

BARROWMAZE II

By Greg Gillespie

A Classic Megadungeon for Labyrinth Lord™
and other Fantasy Role-Playing Games



Hidden in Barrowmaze for centuries, the dark power of The Tablet of Chaos has called the dead to rise from their graves. Nergal's unholy relic must be destroyed but few have explored deep enough (or lived long enough) to reach it. Can you survive the long dark of Barrowmaze and destroy The Tablet of Chaos?



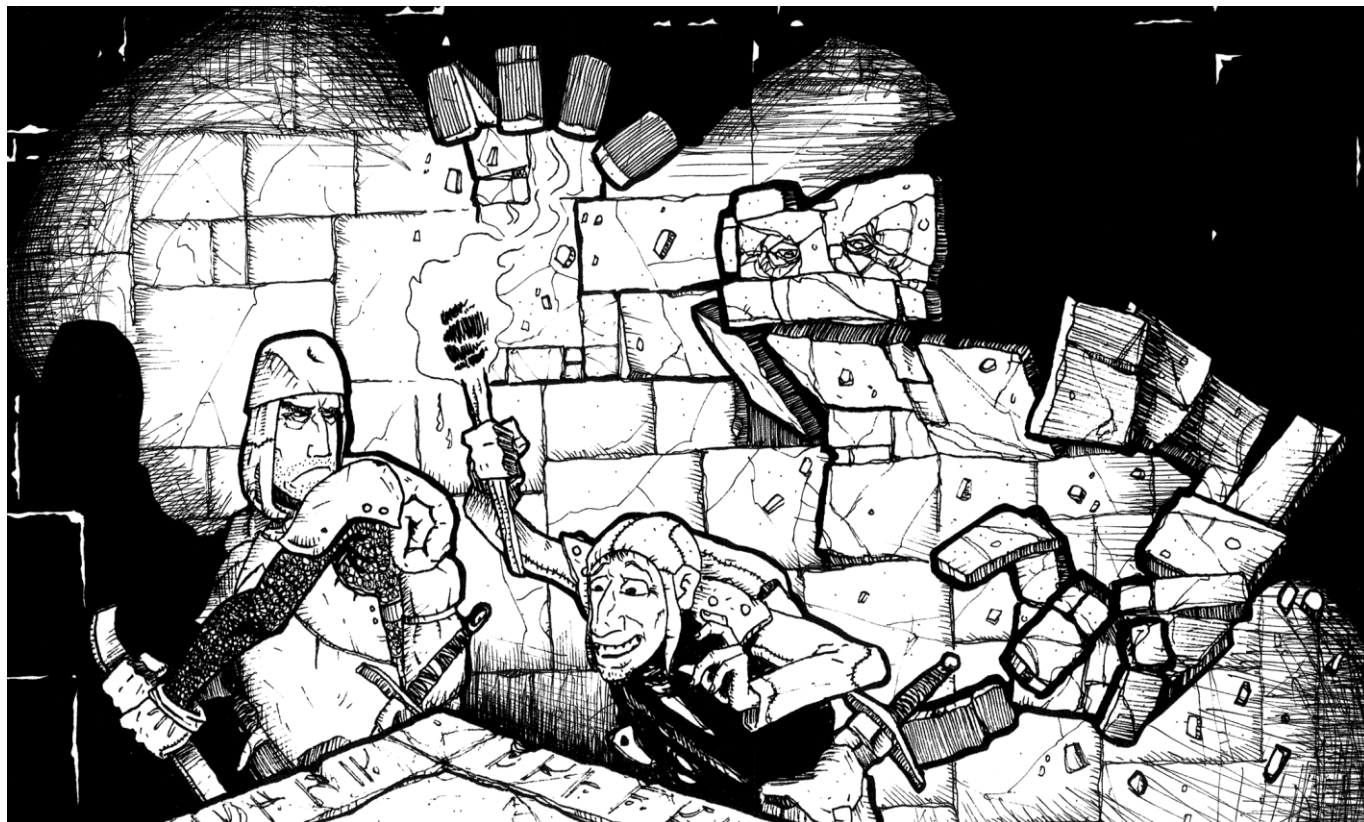
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BARROWMAZE II

by Greg Gillespie

A Classic Megadungeon for Labyrinth Lord™



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Introduction

Barrowmaze II is the second part of a exploration-style megadungeon for Labyrinth Lord™ and other classic fantasy role-playing games. It is designed for a party of mid-to-high level adventurers.

Barrowmaze II can be played as a stand-alone dungeon or as one grand megadungeon in conjunction with Barrowmaze I. Referees can easily incorporate this adventure into their sandbox campaigns, particularly in locations where a small town is located near a large moor.

The information that follows is intended for the Referee only.

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. The evil cultists drove the villagers off and occupied the labyrinth. The cultists brought with them an ancient unholy relic of tremendous power - The Tablet of Chaos - and set about constructing elaborate underground temples to their god. In time, Nergal was deposed by his two sons, Orcus and Set. This sparked a war for control of the Underworld. Now leaderless, the cult of Nergal fragmented and abandoned the maze. Knowledge of The Tablet was lost.

Before his demise, Nergal secretly instructed his most loyal followers to entomb The Tablet of Chaos deep in the maze – with a nefarious purpose. Over centuries the evil power of The Tablet has defiled the sanctity of the crypts. The Tablet of Chaos has called the dead to rise!

In time, a new village was established north of the moor. The locals are aware of the burial mounds and occasionally share folk tales of the dead walking in the mist and riches buried under the ground. Local villagers refer to the underground labyrinth as - Barrowmaze.

Unbeknownst to the local villagers, the Necromancers of Set and the Acolytes of Orcus have recently sent their forces into the dungeon in an effort to recover the unholy relic and harness its power for their own.

Barrowmaze II: Design Notes

My homegame forwards no moral and provides no central high fantasy-style plot. Although destroying The Tablet of Chaos provides an interesting and deadly challenge, players can choose to destroy or avoid it - the choice is up to them. Rather than playing over-muscled "heroes" on a grand world-changing quest, players in my game assume the role of unscrupulous, low fantasy tomb-robbers interested in plundering crypts for gold. Remember Barrowmaze Rule #36: *Dignity and an empty sack are worth an empty sack.*

I constructed Barrowmaze in the tradition of classic megadungeons. The monsters and treasures listed for this dungeon were, by and large, determined randomly. I placed a select number of locations and monsters, but these are few and add to the character of the dungeon.

Although Barrowmaze is presented in the tradition of classic dungeon crawls – there are a few interesting twists. Instead of a multi-layered dungeon with levels stacked vertically, Barrowmaze is constructed as a series of crypts, tombs, and sepulchers spread out horizontally across a vast area - what I affectionately refer to as a dungeon sprawl. Barrowmaze II extends this concept. As the players move across the map, the monsters increase in power and the treasures increase in value.

This dungeon also departs from the norm in terms of monstrous humanoid. Instead of orcs, goblins, and kobolds (etc.), Barrowmaze offers a change of pace in the form of mongrelmen, evil spell-casting factions, and unique forms of undead that will keep both new and veteran players on their toes.

The factions introduced in Barrowmaze I are detailed in the pages that follow. The Necromancers of Set and the Acolytes of Orcus are the two primary power groups and constitute the largest factions. In addition, there are smaller factions or "gangs" led by unique individuals that also play a role in the politics of the dungeon. These include **Vultrix** and the Barrow Harpies, **Zygstral** and the

Gargoyles, as well as **Grizelda** and the ghosts. **The Keeper of the Tablet**, a powerful lich, and **Ossithrax Pejorative**, the undead remains of an ancient black dragon, present an interesting twist at the close of the dungeon.

This megadungeon builds on the recent work of authors Matt Finch and Michael Curtis. Before creating Barrowmaze, I refereed *The Tomb of the Iron God* for my players and employed Finch's idea of burial niches and alcoves to great advantage. I used a similar risk and reward approach in the design of this dungeon. I was also impressed with the depth and presentation of Curtis' *Stonehell* dungeon and his idea of randomly generated crypts. Barrowmaze - effectively a vast burial dungeon - foregrounds the use of "Defiled" and "Quiet" crypts where the dead have risen in response to The Tablet of Chaos.

So where did the Barrowmaze come from? The initial creative inspiration for this dungeon came from an unlikely source: Rona Jaffe's novel *Mazes and Monsters* (Delacorte, 1981). Despite its (many and varied) misgivings, I always thought the game scenario presented in the book was particularly evocative - a party of characters seek treasure in an underground maze inhabited by a vicious, mutated people. Cool. Who do I have to backstab to play in that game? Based on that initial inspiration we began play and you now hold the result in your hands. Enjoy.

Preparing Barrowmaze II

Instead of boxed text to read aloud to players, the entries presented here have been kept brief. This style encourages the Referee to read the short entry and then convey the scene in his own words while making eye contact with players. The idea is to *play* and interact with players, not read to them. In order to facilitate scanning the text, all monsters have been **bolded** and all magic items *italicized*.

Although I tried to keep room descriptions brief, mid and high level monsters with varying abilities make shortened entries a difficult task. Also, the older crypts are slightly larger in size to accommodate larger monsters. For these reasons, the room entries and descriptions are slightly longer in Barrowmaze II. I tried to be as thorough as required without unduly burdening the text.

Monster Entries

Monsters are presented using a shortened template. They include location and page number to speed play and assist Referees. An example is presented below:

Giant Crab Spider (1) AL: N, AC: 7, HD: 2, HP: 10, #AT: 1, DMG: 1d8*, LL(97).

Simple short-forms are used for the location of the monster. "LL" stands for the *Labyrinth Lord Core Rulebook*, "AEC" for the *Advanced Edition Companion*, and "BMII" refers to the New Monster section of Barrowmaze II located at the end of this book.

Random Encounters

Random monsters are critical to classic fantasy role-playing games, and Barrowmaze II is no exception. Under normal circumstances, the Referee should roll for random monsters every other turn, or whenever the players declare they are "searching" for something (with a 1 on a d6 indicating an encounter). However, there are numerous instances in Barrowmaze that, either due to the dungeon atmosphere or player choice, may necessitate additional random encounter rolls beyond the norm. In these cases, it is critical to roll for random monsters. The upside of searching for treasure, or spending time doing tasks, is balanced by the possibility of an encounter with random monsters.

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

The silent nature of the maze forces players to make decisions that are time sensitive as they relate to random encounters. For example, do the players want to search a crypt full of burial alcoves? Do they want to stop and pry gems out of a wall? Do they want to search for a secret door? Do the adventurers want to engage in prolonged combat? Force a door open? Break down a bricked-up wall? Are they making too much noise? Lingering in a hallway? All of these either take time or 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 II is presented ready for play. Several random tables are presented at the end of the dungeon that the Referee can consult as needed. These random tables include Table 1: Dungeon Dressing; Table 2: Pit Contents; Table 3: Dungeon Graffiti; Table 4: Runic Tablets; Table 5: Dungeon Restock; and Table 6: Sarcophagus Contents.

In the case of Table 2: Pit Contents, there are several pits within the adventure that are already determined. These are explicit in the main body text. However, the Referee may wish to determine the result of other pits in advance. The other tables can be rolled as needed without slowing game-play.

