Male Cleric

S 13	I 17	W 13	D 10	C 10	Ch 9

AL: LN, **HP:** 6, **AC:** 4 (Chainmail and Shield), **Weapons:** Hammer, Sling with 20 stones

Spells: *Cure Light Wounds*

Tomsen
Level 2 Male Human Male Fighter

S 9	I 8	W 9	D 16	C 15	Ch 15

AL: LE, **HP:** 16, **AC:** 4 (Studded leather and Shield), **Weapons:** *Hammer +1*, Shortsword, Dagger

Isenwyn
Level 2 Female Elf Magic-User

S 13	I 11	W 9	D 9	C 11	Ch 14

AL: LE, **HP:** 7, **AC:** 9, **Weapons:** *Sling +1* with 20 stones, Dagger

Spells: *Read Magic, Detect Magic, Feather Fall, Unseen Servant, Shield*

Wiselaumas
Level 1 Male Human Magic-User

S 12	I 16	W 12	D 10	C 10	Ch 12

AL: LE, **HP:** 4, **AC:** 8 (*Ring of Protection +1*), **Weapons:** Staff, Dagger

Spells: *Read Magic, Detect Magic, Dancing Lights, Ventriloquism*

Thae
Level 1 Female Elven Fighter

S 13	I 11	W 15	D 15	C 13	Ch 14

AL: LN, **HP:** 10, **AC:** 3 (Chainmail and Shield), **Weapons:** Longsword, Light Crossbow with 20 bolts

Burgen
Level 1 Male Dwarf Fighter

S 14	I 7	W 8	D 10	C 16	Ch 10

AL: N, **HP:** 10, **AC:** 5 (Chainmail), **Weapons:** Battle Axe, Warhammer, Dagger

7. The Outriders of Uleck

The Outriders come from a town called Uleck, located southeast of the Moon Peaks. They all bear a brand on their left hands that, supposedly, marks them as criminals. Little more is known about them other than their leader, **Grak Bloodshield**, shows no quarter on the battlefield.

Grak Bloodshield
Level 2 Male Half-Orc Fighter/Level 2 Cleric

S 17	I 12	W 15	D 12	C 14	Ch 10

AL: C, **HP:** 27, **AC:** 2 (*Platemail +1*), **Weapons:** Warhammer, Hammer

Spells: *Command, Protection from Good*

Keelgo
Level 3 Male Dwarven Fighter

S 9	I 12	W 12	D 15	C 11	Ch 13

AL: N, **HP:** 25, **AC:** 1 (Platemail and Shield), **Weapons:** Hand Axe, Dagger, Light Crossbow with 20 bolts

Slyven
Level 1 Female Elven Fighter/Level 1 Magic-User

S 12	I 15	W 13	D 13	C 10	Ch 9

AL: C, **HP:** 7, **AC:** 7 (Leather), **Weapons:** Shortsword, Dagger

Spells: *Read Magic, Detect Magic, Sleep, Floating Disk*

Safherd
Level 2 Female Human Thief

S 9	I 14	W 8	D 16	C 13	Ch 12

AL: L, **HP:** 6, **AC:** 5 (Studded), **Weapons:** Shortsword, Shortbow and 20 arrows

Thief Abilities: PP 28, F/RT 22, PP 32, MS 32, CW 93, HS 22, HN 1–2.

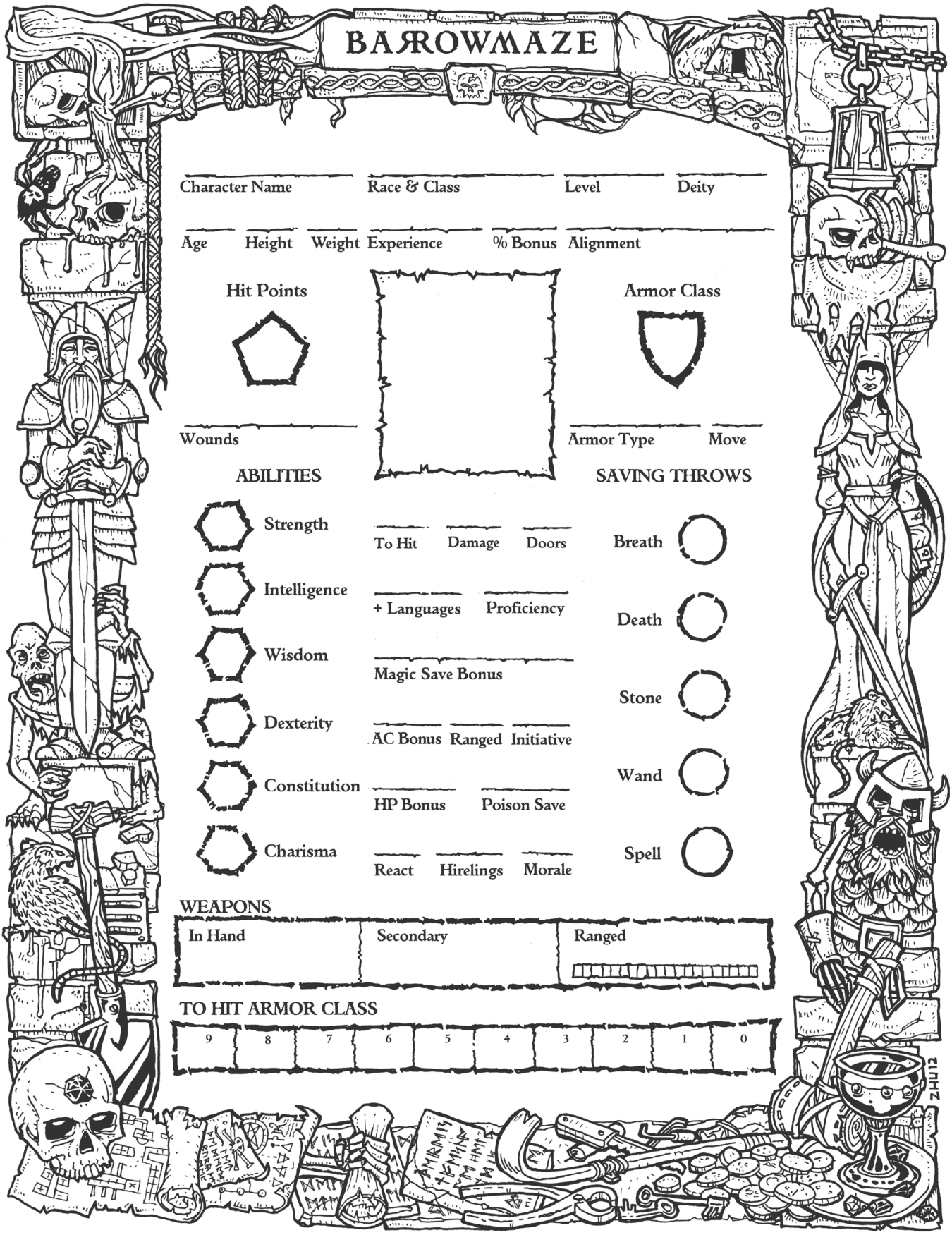
Lanwise Proudfoot
Level 2 Male Halfling Thief

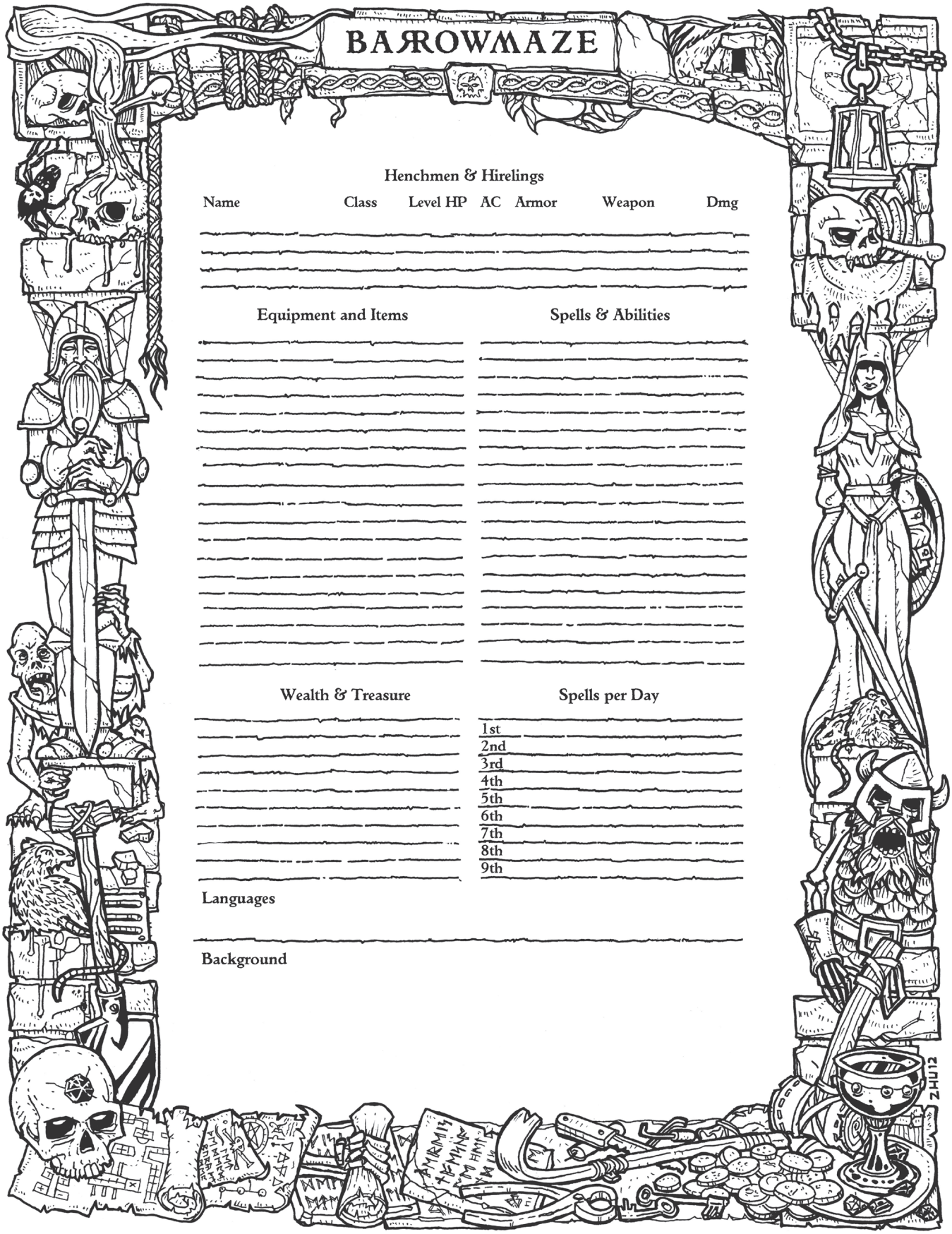
S 8	I 10	W 8	D 14	C 14	Ch 16

AL: C, **HP:** 10, **AC:** 5 (*Studded Leather +1*), **Weapons:** Shortsword, Dagger, Sling with 10 stones

Thief Abilities: PP 28, F/RT 22, PP 32, MS 37, CW 73, HS 27, HN 1–2.




BARROWMAZE
Character Name
Race & Class
Level
Deity
Age
Height
Weight
Experience
% Bonus
Alignment
Hit Points
Armor Class
Wounds
Armor Type
Move
ABILITIES
SAVING THROWS
Strength
To Hit
Damage
Doors
Breath
Intelligence
+ Languages
Proficiency
Death
Wisdom
Magic Save Bonus
Stone
Dexterity
AC Bonus
Ranged
Initiative
Wand
Constitution
HP Bonus
Poison Save
Charisma
React
Hirelings
Morale
Spell
WEAPONS
In Hand
Secondary
Ranged
TO HIT ARMOR CLASS
9
8
7
6
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Henchmen & Hirelings

Name	Class	Level	HP	AC	Armor	Weapon	Dmg

Equipment and Items

Spells & Abilities

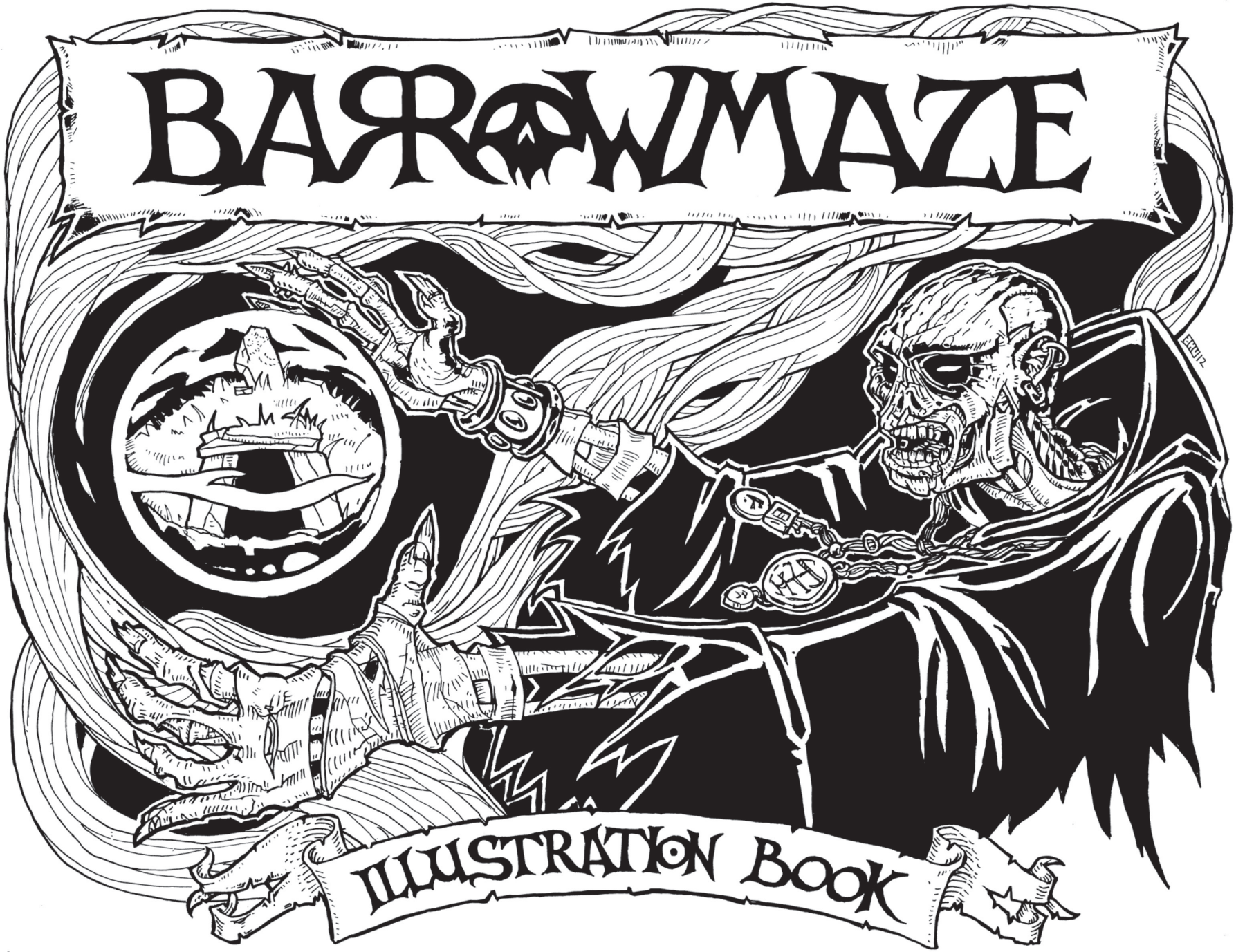
Wealth & Treasure

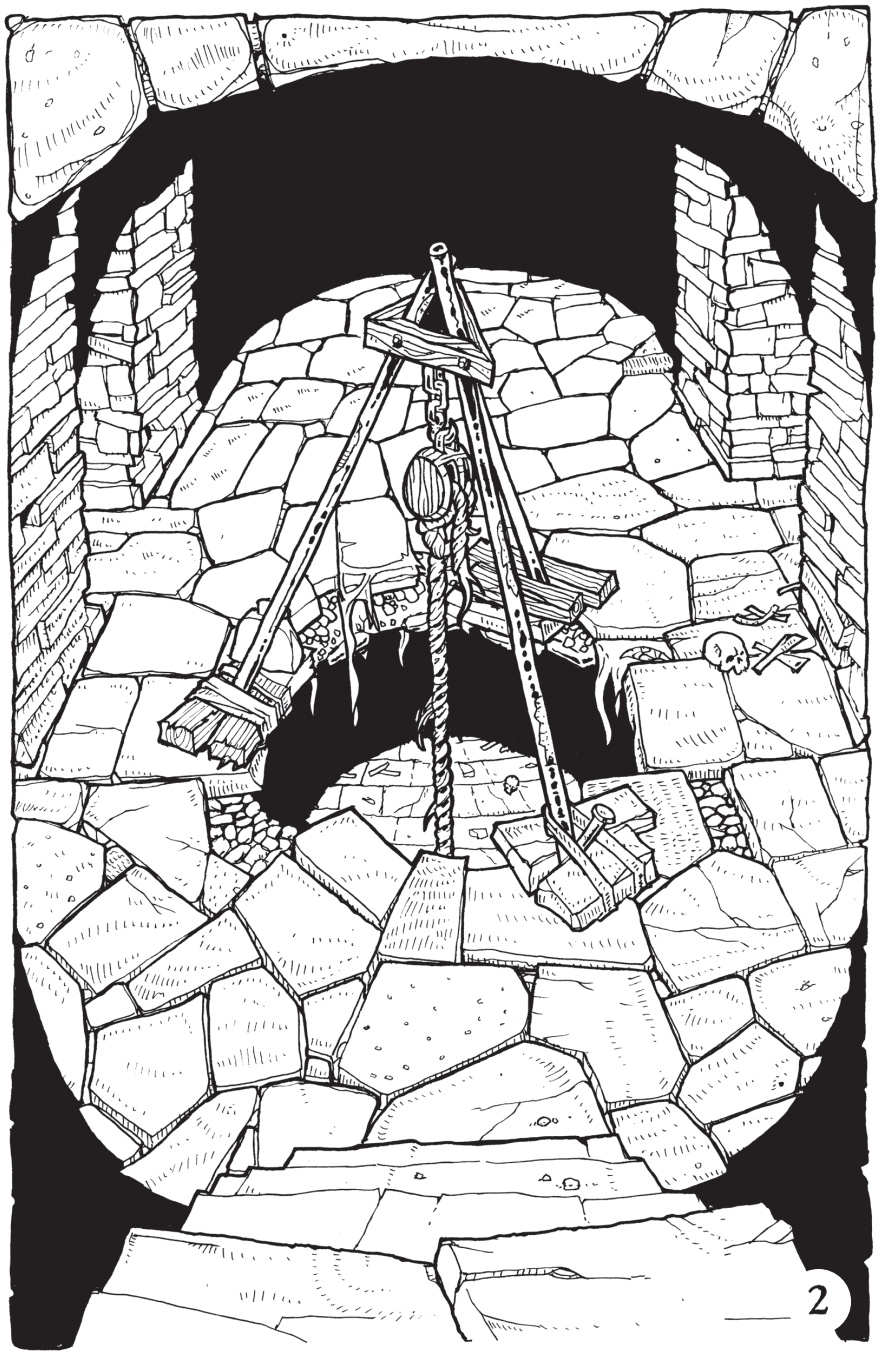
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5th
6th
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8th
9th

