

An adventure for 3-6 first or second level characters

BARROW OF SORN

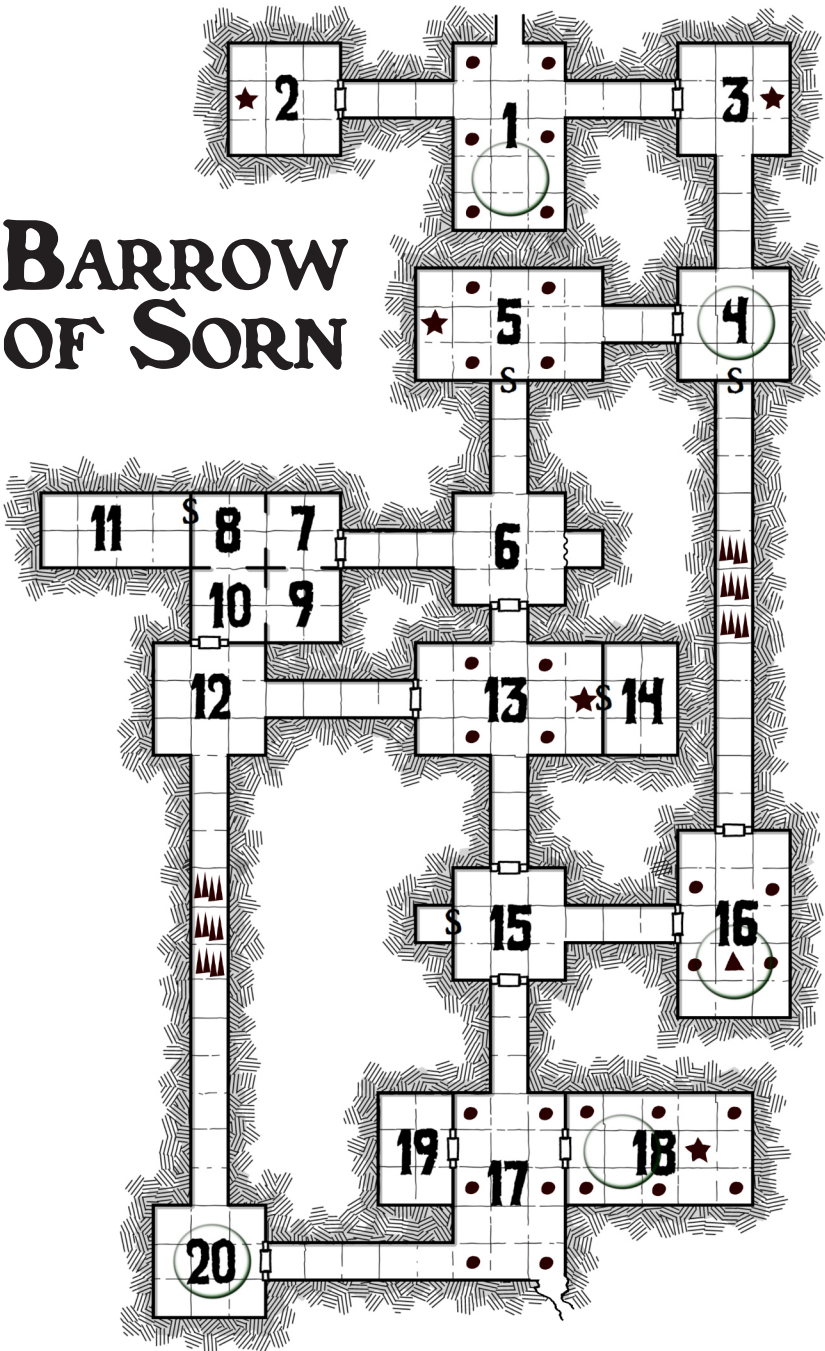


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NORTH

BARROW OF SORN



Introduction

The **Barrow of Sorn** is a twenty room dungeon intended for 3-6 characters of first or second level. It was created for the **CROWN**, an old school fantasy roleplaying game, but can be adapted to any similar OSR type game with relative ease. It is intended to be run as an introductory adventure, but could just as easily be dropped into any area of your own setting where a lonely barrow could go unmolested for a few centuries. This adventure is done in the old school style, and is not perfectly balanced and there are portions of it which may be deadly to a low-level party or that can be easily overcome with quick thinking.