Runic Tablets

Runic tablets can be found in Barrowmaze II. These tablets were included to ward off tomb-robbers who believe they curse those who near them.

Every time a player attempts to read a runic tablet, consult Table 4 for the result. 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 insert a level of randomness and a sense of high-stakes dice-rolling into each game session. They are one-use magical items.



Random Dungeon Restock

As noted above, Table 5 is provided for restocking the dungeon. The referee should keep track of all the dungeon rooms explored. Each time the PCs return to town, this table should be used to restock the maze. It is likely that the party will encounter monsters they cannot overcome at their current level and may choose a safer route and return to areas explored previously.

Restocking the dungeon between forays provides a sense of verisimilitude, gives the game a unique evolving character, and ensures that the PCs cannot get complacent. Referees may consult the random monster tables for each area of the dungeon or create their own. Treasure can be rolled as per the Hoard Class of the monsters in the *Labyrinth Lord Core Rulebook* or Referees can find ideas for random treasures in the pages that follow. Referees are encouraged to adapt the dungeon setting to suit the play-styles of their groups.

The minor factions discussed later, such as the gargoyles or the barrow harpies, will not be replaced with more of the same. Instead Referees are encouraged to find new denizens to replace them. If the Necromancers or Acolytes are largely destroyed or forced to flee Barrowmaze, they will return in 1d4+2 weeks, having animated more undead and enlisted new mercenaries. Both sects are fanatical and have been instructed by their gods to find The Tablet of Chaos.

Burial Alcoves

The tombs in Barrowmaze II contain burial niches and alcoves. Some are filled with bones, others have been plundered, and others contain wondrous treasures. When player characters decide to search burial alcoves, the Referee needs to keep close track of time.

A common entry for alcoves looks like this:

Burial Alcoves: (145) Square, mummified remains.
Contents: 94sp, 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 10 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 ten alcoves/turn equals 50 alcoves/turn. It will take the five characters 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 presented in the text.

Defiled and Quiet Crypts

To illustrate the power of The Tablet of Chaos, I constructed Barrowmaze II. Bricked-up walls block entry to tombs of import and require at least one sledge hammer to penetrate. Players will need to purchase one (or find one in the dungeon). A tack hammer or warhammer will not do the job.

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 go past it?

Bricked-Up Walls

Bricked-up walls remain an important player obstacle in Barrowmaze II. Bricked-up walls block entry to tombs of import and require at least one sledge hammer to penetrate. Players will need to purchase one (or find one in the dungeon). A tack hammer or warhammer will not do the job.

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 go past it?

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

No. of Sledge Hammers	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.

Fear

In terms of monsters, this dungeon highlights monsters that inspire fear. After all, the acronym OSR stands as much of "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 - whether 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.

Stuck Doors

Unless otherwise stated, the doors in the dungeon 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. Consult the *Labyrinth Lord Core Rulebook* (p.44)



for more information. Opening a stuck door normally provokes a random monster check.

Turning Undead

Due to the presence The Tablet of Chaos and Nergal's lingering power, turning undead is a more difficult task in the Barrowmaze. All turn attempts are increased by one number on the Turning Undead Table (AEC.13). 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 the power of 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.

Barrowmaze II: Entrances

Similar to Barrowmaze I, the entrances to Barrowmaze II are intentionally limited. There are seven, and not all are immediately accessible. Each of these entrances can be 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? They will likely need to establish fall-back positions or hide caches of equipment and weapons. The entrances and exits to the dungeon should not be convenient for players.

Barrowmaze II: Monster Types

Few adventurers have penetrated deep into Barrowmaze. As such, PCs will find that fewer crypts have been plundered in comparison to Barrowmaze I. Excluding the various factions, many of the monsters found in the crypts of Barrowmaze II reflect this and, speaking generally, fall into three categories: 1) Undead that have risen in response to The Tablet of Chaos, 2) Constructs such as golems and statues used to protect select crypts and tombs for eternity, as well as 3)

Oozes and Vermin that have managed to find homes in the dark recesses of the dungeon.

Barrowmaze II: New Treasure Types

For Referees, keeping treasure interesting at higher levels can be a challenge. Below are four new types of grave goods specific to 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.

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.

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:

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	<i>Spider Climb</i> .
Bone	+1 to AC.

Neshralk: Funerary Figures

In Barrowmaze II, 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 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 <i>Hold Portal</i> (1d6 charges).
Gold with.....	Animates when command word is spoken. Can <i>Read Magic</i> 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	(1-2) Has a wick. Serves as <i>Everburning Candle</i> . (3-4) Has a wick. Serves as 1 block <i>Incense of Meditation</i> . (5-6) Has a wick. Serves as 1 block <i>Incense of Obsession</i> .

Scarabs

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

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 due to the material used in their construction. Some were decorative and made of solid gold. Others were made of simple bronze or pottery containers.

Regardless of the value 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 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 table below to determine the contents, medicinal value, and the cost to covert (gp):

Jar Contents Medicinal Value (Cost)

- 1) StomachNeutralize Poison (2,500gp)
- 2) Lungs.....Cure Serious Wounds (2,000gp)
- 3) Liver.....Cure Disease (1,550gp)
- 4) IntestinesCure Light Wounds (1,050gp)

Barrowmaze II Illustration Booklet

The Barrowmaze II Illustration Booklet (available at RPGnow) can be used in conjunction with this adventure. Dungeon rooms with a corresponding illustration are clearly identified in the text. The booklet is not essential for play.

Barrowmaze II: Factions

The Mongrelmen

The mongrelmen in Barrowmaze were once human slaves kept by the cult of Nergal. The priests of Nergal exposed them to the Pit of Chaos, and the effect twisted their bodies. They prefer to eke out their existence in small groups well south of the Pit of Chaos. Despite their preference to stick to the shadows, mongrelmen can be found in Barrowmaze II, primarily 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 his abominable appearance, **Crab-Claw**, the chief of the mongrelmen, and **Sayer of the Truth**, their religious leader, are actually quite intelligent and seek to free their people from the yoke of the Necromancers' oppression.

The 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 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 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 some clues.

The 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. 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 lies 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** ghosts. 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 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.

The Gargoyles

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

Over the centuries, some have managed to free themselves from their servitude and have gathered under their leader **Zygstral**, a gargoyle of great size and cunning intelligence. His bodyguards are mighty four-armed gargoyles, and he is further protected by spell-casting maggot 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 despise 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 gargoyles, **Zygstral** and **Xxaxik (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 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 of 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 lim-

ited, as they prefer not to explore confined areas where their wings are useless as a means of escape. They have had skirmishes with the **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 across the region. 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 senior 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.

More information on **The Keeper** is provided on page 89.

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 great 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 (see the *Labyrinth Lord Advanced Edition Companion* (AEC.130) and a Black Dragon (see the *Labyrinth Lord Core Rulebook* (p.70-71)). His personality was fused with **The Keeper of the Tablet**, and now the

two exist simultaneously in the remains of the other.

More information on **Ossithrax** is provided near the end of this book (page 88).

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.



Across the Moor:

The Barrow Mounds II

The Barrow Mounds: Random Encounters

Day

1. Sons of Gaxx (2d4), BMII (115)
2. Ravenous Zombies (3d6), BMII(116)
3. Tomb-Robbers (3d4+4), BMII(115)
4. Barrow Harpies (3d6), BMII(99)
5. Wight (1d6), LL(102)
6. JuJu Zombies (2d4), BMII(116)

Night

1. Spectral Dead (2d6), BMII(115)
2. Ravenous Zombies (4d6), BMII(116)
3. Wraith (1d4), LL(102)
4. Barrow Ghost (1) BMII(98) & Ghouls (2d4), LL(76)
5. Will-O-Wisp (1), AEC(140)
6. Vampire (1), LL(101)

These tables are intended for mid-to-high level PCs. Referees are encouraged to modify them as needed.

The PCs should understand that mulling about the barrow mounds at night is hazardous to their health.

Barrowmaze II: Mound Entrances and Exits

There are seven possible entrances in this area of the mounds. Not all are easily found or immediately accessible.

There is no central mound but rather a series of entrances that must be discovered. The PCs may eschew these in favour of connecting dungeon passages or the Referee may wish to limit access subject to the needs of the campaign.

Like Barrowmaze I, these entrances are intended to pose logistical problems for PCs. The following is presented to help Referees keep track of the mound entrances and their corresponding location on Barrowmaze dungeon map:

Mound Entrance Barrowmaze Location

Mound #18	Northwest of #189
Mound #23	#271
Mound #27	#337F
Mound #32	#244
Mound #34	#205A
Mound #42	#333
Mound #50	#375*

*The Referee should note that the dragon **Ossithrax** hollowed out barrow mound #50 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 exceedingly difficult. It is possible that the PCs may complete the dungeon and exit via this mound.

The Barrow Mounds: Overview

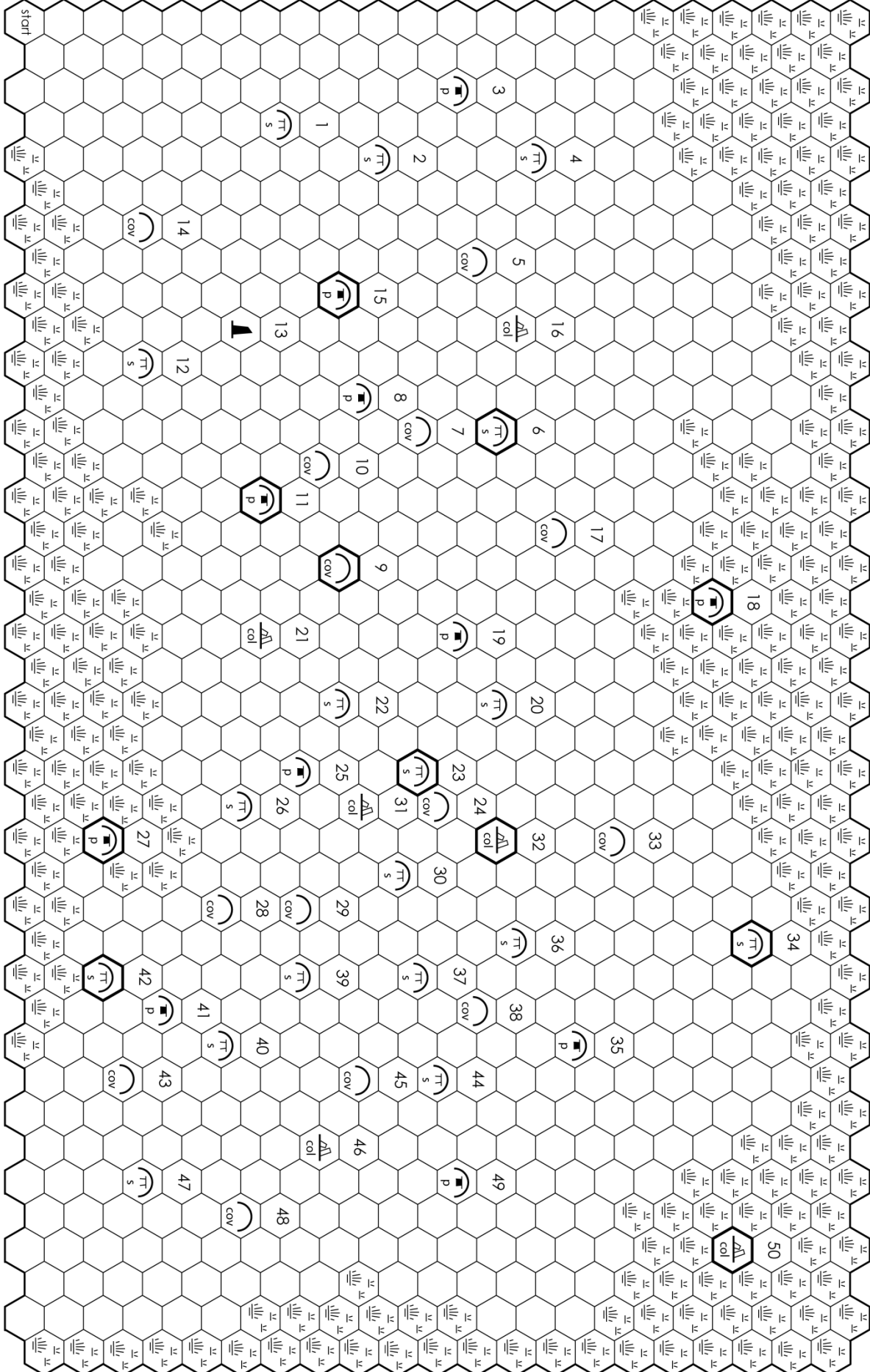
The burial mounds presented here are an extension of the mounds presented in Barrowmaze I. Together they form a huge field of mysterious, mist-covered barrows atop the maze. Referees are encouraged to use the Barrow Mound Random Crypt Generator located at the end of this book to create additional crypts to delve, if needed.