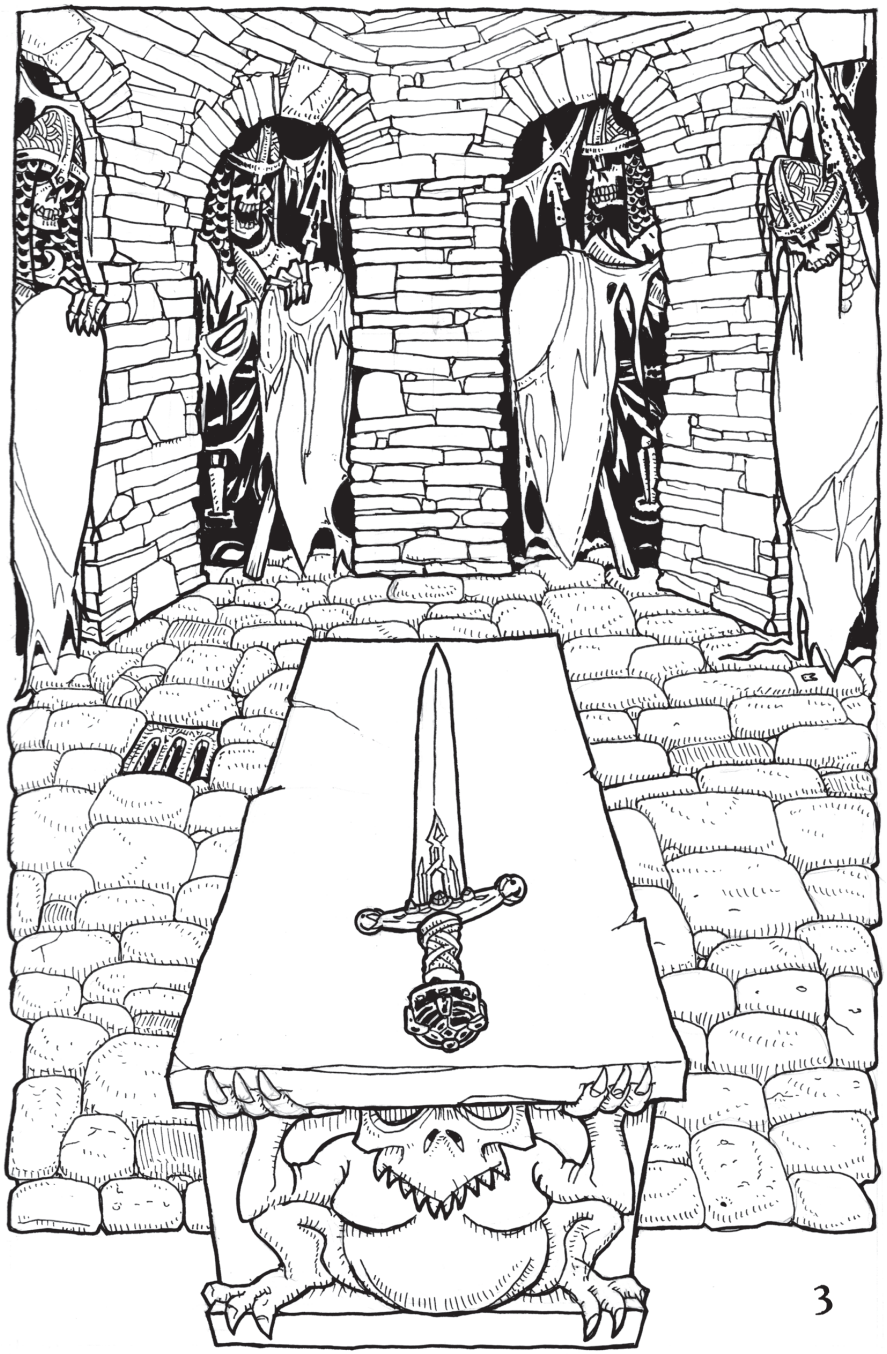
Languages

Background

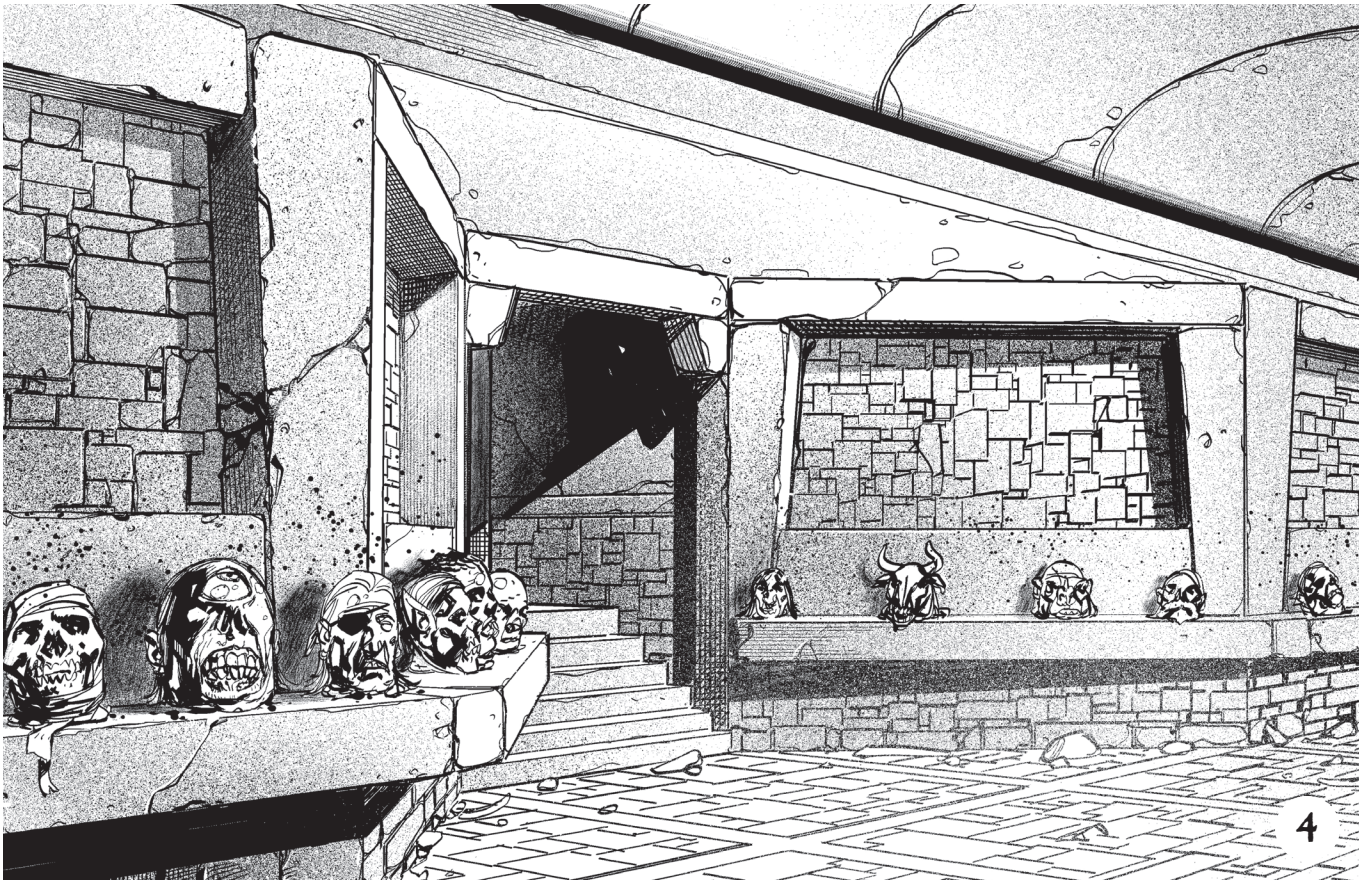

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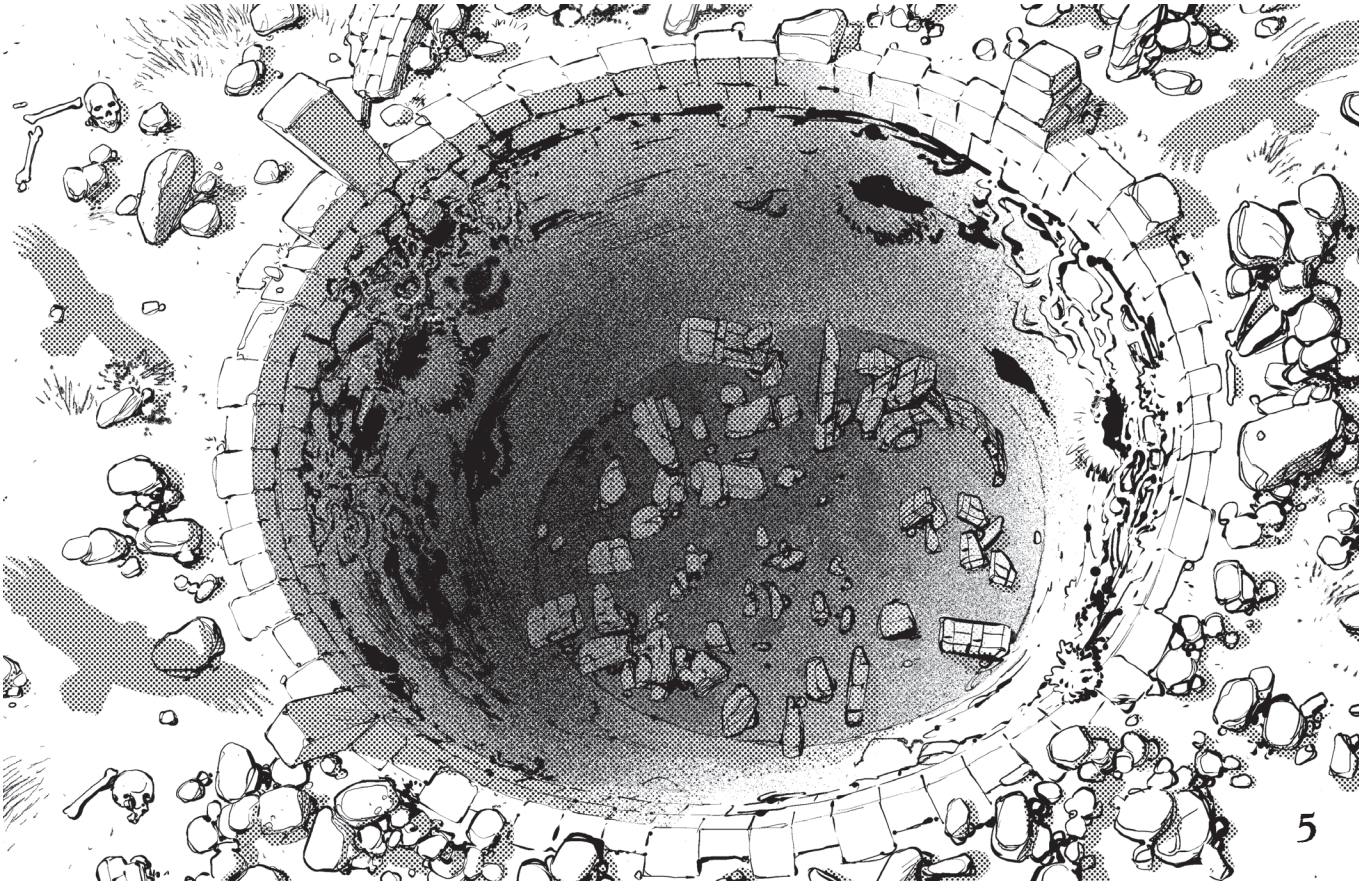


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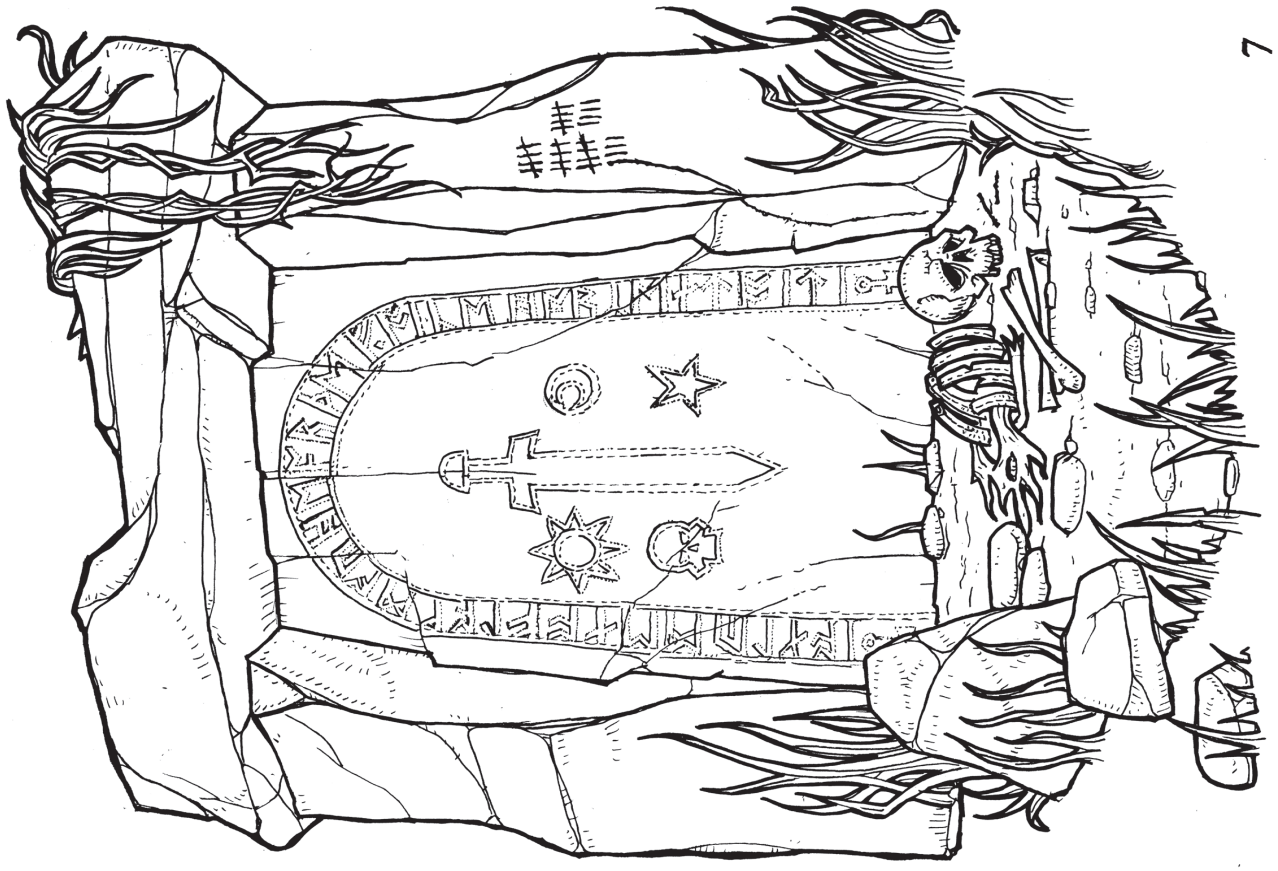


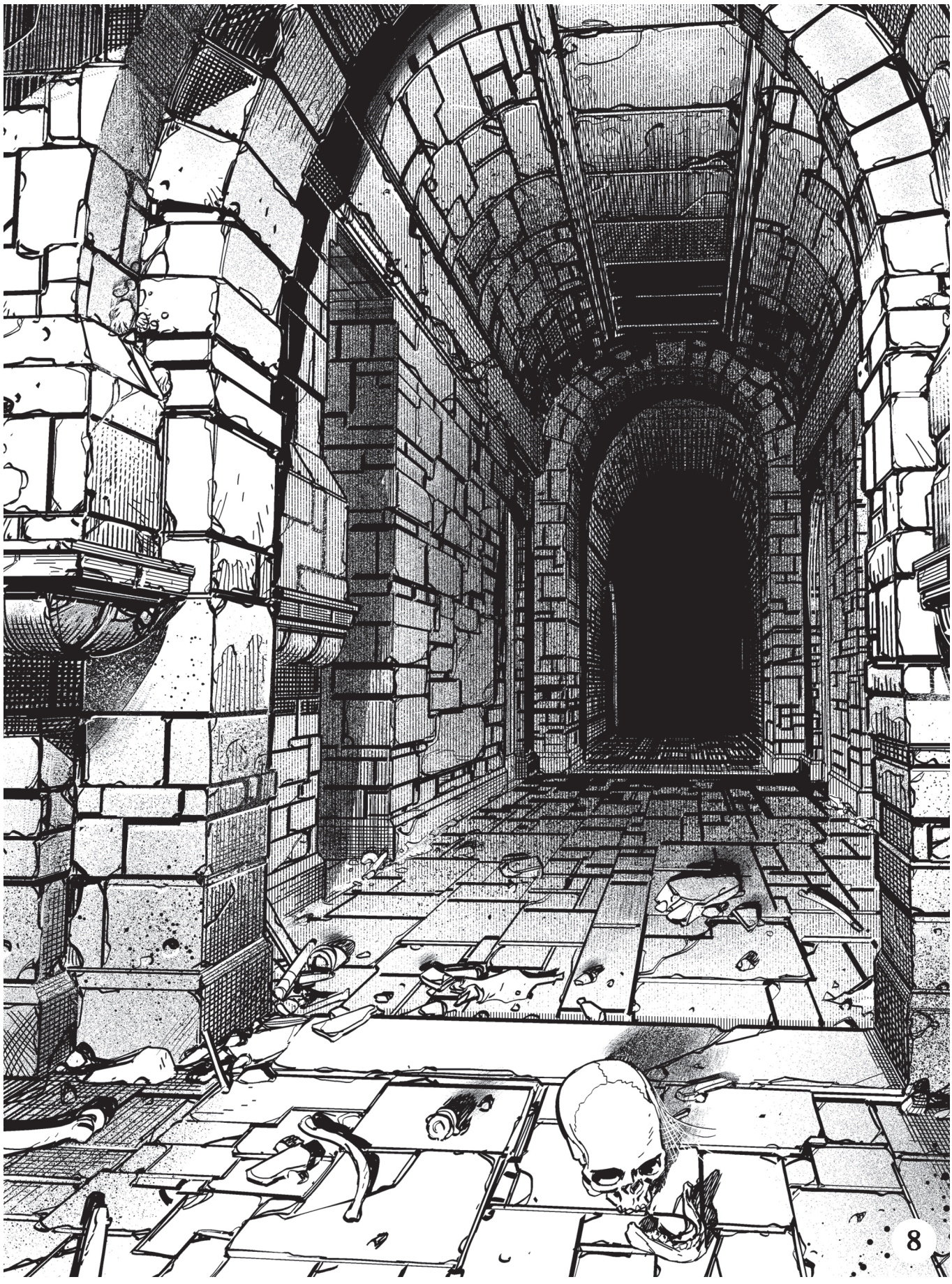
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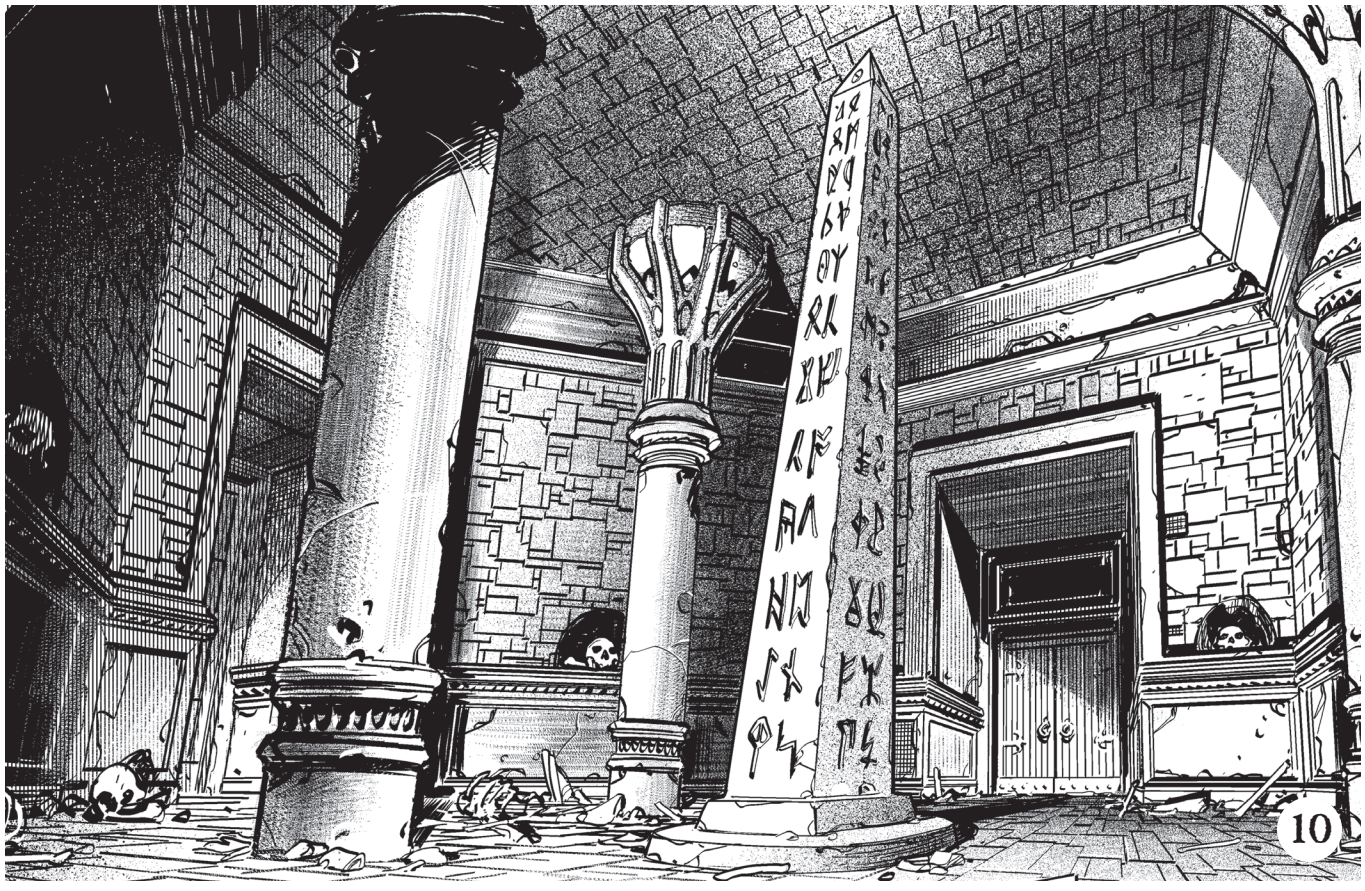

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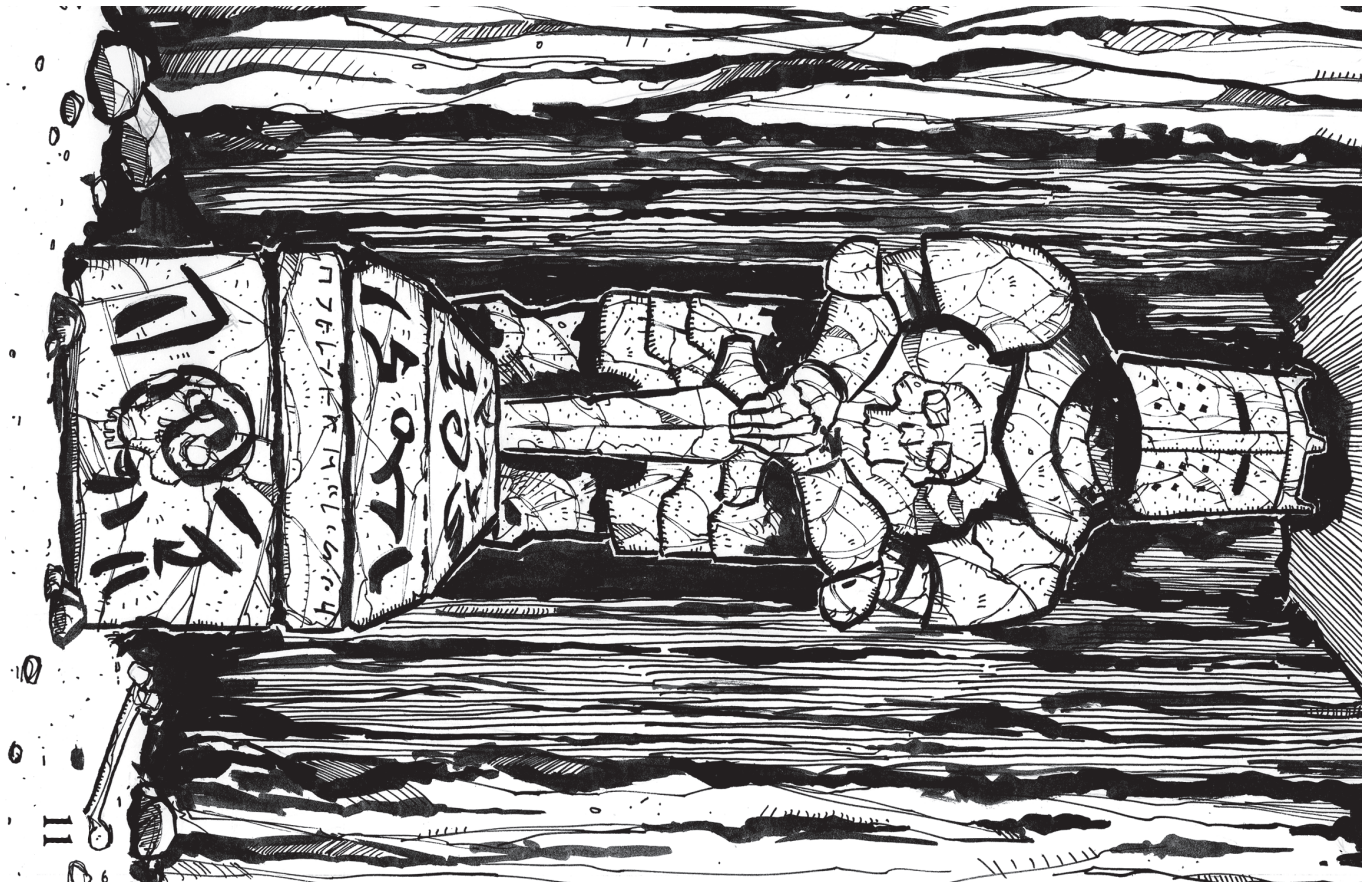