Mapping the Dungeon

Give the players accurate dimensions and locations so that they can map the dungeon as they play. You may want to map it yourself and simply present them with the map, but there is something special about creating your own dungeon map while playing. Additionally, the dungeon is split into two main areas - the first five rooms form a kind of "mini-dungeon" which may seem like the entire thing if your players don't catch onto the fact that the outside of the barrow is a much larger area; mapping can help them realize that there is more to discover.

Gold for XP

This adventure assumes that you are using a system where gold is used for experience points. Additionally, it assumes that the amount of gold (XP) must be split between the characters and spent (on training, carousing, etc. - not on equipment) for it to convert into experience. This means that the adventure may seem treasure-heavy.

Magic Items

This adventure has quite a few magic items that the characters can acquire. Six of these items have a limited number of uses. Two of these items are grimoires to teach spells. And one of these items can become something that drives a longer campaign. The other items your characters are likely to hang onto and may alter "game balance."

Magic Squares

The numbers 5 and 3 (or multiples of those numbers) repeat throughout the dungeon. In one of the rooms there is a puzzle that the *players* can solve by using a magic square. It is a 3x3 square of positive integer numbers arranged such that every vertical, horizontal, and main diagonal line sum to the same value - in this case 15. There are 8 variations of answers for this puzzle, but all of them are either rotations or reflections of the grid presented here:

2	7	6
9	5	1
4	3	8

Risk and reward

The dungeon can be a dangerous place, and that is exciting, but it should be telegraphed to the players. Give them ample information on which to base their decisions. There is a risk and reward ratio that will drive them forward, or out of the dungeon. They need information to make informed decisions.

After the Dungeon

If you want to continue the story of this tomb beyond the adventure: the eponymous Sorn lies within a stone coffin in room 18 of the dungeon. He is old - either his story has faded into myth and legend, or it has been completely forgotten. If he is disturbed during the adventure he will wait for the characters to leave before he escapes. He will seek to reestablish his power, build armies, and conquer cities. He is, perhaps, a lich or an ancient vampire - a good final threat. If the players took the *Crimson Tome* he will seek it (or send minions after it); it is his true spellbook and he has need of it. He can track it almost without error.

Adventure Miscellany

The **Barrow of Sorn** hides in a rugged and lonely stretch of hills. Locals know that it exists even if they have never laid eyes upon it - their dreams are haunted by the stone coffin and skeletal king within it. It has slept undisturbed, obscured by the remoteness of the region, until now.

HISTORY

The origins of the tomb are old enough to have slipped from common memory. The information contained here is commonly found in different regional folk stories and legends. With some effort they can learn this information from the locals.

The greatest and last lich once ruled the world. His appointed wardens governed the land as he delved deeper into the mysteries of reality. The King of Ghosts was such a warden but craved more power. Fearing his master's arcane might, he constructed a barrow so that he may sleep until an age where his master was no more and he could rule the world.

BARROW PERSONAGES

Those thinking beings that inhabit the barrow.

Sorn, King of Ghosts

Studied the necromantic arts at the feet of the Arch Lich Olorem. The ruins of a past age mark his greatness. Knew he could never defeat his teacher and so built himself this barrow. Now he slumbers in a stone coffin, waiting for the next age of the world when he will become the ultimate master of necromancy.

The Brothers

Albrecht, Tomlin, and Fredrick were brothers. Loyal warriors sworn to Sorn, they agreed to be bound as ghosts to his barrow. Perhaps when they were first interred they had the power to enact such protections, but now they lack such power. Each brother's spirit is bound to a large stone within the barrow, removing the stone from the barrow will release the soul into the afterlife.

ADVENTURE HOOKS

The basic assumption of the adventure is that the characters are poor (or even in debt) and looking for a way to make some money. They haven't been adventuring long (this might be their first attempt) and are currently in the sticks. They understand that tomb robbing is a relatively reliable way to get some quick wealth. Roll 1d6 to determine a more specific hook below:

1: Father Gabriel Siorsa

The new priest, fresh from seminary, loathes the pagan barrow. Sorn was a necromancer and probably a devil-worshiper. Unholy dreams drip into the minds of his flock. Father Gabriel has hired the party to bring him the blasphemous artifact causing these dreams so that he may destroy it. In return he will pay them each 10 crowns.

2: Dreams in the Night

While staying in a local inn, the characters' dreams are plagued with visions of a stone coffin and a skeletal king. Locals wearily remark that the dreams are harmless this far from the barrow. No one willingly lives near it for fear of the nightmares that may result.