Everything is still and eerily quiet. No bird or animal sounds can be heard. 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 sledge hammer 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. Use the following mechanic to excavate a covered mound:

THE BARROW MOUNDS HEX MAP



 Marsh

 Collapsed

 Covered

 Plundered

 Seeded

 Barrowmaze Entrance

 1 HEX : 50ft

Excavation requires 3d4+4 hours (1 hour equals 6 turns) of digging with appropriate equipment (shovels, 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.

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

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 either through time or because the dungeon beneath has given way. Mound #32 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.

Referee's Notes: 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 chambers do not have maps.

The Barrow Mounds Entry Key

16. 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.

17. The Barrow of Beetles (Covered): A 10 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, AEC(107) 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 Elementals (Fire)*. A small coffer can be found that contains Emeralds of varying sizes and values: 50gp, 75gp, 100gp, 100gp, 250gp, and 750gp.

18. 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 #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.



19. 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.

20. 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 BMII.64) and 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 ten-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 ten 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).

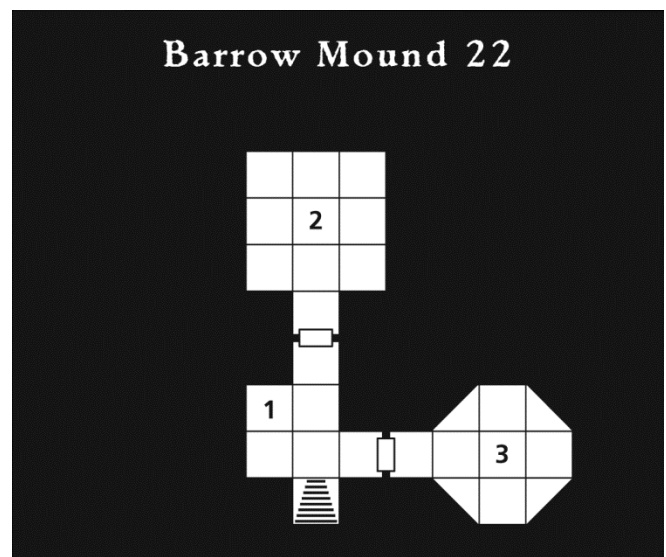
21. Collapsed Mound: Excavation at the side of this mound has led to its collapse. It appears tomb-robbers, unable to break the coverstone, attempted to dig through the side of the barrow. There is nothing of value here. There are many human (boot) and horse tracks in the mud and grass around the mound.

22. 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 with a dollop of wax with 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*, BMII(112) 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 forth 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.



23. 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 were Nergal's elite warriors and, alongside The Chosen, formed a formidable force. 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.

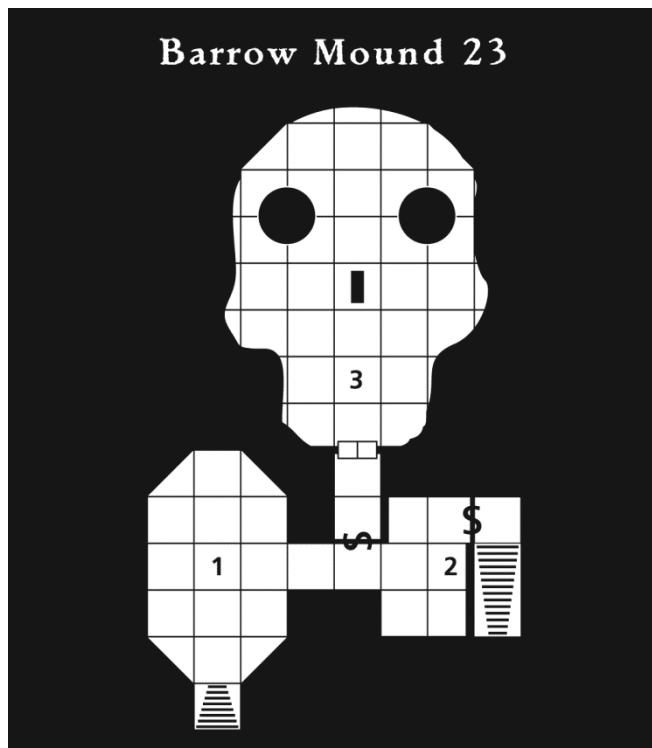
Chamber 2: This chamber contains a large sarcophagus. The lid is shaped in bas relief depicting **Varghoulis** in full armor, and his eyes are set with large (but fake) rubies. The body in the sarcophagus is a **Wight in Platemail (1)** AL: C, AC: 3, HD: 3, HP: 20, #AT: 1, DMG: Drain, LL(102) who will attack the person who removes the lid. On the east wall of the chamber is a secret door. If carefully searched, PCs will find a thin groove running between the stones. If a dagger is inserted and run down the length, it will trigger the secret door to open. The door leads to a long-lost, secret stairway into Barrowmaze (#271).

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*), BMII(103) and his lieutenants **Crypt Knights (4)** AL: C, AC: 2, HD: 7, HP: 47, 38, 33, 24, #AT: 1, DMG: 1d10, BMII(102) who are armed with *Platemail +1*, halberds, and broadswords.

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 #24. 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 breakout between the forces of Nergal, Orcus, and Set!



24. 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. Like mound #23, 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 rest 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, LL(95),

Zombies (30) AL: C, AC: 8, HD: 2, HP: 10x14, 10x10 10x8, #AT: 1, DMG: 1d8, LL(103),

Crypt Knights (20) AL: C, AC: 2, HD: 7, HP: 10x50, 10x35, #AT: 1, DMG: 1d10, BMII(102). 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:

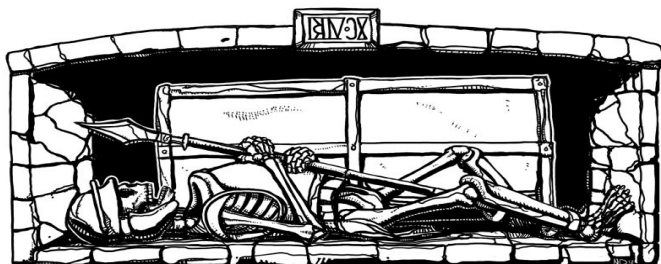
Legion Treasure Details

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

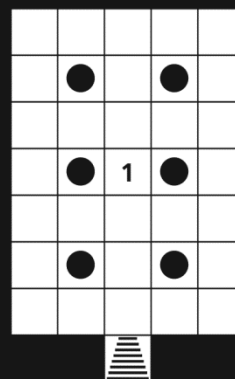
*Roll 1d20: Copper (1-5), Electrum (6-10), Silver (11-14), Gold (15-18), Platinum (19-20).

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

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



Barrow Mound 24



25. 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.

26. The Mound of Water Witch (Sealed): This mound is sealed with a stone door. Five wavy lines (the elemental symbol of water, see BMII.64) have been carefully carved into the coverstone. The crypt is ankle deep in water, 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 30 foot by 30 foot room with a water fountain in its center. The fountain is inhabited by an abnormally large **Water Fountain Elemental (1)** AL: C, AC: 2, HD: 8+4, HP: 50, #AT: Special, DMG: Special, BMII(104).

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

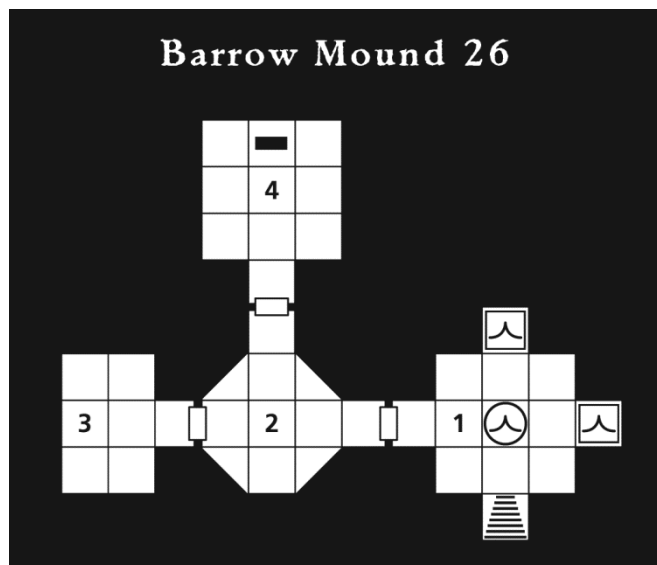
Chamber 2: A pedestal in the center of this room holds a bowl of twenty Small Aquamarines worth 45gp each (900gp total).

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 mull 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, LL(68) 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 lay 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*, AEC(128). **Glossmira** can employ her keen- ing (day or night) while in her crypt. Her sarcoph- agus 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.



27. Plundered Mound: 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 dun- geon. Troll guards are always posted at #337F at

the bottom of the rough-hewn staircase. This is in- tended 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 (known only to **Zur** and **Emnuron**) are their only means in and out of Barrowmaze, and they will fight (and entrench) accordingly to hold them.

28 & 29. The Giant Ant Colony (Covered): A colony of **Giant Ants** have made a nest and connected the crypts between mound #28 and mound #29. The ants include a total of **Workers (30)** AL: N, AC: 4, HD: 2, #AT: 1, DMG: 1d6, BMII(105), **Soldiers (19)** AL: N, AC: 2, HD: 3, #AT: 2 DMG: 2d6 plus sting for 2d4, BMII(105), and a **Queen (1)** AL: N, AC: 3, HD: 10, HP: 60, #AT: N/A, DMG: N/A, BM(105).

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 earth- en 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).

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 in this room.

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, BMII(105) on guard here.