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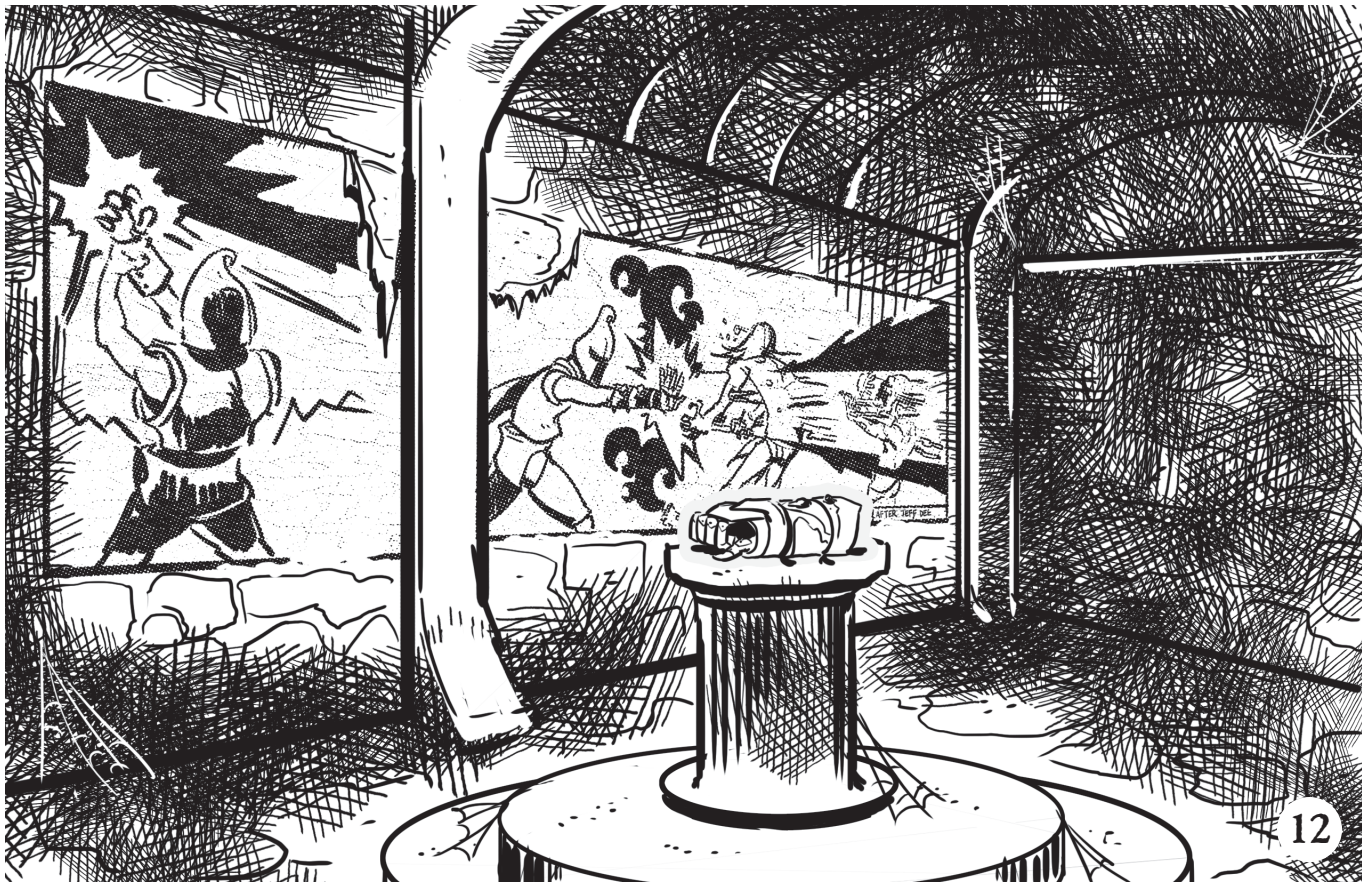

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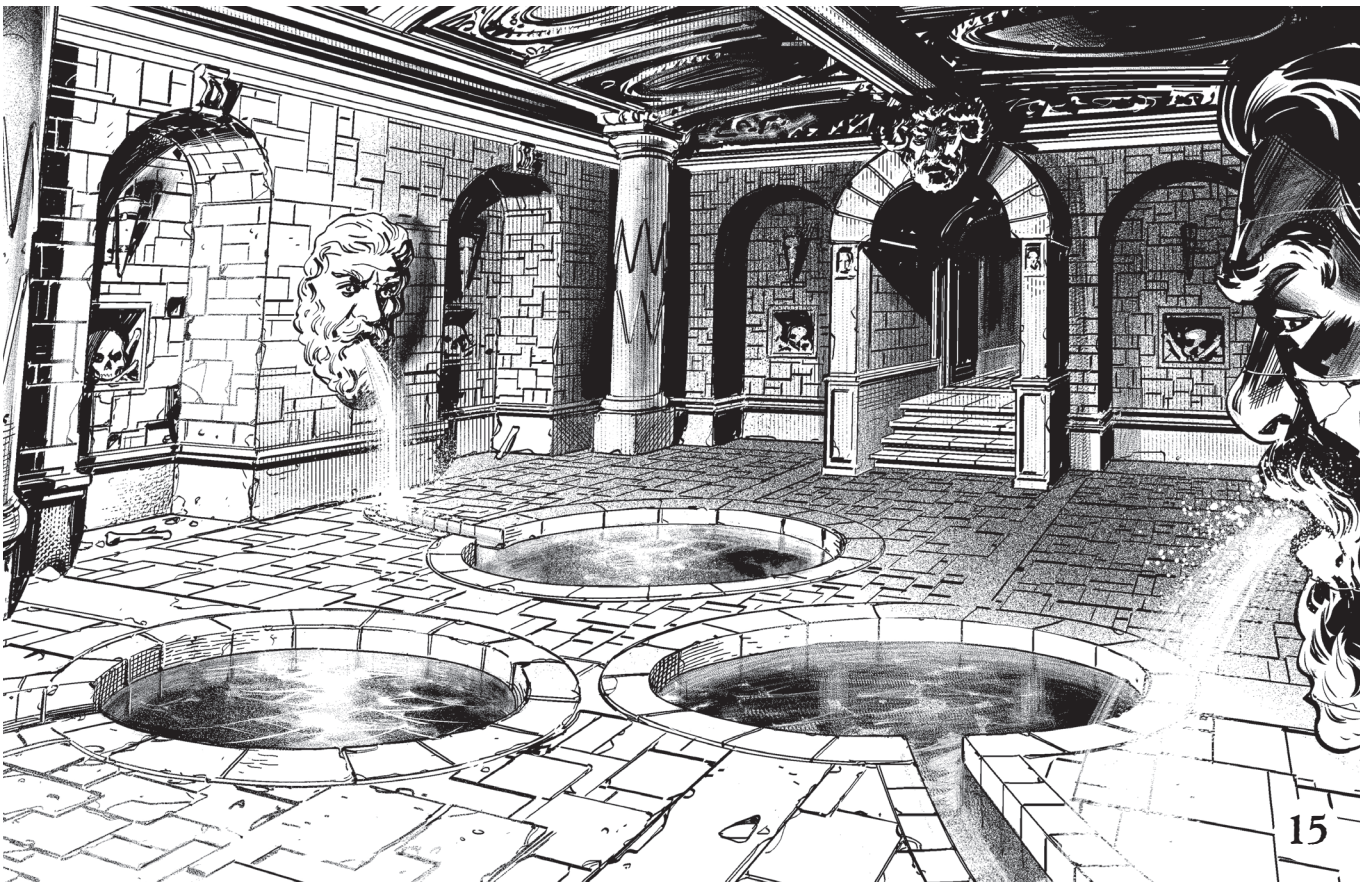

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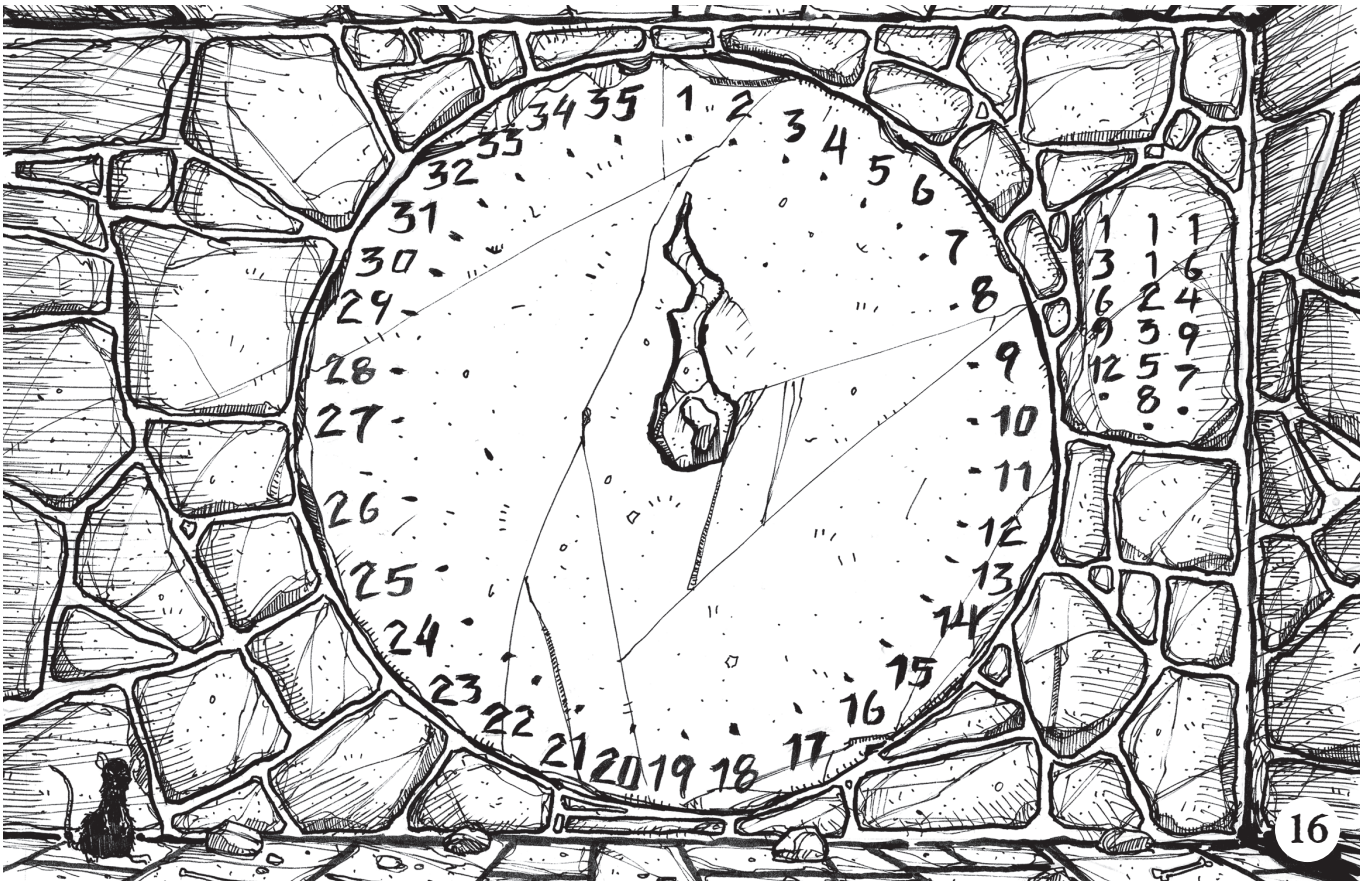



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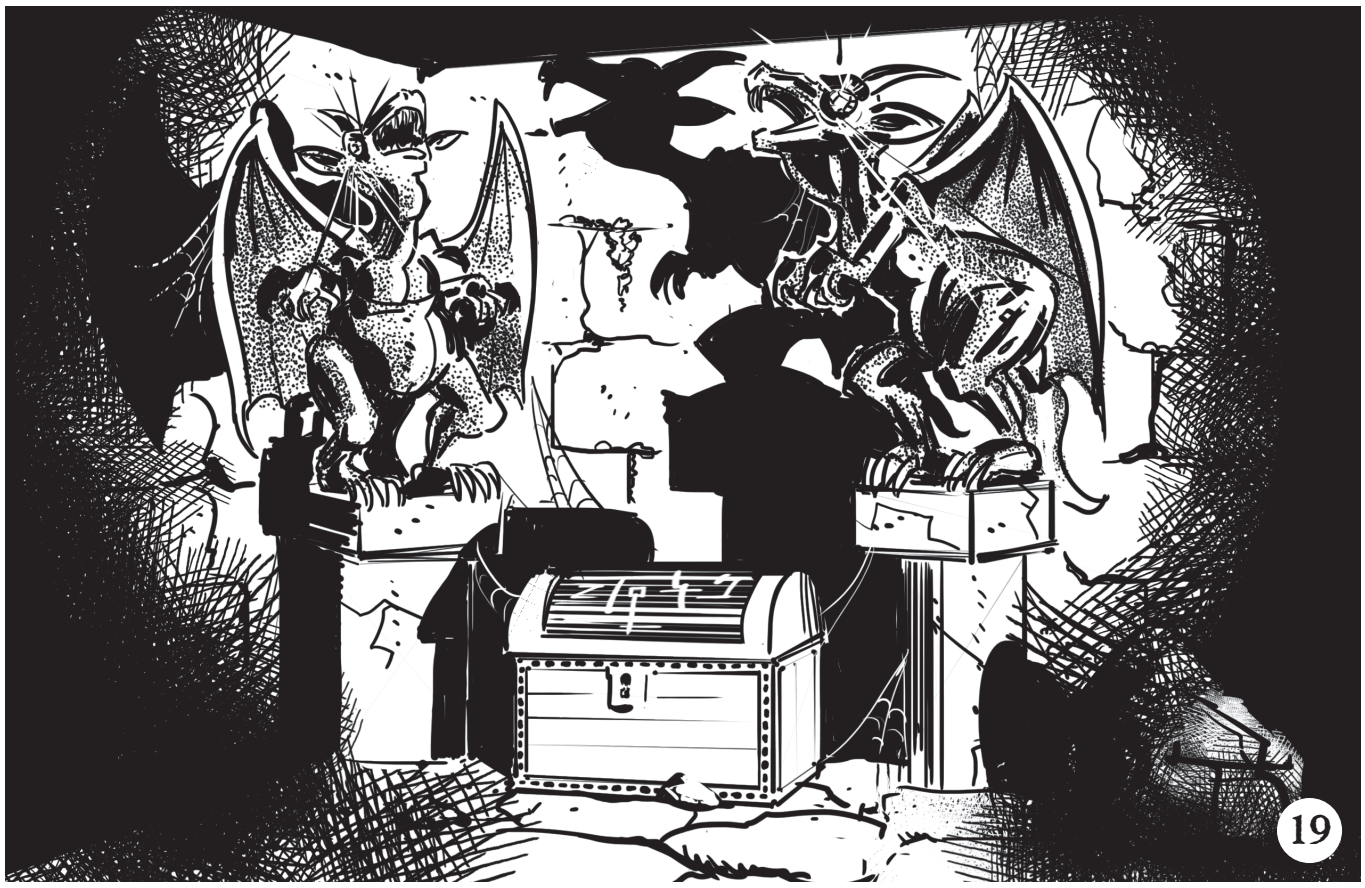
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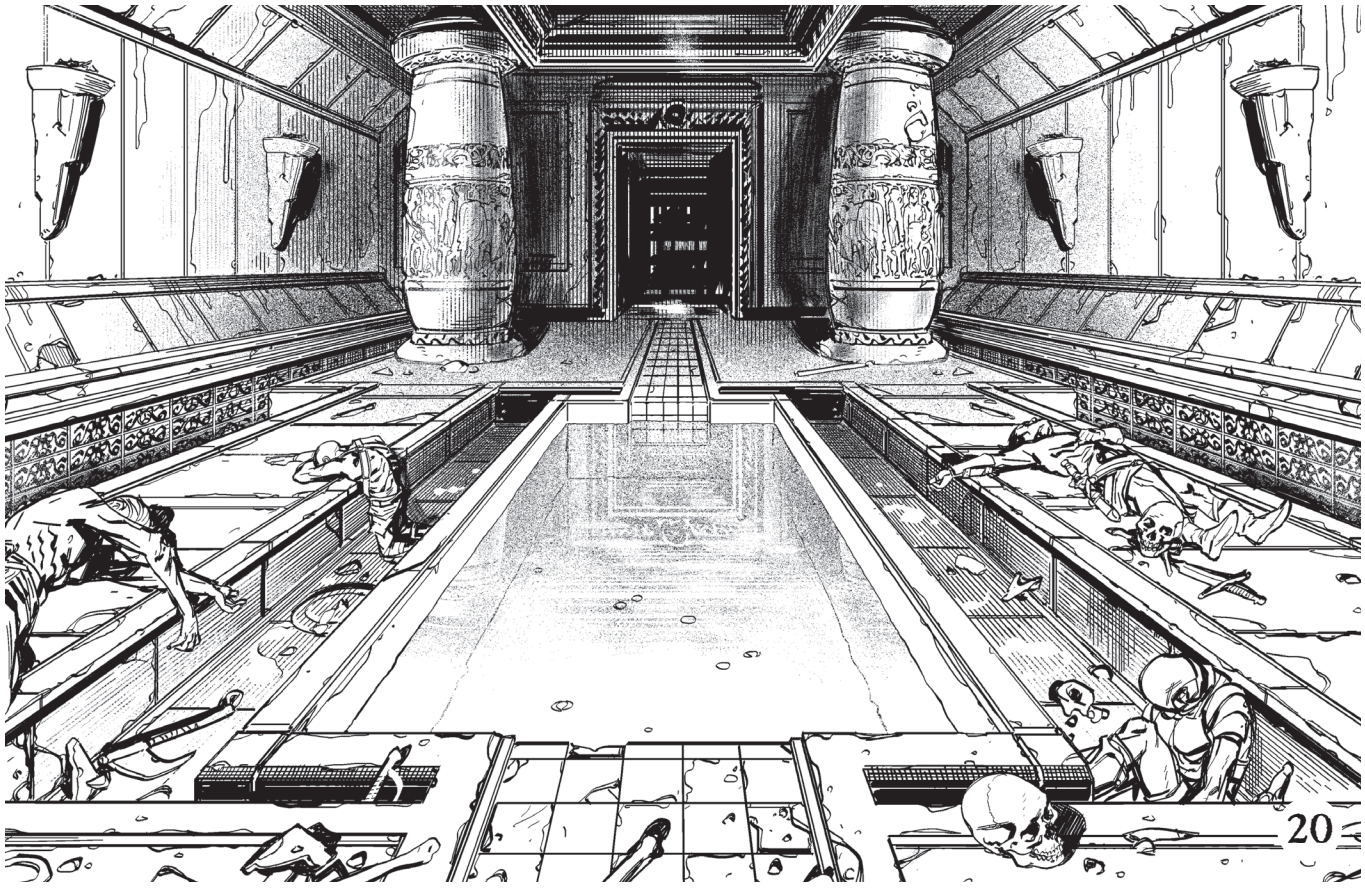