3: Elatherion the Purple

Elatherion has finally tracked down the final resting place of the necromancer Sorn. They have hired the players to go there and acquire the Crimson Tome - a spellbook of mysterious and mighty power. In return they will pay the characters 20 crowns each.

4: Merchant's Warning

A merchant and his cart traveling alone along the road stop the characters and tell them to turn back. A cursed land lies beyond. Dark dreams. Lurking evil. The Barrow of Sorn corrupts the land and those who stay too long will surely be cursed. Don't believe the locals who say the dreams are harmless. They are cultists! Anyone who willingly lives in such a place must be in league with evil.

5: March Lord of House Lain

The young Lord Lain has inherited the local demesne from a distant relative. When rumors reached him about a foul barrow marring the land he seeks to hire a group of intrepid and expendable adventurers to investigate the site. The characters fit that bill perfectly.

6: Song of the Ghost King

A childish rhyme, a simple tune easily carried and sung by festival goers across the land. No one thinks about the lyrics, its just nonsense words. Some time ago, a rumor crossed paths with the characters about a Barrow of Sorn, whom some call the Ghost King. Using the words of the song they've found themselves in the middle of nowhere, staring at forgotten barrow mound.

IN THE BARROW

The barrow is split into two parts - the first five rooms make up the false barrow, separated from the rest by secret doors. Within the false barrow no random encounters occur, at first. Once the opening between the false barrow and the rest of the dungeon opens, if the characters backtrack they may have an encounter in the front rooms.

Random Encounters

You can use the random encounter rules presented in the Crown rulebook. If you prefer a simpler method, check for an encounter every 10 minutes; 1-in-6 chance of one occurring.

d6	Encounter
1	A skeletal servant dutifully cleaning a corridor or room.
2	A giant spider dragging a frozen body away from 9: Cold Corpse Room
3	Warrior apparitions fighting each other in long forgotten battles appear for a moment and then disperse into mist.
4	A piercing shriek which stabs into the mind of the characters with images of a skeletal king holding a Crimson Tome . Wisdom saving throw or temporarily (full recovery 24 hours after leaving the barrow) lower wisdom score by 1.
5	A vision of the Red Wraith stalking around a black stone weeping smoke.
6	1d6+2 giant spiders attempting to spin a new web in a hallway or room.

MONSTERS

A brief overview of the creatures that lurk within the Barrow of Sorn.

Fire Drake

AC 3 AV 15 HD 5 MV 45 ST 10
Attk (2): Claws, Bite. DMG 1d6+2
Umber scales, prowling gait. Hungry and territorial. It can breath fire instead of making its two attacks, all creatures within its flame make a dexterity saving throw or suffer 1d6 fire damage.

Enchanted Skeletons

AC 1 AV 12 HD 2 MV 30 ST 7
Attk: Claw-like Hands. DMG 1d3+3
Red script spiraling across their brow. Jerky, quick, and sudden. They are immune to magical damage (either from spells or magic weapons).

Red Wraith

AC 2 AV 13 HD 3 MV 45 ST 8
Attk: Ghostly Glaive. DMG 1d3+1
Crimson smoke, shadowed cowl. A gleaming green-black glaive. Howling, whirling, and quick. It is completely ethereal and so all non-magical attacks deal 1 damage to it. Its own attacks ignore armor. Guard the stone or crumble.

Spider, Giant

AC 3 AV 12 HD 2 MV 30 ST 7
Attk: Bite. DMG 1d6
Chitinous grey exoskeleton. Skittering, hissing.

Skeletal Guards

AC 1 AV 11 HD 1 MV 30 ST 6
Attk: As weapon. DMG 1d6
Ancient and dust-covered. Silent and unyielding.

Skeletal Servants

AC 0 AV 10 HD 0* MV 30 ST 5
Attk: Skeletal hands. DMG 1.
Servile and silent. Will not stray from the work.

Wight Lord

AC 3 AV 12 HD 2 MV 30 ST 7
Attk: Sword. DMG 1d6
Violent and proud. Decaying armor and rotted finery. Terrible and silent.

1: ENTRY HALL

Dry, cold, dusty. Somber stone walls and low ceilings. Three pillars guard the western wall, and three guard the eastern. Chiseled runes mar the floor in a rough circle at the southern end of the room. Hallways lead to the west and east.

Should the **runes** be disturbed or crossed, **6 Skeletal Guards** (AC 1 AV 11 HD 1 MV 30 ST 6 DMG 1d6) shamble from hidden alcoves on the Southern Wall, seeking to defend their master's barrow. They are implacable, unfeeling, and dedicated in a way only the dead can be. Once the dead have been released the runes crack, losing what meager magic they had possessed.