[illegible]

Cavern 7: **Soldiers (4)** AL: N, AC: 2, HD: 3, HP: 18, 17, 12, 11, #AT: 2 DMG: 2d6 plus sting for 2d4, BMII(105) are always stationed here to protect the queen.

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 stinging for 2d4, BMII(105), **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, BMII(105), and the **Queen (1)** AL: N, AC: 3, HD: 10, HP: 60, #AT: N/A, DMG: N/A, BMII(105) 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 an 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, BMII(105) 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, BML(105) 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, BMII(105) are moving eggs (4) from the main chamber to this cave.

Chamber 12: This is part of mound #29. 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, BMII(105) here at all times (unless they have been called by 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, BML(101). If anyone attempts to take the urn, the statues will attack.

Chamber 14: This is the entrance chamber to mound #29. The western door is made of stone. There is nothing remarkable about this chamber.

30. 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, LL(102) 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 *Bzzzzzzzt, click, click, click* of a **Clockwork Cobra (1)** AL: N, AC: 2, HD: 1, HP: 6, #AT: 1, DMG: 1d3*, BML(102) 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, BML(114) 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.



31. 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*.

32. 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 illustration #1 from the Barrowmaze II Illustration Booklet.**

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**.

33. 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, BMII(114). 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** and 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. For more specific information on his role see page 90.

34. 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 key-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).



35. Plundered Crypt: This crypt has been opened recently. The coverstone, broken in two, lies in the dead grass nearby. A foul stench comes from inside 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 3 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, BMII(103) 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.

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).

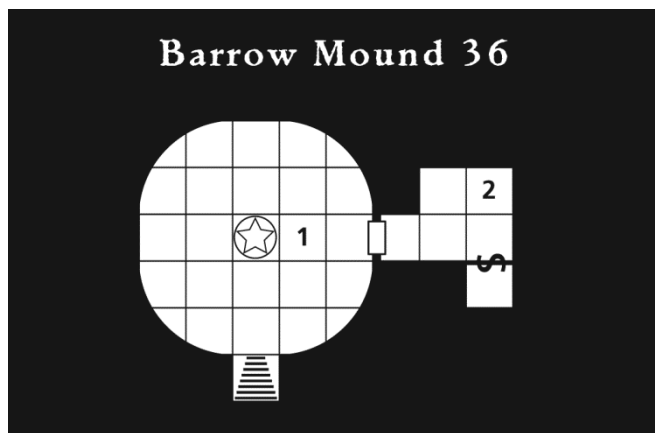
Chamber 2: The door to this crypt is locked. If the party spends too much time or are too loud in the entrance chamber they will draw the attention of **Bareus**, who, sadly, has risen as a **Wraith (1)** AL: C, AC: 3, HD: 4, HP: 25, #AT: 1, DMG: 1d6*, LL(102) in response to The Tablet of Chaos. He now 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 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).



36. 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.



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

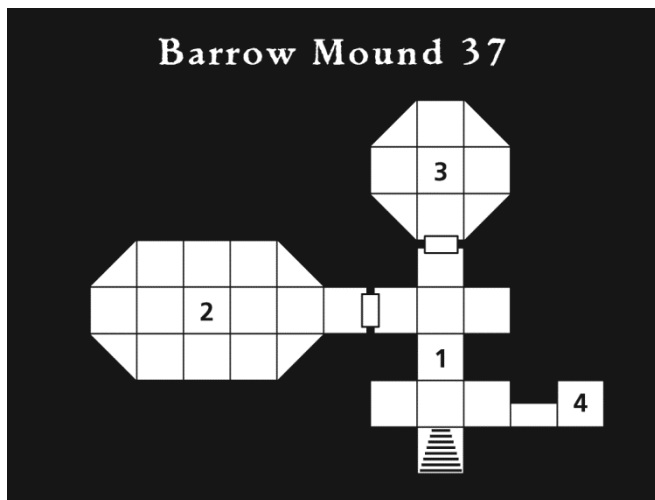
Entrance: The entrance chamber to this crypt is decorated with frescos of the underworld and is a macabre scene of death, torture, and sacrifice. Several tapestries have rotted completely and lay in piles on the floor.

Chamber 2: The door to this chamber is locked. Inside, a funerary urn sits on a dais surrounded by

a horde 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, BMII(106) who will attack anyone who steps toward to 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*, LL(89) 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).



38. 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 pry-bars 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 in the circus.

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, BMII(111). 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, BMII(101).

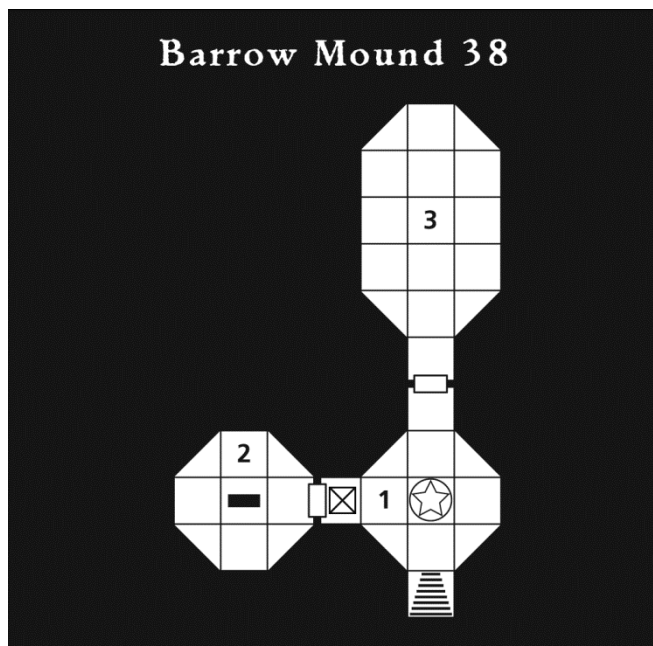
Chamber 2: A large sarcophagus is here.

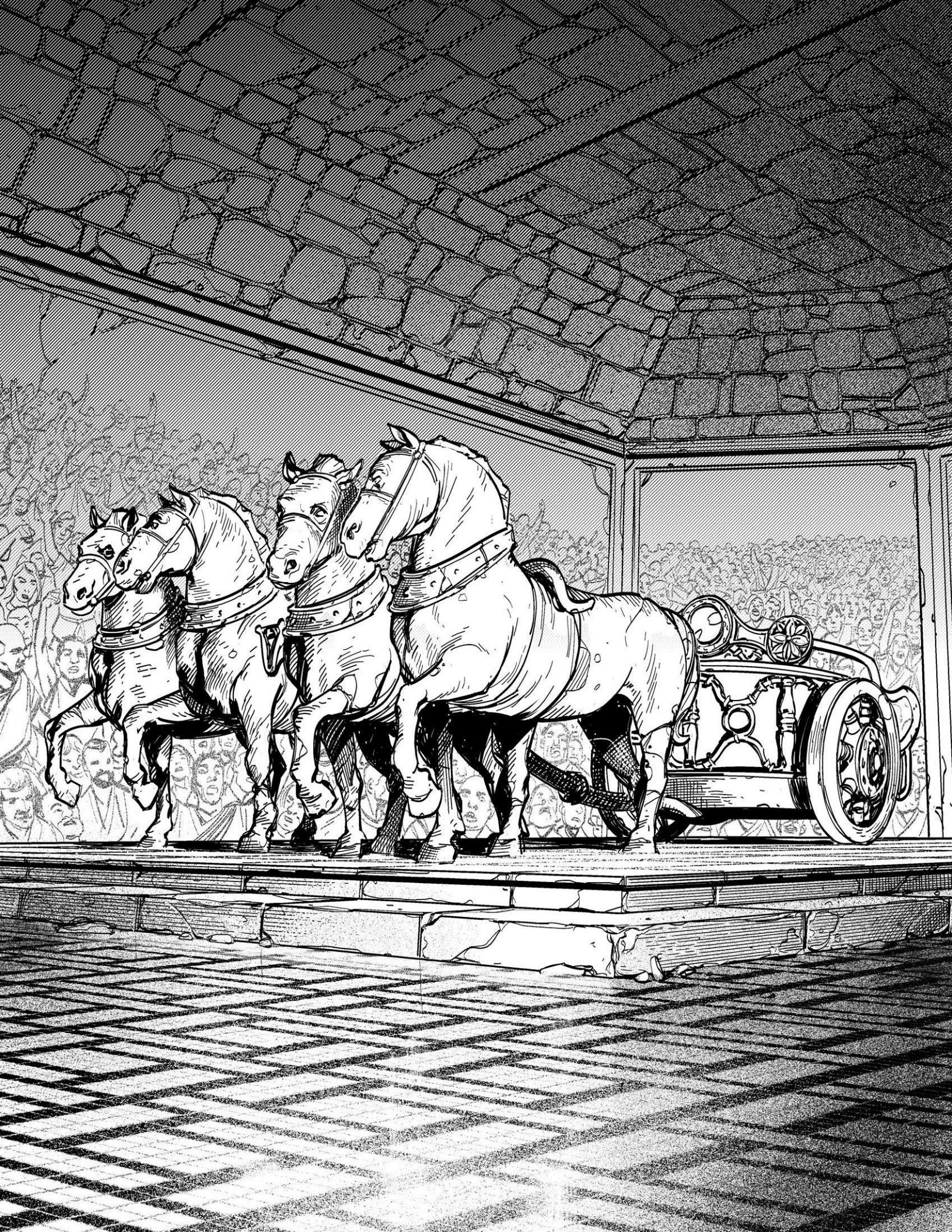
Bas relief on the walls depict the charioteer Gaius Appuleius Diocles racing down the circus to victory. His many victory wreaths, now long withered and brittle to the touch, hang on the walls of his tomb.

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

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

Entrance: This crypt is waist deep in dark peat-colored water. 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*, LL(103) and **Amber Mold (1)** AL: N, AC: Always hit, HD: 1, HP: 1, #AT: 1, DMG: Special, BMII(97). There are two 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, LL(93).



40. 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 single skulls.

Burial Alcoves (25): Small Squares. Single skulls.
Contents: Empty except for 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, BMII(98) 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*, LL(76).

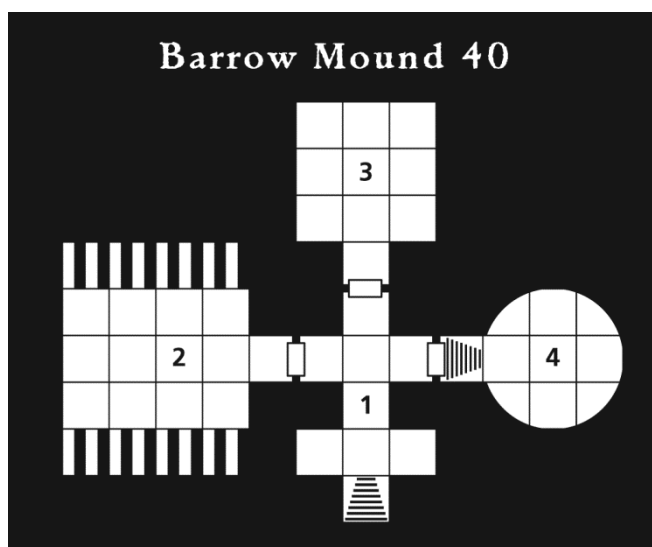
Muzz lost an eye in his youth and wears an eyepatch bearing a Large Tiger Eye jewel (1,050gp). This gives him a weird appearance beyond his undead state. There is a 10' floor spear trap in the center of the room. **Muzz** will attempt to draw intruders towards them at the back of the chamber.