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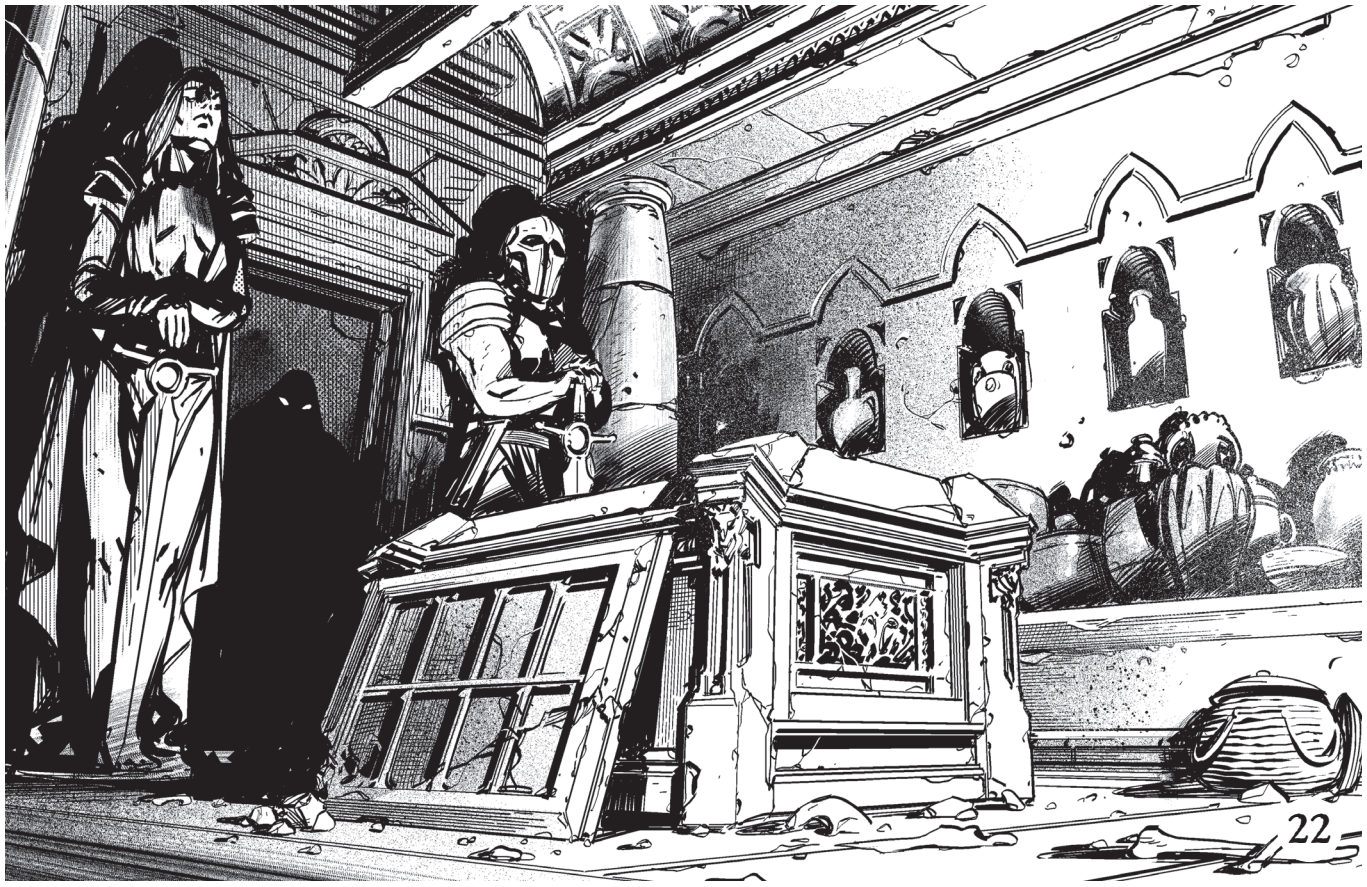

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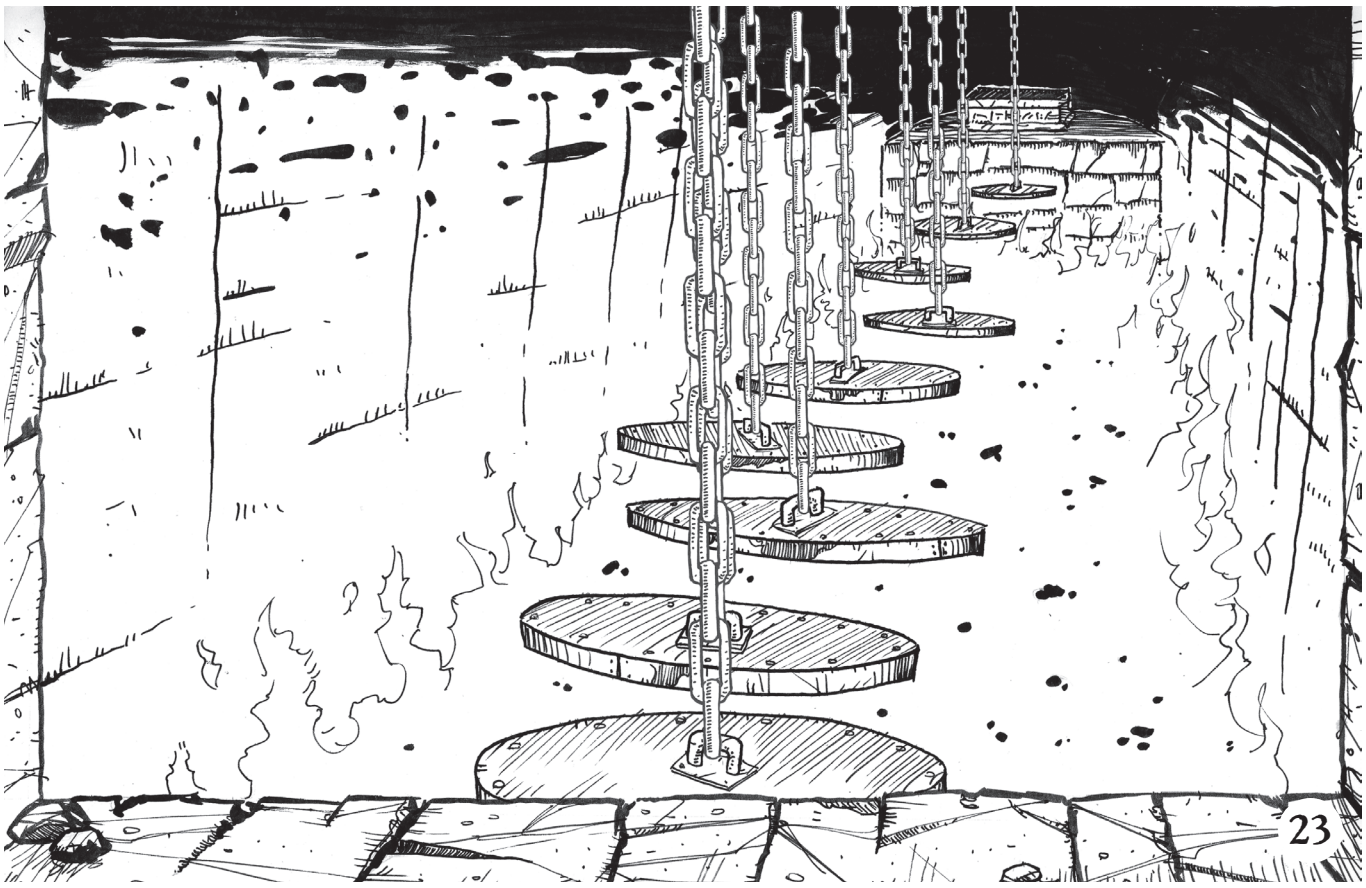
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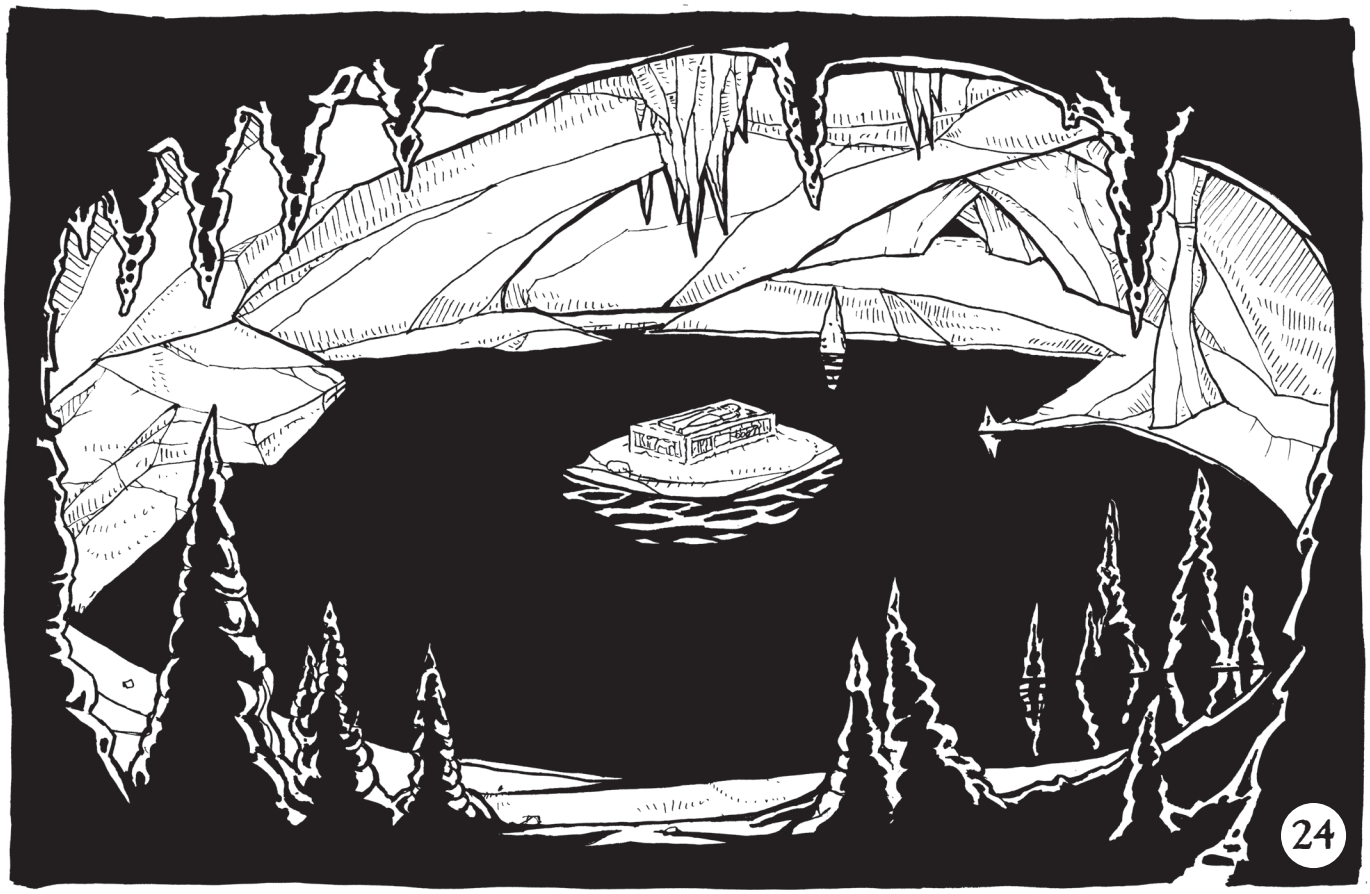

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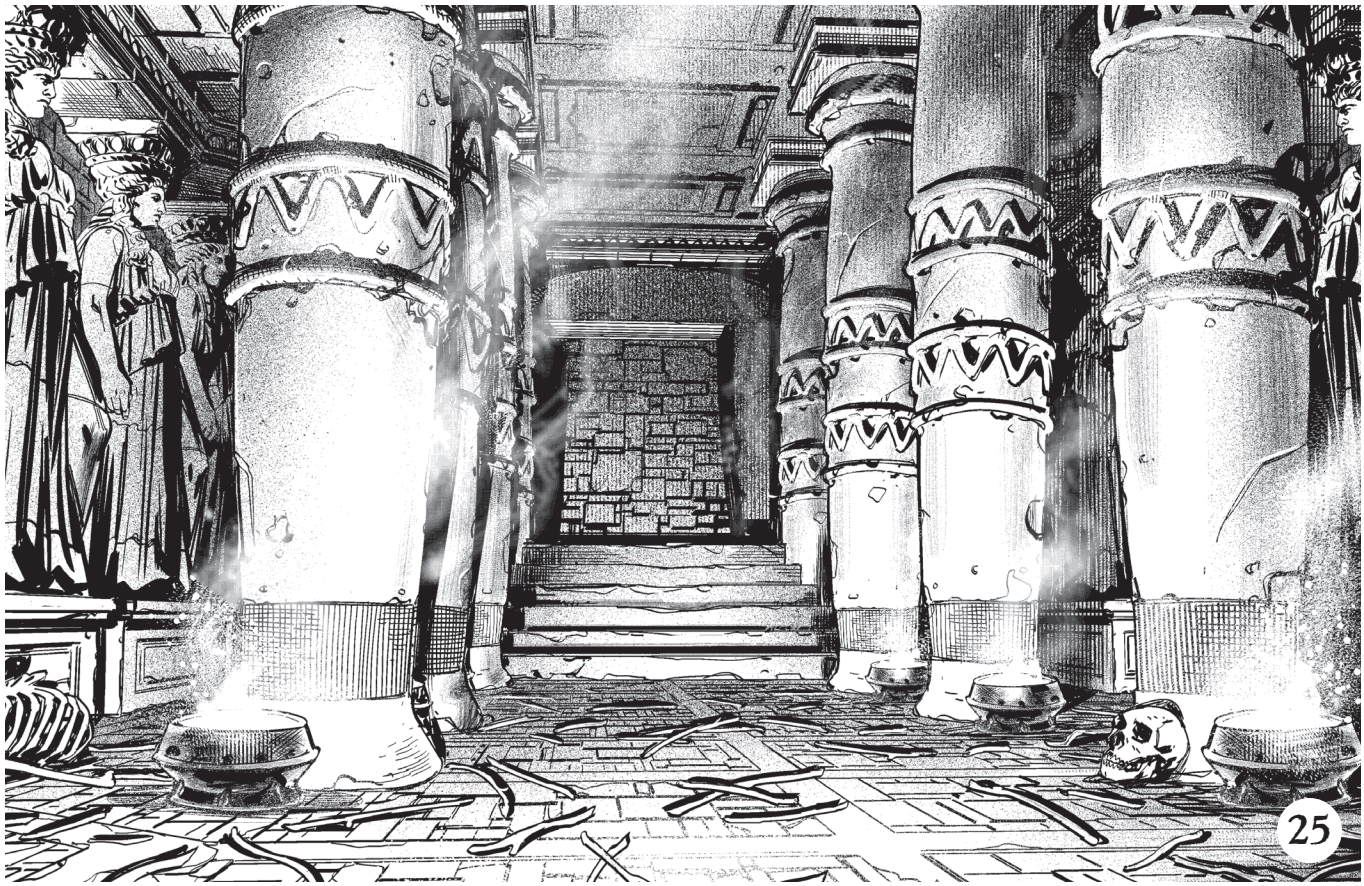

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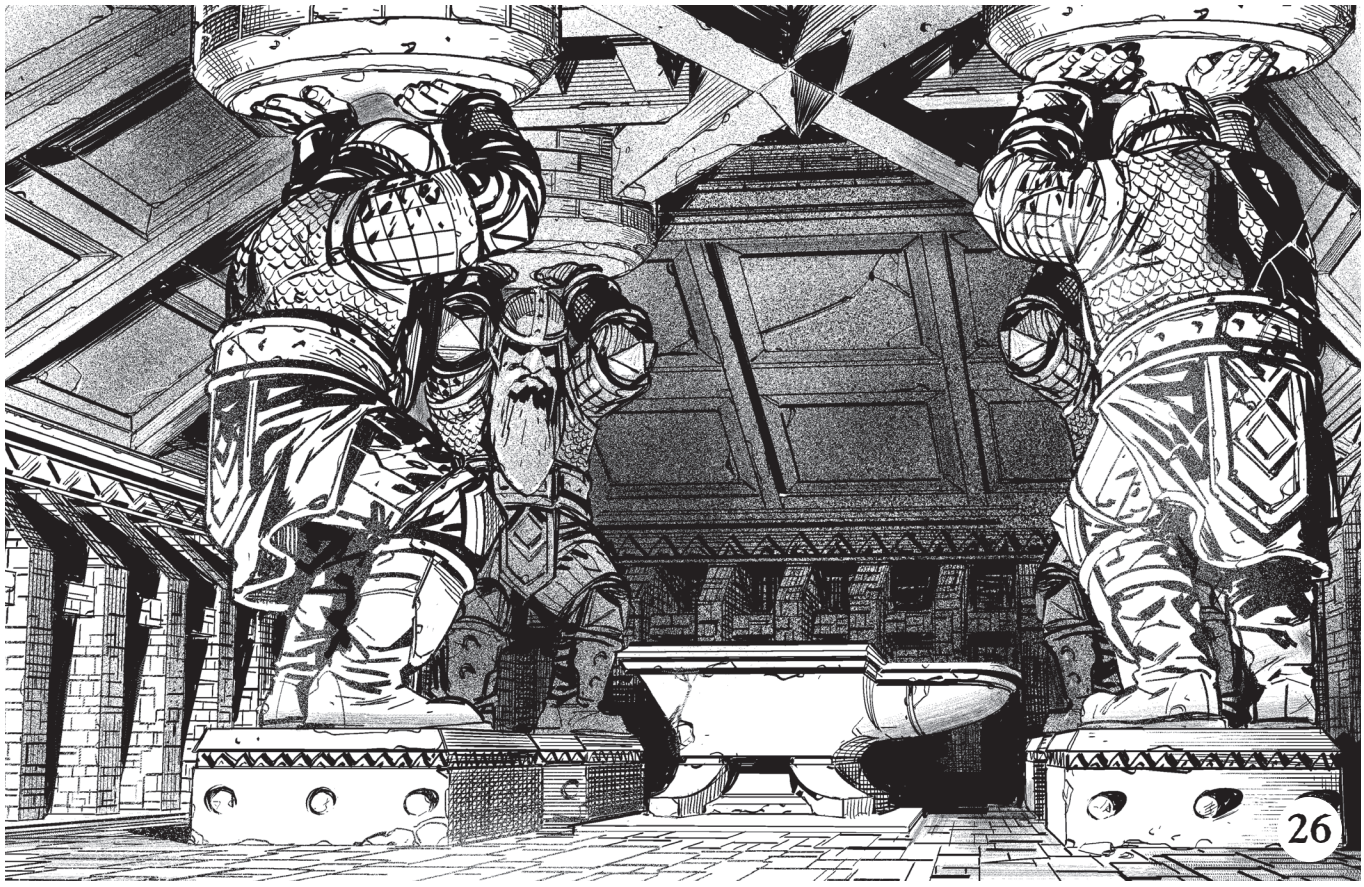

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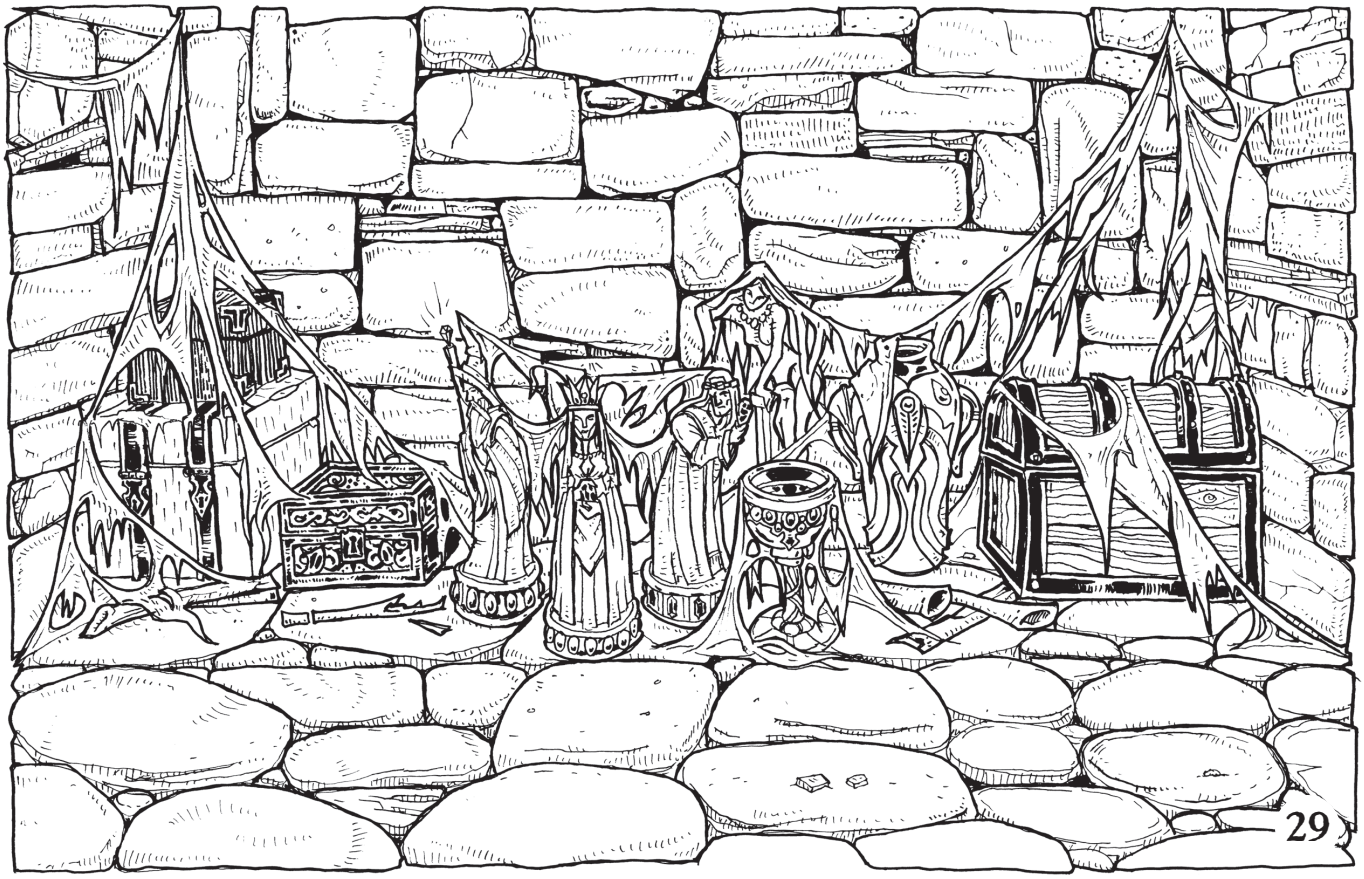