The **pillars** have images of skeletal armies marching to war.

2: GUARD ROOM

Broken weapons and rusty armor. A statue looms along the western wall, skeletal and warlike. Three massive levers jut from the southern wall.

A cursory inspection of the debris within the room reveals a **wooden crossbeam** which can be used to bar the room from within. Closer inspection reveals an old **Skeletal Idol** (100 crowns). Otherwise strewn about are old spear-shafts, rusted breastplates, and chipped swords.

The **statue** is of a larger than life skeletal guard. Armed with a massive axe and shield.

The **levers** on the **southern wall** control the portcullises in room 3: Portcullis Room. Pulling down one lever opens one portcullis; the leftmost lever corresponds to the first portcullis, middle lever the middle portcullis, and rightmost lever the last portcullis. **Only one lever may be pulled down at a time.** This is a mechanical limitation, while pulled down, the internal lever-workings are blocked for the other two levers.

Pulling a lever down pulls open the corresponding portcullis, pushing the lever back up does not force the portcullis close. It just releases the chains holding it up.

3: PORTCULLIS ROOM

Empty and cold. A statue crumbles along the eastern wall, at once imposing and morose. A hallway to the south is barred by three portcullises, each ten feet apart and shaped from crude iron.

The **statue** is of a larger than life skeletal guard. Armed with a massive sword and shield. It is crumbling, and half of it lies across the floor. Grit and rubble gather at its feet.

The **portcullises** span the southern hallway. Each portcullis is ten feet away from the next portcullis. **Chains** lift the portcullises when the appropriate lever is pulled in room 2: Guard Room. It should be clear that these chains are controlled from another room. Cutting the chains will make the levers useless.

The gaps in the bars of each portcullis is wide enough for an arm or leg to fit through, but too tight for a whole body.

4: WIGHT ROOM

Runes spiral along the floor. A dull and crumbling mosaic depicts a wight beheading a kneeling man, a single eye glints in the light. Embedded in the western wall is a wooden door banded with iron.

Should the **runes** be disturbed or crossed, a **Wight Lord** (AC 3 AV 12 HD 2 MV 30 ST 7 DMG 1d6) emerges from a hidden alcove on the **eastern wall**. It sets itself upon the creature that disturbed the runes, ignoring others except in self-defense. Once the wight lord has been released the runes crack, losing what meager magic they had possessed. The Wight Lord wields a **Tomb Blade** (page 11).

Behind the **mosaic** is a **secret door**. Close inspection reveals that the glinting eye of the wight in the mosaic is an **emerald** (100 crowns). Removing the emerald reveals a button to open the door.

Down the **hallway** to the south is a **spiked pit trap**. It spans the width of the hall and is 30 feet long. The depth of the pit is 10 feet. Activated by a pressure plate in its center (lengthwise).

5: FALSE THRONE ROOM

Cavernous, quiet. Four pillars hold up the high ceiling, two to the north and two to the south. A stone plinth supports a granite throne at the end of the room, a skeletal form crumbles upon it. In the center of the room a three by three grid of tiles are marked with the numbers one through nine. They glow faintly green. The southern wall sports a dusty mural of a castle with fifteen towers.

The **throne** is inhabited by a skeleton matching the front cover picture. Its **crown** (300 crowns) and **amulets** (x3, each 50 crowns) are valuable treasure, but whatever else it once had has turned to dust.

The **grid of tiles** is arranged so that the number are in numerical order. Each numbered tile can be moved to another point in the grid. This is a **magic square**. Should the numbers be arranged so that each column, row, and diagonal equal 15 the **secret door** behind the dusty mural will be revealed and opened.

It should be clear to a group keeping track of their location within the dungeon that this room cannot be the last room based on the size of the barrow mound.

6: ALBRECHT'S STONE

An inky stone breaches the floor in the center of the room, adorned with skulls and candles. A grimy door waits along the southern wall. A hallway lurks to the west. An alcove disrupts the eastern wall, a force field's buzz-crackle can be heard throughout the room.

The **stone** in the center of the room is the vessel for the **spirit** of **Albrecht**, his appearance matches the wight. Touching the stone releases his ghost. He is **slightly crazy** from being alone and **wants to talk**. He assumes, unless presented with proof otherwise, that the characters are minions of Sorn. If given proof that they are looters, he will make snide comments about people not respecting the dead, or being thieves, or combinations thereof. He may share information about the rest of the barrow if tricked into it; he will not actively help individuals he knows to be looting it.