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, BMII(116) 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*, BMII(100) 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, LL(93). 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.



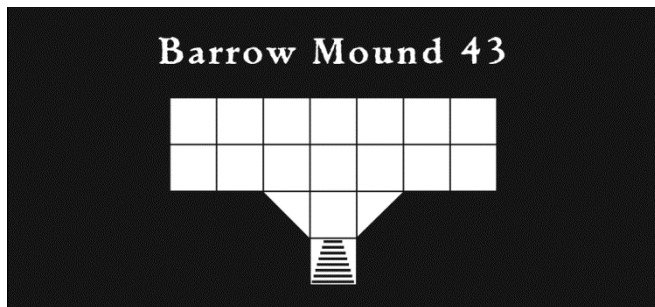
41. Plundered Mound: This mound 50x50 foot was plundered long ago and is filled to the waist with dark peat-colored water.

42. 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, found the key to this mound and has kept it secret (with the



exception of **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.

43. 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 illustration #2 from the Barrowmaze II Illustration Booklet.**

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 below (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 awoken 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 roleplaying opportunity:

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*.....*Detect Invisible* (5 Uses)
5. Tavern Drunk**.....*Stinking Cloud* (5 Uses)
6. Elf*.....*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****.....*Speak with Dead* (5 Uses)
12. Minotaur*.....*Arrow of Location*
13. Succubus.....*Eyes of Charming*
14. Cyclops*.....*Eye of the Eagle*
15. Old Witch***.....*Flask of Curses*
16. Zombie***.....*Periapt of Foul Rotting*
17. Seasick Pirate.....*Potion Jug* (vomits 1/wk)
18. Slovenly Trull.....*Bag of Holding* (Mouth)
19. Nagging Wife***..*Stone of Weight*
20. Old Paladin.....*Tome of Leadership*
(Must listen for a full week, 1 use only)

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

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

***Cursed heads include: 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.

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



44. 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. There are three doors. The north door has runes inscribed on it.

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 foot 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, BMII(102) except they possess a slightly less effective armor class (4 instead of 2). They are particularly susceptible to fire (double damage).

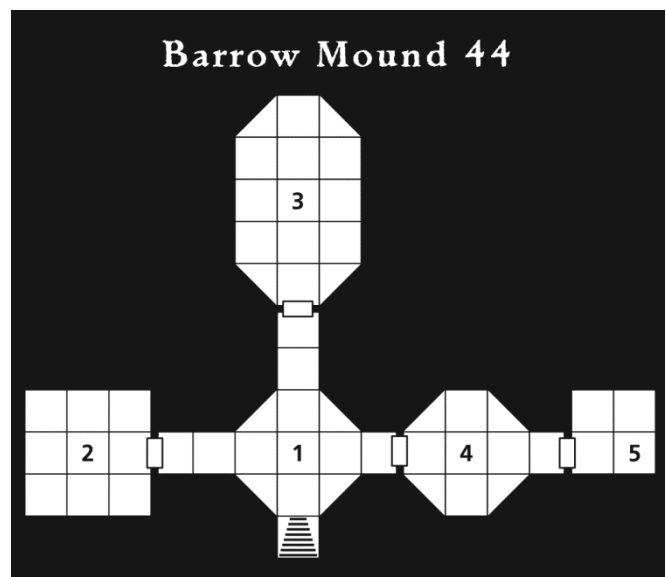
Chamber 4: The door to this crypt is locked. Inside, the walls depict strange hieroglyphics. They are written in Ancient Lizardmen and describe their elder gods and acts of sacrifice in the time before the first humans appeared in the region. There are also the dried remains of six lizardmen in shallow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

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, AEC(131), 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 lizard-men first), subject to the actions of the PCs in previous chambers.

Sssythos guards the remains of the lizardman chief. He possessed Gold Rings, Bracers, and a Necklace worth 3,500gp total. He was also buried with several carved totems tied to hide 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*.



45. The Portal of Bones (Covered): Once the earth is removed, the PCs will notice that the coverstone and archway to this mound is covered in black runes. The runes, written in Ancient Lizardman, issue warnings and curse 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

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 illustration #3 from the Barrowmaze II Illustration Booklet.** 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.

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

47. 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.

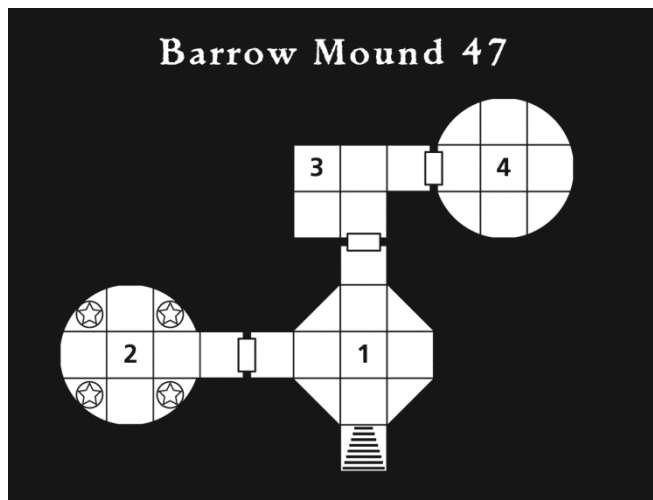
Chamber 2: The door to this chamber is locked. There is an altar to the goddess in the center of this room with funerary box in its center. The altar is surrounded by four **Iron Statues (4)** AL: N, AC: 4, HD: 4, HP: 24, 19, 16, 14, #AT: 2, DMG: 1d8/1d8, LL(98). If the box is removed it will trigger 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 in the chair 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).



48. 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 illustration #4 from the Barrowmaze II Illustration Booklet.**

As soon as they see the glyphs, a paladin (or lawful cleric) will hear a voice inside their 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 meaning of the 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.

3. 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.

4. 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, LL(102) and wildly attack party members to drain their life essence.

Example: Party members push Gambler the Elf forward to take his turn at the door. Gambler 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).

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

50. 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 Five:

The Secret Shrine of Set

Area Five: Random Monsters

1. Ravenous Zombies (2d6), BMII(116)
2. Crypt Knights (1d6+1), BMII(102)
3. Ghouls* (2d6), LL(76)
4. Sons of Gaxx (1d8), BMII(115)
5. Ochre Jellies (1d2), LL(89)
6. Mongrelmen (4HD) (2d6), BMII(109)
7. Gargoyles (1d4), LL(75)
8. Necromancers of Set (2d6), BMII(111)
9. Necromancers of Set (2d6), BMII(111)
10. Necromancers of Set** (2d4), BMII(111)
11. Dungeon Dressing***
12. Referee's Choice

Note: There is a 2 in 6 chance that wandering undead are wearing Death Masks.

*This group is led by a Barrow Ghast.

**In addition to rolled results, the Necromancers have at least one sixth level cleric, a Mongrelman Scout (4HD), and two Steel Skeletons.

***See *Random Dungeon Dressing Chart*

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, BMII(101). 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 with-

out 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*, BMII(102). 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 illustration #5 from the Barrowmaze II Illustration Booklet.**

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 will need to 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 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 in the *Labyrinth Lord Advanced Edition Companion*.

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.

Four **Flagstone Golems (4)** AL: N, AC: 6, HD: 6, HP: 32, 30, 28, 22, #AT: 2, DMG: 1d8/1d8, BMII(106) 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.

197. A Greater Crypt Shade (1) AL: C, AC: 4, HD: 6, HP: 19, #AT: 1, DMG: 1d10, BMII(103) 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 ran-

dom 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, BMII(111).

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 prayer and 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*, BMII(101) 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*, LL(89). 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 but their contents might be (Stomach, Lungs, Liver, and Intestines). See the entry for Canopic Jars in the introduction for more information.

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.

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, LL(102) 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 illustration #6 from the Barrowmaze II Illustration Booklet.**

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 immovable 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*, BMII(98). 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, BMII(109) 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 illustration #7 from the Barrowmaze II Illustration Booklet.**

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.

Moniphine wears two scarab keys as amulets around her neck. The first is the door to Barrow Mound #34 and the second, possessing 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, BMII(116) 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, LL(89) 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 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*, AEC(128). If anyone approaches within 10 feet of the sarcophagus, the groaning spirit will materialize and let loose its terrible wail attack.

Inside the sarcophagus is a coffer with 1,000gp. 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 (10gp), Small Flawed Obsidian (10gp), Small Alexandrite (10gp), 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, BMII(102).

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, BMII(116) 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 (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 illustration #8 from the Barrowmaze II Illustration Booklet.** 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, AEC(127) that will attack if the sarcophagus is disturbed.

212. This hallway contains of 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, LL(65) has managed to make a lair here.

B. A bricked-up wall blocks 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 him (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.

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 knotwork. This is *Herne's Rune* and is 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 cover for 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, BMII(101) 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), BMII(111), Spells (1): *Magic Missile*, 10gp, and **Sinnis**, AL: C, AC: 9, HD: MU1, HP: 3, #AT: 1, DMG: 1-4 (Dagger), BMII(111), 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, BMII(116) and **Funeral Pyre Zombies (6)** AL: C, AC: 7, HD: 2, HP: 14, 10, 9, 7, 5, 4, #AT: 1, DMG: 1d8, BMII(116).

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.

Referee's Note: The Secret Shrine of Set (#214 to #222) is lit by torches.

214. This is the living quarters of the Necromancer **Kelingard** AL: C, AC: 7 (Dex), HD: MU3, HP: 9, #AT: 1, DMG: 1d6 (Staff), BMII(111), 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. This is the living quarters **Orthos** AL: C, AC: 7 (Bracers), HD: MU3, HP: 10, #AT: 1, DMG: 1d6 (Staff), BMII(111), 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, 6, 6, 6, #AT: 1, DMG: 1d8, LL(103). 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 to 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, BMII(109), 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, BMII(109). 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, BMII(109).

215. Show the players illustration #9 from the Barrowmaze II Illustration Booklet. The Necromancers have devoted this room as a shrine to their jackal-god Set. The ceiling is 30 feet tall. 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, BMII(100) 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: 3 (Ring +2 and Dex), HD: MU5, HP: 17, #AT: 2, DMG: 1d6 (Staff) and 1d6 (Kick), BMII(111), 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, BMII(100) 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), BMII(111), 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, BMII(113). 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, BMII(114).

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. It reads "...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.