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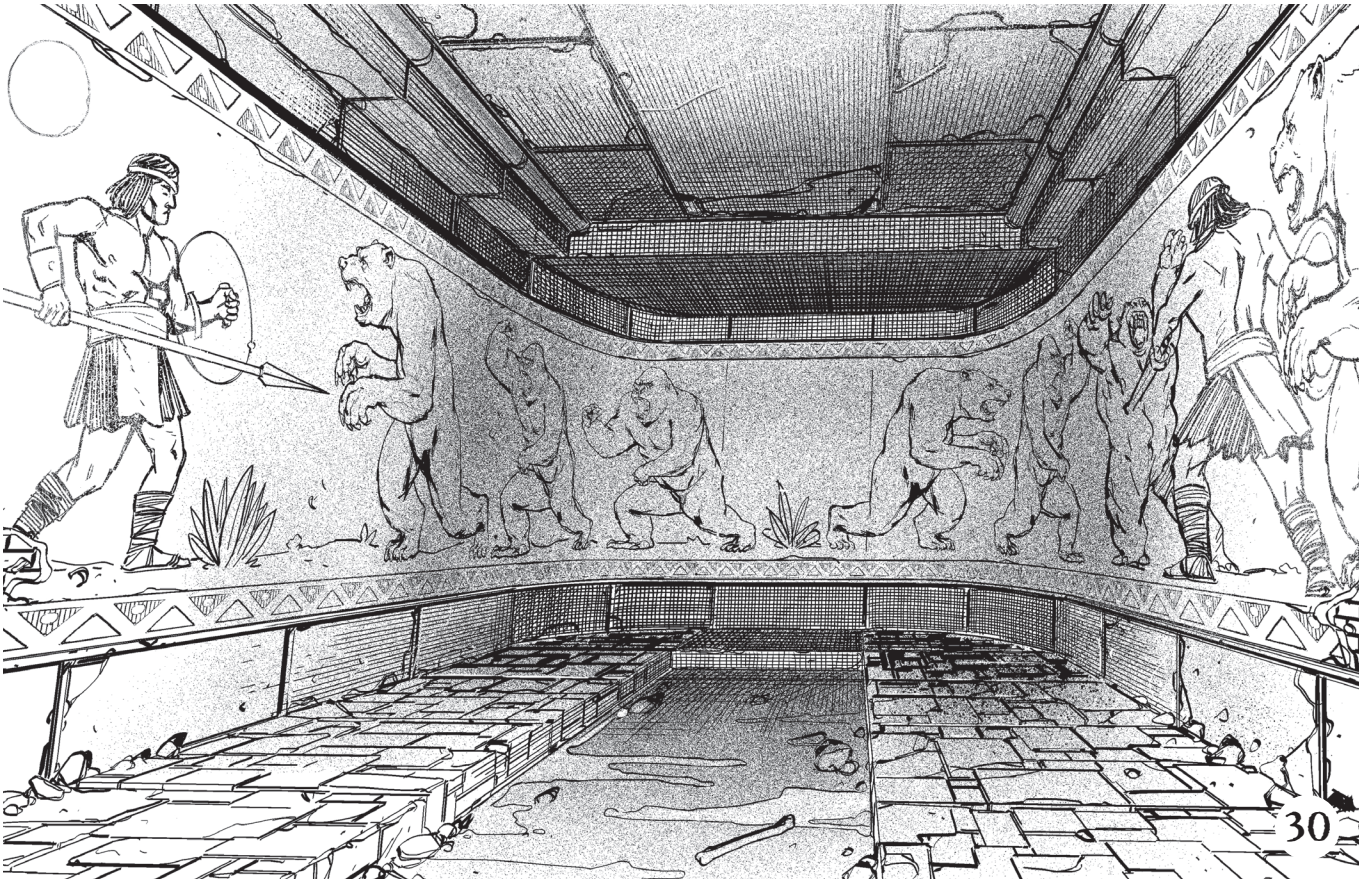

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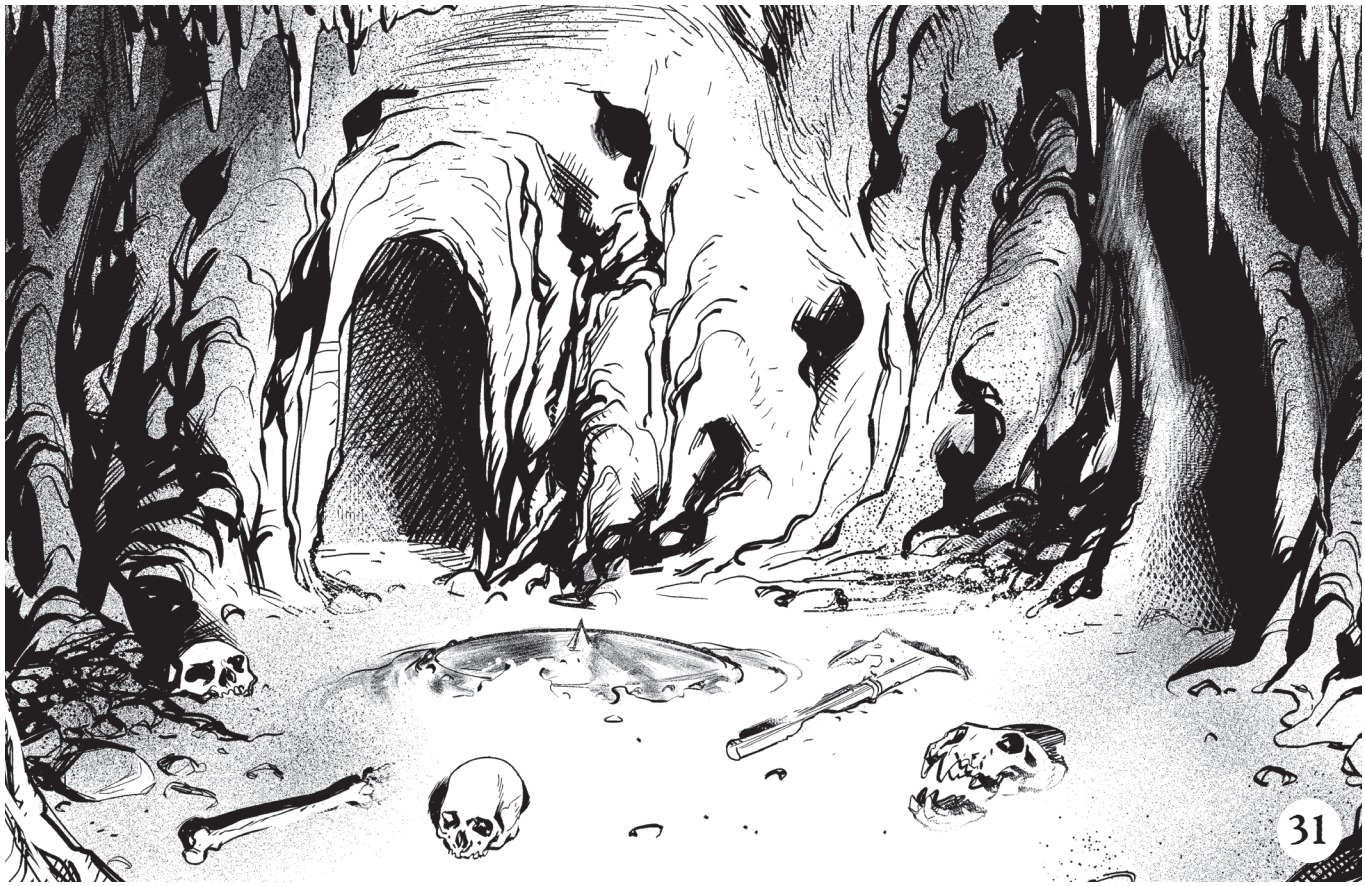

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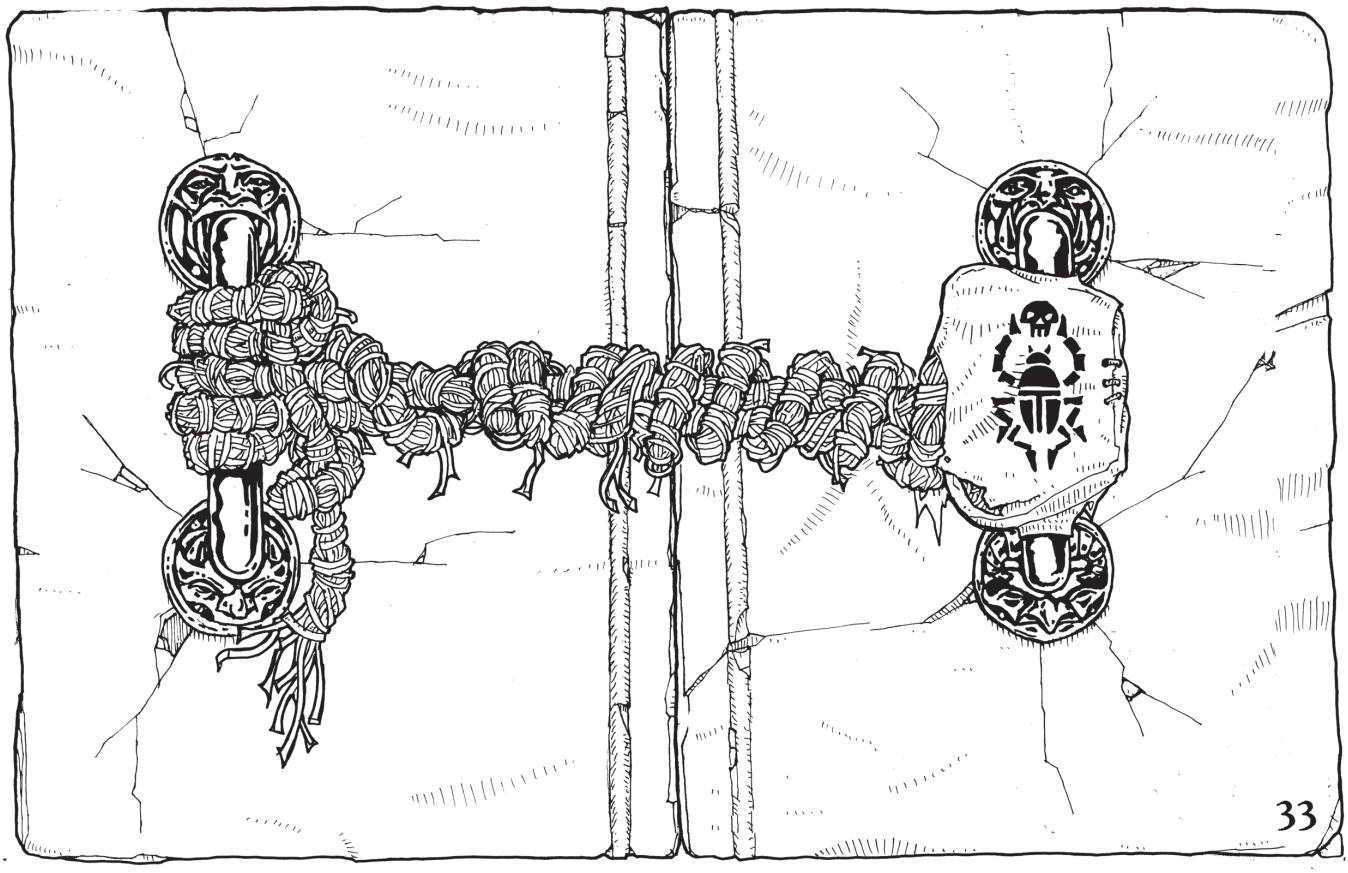

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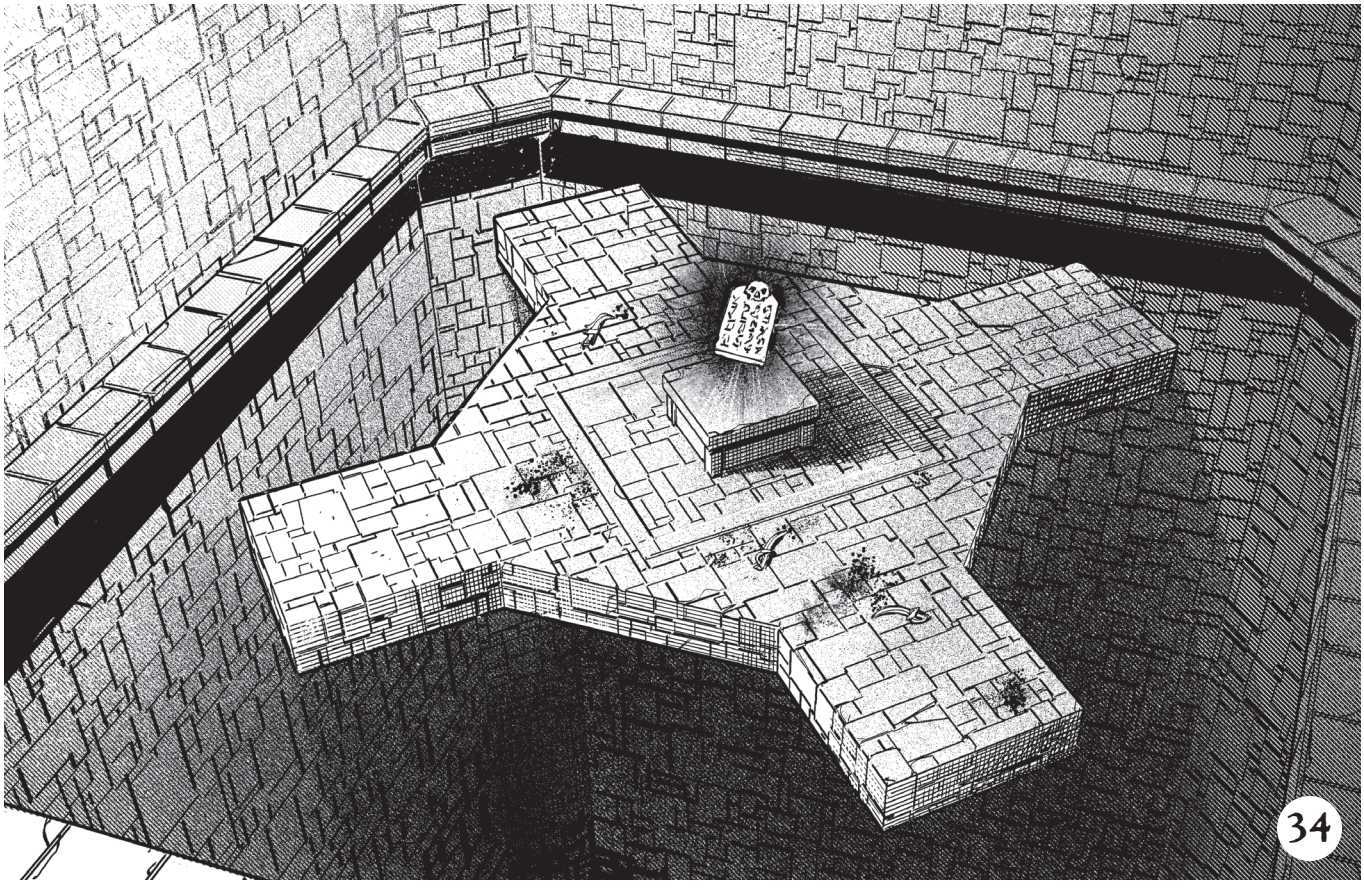

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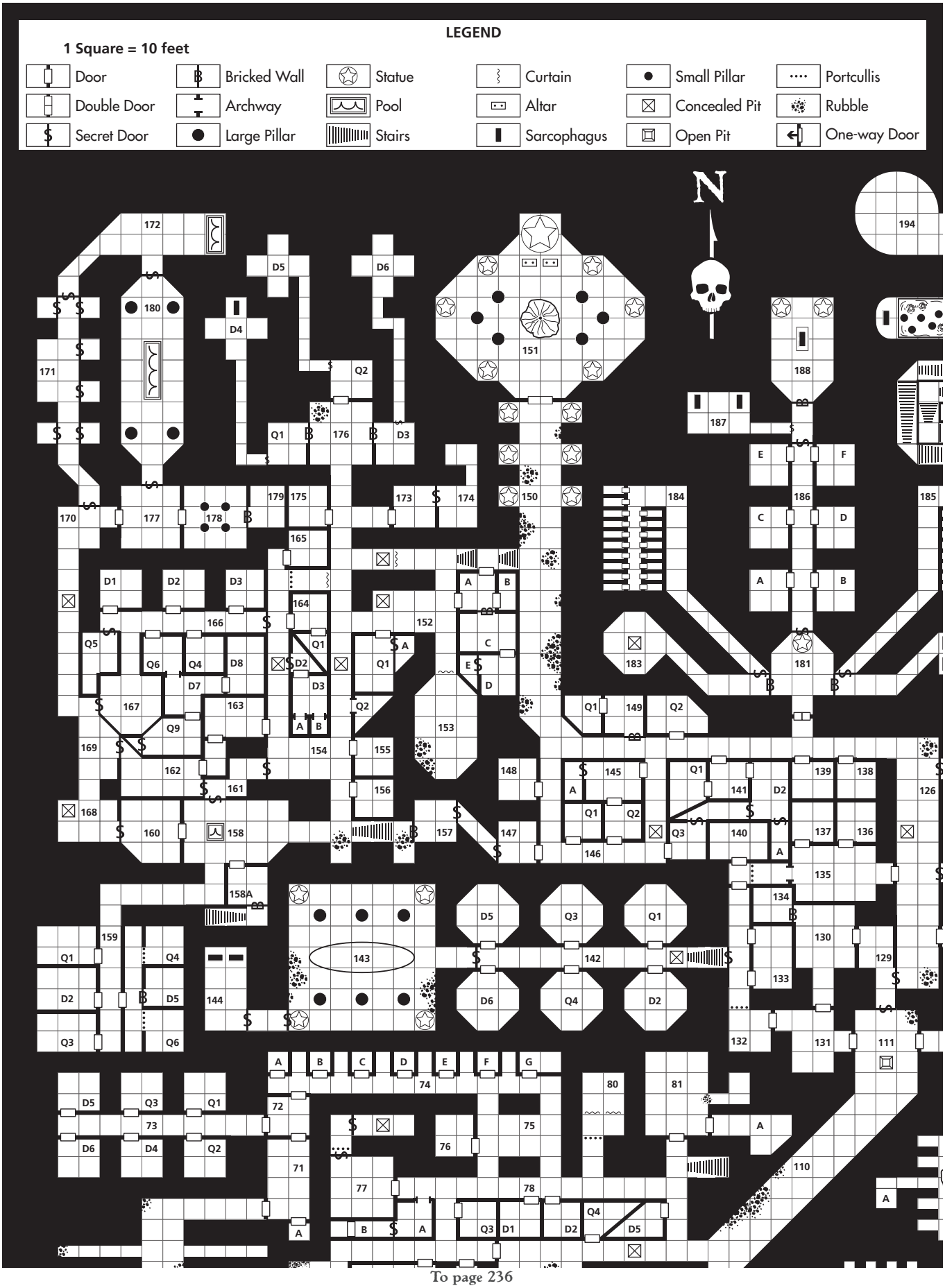

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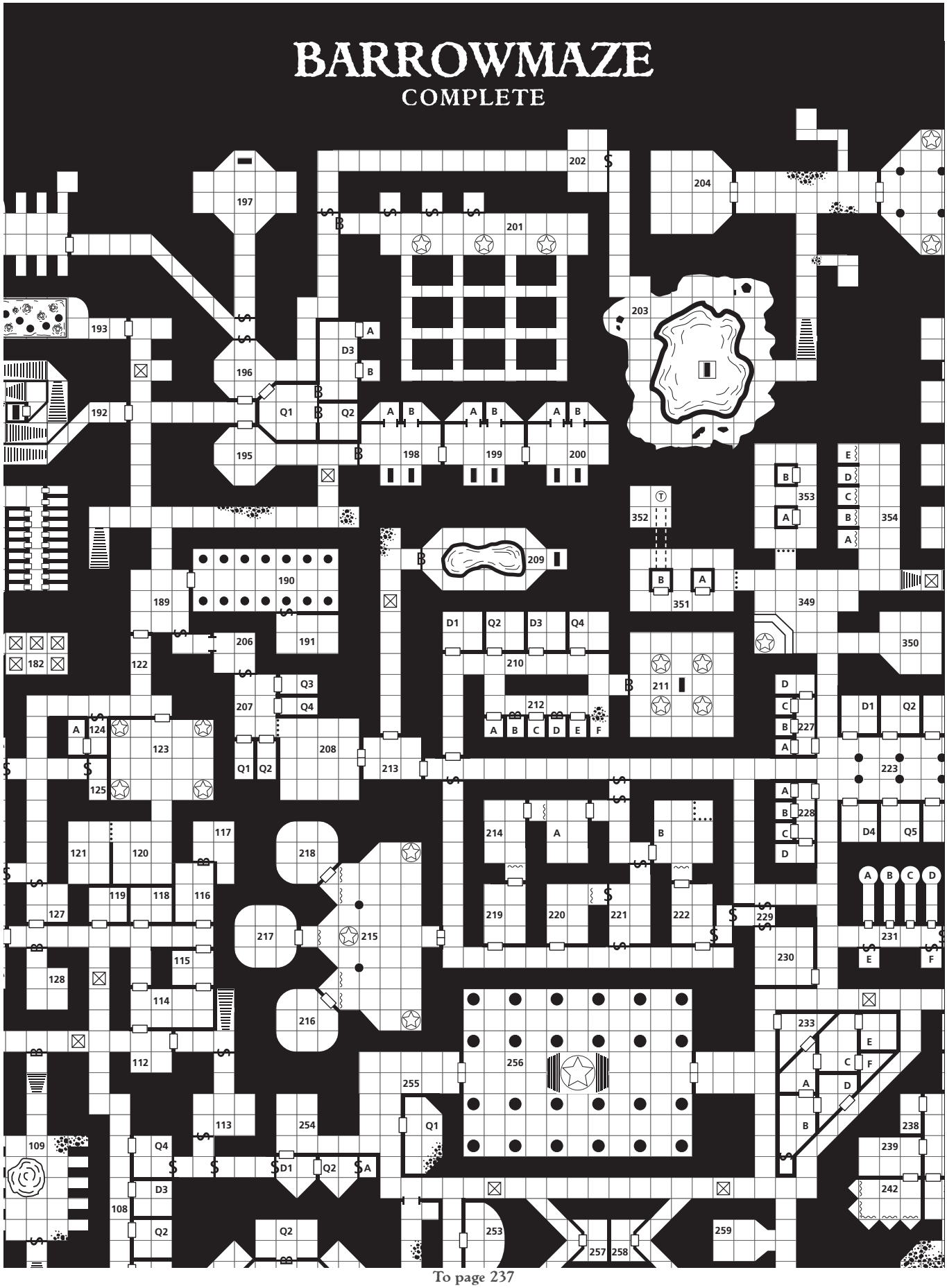