The **alcove** on the eastern wall is guarded by a **force field**. The force field disintegrates anything that touches it. Within the alcove there is a **chest**. If the characters manage to access it, there are hundreds of **ancient gold coins** (1000 crowns), and a **Ring of Polished Bone** (page 11).

The **door** to the south is **locked**. The door itself looks worn and weak.

The **hallway** to the west ends in a **locked door**. The door is wet to the touch.

7: HALL OF SKELETONS

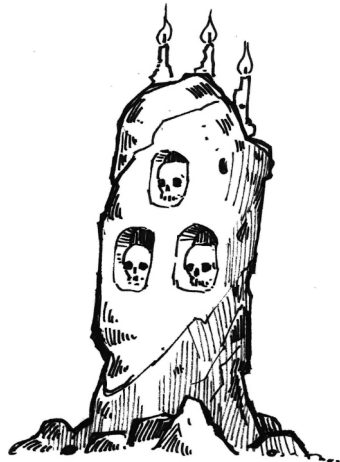
The walls are covered in small alcoves where piles of bone neatly rest. Two archways beckon, one to the west and the other to the south. Frost wafts into the room from the southern archway.

The **alcoves** of piled bone are the source of the **skeletal servants** (AC 0 AV 10 HD 0* MV 30 ST 5 DMG 1). Disturbing an alcove causes the skeletal servant to manifest.

8: RUINED HALL

Three walls are adorned with dusty, empty alcoves. The western wall is etched with burns and a solitary, hand-sized hole. Mushrooms and rot spill into the room from an archway to the south.

In the **hole** is a lever. Pulling the lever opens a **secret door** into 11: Lair of the Drake.



9: COLD CORPSE ROOM

Freezing, dry. Frozen corpses stacked in sharp piles fill the room. The ceiling glows blue with evercold runes sparking silently. An narrow path through the cadavers leads to an archway on the western wall.

The **corpses** are nude, and have turned blue-white with the cold. They were once human, and look gaunt and semi-mummified.

Occasionally a **skeletal servant** (AC 0 AV 10 HD 0* MV 30 ST 5 DMG 1) will enter the room, remove one of the corpses, and feed it to the drake in 11: Lair of the Drake.

Being **trapped** in the room for an extended period of time (an hour or more) can lead to frostbite and eventual death.

10: MUSHROOM GARDEN

Fungus oozes from every surface of the room. Mushroom caps burst from walls in a variety of mottled colors, mold carpets the floor and ceiling. The room is thick with the smell of earth and water. A door, swollen shut, marks the southern wall. Two archways, one to the north and another to the east, exit the room.

Close inspection of the **fungi** reveals that this was once a room filled with **corpses**, similar to 9: Cold Corpse Room. The fungi are growing on the almost non-existent remains of those corpses.

There are **three** types of **fungi** in the room: a grey-green mold, dull blue capped mushrooms, and red-brown capped mushrooms. The **grey-green mold** is toxic (10 minutes after ingestion constitution saving throw or take 1d6 damage). **Dull blue capped mushrooms** are edible but taste awful, they smell of old broccoli and fish. **Red-brown capped mushrooms** are edible and may have some positive, short term effect. They taste sharp and sting when swallowed, but ingesting them grants advantage on strength and dexterity saving throws for the next 10 minutes.

The **door** to the south is swollen shut from the moisture in the room. The iron banding across it has rusted away.

11: LAIR OF THE DRAKE

Smoky, hot. At the end of the long room a fire drake curls up around a pile of soot-stained treasure. The walls are blackened with burns. A long chain wraps around the drake's neck and is anchored to the western wall. The half-eaten remains of many skeletal servants and semi-mummified corpses clutter the floor.

The **fire drake** (AC 3 AV 15 HD 5 MV 45 ST 10 DMG 1d6+2, two attacks) is chained to the wall so that it cannot leave the room. It resembles an over-sized Komodo dragon with umber scales. It can breath fire instead of making its two attacks, all creatures within its flame make a dexterity saving throw or suffer 1d6 fire damage. The **drake** is very **territorial** and will jealously guard its horde. The only time that it is distracted is if it is being fed.

The **treasure** is a pile of ancient gold coins (1000 crowns), a set of dwarven triangular dominoes (100 crowns), a **potion of rejuvenation** (page 11), and a **glowing blue crystal** (page 11).