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; LL(66). **Gbulg** 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), LL(66), Spells (2/1): *Cure Light Wounds, Darkness; Spiritual Weapon*. Together, **Gbulg** 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), BMII(111), Spell (1): *Shield*, 13gp; **Applewood** AL: C, AC: 9, HD: MU1, HP: 4, #AT: 1, DMG: 1d4 (Dagger), BMII(111), Spell (1): *Shield*, 17gp; and **Barsnowik** AL: C, AC: 9, HD: MU1, HP: 2, #AT: 1, DMG: 1d4 (Dagger), BMII(111), 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), BMII(111), Spell (1): *Magic Missile*, 6gp; **Diveen** AL: C, AC: 9, HD: MU1, HP: 2, #AT: 1, DMG: 1d4 (Dagger), BMII(111), Spell (1): *Shield*, 13gp; and **Jabbard** AL: C, AC: 9, HD: MU1, HP: 3, #AT: 1, DMG: 1d4 (Dagger), BMII(111), 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, BMII(100) 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), LL(66) 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), BMII(113)
2. Crypt Knights (2d4), BMII(102)
3. Spectral Dead (2d6), BMII(115)
4. Barrow Harpies (2d6), BMII(99)
5. Gargoyles (1d6), LL(75)
6. Gargoyles* (2d4), LL(75)
7. Acolytes of Orcus (1d6), BMII(97)
8. Acolytes of Orcus (2d6)**, BMII(97)
9. Necromancers of Set (1d6), BMII(111)
10. Necromancers of Set (2d6)***, BMII(111)
11. Special****
12. Special****

Note: There is a 2 in 6 chance that wandering undead are wearing Death Masks.

*This group is led by a Maggog Gargoyle.

**In addition to rolled results, the Acolytes have at least one sixth level cleric, two Gehennian Goats, and a Runic Golem.

***In addition to rolled results, the Necromancers have at least one sixth level cleric, four Black Skeletons, a Mongrelman Scout (4HD), and a Steel Skeleton.

****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 in 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 detail). 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, BMII(99). These guardians are the two eastern-most pillars depicted on the map.

Defiled Crypt 1: The door to this crypt is swollen stuck. Three **Mummies (3)** AL: C, AC: 3, HD: 5+1, HP: 24, 15, 15, #AT: 1, DMG: 1d12*, LL(89) 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: This door to this crypt is closed. At the back of this room is a horizontal alcove containing a mummy. 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. The crypt is covered in burial alcoves.

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*, LL(89) 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 Chalice 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, BMII(116). 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 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, BML(102) 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 sledge hammers, 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 hallway 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, BML(97) 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, BML(114) 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.

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 each of the entries for this corridor 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*, BMII(113) lair 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*, BMII(101) 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, BMII(102). Both crypt knights wear Gold Amulets with the symbol of their order (the skull overtop a rose). They function as *Amulets of Proof Against Turning*. These are worth 700gp each. 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, BMII(102). The crypt knights wear Gold Amulets with the symbol of their order (the skull overtop a rose). Similar to 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*, BMII(112).

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 southern wall 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, AEC(131).

234. This room is empty. Bones and rubble have been piled in the corners of this room.

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*, LL(102). 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 blood thirsty 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. Sir Pelinore 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*, LL(89) 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*, BMII(100). 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*, AEC(127) 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*, LL(89) 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, BMII(116) 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.

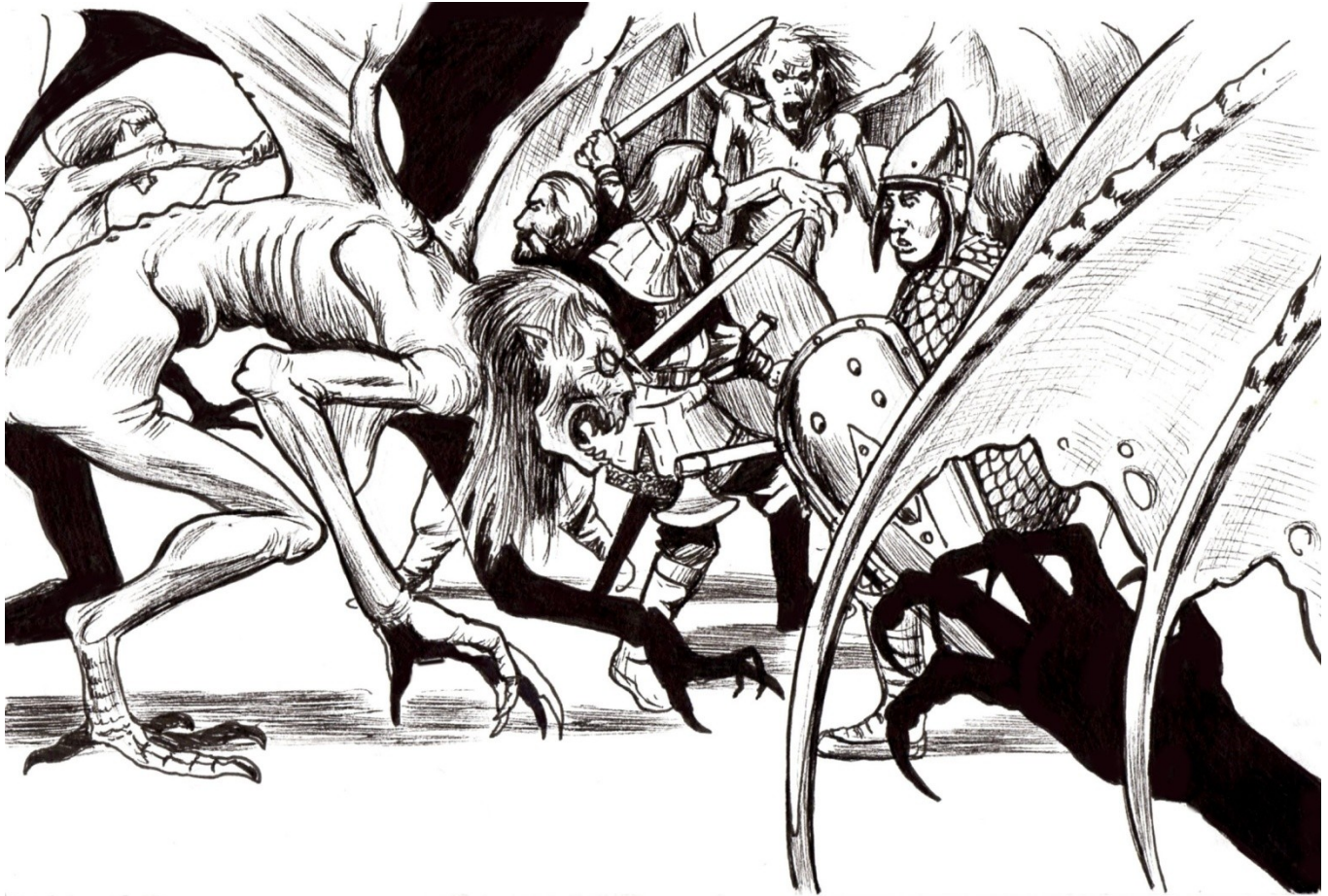
242. There are five curtains in this room that hide alcoves. Moving clockwise the contents include:

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*, BMII(102) is 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 are 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, BMII(99) have made their lair. In addition to gnarled clubs and rusty shortwords 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, BMII(106) 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, BMII(106) 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 monstrosity large **Black Pudding (1)** AL: N, AC: 6, HD: 10, HP: 80, #AT: 1, DMG: 3d8, LL(65).

247. This door is closed. **Amber Jellies (3)** AL: N, AC: 5, HD: 4, HP: 26, 19, 18, #AT: 1, DMG: 1d6, BMII(97) 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 wail 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*, BMII(115). 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, BMII(110). 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, BMII(102). 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 – 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 **Margoyles (1)** AL: C, AC: 1, HD: 6+1, HP: 25, #AT: 4, DMG: 1d6x2/1d6/1d6, BMII(105) and his henchmen **Gargoyles (3)** AL: C, AC: 5, HD: 4, HP: 23, 20, 13, #AT: 4, DMG: 1d3/1d3/1d6/1d4, LL(75).

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 sledge hammer to break the seal. Inside are two **Wraiths (2)** AL: C, AC: 3, HD: 4, HP: 25, 13, #AT: 1, DMG: 1d6*, LL(102) 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 sledge hammer 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 sledge hammer to break the seal. An **Amber Mold (1)** AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special, BMII(97) 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 the 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 will not 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 sledge hammer to break the seal. A terrible **Spectre (1)** AL: C, AC: 2, HD: 6, HP: 27, #AT: 1, DMG: 1d8*, LL(96) 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, LL(75) 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.

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.

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 6 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*, LL(79). 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 illustration #10 from the Barrowmaze II Illustration Booklet.**

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 to everything below 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, LL(75) 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, BMII(110). Each possesses the same spell lists as 7th 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, BMII(102). 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 worth (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, LL(75) 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 lays 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*, LL(102) 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, BML(98).

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 a witch and possesses a quirky, dark personality.

When the PCs enter this room they will be assaulted by the smell of the ghastrs. 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 ac-

quiring 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 spell-caster 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'

Magic-User (2/2/1): *Magic Missile*, *Spider Climb*; *Invisibility*, *Web*; *Lightning Bolt*

Grizelda's female lieutenants are the halfling **Krisella** and the human **Annaxelda**. Both are powerful **Ghastrs (2)** AL: C, AC: 4, HD: 4, HP: 32, 32 #AT: 3, DMG: 1d4/1d4/1d8*, AEC(127) with full hit points. Krisella still wears a beautiful Platinum Necklace worth 174gp around her neck.

She is always accompanied by a gaggle of **Ghastrs (5)** AL: C, AC: 4, HD: 4, HP: 20, 18, 17, 16, 13, #AT: 3, DMG: 1d4/1d4/1d8*, AEC(127) and **Ghouls (8)** AL: C, AC: 6, HD: 2*, HP: 15, 13, 11, 10, 9, 9, 9, 7, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76).

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, LL(75) and the **Maggog Gargoyle (1)** AL: C, AC: 5, HD: 4, HP: 18, #AT: 3, DMG: 1d6x2/1d8, BMII(104) will flee to warn the rest of the lair. The maggog's spells include: *Magic Missile, Shield; Darkness Globe, Invisibility; Lightning Bolt*, 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, LL(75) 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, LL(75) are playing bones and terrorizing a couple giant rats.

A. This room contains a sarcophagus. Draped over it is a large weaved tapestry. On top of the tapestry is a coffer (3,000gp). Although the sarcophagus holds nothing of value the weaved tapestry is worth 1,000gp.

269. The gargoyles use this room as a prison cell. A halfling, a dwarf, and two humans, all in loin cloths, are chained to the back wall (the "jailor" 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 "jailor" and "torturer" **Gargoyles (2)** AL: C, AC: 5, HD: 4, HP: 18, 15, #AT: 4, DMG: 1d3x2/1d6/1d4, LL(75) 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 has been completely forgotten and leads to Barrow Mound #23.

272. This is the gargoyle throne room. On the south wall of this room is a large dais. On the dais at the back of the room is a large throne, where **Zygstral** 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, LL(75) 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 **Margoyles (1)** AL: C, AC: 1, HD: 6+1, HP: 42, #AT: 4, DMG: 1d6x2/1d6/1d6, BMII(105). He possesses a fearsome *Battle Axe +3* which he can wield with one hand in place of one of his claw attacks.