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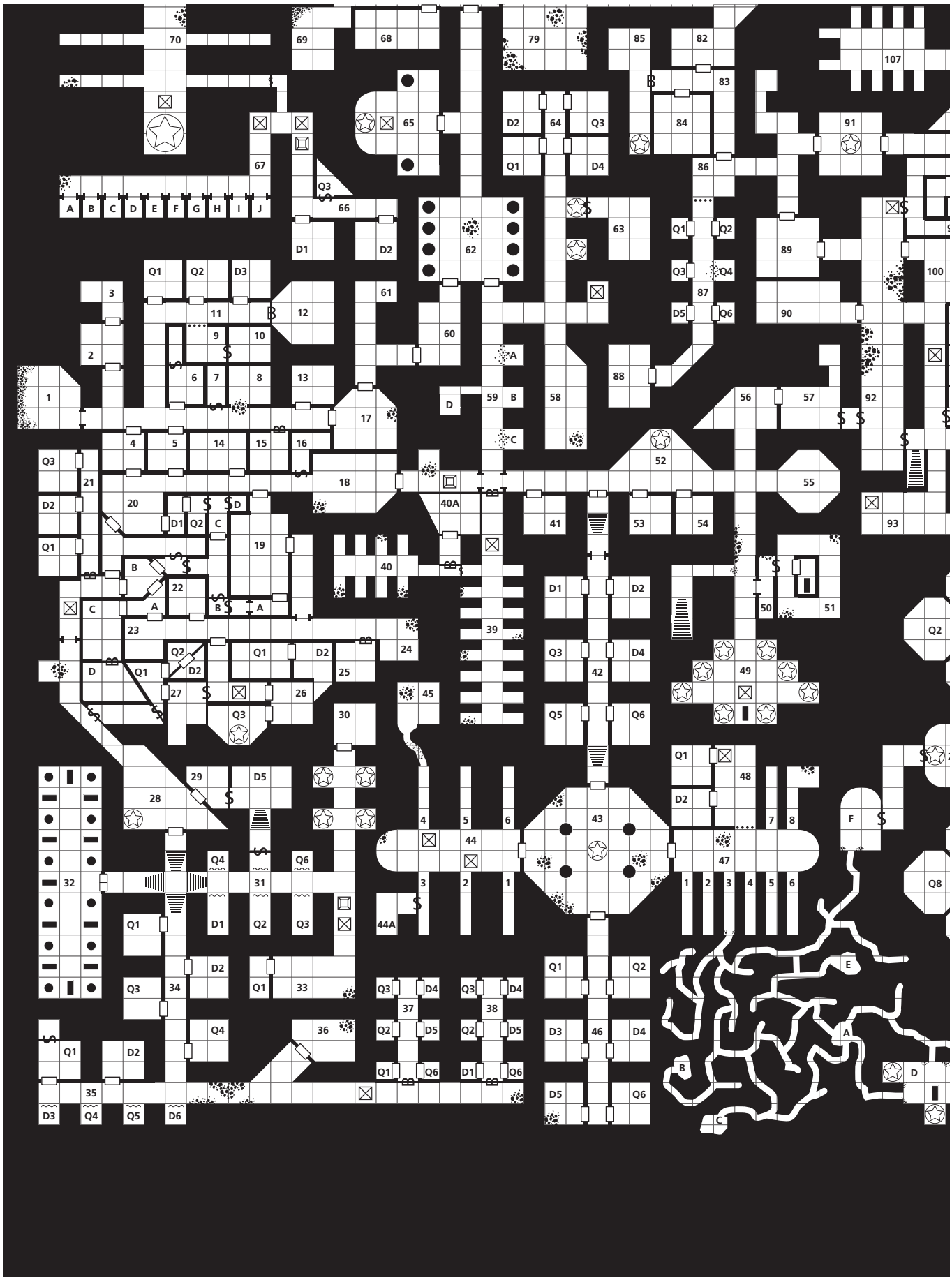
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LEGEND
1 Square = 10 feet
Door
Double Door
Secret Door
Bricked Wall
Archway
Large Pillar
Statue
Pool
Stairs
Curtain
Altar
Sarcophagus
Small Pillar
Concealed Pit
Open Pit
Portcullis
Rubble
One-way Door
N
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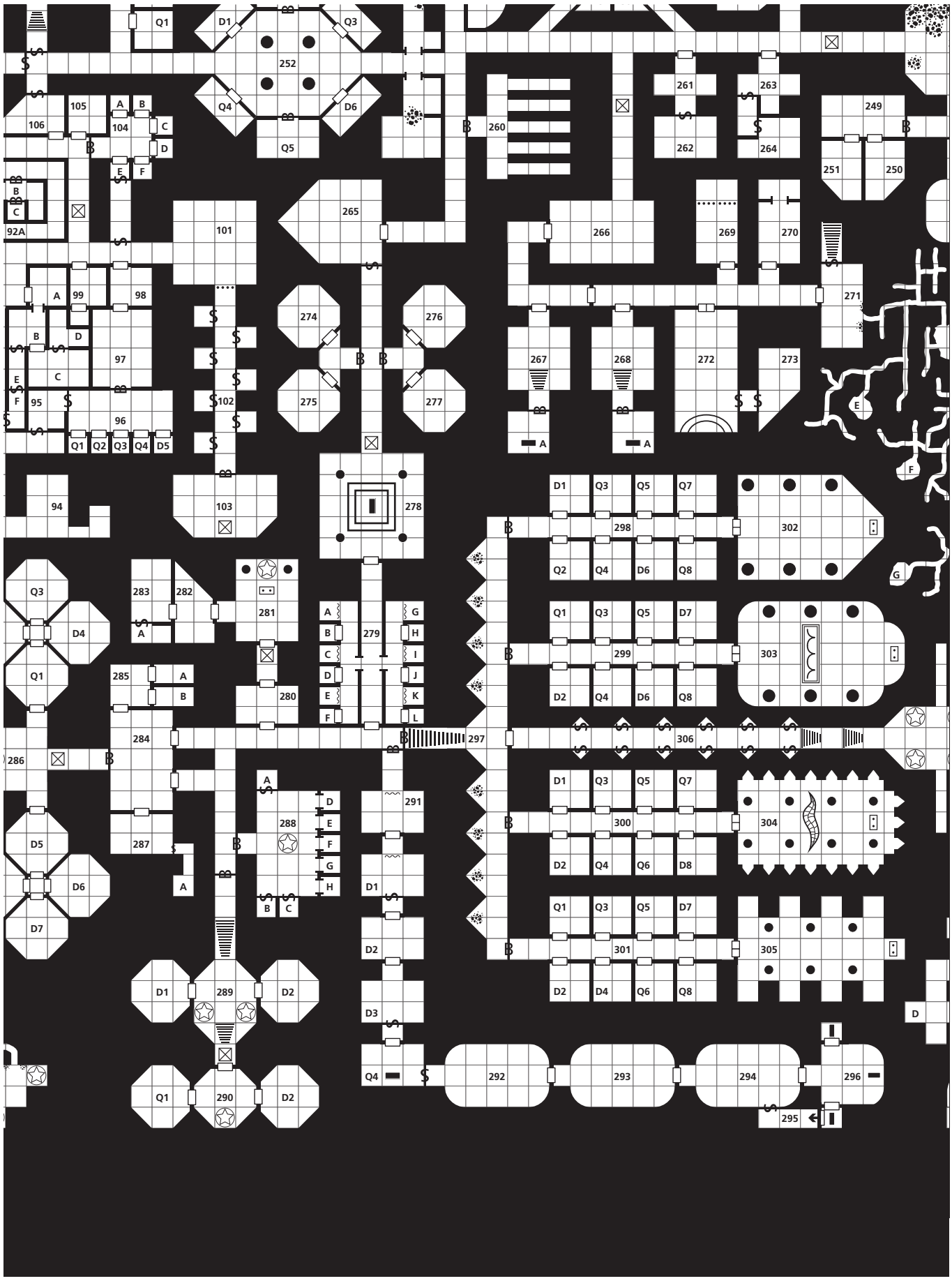

BARROWMAZE
COMPLETE
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To page 238
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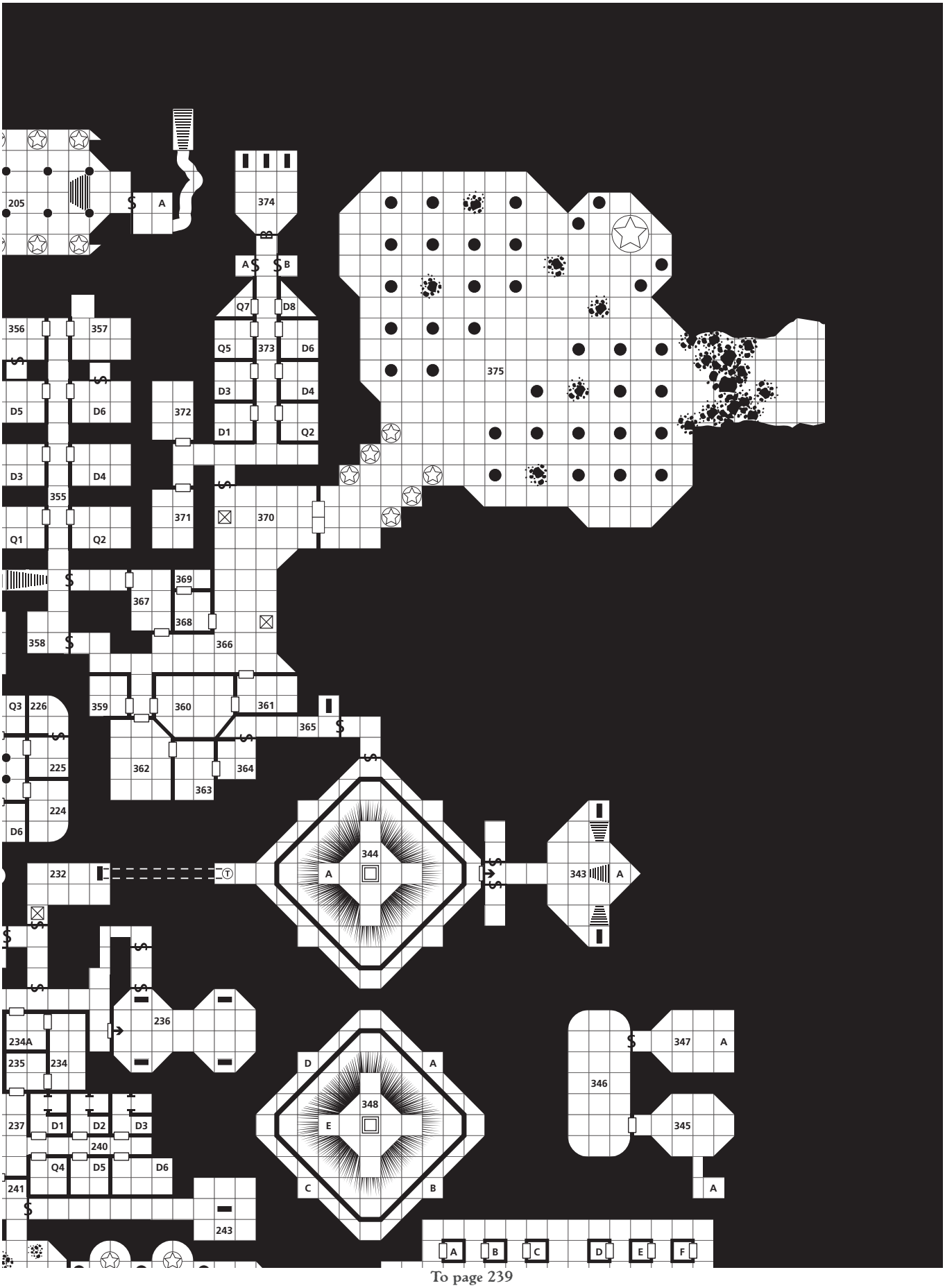
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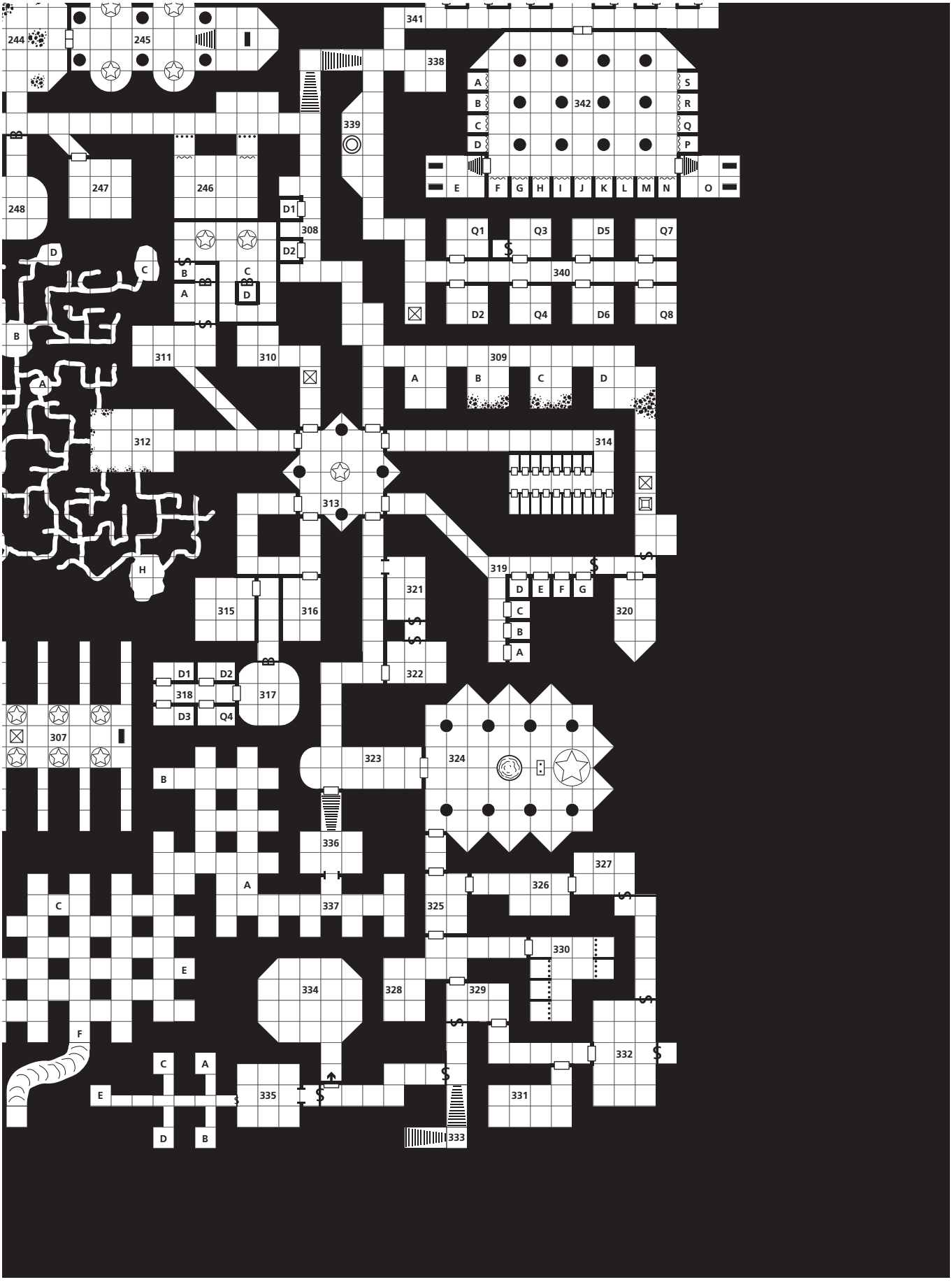

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Q3
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Q4
D6
Q5
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101
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Q1
Q2
Q3
Q4
D5
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Q7
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Q4
D6
Q8
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D4
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D1
Q3
Q5
Q7
299
303
D2
Q4
D6
Q8
A
B
C
D
E
F
288
G
H
B
C
291
D5
287
D6
D7
A
D1
D2
D3
D1
Q3
Q5
Q7
300
304
D2
Q4
Q6
D8
Q1
Q3
Q5
D7
301
305
D2
D4
Q6
Q8
D
D1
289
D2
Q1
290
D2
Q4
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293
294
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Random Tables

Table 1: Barrowmoor Random Encounters Levels 1–2

1. Froglings (2d4)
2. Rival Adventuring Party*
3. Ordinary Crocodile (1d4)
4. Pterodactyl (1d4+1)
5. Wolves (2d6)
6. Skeletons (1d8)
7. Zombies (1d6)
8. Frog, Giant Poisonous (2d4)
9. Insect Swarm
10. Roll on levels 3–4

*Roll 1d6: 1) Renata the Robber, 2) The Norse Whisperers, 3) The Fearsome Fivesome, 4) The Bastards of Bogtown, 5) Bertrand's Brigands, 6) The Outriders of Uleck. Note there is a 25% chance these groups may have 1d4 Level 0 Men-at-Arms in their employ.

Barrowmoor Random Encounters Levels 3–4

1. Axe Beak (1d6)
2. Lizardmen (2d4)
3. Neanderthals (2d4)
4. Toad, Giant (1d4)
5. Leech, Giant (1d4)
6. Ghouls (1d6)
7. Pteranodon (1d2)
8. Snake, Giant Python (1)
9. Vulture, Giant (2d6)
10. Roll on levels 5–6

Barrowmoor Random Encounters Levels 5–6

1. Owlbears (1d4)
2. Ape, Carnivorous (1d6)
3. Ghast (1d4)
4. Scorpion, Giant (1d6)
5. Ants, Giant (2d6)
6. Coffer Corpses (1d6)
7. Harpies (1d8)
8. Wolf, Warg (1d4)
9. Shambling Mound (1d3)
10. Trolls (1d8)

Barrowmoor Random Encounters Levels 7–8

1. Large Crocodiles (1d3)
2. Manticores (1d2)
3. Giant Boar (1d4)
4. Mummy (1d4)
5. Wyvern (1d2)
6. Ape, Carnivorous (2d4)
7. Wights (1d6)
8. Beetle, Giant Rhinoceros (1d4)
9. Triceratops (1)
10. Vampire (1)



Table 2: Brazen Strumpet Random Patron Generator

	Morning	Afternoon	Evening	Present?						
Mazzahs the Magnificent	1%	1%	1%	☐	☐	☐	☐	☐	☐	☐
Bollo the Barkeeper	95%	95%	99%	☐	☐	☐	☐	☐	☐	☐
Taycee the Barmaid	95%	95%	99%	☐	☐	☐	☐	☐	☐	☐
Urgritte the Barmaid	95%	95%	99%	☐	☐	☐	☐	☐	☐	☐
Merda the Barmaid	75%	85%	99%	☐	☐	☐	☐	☐	☐	☐
Karg Barrelgut the Smith	10%	10%	65%	☐	☐	☐	☐	☐	☐	☐
Othar of St. Ygg	1%	1%	5%	☐	☐	☐	☐	☐	☐	☐
Cella of St. Ygg	1%	1%	5%	☐	☐	☐	☐	☐	☐	☐
Gamdar of St. Ygg	10%	10%	10%	☐	☐	☐	☐	☐	☐	☐
Lord Kell Ironguard	1%	1%	1%	☐	☐	☐	☐	☐	☐	☐
Krothos Ironguard	10%	12%	15%	☐	☐	☐	☐	☐	☐	☐
Ollis Blackfell	10%	12%	15%	☐	☐	☐	☐	☐	☐	☐
Valeron	5%	10%	35%	☐	☐	☐	☐	☐	☐	☐
Guildmaster Osen	10%	10%	65%	☐	☐	☐	☐	☐	☐	☐
Billworth Turgen	5%	10%	50%	☐	☐	☐	☐	☐	☐	☐
Alaster the Idiot (outside)	80%	80%	80%	☐	☐	☐	☐	☐	☐	☐
Perni Ticklebottom	10%	30%	10%	☐	☐	☐	☐	☐	☐	☐
H.H.R. Huffnpuff	10%	10%	35%	☐	☐	☐	☐	☐	☐	☐
Hendon the Miller	5%	5%	20%	☐	☐	☐	☐	☐	☐	☐
Tamson, son of Hendon	5%	10%	35%	☐	☐	☐	☐	☐	☐	☐
Yusef, second son of Hendon	5%	5%	5%	☐	☐	☐	☐	☐	☐	☐
Alzo Danuth (50% in disguise)	1%	1%	5%	☐	☐	☐	☐	☐	☐	☐
Urnst Gunter (50% in disguise)	1%	1%	5%	☐	☐	☐	☐	☐	☐	☐
Villagers (farmers, etc) (2d4+1)	30%	60%	90%	☐	☐	☐	☐	☐	☐	☐
Renata the Robber (in disguise)	5%	5%	5%	☐	☐	☐	☐	☐	☐	☐
The Norse Whisperers	15%	25%	50%	☐	☐	☐	☐	☐	☐	☐
The Fearsome Fivesome	15%	25%	50%	☐	☐	☐	☐	☐	☐	☐
The Bastards of Bogtown	15%	25%	50%	☐	☐	☐	☐	☐	☐	☐
Bertrand's Brigands	15%	25%	50%	☐	☐	☐	☐	☐	☐	☐
The Outriders of Uleck	15%	25%	50%	☐	☐	☐	☐	☐	☐	☐
Boon Companions	15%	25%	50%	☐	☐	☐	☐	☐	☐	☐
Level 0 Men-at-Arms (1d4)	15%	25%	60%	☐	☐	☐	☐	☐	☐	☐
Level 1 Classed Henchmen (1)	5%	15%	35%	☐	☐	☐	☐	☐	☐	☐
Porters/Torchbearers	25%	45%	75%	☐	☐	☐	☐	☐	☐	☐

Table 3: Random Dungeon Dressing

1.	A statue of a terrible gargoyle.
2.	The smell of burning garbage.
3.	Rubble piled into a pyramid in one corner.
4.	A strong gust of wind extinguishes torches.
5.	A helm with head and expression of horror.
6.	A large pile of bone and decaying flesh.
7.	A sack of weevil-infested biscuits.
8.	Footprints, clawed.
9.	A statue of a paladin, defaced.
10.	Several adventurer corpses piled near wall.
11.	Body of a cleric adventurer, 50% equipped.
12.	Polished skulls setting on a table.
13.	A pile of dead, half-eaten rats.
14.	A chalk drawing of several constellations.
15.	Indiscernible shouting, very distant.
16.	The slamming of a door in the distance.
17.	Rusted cauldron with rotten teeth inside.
18.	An altar with fresh blood.
19.	A strong gust of wind extinguishes torches.
20.	Puddles of scummy water.
21.	Rubble piled into a pyramid.
22.	Human teeth, yellowed (1d20).
23.	The smell of burning oil.
24.	Statue head, chipped beyond recognition.
25.	A pool of rank water and the smell of mold.
26.	Statue of St. Ygg, defaced and knocked over.
27.	Clanging swords, then silence.
28.	Body of an elf adventurer, 50% equipped.
29.	A large pile of bone and decaying flesh.
30.	Body of a dwarf adventurer, 50% equipped.
31.	A sinister human cackle.
32.	A sudden thud, then silence.
33.	Several adventurer corpses piled near wall.
34.	Stone grinding on stone in the distance.
35.	A very loud hissing sound, very far off.
36.	A low snarling noise from behind.
37.	A path of dried-up bread crumbs at a wall.
38.	A strong gust of wind extinguishes torches.
39.	Painting of a red arrow: “Go this way.”
40.	A phantom appears with cryptic message.
41.	Floor coated with flour. No prints (yet).
42.	A helm with head and expression of horror.
43.	Body of a halfling adventurer, 50% equipped.
44.	A strong gust of wind extinguishes torches.
45.	A sudden thud, then silence.
46.	A very loud hissing sound, very far off.
47.	Stone grinding on stone in the distance.
48.	Body of a M-U adventurer, 50% equipped.
49.	Map shows area (& secret doors) in 40' radius.
50.	A scratching noise, just beyond a random wall.
51.	Footprints, barefoot.
52.	Wall broken, with rune inscribed beneath.
53.	Table with dried up tongues left on it.
54.	Row of spiked adventurer heads.
55.	Death screams, then silence.
56.	Rusted cauldron with rotten teeth inside.
57.	Row of spiked adventurer heads.
58.	Receding torchlight ahead of the party.
59.	A pool of rank water and the smell of mold.
60.	The sound of rapidly beating insect wings.
61.	Stone grinding on stone in the distance.
62.	Handprint made in dried blood.
63.	A strong gust of wind extinguishes torches.
64.	A pool of rank water and the smell of mold.
65.	Stone grinding on stone in the distance.
66.	Footprints, booted.
67.	The slamming of a door in the distance.
68.	A strong gust of wind extinguishes torches.
69.	Footprints, clawed.
70.	Air suddenly becomes cool for 1d4 turns.
71.	An altar with fresh blood.
72.	A chalk drawing of several constellations.
73.	A hammer in the distance "Tap-tom, tom-tap."
74.	An altar with a pile of bones, gnawed.
75.	An obelisk, broken.
76.	A pile of dead, half-eaten rats.
77.	3 adventurers impaled against wall.
78.	A path of dried-up bread crumbs stops at wall.
79.	A rat carcass, completely flattened.
80.	Footprints, barefoot.
81.	The sound of a door opening slowly.
82.	A rat carcass, completely flattened.
83.	A sack of weevil-infested biscuits.
84.	Partial collapse.
85.	Stones piled over human body with sword.
86.	Bucket helmet with head.
87.	Necklace of dried humanoid ears.
88.	Tattered black burial robes in a pile.
89.	A pouch with spell components.
90.	25 feet of rope.
91.	A pouch with 5 darts.
92.	Wooden holy symbol.
93.	A vial of holy water.
94.	A Dagger +1.
95.	A scroll: 1 MU spell.
96.	Chalk marks on the walls.
97.	Air suddenly becomes warm for 1d4 turns.
98.	A broken compass.
99.	Referee’s Choice.
100.	Referee’s Choice.