12: TOMLIN'S STONE

Moist, grey. A granite gravestone bedecked in paper charms that have resisted the passing of time hosts a small stone figure within a central alcove. Fungi sprout from around its base. The western wall is painted with a mural of a young man admiring a sapphire. A hallway leads to the east and another to the south.

The **stone** in the center of the room is the vessel for the **spirit** of **Tomlin**. Touching the stone releases his ghost. He is anxious, morose, and regrets being bound to the stone. He will help those who have come to rob the tomb in the limited ways that he can. He warns about the **spiked pit trap** (see page 6) down the southern hallway.

The **mural** is painted onto a small plaster addition to the wall. Behind the plaster is a skeleton frozen in the same stance as the statue. In its hand is the **sapphire** (100 crowns) from the mural.

Digging out the wall causes Tomlin great distress, and he will refuse to speak to those that have uncovered his body.

13: TRUE THRONE ROOM

Heavy pressure, open and empty. The ceiling soars above the room, supported by four pillars, two along the north wall, two along the south. A statue (matching the front cover image) glares out from a throne carved into the eastern wall. A hallway flees to the south, a door bars passage to the west, and a short northern corridor ends in a doorway.

The **statue** is wearing an amulet missing **three gemstones**. If the gemstones are found and put into the amulet, a secret door behind the throne opens up to 14: Wizard Vault.

The three gemstones are an **emerald (4: Wight Room)**, a **sapphire (12: Tomlin's Stone)**, and a **ruby (18: Sorn's Tomb)**. Trying to use objects other than these three gemstones to fill the amulet activates a **curse**. Any character touching the stones as they were put in must make a wisdom saving throw or lose 1d3 Strength and Constitution until the three gemstones are reunited with the statue.

14: WIZARD VAULT

Behind the throne hides a secret door to the treasure hall. Low ceiling, rough hewn stone floors and walls. A warm glow illuminates the room from runes carved into the ceiling to match constellations. Impossibly complex geomantic calculations are carved into the floor. A bookshelf is carved into the eastern wall, all the mundane books have long turned to dust leaving only a few magical artifacts left to investigate.

An inspection of the bookshelf reveals **two grimoires** labeled "Bound by Sorn" and "Courtesy of Olorem" respectively, a blank **Crimson Tome** that glows violently when touching living creatures, a **scroll** labeled "Unbinding," and a **pair of spectacles**. A description of these items can be found on page 11.

All of the **constellations** are familiar except one. Tracing that constellation with a hand opens a **small vault** in the ceiling. Within the vault is a four foot long **scepter** (page 12) decorated with intricate carvings and blue patterns that glow in the dark. It is topped with an obsidian skull.

15: FREDRICK'S STONE

A simple unadorned boulder lounges out-of-place in the center of the room. The northern and southern walls hold matching doors, and a hallway creeps eastward out of the room. On the western wall an intricate and aging bas-relief depicts a man in the prime of his life enjoying wealth and power, with a hand out as if to shake.

The **stone** in the center of the room is the vessel for the **spirit** of **Fredrick**. Touching the stone releases his ghost. He is bitter, angry, and jealous of the living. He will eagerly mislead living creatures, telling them of the treasure that lies in 16: Lair of the Red Wraith without warning them of the danger (or of the treasure in 18: Sorn's Tomb without warning them against waking Sorn).

The **bas-relief** is actually a **secret door**. Shaking the bas-relief's hand opens the door revealing a small room. In the center of the room sits a mummified corpse, surrounded by dust, holding onto a **pendant made of gilded bone** (100 crowns). This is Fredrick's corpse, and revealing it causes him to immediately flee back into his stone - he refuses to exit until the secret door is closed.

16: ROOM OF THE RED WRAITH

Someone is watching. They hate you. An empty room supported by four pillars, two to the west, two to the east. At the southern end of the room a pedestal is surrounded by feverishly carved runes. A black stone weeping mist sits atop it. The door to the north and the door to the west appear identical.

Should the **runes** be disturbed or crossed, a **Red Wraith** (AC 2 AV 13 HD 3 MV 45 ST 8 DMG 1d3+1) flows from them like crimson smoke. It immediately attacks the creature that disturbed or crossed the runes, but will prioritize defending the **Wraithstone** (page 11) atop the pedestal. It is completely ethereal and so all non-magical attacks deal 1 damage to it. Its own attacks ignore armor. Should the wraithstone be removed from the pedestal the red wraith will begin to weaken, losing 1 HD each turn until it vanishes. Once it has been destroyed (by attacks or removing the stone) it will not reform for any reason.