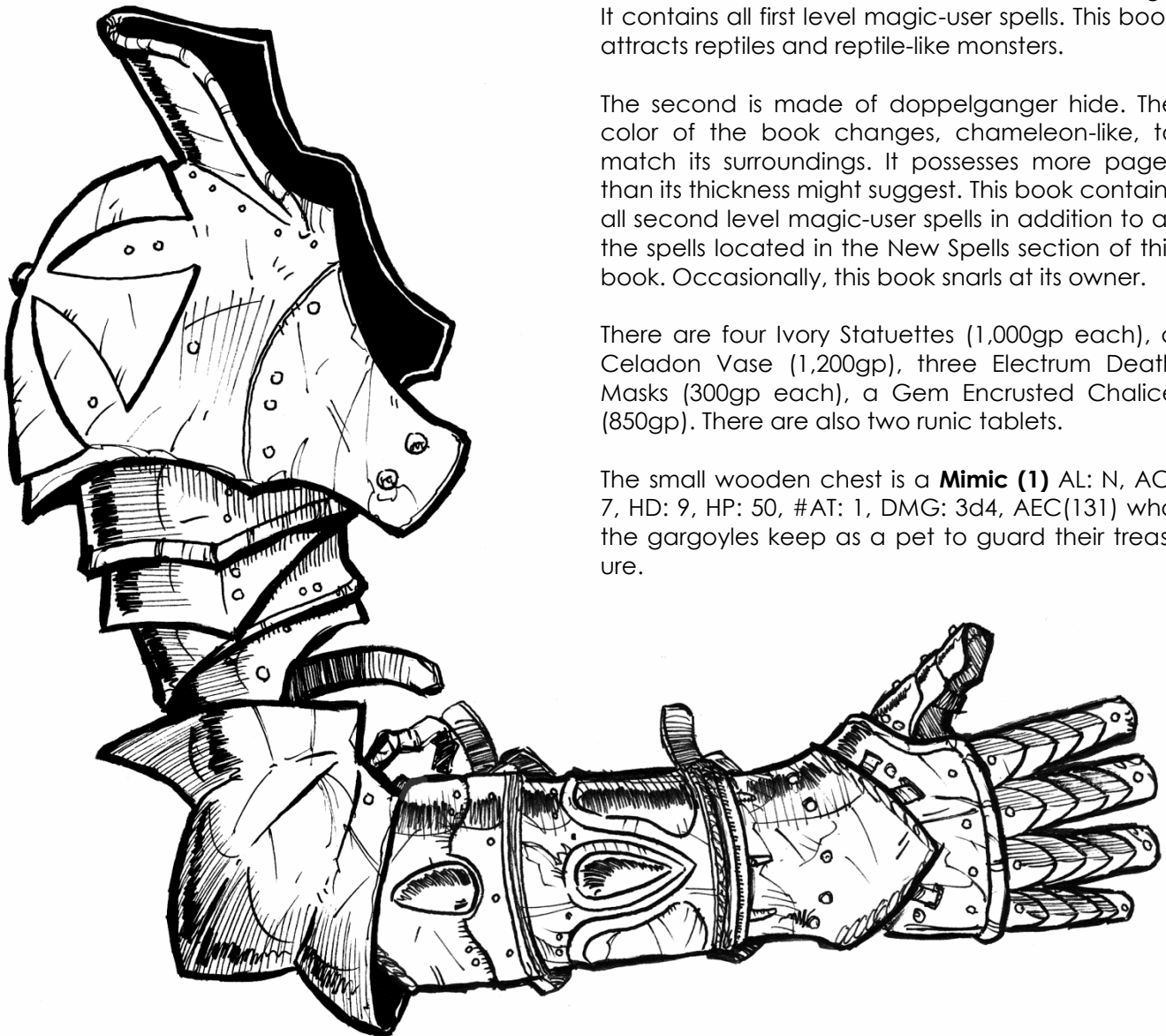
Zygstral is always accompanied by his bodyguards, two ferocious **Four-Armed Gargoyles (2)** AL: C, AC: 3, HD: 4+2, HP: 19, 18, #AT: 6, DMG: 1d4x4/1d6/1d8, BMII(104) who normally stand on either side of his throne.

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, BMII(104) 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 illustration #11 from the Barrowmaze II Illustration Booklet.** Although the treasures are wonderful, 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 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) and a Silver Circlet (2,250gp).

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, AEC(131) who the gargoyles keep as a pet to guard their treasure.

Barrowmaze Area Seven:

The Chaos Sepulcher of the Elements

Area Seven: Random Monsters

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** ghosts 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*, BMII(100) 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*, BMII(100) have broken free of their wooden sarcophagi and 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 north-east 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, BMII(106) 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, BMII(112) 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 (north-west and south-east) and **Bone Golems (2)** AL: N, AC: 2, HD: 8, HP: 43, 37, #AT: 4, DMG: by weapons, LL(79) will emerge to slay the intruders. Each 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, LL(79) will attack.

E. Behind this rotting curtain are two partially decayed human bodies. One clutches a scroll with the second level magic-user spell: *Djrixim's Purple Haze* (see New Spells).

F. An **Ochre Jelly (1)** AL: N, AC: 8, HD: 5, HP: 18, #AT: 1, DMG: 2d6, LL(89) 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.

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*, BMII(101) 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 include a Small Blue Quartz (20gp), Small Flaw



-ed 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 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, AEC(127) 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 of each 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, DMG: 1d3/1d3/1d3*, LL(76). **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 counter clockwise 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 page 64 for the elemental symbols.

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*, BMII(110). 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*, BMII(110) 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 (see page 64).

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*, BMII(107) that will activate once someone enters the crypt.

The body contains 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, LL(101) 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.



CHUCK

Anyone who enters will disturb 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: 24, #AT: 1, DMG: 1d10, BMII(103) whose evil nature is so strong that cold negative energy flows from it.

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 the entire group have 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*, LL(76). 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*, LL(96). 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 Spells for no effect).

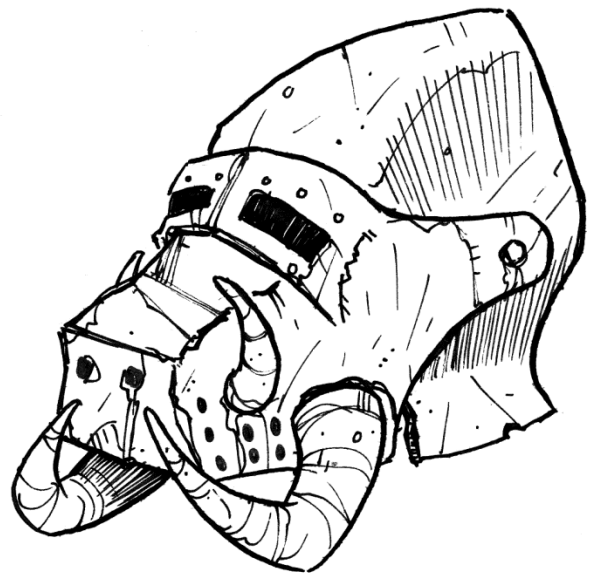
Defiled Crypt 7. The door to this crypt is locked. If a PC listens at the door they will hear a soft moaning from within. A large stone sarcophagus holds the remains of a woman who was slain by her lover for another woman. She has returned as a vengeful **Groaning Spirit (1)** AL: C, AC: 0, HD: 7, HP: 42, #AT: 1, DMG: 1d8*, AEC(128). 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, LL(63) 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 Bassinet* (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, BMII(101). 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*, BMII(107) 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, LL(101) 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* (AEC.62). 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. The box is locked. Inside are two **Clockwork Scorpions (2)** AL: N, AC: 2, HD: 1, HP: 8, 6, #AT: 3, DMG: 1d2x2/1d2*, BMII(112).

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. They will receive a -2 on their 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 lay 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 without magical aid.

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, BMII(112). 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 sledge hammer 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 (3)** AL: C, AC: 5, HD: 3, HP: 24, #AT: 1, DMG: Drain, LL(102). **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 sledge hammer 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*, BMII(110) 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, BMII(112).

The sandman possesses the most soft, calming, harmonious voice the PCs have ever heard. He might say 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)

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*, BMII(100) 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.

Referee's Note (#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. The walls of this crypt depict 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, BMII(116). 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*, BMII(100) 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, BMII(116) 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 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, BMII(99) with maximum hit points. The guardian will peel itself off the coverstone the moment the sarcophagus is touched.



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 illustration #12 from the Barrowmaze II Illustration Booklet.**

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, LL(64) will leap from the walls and attack.

Once they are destroyed, **Man-Eating Apes (1d4+1)** AL: N, AC: 6, HD: 5, HP: 28 each, #AT: 3, DMG: 1d4/1d4/1d8, AEC(106) will leap from the wall frescos and attack the party.

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 owl bears (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*, LL(81) will attack followed by **Owl Bears (1d4+1)** AL: N, AC: 5, HD: 5, HP: 30 each, #AT: 3, DMG: 1d8/1d8/1d8, LL(91).

After these monsters have been destroyed, the outline of a door will appear on the opposite side of the chamber. The PCs may then proceed to the third trial.

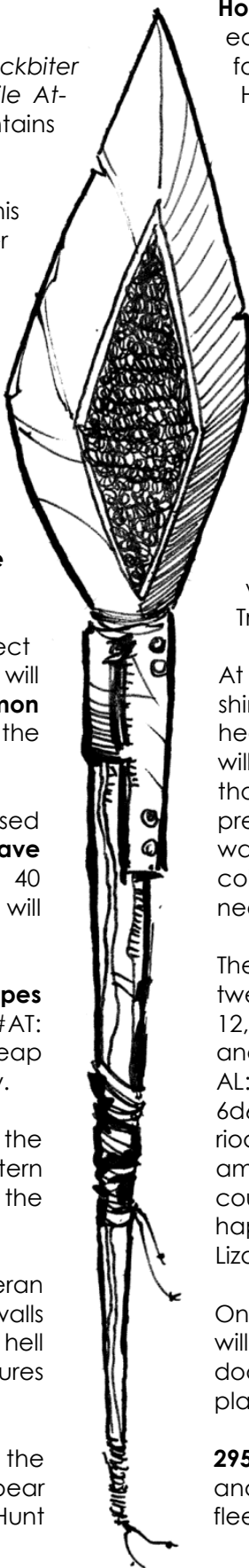
294. Frescos depicting **Thar** as an elder hunter with a glowing spear adorn the walls of this tomb. In these images, he battles a great hydra and a tyrannosaurus rex (both sets of figures will detect as magical) in a great jungle. Once the PCs have a chance to inspect the room, a *Magic Mouth* on the 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, LL(82) and then the mighty **Tyrannosaurus Rex (1)** AL: N, AC: 3, HD: 20, HP: 105, #AT: 1, DMG: 6d6, LL(100). 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*, LL(101). 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).

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, LL(102) 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. A diagram can be found on page 64.

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*, LL(89) 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 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, BMII(98) 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.