Table 4: Random Pit Contents

1–3. Empty

4–5. Spiked

6. Sloped (with closing doors)

7. Monster

8. Bottomless

All pits are 10' deep except for Bottomless Pits. Consult the Barrowmaze map for open and concealed pits.

Empty Pit:1d6 points of damage per character level.

Spiked Pits: 1d6 points of damage per character level, spikes are poisoned (save or die).

Sloped Pit: Sloped pit. Ten feet at an angle and 10 feet down, pit doors close.

Monster Pit: Pit contains a monster(s). Consult the Random Encounter Table for that area of the dungeon and adjust accordingly.

Bottomless Pit: PC lost to oblivion.

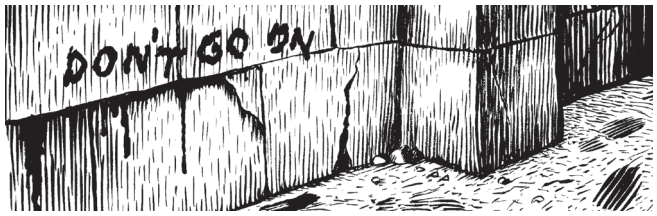


Table 5: Random Graffiti

1. The entrance sealed behind us. Cannot get out.

2. They are coming.

3. Beware the dark water.

4. Don't go on!

5. Cannot get out!

6. Something is following us. Beware the eyes in the dark!

7. Make no sound. They will seek you out.

8. I screwed the barmaid at The Brazen Strumpet.

9. Pullo was here.

10. Rhymes with numbers.

11. Gyx-yag sent us!

12. Beware the great minotaur.

Table 6: Runic Tablet Result

1. Save versus death or die.

2. Save versus spell or suffer curse (amnesia).

3. Save versus spell or suffer curse (blindness).

4. Save versus spell or suffer curse (insanity).

5. Save versus spell or suffer curse (mummy rot).

6. Save versus spell or suffer *Enfeeblement*.

7. Save versus spell or suffer *Feeblemind*.

8. Save versus spell or suffer Confusion.

9. Reader will fail their next save attempt.

10. *Glyph of Warding* (Fire: 10 hp/save for ½).

11. Tablet provides history of The Tablet of Chaos.

12. Tablet provides history of Nergal.

13. Tablet provides history of Set and Orcus.

14. Tablet is a partial map (Referee's choice).

15. Tablet is a random 3rd level magic-user spell.

16. Tablet is a random 3rd level cleric spell.

17. Reader receives a *Bless* spell.

18. Reader receives a *Protection from Evil* spell.

19. Reader will succeed on next save attempt.

20. Reader receives +1 to one randomly determined ability score.

Table 7: Dungeon Restock

1. Monster.

2. Monster and treasure.

3–6. Empty (1 in 6 chance of concealed treasure).

Note: To determine results for monsters and treasures use the tables supplied for the Random Barrow Mound Crypt Generator in the pages that follow.

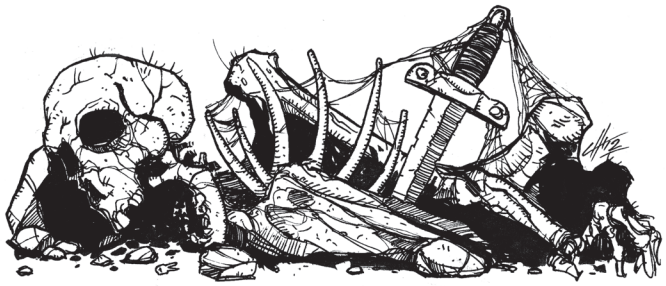


Table 8: Random Sarcophagus Contents
(Each entry can be found once)

1.	*Potion of Clairaudience*	**51.**	Gem: Garnet (Red)
2.	Canopic Jars (Broken)	**52.**	*Scroll:* 3 Random Magic-User Spells
3.	Runic Tablet	**53.**	Gold Scarab
4.	*Magical Scarab* (Decorative Amulet)	**54.**	**Barrow Ghast**
5.	*Rope of Climbing*	**55.**	*Potion of Clairvoyance*
6.	Grateful Adventurer in stasis	**56.**	Gold Canopic Jars (1d4)
7.	*Scroll: Ward Against Lycanthropes*	**57.**	*Wand of Cold*
8.	Adventurer in Stasis (Doppelganger)	**58.**	Pair of Small Gold Couchant Jackals
9.	Gold Bracelets	**59.**	Head of a Gold Scepter
10.	Gem: Amber	**60.**	Platinum Ankh
11.	Runic Tablet	**61.**	**Barrow Mummy**
12.	Terra Cotta Canopic Jars (1d4)	**62.**	*Potion of Sweetwater*
13.	*Potion of Climbing*	**63.**	Empty Burial Shroud
14.	**Green Slime**	**64.**	Runic Tablet
15.	*Scroll: Ward Against Magic*	**65.**	*Tome of Stealth*
16.	**Ochre Jelly**	**66.**	*Scroll:* 3 Random Cleric Spells
17.	*Magical Scarab* (Gemstone)	**67.**	Platinum Canopic Jars (1d4)
18.	*Wand of Fire Balls*	**68.**	Basket of Petrified Fruit
19.	Silver Figurine	**69.**	Gold Scarab
20.	Gem: Jade	**70.**	Gem: Chrysoberyl
21.	**Rot Pudding**	**71.**	**Mummy**
22.	*Potion of Strength*	**72.**	Silver Scarab
23.	Silver Earrings	**73.**	Two Electrum Urns
24.	Glass Canopic Jars (1d4)	**74.**	*Scroll:* 4 Random Magic-User Spells
25.	Runic Tablet	**75.**	Gold and Ivory Canopic Jars (1d4)
26.	*Bag of Devouring*	**76.**	Runic Tablet
27.	*Magical Scarab* (Cursed)	**77.**	*Weapon +2* (Referee's Discretion)
28.	*Scroll: Ward Against Elementals*	**78.**	Gem: Smoky Quartz
29.	**Staked Vampire**	**79.**	*Potion of Delusion*
30.	Gold Signet Ring	**80.**	**Clockwork Cobra**
31.	Gem: White Pearl	**81.**	Broken Black Urn
32.	Thief in Stasis (**Wererat**)	**82.**	Runic Tablet
33.	*Scroll:* 2 Random Magic-User Spells	**83.**	Silver Canopic Jars (1d4)
34.	Silver Canopic Jars (1d4)	**84.**	**Clockwork Scorpion**
35.	*Potion of Gaseous Form*	**85.**	*Potion of Extra-Healing*
36.	*Magical Scarab* (Decorative Amulet)	**86.**	**Wight**
37.	*Dust of Sneezing and Choking*	**87.**	Silver Scarab
38.	Runic Tablet	**88.**	**Barrow Wight**
39.	**Iron Statue**	**89.**	Bottle of Ancient Wine
40.	Strangely Preserved Lizardman	**90.**	Gem: Jasper (Blue)
41.	*Magical Scarab* (Gemstone)	**91.**	Mummified Jackal
42.	Emerald Headdress	**92.**	**Wraith**
43.	*Potion of Healing*	**93.**	*Scroll:* 4 Random Cleric Spells
44.	Runic Tablet	**94.**	Runic Tablet
45.	*Ointment of Healing*	**95.**	Electrum Canopic Jars (1d4)
46.	Gem: Black Pearl	**96.**	*Potion of Extra-Healing*
47.	*Scroll:* 2 Random Cleric Spells	**97.**	Platinum Scarab
48.	Electrum Canopic Jars (1d4)	**98.**	**Vampire**
49.	Perfumed Oil	**99.**	*Mithril Fleece* (*Cure Disease* and *Heal* 1/week)
50.	Runic Tablet	**100.**	*Hand Axe +4 Dwarven Thrower*

Excluding select monsters identified above, sarcophagi contain an inanimate skeleton (60%), inanimate mummy (30%), or disintegrated remains (10%). For the value of treasure items, roll on the Jewelry Table in the Labyrinth Lord Core Rulebook and/or consult the Introduction for Scarabs, Canopic Jars, etc.

Barrow Mound Random Crypt Generator

My vision for Barrowmaze always included a vast, sprawling field of barrow mounds. These mounds provide fun dungeon delving on their own, offer some low-hanging fruit for PCs, and also provide secret points of entry into the dungeon. I encourage Referees to use the Random Barrow Mound Crypt generator provided here and adapt it to suit the needs of their campaign. The generator includes a Barrow Mound Crypt Worksheet to make the process easier to follow and record.

There are numerous steps to the generator and a number of sub-tables to consult, subject to the randomness. Although the generator can provide some evocative results, it is up to the Referees to interpret, expand, and thematically connect the ideas. Be sure to have a pencil and a full set of RPG dice when you begin.

Step 1: Generate Crypt Geomorphs

1: Roll 1d8 on Table 1: Crypt Entrance to determine the random crypt entrance.

2: Roll 1d4 to determine the number of additional chambers.

3: Roll 1d8 on Table 2: Crypt Chambers to determine the geomorph for each additional chamber. Number your results starting with the entrance chamber. Add secret doors or connect when necessary.

Note that all Barrow Mound crypt entrances are sealed with large coverstones. A sledge hammer and iron spike are required to break open coverstones (melee weapons cannot be used for this type of work). Opening a crypt door with sledge and spike takes two turns and, due to the noise, requires at least one random monster check.

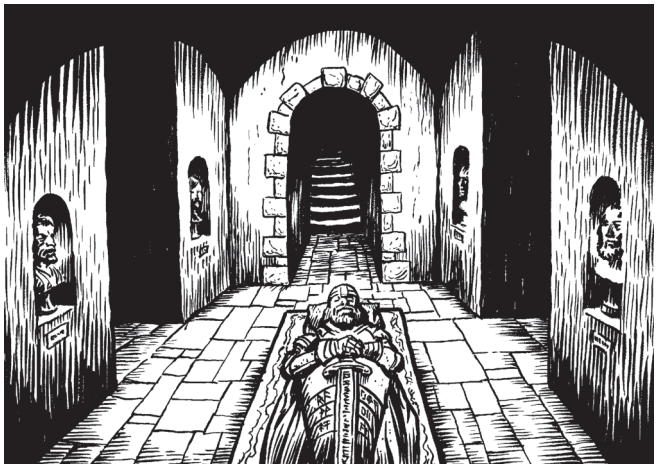


Table 1: Crypt Entrance

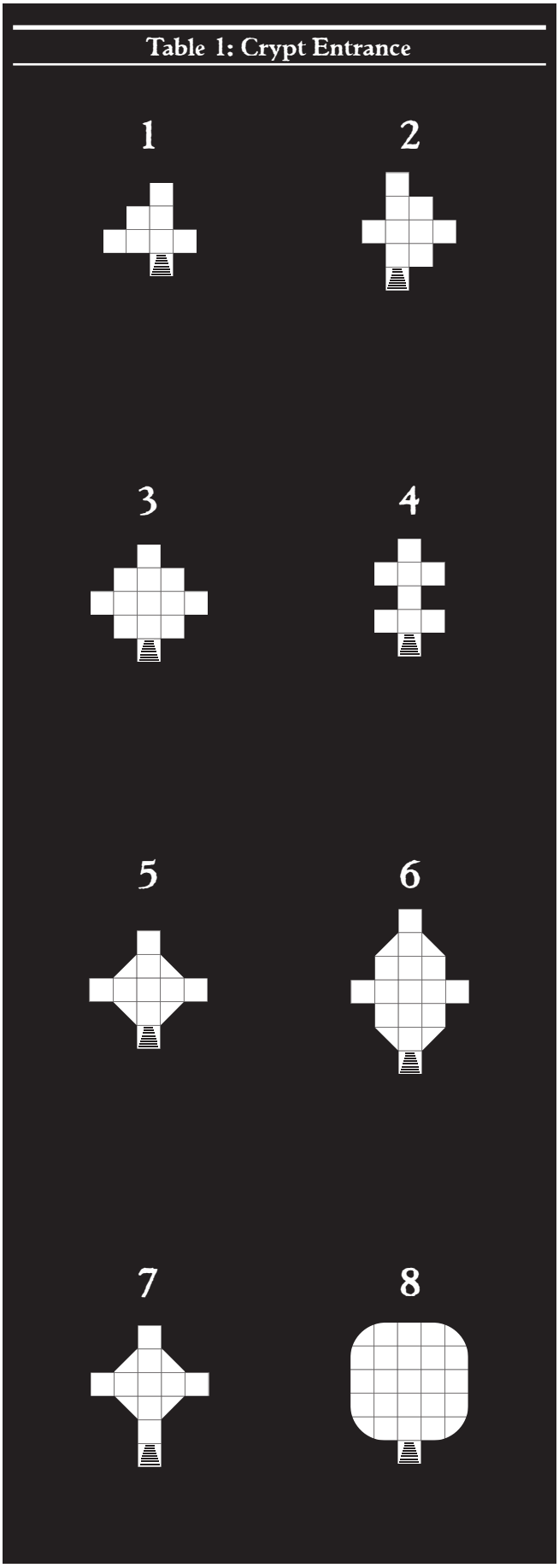
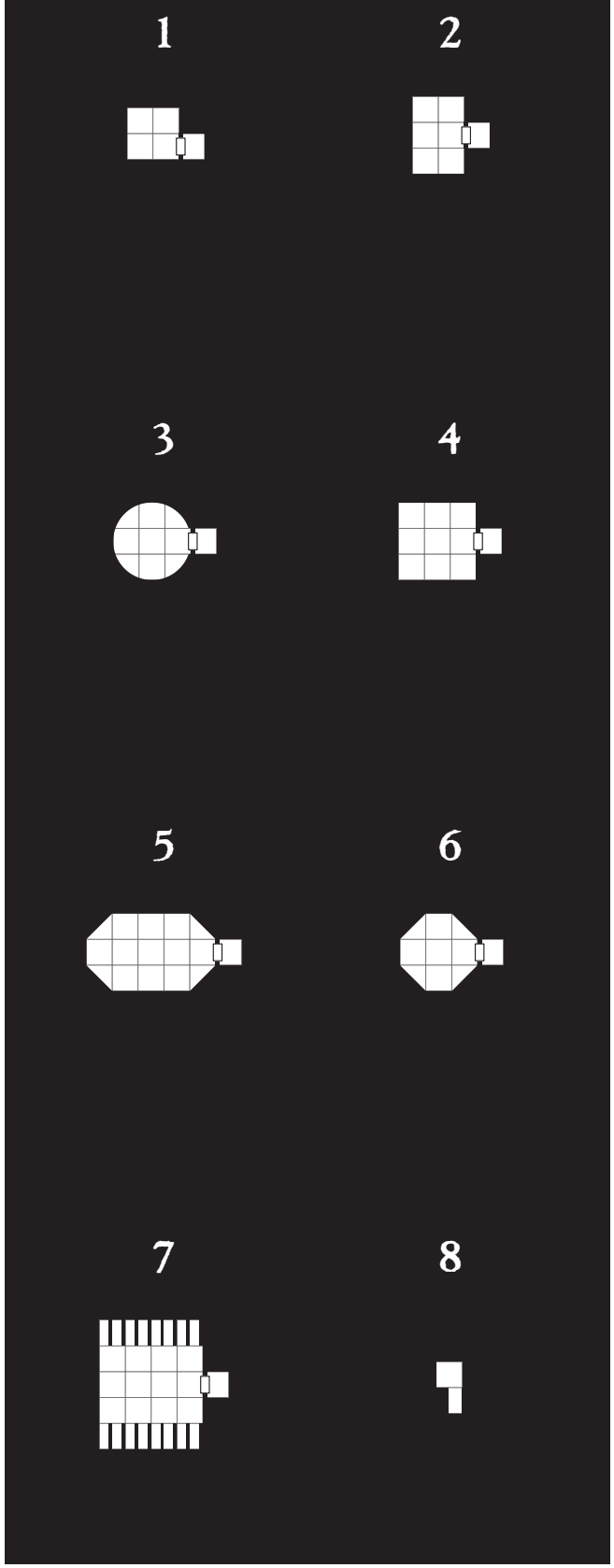


Table 2: Crypt Chambers (Rotate or add as desired)



Step 2: Determine Crypt Condition (1d6)

Crypt Condition	
1–4	Dry
5	Flooded with water (ankle deep)
6	Flooded with water (knee deep)

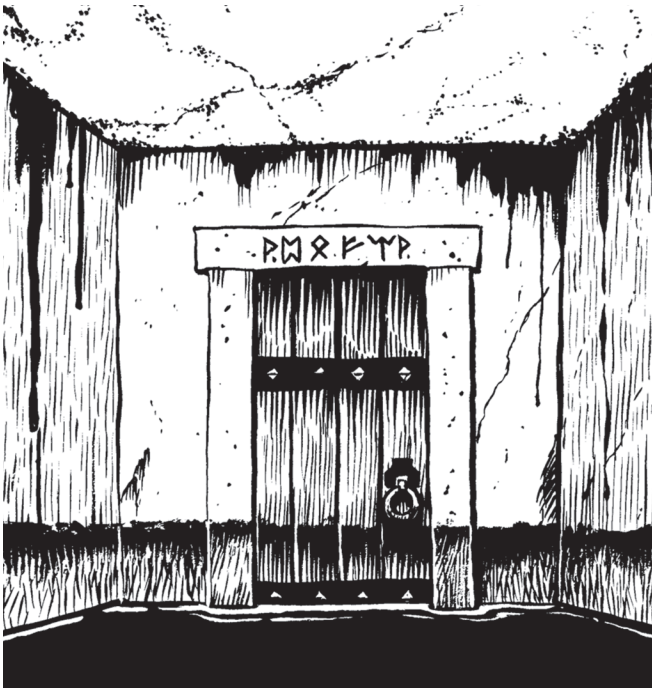
Step 3: Determine Door Type (1d6)

Crypt Door Type	
1–2	Stone*
3	Wood*
4	Wood reinforced with iron*
5	Bronze*
6	Archway with portcullis (Do not roll on table 3B).**

*There is a 30% chance that a 10' descending staircase extends immediately beyond a door.

**Requires 6 PCs to raise and hold without appropriate equipment (i.e. 6 foot prybar, etc).

3B: Crypt Door is…	
1–2	Locked
3–4	Sealed (Wax if stone. Rope with seal if Wood/Bronze)
5	Closed
6	Ajar



Step 4: Determine Entrance Features (1d12)

	Crypt Entrance Feature	
1	**Statue:**	Nergal (1–2), Animated (3–4), Hero with Magical Weapon (5–6)*
2	**Sarcophagus:**	Skeletal Remains (1–2), Zombie (3–4), Mummy (5–6)**
3	**Altar:**	Nergal (1–2), Orcus (3–4), Set (5–6)
4	**Burial Alcoves (2d20):**	Alcoves possess Grave Goods (see Step 7)
5	**Frescos or Bas Relief:**	Referee's choice.
6	**Curtains or Tapestries:**	Only 20% are valuable (see Step 7)
7	**Throne:**	Aligned to L (1–2), N (3–4), C (5–6). Make next Save attempt.
8	**Strange Dark Pool(s) (1d2):**	Effect of pool(s) Referee's discretion.
9	**Woven Funerary Baskets:**	Skulls (1–2), Rotted Grain (3–4), Coin (5–6) (see Step 7A*)
10	**Pillars with Gemstones:**	1d4+2 stones worth 100–400gp each
11	**Secret Door:**	Stash of Grave Goods (see Step 7)
12	**Partially Collapsed:**	1–2 chance on d6/turn further collapse may occur (2d6 damage)

*Roll 1d6: Sword (1–2), Mace (3–4), Bow (5–6). Adjust accordingly to PC level: 1–3 (+1), 4–6 (+2), 7–10 (+3).