17: SPIDER LAIR

Spiderwebs clutter the room, obscuring the walls and the far side of the room. Chittering and scratching can be heard as one approaches, occasional dark shapes scurry through the pale strands. The spiderwebs are anchored around two columns in the center of the room and to the walls.

The **webs** are sticky, and cling to creatures moving through the area, move at **half speed**. Entering the webs alerts 1d6 **Giant Spiders** (AC 3 AV 12 HD 2 MV 30 ST 7 DMG 1d6). A successful bite is **venomous** and causes the victim to take a constitution saving throw or suffer disadvantage on all attacks or saving throws for the next 10 minutes (characters with AC 3 or more ignore this). The web will smolder and burn/melt away when exposed to flame (it doesn't ignite). The spiders **fear flame** and would rather flee than face it.

The **visibility** through the webs is about 10 feet. After searching **two doors** can be found, one in the middle the **western wall** the other in the middle of the **eastern wall**.

At the end of the room there are two exits, a **hallway** heads west and a **crack** (large enough for a person to shuffle sideways through while not wearing a pack or heavy armor) can be discovered. The crack is an **exit** from the dungeon.

18: SORN'S TOMB

The sinking feeling before a great tragedy. Six gaunt columns like ribs, three to the north and three to the south. A circle of violently carved runes waits to activate in the front half of the room. A monolithic coffin sinks into the stone floor, a red stone gleams at its head. The air moves in waves, like breath. The coffin catches the eyes, lurking at the edge of thought for any within the room.

Should the **runes** be disturbed or crossed, **2d6+6 Skeletal Guards** (AC 1 AV 11 HD 1 MV 30 ST 6 DMG 1d6) emerge from hidden alcoves around the room. They set themselves upon all creatures within the room, but will not leave it. Once they have been released the runes crack, losing what meager magic they had possessed.

The **coffin** is the final resting place of Sorn. A single **ruby** (100 crowns) is embedded into its lid. If the ruby is removed it **activates** the skeletal guards as if the runes had been crossed. If the guards have already been released then nothing happens once the ruby is removed.

Should anyone attempt to **open** the **coffin** they become aware of a malevolent presence waiting within. This should be a warning that opening the tomb may be **dangerous**. Opening the coffin reveals Sorn's corpse, at this point **Sorn** has been **awakened** but he will not act immediately. He is unadorned within the coffin but appears like the figure on the cover. **He will wait to escape until the characters have left.**

19: THE LABORATORY

Antiseptic and crisp air. The door hisses as it opens. Metal tables and benches are bolted to the floor around the room. White ceramic tiles cover the walls, floor, and ceiling. A lone shelf stands at the far end of the room, its contents hidden by frosted glass door.

The **shelf** contains a set of **Bone-hilt Medical Razors** (50 crowns), a vial labeled **Pauper's Poison** (page 11), a vial labeled **Necrotizing Agent 3** (page 11), and a **leather apron** (10 crowns).

20: RITUAL ROOM

Melted candles cluster in the corners, red and black. A carefully prepared circle of runes are etched into the floor. Six skeletons are clinically laid out within the circle, marked with red script spiraling across their skulls. A door of grey wood blocks the hall eastwards.

Should the **runes** be disturbed or crossed, **6 Enchanted Skeletons** (AC 1 AV 12 HD 2 MV 30 ST 7 DMG 1d3+3) awaken. They set themselves upon all creatures within the room, but will not leave it. They are immune to magical damage (either from spells or magic weapons).

Rooting amongst the **candles** reveals that each corner of the room is marked with a **gold ring** (25 crowns each) about two inches in diameter set into the floor. If **pried up**, the skeletons will not awaken when the runes are disturbed.

Magic Treasure

Crimson Tome

It glows when touched by living flesh, filled with power. It is blank. Its presence throbs and aches.

The Crimson Tome is the source of the dreams. Mages holding it while casting a spell that deals damage may have advantage on the damage roll for that spell. Sorn's true spellbook, if awakened he will seek it out endlessly.

Glowing Blue Crystal

A glowing blue crystal the size of your fist.

The crystal is fragile like glass, if broken light and sound blare out of it like a flash-bang grenade; startling and surprising nearby living creatures.

Grimoire: Bound by Sorn

A time worn leather notebook, careful neat writing instructs readers in casting Bound by Sorn.

A mage can learn the spell "Bound by Sorn" from this grimoire. **Bound by Sorn:** A target creature within your line of sight makes a strength saving throw. If they fail they are bound to the ground by ghostly chains. Casting time: 10 seconds. Blood Price: 1. Duration: 1d6 rounds (save ends).

Grimoire: Courtesy of Olorem

An elaborate scroll, decorated with abstract artwork, details the spell "Courtesy of Olorem."

A mage can learn the spell "Courtesy of Olorem" from this grimoire. **Courtesy of Olorem:** Cast this spell on yourself and up to 5 other people. The spell only works on willing targets. For the duration of the spell none of the targets can outright lie. Casting time: 1 minute. Blood Price: 1. Duration: 1 hour.

Necrotizing Agent 3

A hideous black mucus that smells like acid.

Applying this substance to an organic surface eats away about 1 pound of it. This can kill a creature outright depending on where it is applied. On other surfaces the necrotizing agent does nothing. If left outside of the vial for more than an hour the agent become inert and separates into water and a black, poisonous sludge.

Pauper's Poison

A sweat smelling clear liquid.

The drinker of this poison must make a constitution saving throw or suffer its effects. It is a mild dosage which causes the victim to lose 1d3 Strength and Constitution 1 hour after ingestion. Poison wears off after 24 hours.

Potion of Rejuvenation

A thick purple liquid. Smells vaguely of lemon.

The drinker of this potion will be healed to their maximum hit points. Any poison or disease that is currently plaguing them is also remedied.

Ring of Polished Bone

A polished bone ring always cold to the touch.

If a character wearing the ring dies, they immediately lower their maximum hit points by 1 and are healed for 1 hit point. The ring has 1d3 charges.

Scroll of Unbinding

A simple scroll, inked with blood and bile.

This scroll will dispel a single active magical spell or effect placed onto a creature.

Sorn's Spectacles

A pair of fragile and intricate spectacles.

While wearing these spectacles magical items or enchantments on objects seem to glow.

Tomb Blade

A vile, faintly green blade cursed by a gheist's touch.

This is a hand weapon that deals magic damage. A critical hit against a mortal, roughly humanoid creature immediately slays that creature; the wielder then takes 1d6 damage.

Wraithstone

A black stone weeping smoke off of its oblong form.

While holding the stone, a creature may sacrifice 2 hit points to become ethereal (may move through walls and cannot be harmed by mundane attacks) for 1d6 rounds. Each use has a 1 in 20 chance that the creature will not return whole (lower their maximum hit points by 1d3).

Scepter of the Herald

Constellations coil around the haft of this scepter, glowing faintly blue. An obsidian skull glares from atop it

This is a cursed wand with 1d6+1 charges of the spell Return of the Haunted. A mage or rogue with trickster's spell can immediately tell that the wand is malevolent. **Return of the Haunted:**

Cast this spell onto a corpse. It rises as a skeleton or zombie (based on the remains) and will seek out and attack all living creatures except the caster until it is destroyed or the next New Moon. Casting time 1 minute. Blood Price: 2. Duration: Until Destroyed or the next New Moon.

The wand demands to be used. Anytime the wielder is near a corpse, whispers command them to use the wand; giving into the urge grants 1d6 minutes of control over that zombie or skeleton; but it gives disadvantage to all further checks to resist. Once the last usage of the wand has been expended, the character makes a wisdom saving throw: Pass, they take 1d6 damage. Fail they take a permanent injury (this counts toward their maximum of three) as the scepter pulls out a portion of the character's own life force as blood which is absorbed into the skull.



The final resting place of Sorn is a crumbling ruin; a barrow mound of piled stone and dirt. A forgotten tomb from a previous age. Locals are wary of it, their dreams haunted by a stone coffin and a skeletal king.

Barrow of Sorn is a 20 room dungeon for 3-6 characters of levels one and two. It was created for the CROWN, an old school fantasy roleplaying game, but can be adapted to any similar OSR type game with relative ease. It assumes that you are using gold for XP; the treasure is large and it contains thirteen magic items (from potions and scrolls to a magic sword) which the characters may acquire. The dungeon is not perfectly balanced and there are portions of it which may be deadly to a low-level party or that can be easily overcome with quick thinking.

It is intended to be run as an introductory adventure, but could just as easily be dropped into any area of your own setting where a lonely barrow could go unmolested for a few centuries.

Update 1.1 Added missing treasure from Room 14: Wizard Vault.