**Substitute the monsters noted here as necessary for campaign theme/PC level.

Step 5: Determine Contents (1d12)

	Crypt Contents
1	Empty
2	Empty with Grave Goods
3	Empty with Trap
4	Empty with Trap
5	Empty with Trap and Grave Goods
6	Empty with Trap and Grave Goods
7	Monster with Trap and Grave Goods
8	Monster
9	Monster with Grave Goods
10	Monster with Grave Goods
11	Unique Feature: Roll on Step 4
12	Plundered Crypt (roll again unless this is the crypt entrance)*

*Tomb-robbers have broken into the entrance of this crypt. Roll 1d6 for all the remaining chambers. A roll of 1–4 indicates the chamber has been entered, searched, and plundered.

To determine if a plundered crypt is still occupied, roll 1d8 and roll on the chart below.

Regardless of how many crypt chambers have been plundered, roll on this table only once:

	Plundered Crypt: Occupants
1–4	Empty
5	Tomb-Robbers (2d4+4)
6	Acolytes of Orcus (1d6+4)
7	Necromancers of Set (1d6+4)
8	Random Monster: Roll 1d6 and consult Step 6 to determine the monster type that wondered into the plundered crypt—1–2: (Level 1–3), 3–4 (Level 4–6), 5–6 (Level 7–10) or as needed for your campaign.



Step 6: Determine Monsters (if applicable)

The monsters below are grouped roughly according to character level and hit dice. The referee can either select the appropriate column for his/her campaign or randomly determine the monsters present. In the case of the latter, roll 1d6: 1–2 (Levels 1–3), 3–4 (Levels 4–6), or 5–6 (Levels 7–10). This can be easily modified by the Referee to accommodate low-level or high-level adventuring, as required.

This chamber is inhabited by:

Monsters

	Levels 1–3	Levels 4–6	Levels 7–10
1	Skeleton (1d8)	Caryatid Column (1d4)	Black Pudding (1)
2	Giant Centipede (1d6)	Water Fountain Elemental (1)	Amber Golem (1d2)
3	Giant Rats (1d10)	Flagstone Golem (1d4)	Bone Golem (1d2)
4	Blood-Thirsty Spider (1d4)	Sandling (1d4)	Ochre Jelly (1d2)
5	Crypt Shade (1d2)	Son of Gaxx (1d6)	Vampire (1)
6	Rot Grubs	Ravenous Dead (1d6)	Ghost (1)
7	Yellow Mold	Mummy (1d4)	Iron Golem (1)
8	Giant Crab Spider (1d4)	Wight (1d2)	Stone Golem (1)
9	Zombie (1d6)	Giant Ants (1d6+4)	Banshee (1)
10	Shadow (1d4)	Carcass Scavenger (1)	Guardian Naga (1)
11	Ghoul (1d3)	Gargoyle (1d4)	Barrow Mummy (1d4)
12	Fire Beetle (1d6)	Spectre (1)	Gemstone Golem (1)
13	Fossil Skeleton (1d6)	Statue: Iron or Stone (1d6)	Runic Golem (1d2)
14	Gray Ooze (1)	Wraith (1d2)	Rot Pudding (1)
15	Coffer Corpse (1)	Giant Boring Beetle (1d4)	Barrow Ghast (1d2)
16	Barrow Guardian (1d2)	Ghast (1d4)	Brown Pudding (1)
17	Giant Scorpion (1d4)	Spectral Dead (1d6)	Steel Skeletons (1d4)
18	Wood Golem (1d2)	Greater Barrow Guardian (1d2)	Greater Crypt Shade (1)
19	Green Slime (1)	Barrow Wight (1d2)	Crypt Knights (1d6+2)
20	Roll on Levels 4–6	Roll on Levels 7–10	JuJu Zombies (1d8+6)

Step 7: Determine Grave Goods

The Grave Goods presented here are intended to add variety. They can be used in place of (or in conjunction with) the Hoard Class presented in the Labyrinth Lord Core Rulebook, as the Referee deems appropriate.

There are three steps to this process:

1. Determine the Type of Grave Goods

2. Determine the Value of the Grave Goods in gold pieces (gp)

3. Determine if the grave goods are of Exceptional Value. If so, add the amount indicated on the appropriate subtable below and include the Description, if applicable.

If Grave Goods are present, roll 1d20 to determine the Grave Goods Type.

7A: Grave Goods Type

1–3	Amphora
4–6	Goblet
7–10	Jewelry
11–13	Coin*
14–16	Gems
17–18	Ancient Scrolls and Manuscripts
19–20	Random Magic Item (Consult Labyrinth Lord p.107)

*If coin, roll 1d20: Copper (1–5), Electrum (6–10), Silver (11–14), Gold (15–18), Platinum (19–20). When determining the value, use the coin type rolled instead of gp on the Grave Goods Value table below.



After *Grave Goods Type*, determine the value by rolling 1d12 or select the appropriate column to correspond to the monster level.

7B: Grave Goods Value

	Levels 1–3	Levels 4–6	Levels 7–10
1	50gp	550gp	1050gp
2–3	100gp	600gp	1400gp
4–6	200gp	700gp	1800gp
7–9	300gp	800gp	2200gp
10–11	400gp	900gp	2600gp
12	500gp	1000gp	3000gp

For each set of Grave Goods present roll 1d8. A roll of 1 indicates a treasure of exceptional value. Consult the appropriate sub-table to determine the final value.

Grave Goods of Exceptional Value

Amphora (1d6)	**Description (Exceptional Value)**
1–2	Decorative (+300gp)
3–4	Ornate (+400gp)
5–6	Commemorative (+500gp)
Goblet (1d8)	**Description (Exceptional Value)**
1–3	Wrought Silver (+300gp)
4–6	Wrought Gold (+400gp)
7	Wrought Silver with Gems (+800gp)
8	Wrought Gold with Gems (+1000gp)

Jewelry Type*

1	Bracelet
2	Broach
3	Circlet
4	Earring
5	Necklace
6	Ring
7	Bracers
8	Cloak Clasp
9	Belt Buckle
10	Scabbard (inlaid with)

*For Jewelry roll Type. If Exceptional, roll both tables.

Jewelry (Exceptional Value)

1	Ivory (+100gp)
2	Jade (+200gp)
3	Coral (+300gp)
4	Silver (+400gp)
5	Electrum (+450gp)
6	Gold (+500gp)
7	Platinum (+600gp)
8	Silver with Gems (+800gp)
9	Gold with Gems (+1000gp)
10	Platinum with Gems (+1200gp)

Coin

1–5	Copper (+1000cp)
6–10	Silver (+800sp)
11–14	Electrum (+600ep)
15–18	Gold (+400gp)
19–20	Platinum (+50pp)

Gems

1	Azurite (+50gp)
2	Lapis Lazuli (+75gp)
3	Tiger Eye (+100gp)
4	Bloodstone (+100gp)
5	Moonstone (+200gp)
6	Sardonyx (+300gp)
7	Amethyst (+300gp)
8	Aquamarine (+400gp)
9	Pearl (+500gp)
10	Black Sapphire (+500gp)
11	Emerald (+800gp)
12	Diamond (+1000gp)



Scrolls	
1	Ancient star charts (+50gp)
2	Personal papers (+100gp)
3	Holy writs (+150gp)
4	Sheet music (+200gp)
5	Folktales of lost tribe (+250gp)
6	Bestiary (+300gp)
7	Love letter from ancient hero (+350gp)
8	Map with secret Barrowmaze entrance (+400gp)
9	Potion formula (+500gp)
10	Scroll: Ward (Referee's choice)
11	Clerical Scroll: 4 Spells (Referee's choice)
12	Magic-User Scroll : 4 Spells (Referee's choice)

Step 8: Determine Traps

Roll 1d6 to determine the Trap Type. Then roll on the appropriate sub-table.

Trap Type	
1	Pit
2	Melee
3	Ranged
4	Gas
5	Magical
6	Curse



Pit Trap	
1	10' Deep (1d6 points of damage)
2	20' Deep with Spikes (2d6 points of damage + 1d6 for spikes)
3	30' Deep with Spikes and Locks Shut (3d6 points of damage)
4	20' Deep with Spikes and **Yellow Mold** (2d6 points of damage and consult LL.103)

Melee*	
1	Pendulum Blade (2d6 points of damage. Dexterity check for half)
2	Floor Spears (1d6 points of damage)
3	Swinging Ball (2d6 points of damage. Dexterity check for half)
4	**Clockwork Cobra** (50%) or **Clockwork Scorpion** (50%)

Ranged*	
1	Poison Darts (1d6 points of damage. Save versus poison or die)
2	Crossbow Bolt (1d6 points of damage)
3	Poisoned Arrows (1d6 points of damage. Save versus poison or take additional 1d6)
4	Poison Needles (1d3 points of damage. Save versus poison or die)

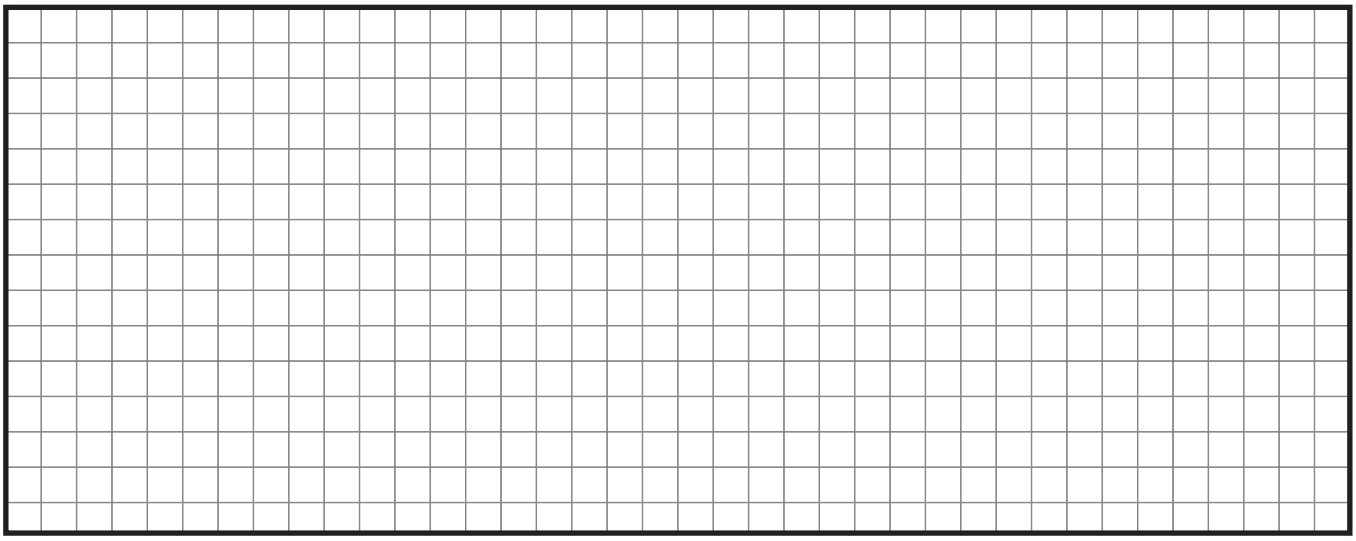
*Melee and Ranged attack(s) roll made at same HD as the player character(s).

Gas	
1	Poison (1d6 points of damage per round. Gas lasts for 1d6 rounds. Save for half)
2	Paralytic (Save versus Paralysis. Effect lasts for 1 turn. Roll for random monsters)
3	Sleeping (Save versus Poison. Effect lasts for 1 turn. Roll for random monsters)
4	Laughing (Save versus Poison. Effect lasts for 1 turn. Roll for random monsters)

Magical	
1	*Explosive Runes* (See Magic-User spell)
2	*Glyph of Warding* (See Cleric spell: Fire: 16 points of damage. Save for half)
3	*Polymorph* (PC polymorphed into 1: Goat, 2: Frog, 3: Snake, 4: Donkey)
4	*Wall of Stone* covers crypt entrance/exit

Curse	
1	*Blindness* (PC is blinded until a Remove Curse spell is cast)
2	*Feeblemind* (PC is feebleminded until Dispel Magic and Remove Curse spells are cast)
3	*Insanity* (PC becomes insane until a Remove Curse spell is cast)
4	*Mummy Rot* (PC infected with Mummy Rot until Remove Curse is cast)

Random Barrow Mound Crypt Generator Worksheet



Crypt Name:

Crypt Condition: ☐ Dry ☐ Flooded (Ankle Deep) ☐ Flooded (Knee Deep)
Door Type: ☐ Stone ☐ Wood ☐ Wood/Iron ☐ Bronze ☐ Archway/Portcullis

Crypt Entrance 1

☐ Entrance Features:
☐ Monster:
☐ Grave Goods:
☐ Trap:
Notes:

Chamber 2

☐ Unique Features:
☐ Monster:
☐ Grave Goods:
☐ Trap:
Notes:

Chamber 3

☐ Unique Features:
☐ Monster:
☐ Grave Goods:
☐ Trap:
Notes:

Chamber 4

☐ Unique Features:
☐ Monster:
☐ Grave Goods:
☐ Trap:
Notes:

Chamber 5

☐ Unique Features:
☐ Monster:
☐ Grave Goods:
☐ Trap:
Notes:

Barrowmaze Artists

Zhu Bajiee is an artist, illustrator and designer based in southern England. He shares his cave of obsolete technology, old RPGs and trees with his long suffering wife and surprisingly normal children. His work has appeared in products and publications by Otherworld Miniatures and Red Box Games amongst others. His artwork has been exhibited in London, Helsinki and Berlin and has been featured in Wired magazine. One day he'll finish that campaign setting he's working on. When not up to his elbows in black ink, he may be found blogging at realmofzhu.blogspot.co.uk and can be contacted at: zhu@nightsoil.co.uk

Al Cook is a self taught artist. He works primarily with pen and ink, sometimes using watercolor. He enjoys creating art that hearkens back to simpler times. He can be reached at alexanderwcook@gmail.com

Ndege Diamond has been doodling mutants, robots, and monsters ever since he was introduced to a RPG called Gamma World in 1980. One might think he should be better after all this time, but his excuse is that he only illustrates in the copious spare time he has after his day job as a 3D artist, spending time with his two kids, and not being sarcastic. When the stars are right he posts illustrations, sketches and ephemera at http://nezach-hod.tumblr.com/ and he can be contacted at thatgoat@gmail.com

Cory Hamel is a graphic designer and illustrator in Vancouver, Canada. He was introduced to roleplaying in 1983 and has been playing most of the time since then. The early works of Roslof, Elmore and Nicholson, are what attracted him to fantasy illustration and art. Cory can be reached at www.coryhamel.com or cory@coryhamel.com

Trevor Hammond started producing dark and chaotic illustrations for White Dwarf articles in the early 80s, He became involved with the Games Workshop mail order department creating insane characters such as Zlargh, Ugbash Facesplitter and Ted. Trevor worked exclusively on the unique White Dwarf sub publication, Black Sun and the Fighting Fantasy magazine: Warlock. A selection of Trevor's work can be found at http://pitfiend.blogspot.ca/

Jim Holloway worked for TSR during the 1980s and the 1990s. An archive of his work can be found at www.jimhollowayart.com

John Larrey blogs his old school gaming opinions, recollections and musings at mythellaneousconjurings. blogspot.com and displays RPG illustrations at UNDERWORLD INK (alligatorking.blogspot.com).

Scott LeMien grew up envying the hell out of Jeff Dee's art. He has illustrated a few indie RPGs and as a fan of the original Barrowmaze, is honored to have his work in the sequel. Scott was a founding member of Red Box New York (www.redbox.wikidot.com), a haven for OSR gaming, and sometimes blogs at http://ridiculossus.blogspot.com. His D&D characters always die early because he gets attached to them after he sketches their portrait. Scott can be reached at skatay@hotmail.com

Beloved by gamer fandom, **Erol Otus** was one of the signature artists of TSR D&D. His current whereabouts are unknown.

Peter Pagano: My favorite things to draw while growing up were monsters. The D&D Basic set came along just at the right time. It was filled with great art and was a great source of inspiration for a young child's imagination. The real clincher was when I bought the Monster Manual filled with page after page of illustrations. When I wasn't playing D&D I was drawing the monsters. Now with this edition of Barrowmaze I get to illustrate those monsters, and some new ones, in the fantasy world that originally inspired me. Contact: www.peterpagano.com/graphics

Stefan Poag has provided illustrations for Goodman Games, Kenzer & Company, Game Developer Magazine and various OSR publishers. He and his spouse live in a ramshackle house on the edge of a small lake with two dogs. Stefan can be reached at sbpoag@gmail.com and www.stefanpoag.com

Jason Sholtis cranks out The Dungeon Dozen (roll1d12. blogspot.com) and showcases RPG illustrations at UNDERWORLD INK (alligatorking.blogspot.com). Jason also writes random d12 tables that may be found under the Appendix d12 title at www.wizards.com/DnD.

Stephen Thompson studied animation in Ireland, where he currently lives and works as a comic book artist. He's illustrated stories for Marvel, Dark Horse, D.C. and IDW. You can see more of his material at http://stephenthompson.deviantart.com/

Tara Williamson is a Canadian Illustrator from the gulf Islands. Raised on a steady diet of sci-fi/ fantasy books, comics and graphic novels, She's been drawing bizarre creatures and strange worlds ever since. Relatively new to the tabletop gaming world, Her art influences include William Stout, Frazetta, Moebius and Adamov among many others. email: taraywilliamson@gmail.com

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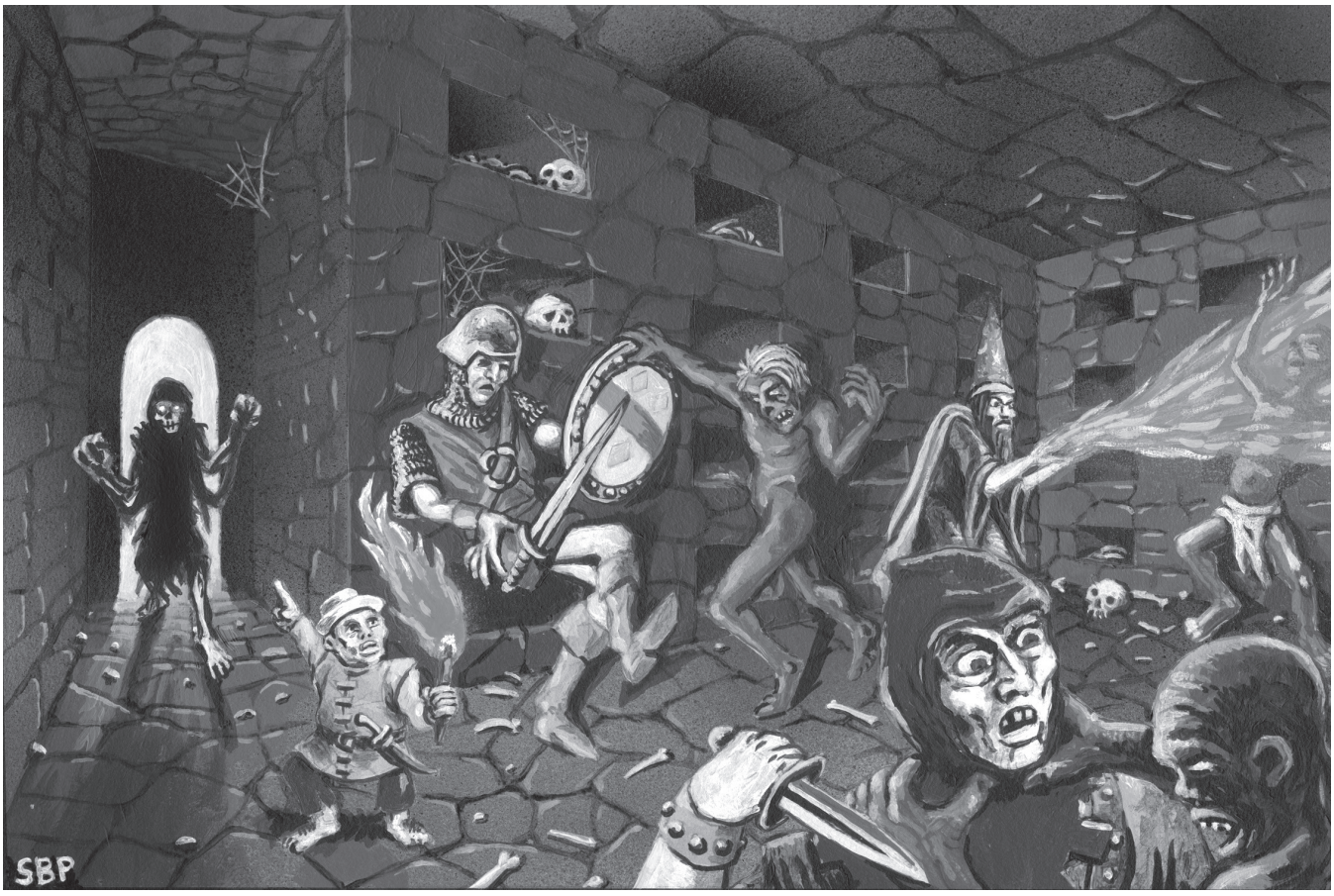
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BARROWMAZE
COMPLETE

by Greg Gillespie

A classic fantasy megadungeon for any old school role-playing game.

Local villagers whisper of a mysterious place deep in the marsh—a place shrouded in mist and dotted with barrow mounds, ruined columns, and standing stones. The tomb-robbers who explore beneath the mounds, or rather the few who return, tell tales of labyrinthine passages, magnificent grave goods, and terrifying creatures waiting in the dark. Are you brave (or foolish) enough to enter Barrowmaze?