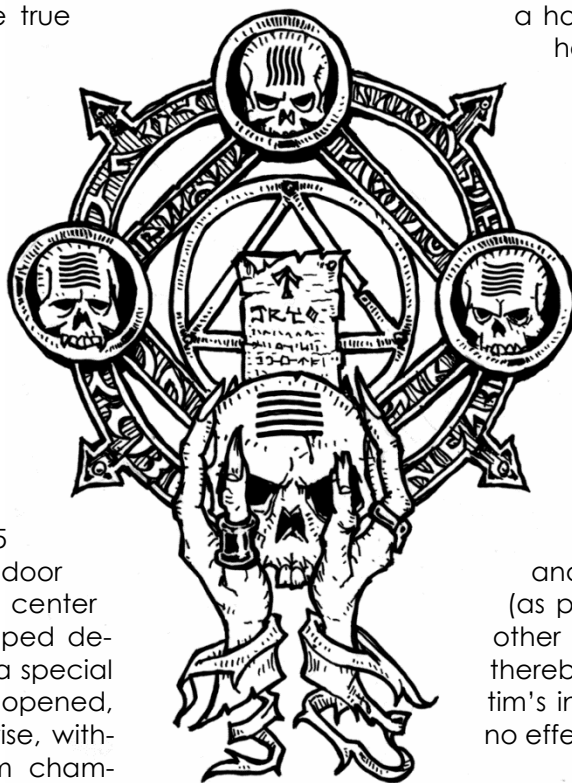
Beside each is a Gem-Encrusted Funerary Figure (4,000gp each) – one with emerald and one with ruby eyes. They are shaped as menacing totems with pointy teeth and sinister facial expressions. Both figures are magically trapped. If the figure with emeralds is touched its mouth will open and spew forth 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*, BMII(115). They attack as soon as the door to their crypt has been opened.

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*, BMII(100) 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 Chalice (900gp, 1,000gp, and 1,300gp).

Quiet Crypt 4: The door is closed. The floor and lower portions of the crypt walls are covered in **Yellow Mold (1)** AL: N, AC: Always hit, HD: 2, HP: 9, #AT: Spores, DMG: 1d6*, LL(103). 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*, LL(102) 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*, BMII(100) 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) rests 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*, LL(102) 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*, BMII(115). 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 of containing 3,793gp.

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 rim 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, BMII(106) 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, AEC(127) that will attack if the sarcophagus is touched. On top of the sarcophagus are two Decorative Amphora (800gp) each that depict ancient foottraces.

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*, LL(96). 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 Chalice 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, LL(102) 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, BMII(116) 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 locked. A **Large Green Slime (1)** AL: N, AC: N/A, HD: 6, HP: 29, #AT: 1, DMG: Special, LL(80) inhabits this crypt. It looks like a large green puddle of 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 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*, LL(102) 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 643gp 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, BML(97). Beside skeletal remains are eight Silver Chalice 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*, LL(76) led by two nasty **Ghasts (2)** AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*, AEC(127) 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).

Referee's Note (#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, AEC(122) 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*, LL(73) 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*, LL(73) will manifest and attack the PCs.

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*, AEC(131). They will be followed by **Water Elementals (1d3+3)** AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, LL(73) and finally a **Huge Water Elemental (1)** AL: N, AC: -2, HD: 16, HP: 72, #AT: 1, DMG: 3d8*, LL(73)

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*, BML(104) 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*, BMII(108). These will be followed by **Fire Elementals (1d3+3)** AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, LL(73). The final monster is a **Huge Fire Elemental (1)** AL: N, AC: -2, HD: 16, HP: 85, #AT: 1, DMG: 3d8*, LL(73)

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, AEC(135) and the stalactites are **Piercers (4)** AL: N, AC: 3, HD: 3, HP: 21, 20, 14, 11, #AT: 1, DMG: 3d6, AEC(133). 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*, LL(73) 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*, LL(73) 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*, BMII(110) 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, BMII(110).

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*, BMII(110). 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 Coffers worth (3,000gp) contain 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), BMII(116)
2. Mummies (1d4+3), LL(89)
3. Trolls (1d6), LL(100)
4. Ghouls (2d6), LL(76)
5. Mongrelmen (4HD) (2d6), BMII(109)
6. Gargoyles (1d6), LL(75)
7. Wights (1d4), LL(102)
8. Acolytes of Orcus (1d4), BMII(97)
9. Acolytes of Orcus* (1d6), BMII(97)
10. Acolytes of Orcus** (2d6), BMII(97)
11. Dungeon Dressing***
12. Referee's Choice

Note: There is a 2 in 6 chance that wandering undead are wearing Death Masks.

*This patrol group has Ghouls (2d4) in addition to any other monsters (see New Monster entry).

**This patrol group has Trolls (1d4) in addition to any other monsters (see New Monster entry).

***See *Random Dungeon Dressing Chart*

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, LL(102) 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*, LL(89) 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* spell 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, BMII(116) 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, BMII(97). 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.

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 florescent lichen. The cave is seven feet high with small stalactites hanging from the ceiling. There are numerous crevices and crannies 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 illustration #13 from the Barrowmaze II Illustration Booklet.**

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, BMII(102). 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 magic. 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 be 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. A group of 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, BII(106).

D. There are two **Icterine Fungi (2)** AL: N, AC: 5, HD: 5, HP: 37, 31, #AT: 1d4*, DMG: 1d8 each, BMII(107) 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, BII(106) 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, BII(106) 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, LL(102) have risen from slain adventurers. They are feral and eager to feed on the essence of the living.

H. Several giant mushrooms, including two **Shriekers (2)** AL: N, AC: 7, HD: 3, HP: 8, 7, #AT: Special, DMG: Special, LL(95) 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, LL(63) 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 illustration #14 from the Barrowmaze II Illustration Booklet. 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 **Bronze Golem (1)** AL: N, AC: 0, HD: 20, HP: 102, #AT: 1, DMG: 3d10, LL(79). 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*, AEC(128) 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 wait 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 510gp 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, BMII(116) 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*, LL(103). 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 is 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, BMII(111).

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 month.

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*, BMII(113) 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 "Here Rests Sir Wildrif Rauriel, Paladin of St. Ygg." 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 mantichore, a chimera, and finally a great demon. They will also see a huge stone sarcophagus with relief of Sir Wildrif in platemail. They will also 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*, BMII(107) 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, BMII(106) 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, 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, AEC(127).

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).



Referee's Note: 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.

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), BMII(97). 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), BMII(97). 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*, LL(76).

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. **Gerg** AL: C, AC: 3 (Chain, Shield +1), HD: CL3, HP: 21, #AT: 1, DMG: 1d6 (Hammer), BMII(97). 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), BMII(97). 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, BMII(113) 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, BMII(116).

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); BMII(97). 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, BMII(105) 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, BMII(116).

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 direct 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.

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**); BMII(97). 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*), BMII(97). 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, AEC(110). Also see AEC page 108 for additional demonic abilities and defenses. **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, BMII(97).

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*), BMII(97). 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 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, LL(103) and a **Runic Golem (1)** AL: N, AC: 5, HD: 7, HP: 46, #AT: 1, DMG: 1d10*, BMII(107) 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), BMII(97). 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); BMII(97). 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), BMII(97). 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, 5, #AT: 3, DMG: 1d2/1d2/1d2*, BMII(112) 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 #42. 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.

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.

- | | |
|-----------|-----------|
| 1: Zombie | 4: Wight |
| 2: Shadow | 5: Ghast |
| 3: Ghoul | 6: Wraith |

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.

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, BMII(97) 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*, BMII(112) 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, LL(100) are on guard here. **Ogbog**, the largest of the two, is particular tall, thin, and powerful for one of his kind. He receives a +2 bonus on all damage rolls. **Ogbog** enjoys picking on the small-

er **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 6). 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 #27. **Zur** was also aware that the Necromancers 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, LL(100).

B. Shagrot AC: 0, HD: 6+3, HP: 45 #AT: 3, DMG: 1d6/1d6/1d10, LL(100) 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, BMII(111) 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, LL(100), 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, BMII(106) 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, LL(102) are muttering to themselves in the darkness. They have gone completely mad. All three are wearing Ectrum 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, AEC(127) 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, BMII(116) 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, BMII(103) 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*, BMII(112).

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, LL(79) 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, LL(65) 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 woman wearing a beautiful 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 illustration #15 from the Barrowmaze II Illustration Booklet.** 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 Guardian (4)** AL: N, AC: 1, HD: 6, HP: 36, 30, 28, 27, #AT: 1, DMG: 1d8+2, BMII(99) 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*.

B. A colony of **Amber Mold (1)** AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special, BMII(97) 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*, LL(102). 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 inlaid with Malachite 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, BMII(97) 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).

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 Chalice (1,200gp).

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*, BMII(112).

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*, BMII(115). 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 Relic. 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 "Noooooooooooo!" In 1d4 rounds, a group of **Spectral Dead (20)** AL: C, AC: 2, HD 4, HP: 28x5 24x10, 17x5, #AT: 1, DMG: 1d8*, BMII(115) 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

Area Nine: Random Monsters

There are no random monsters in The Secret Vault of the Unholy Relic.

Referee's Note: **The Keeper** (see page 89) 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, BMII(102) - 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*, BMII(100) 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 illustration #16 from the Barrowmaze II Illustration Booklet.**

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.



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Anyone cowardly enough to throw themselves off the platform will be lost. Their whereabouts unknown.

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 overconfidence – he may not be as fully prepared for this battle 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, AEC(109) and four **Necrolytes of Nergal (4)** AL: C, AC: 3, HD: 7, HP: 30, 26 25, 22, #AT: 1, DMG: 1d8, BMII(110). 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), shall make it so."

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), BMII(116)
2. Crypt Knights (1d6+1), BMII(102)
3. Ghouls* (2d6), LL(76)
4. Sons of Gaxx (1d8), BMII(115)
5. Vampire (1), LL(89)
6. Mongrelmen (4HD) (2d6), BMII(109)
7. Gargoyles (2d4), LL(75)
8. Necromancers of Set (2d6), BMII(111)
9. Necromancers of Set (2d6), BMII(111)
10. Necromancers of Set** (2d4), BMII(111)
11. Dungeon Dressing***
12. Referee's Choice

Note: There is a 2 in 6 chance that any wandering undead are wearing Death Masks.

*This group is led by a Barrow Ghast.

**The Necromancers also have two Steel Skeletons BM() in addition to anything else. See entry.

***See *Random Dungeon Dressing Chart*

349. A statue of a stoic man stands atop a dais in the south-west 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:

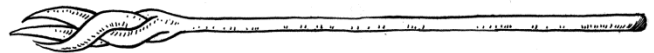
*Two doors stand before you,
One door must speak the truth,
One door only utters lies.
One of them leads to certain death,
The other, to wondrous treasure.*

*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*, LL(102). 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 if they specifically poke the area in front of the door with a 10 foot pole.

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, LL(102) 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*, LL(89). 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*, LL(89). 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*, LL(89). 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 melee with 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, BMII(97) 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 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).

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, six 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 struck. 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*, BMII(115).

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, LL(102) 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 is covered in 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*, BMII(100) 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, BMII(101) 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 sledge hammer 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.

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. PCs 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, LL(93) 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, LL(89) 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, BMII(116). 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, LL(79). The golem wears a great visored *Magical Helm* that gives it a +2 bonus to AC. 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. Gnome 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 them 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*, BML(113) 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.

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, LL(88) 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 ghost and seek his revenge on the PCs.

Minos the Minotaur-Ghost AL: C, AC: 2, HD: 8, HP: 64, #AT: 2 (*Battle Axe* +2) or 3, DMG: 1d12 or 1d8/1d8/2d8, XP: 600, AEC(127).

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 illustration #17 from the Barrowmaze II Illustration Booklet.**

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*, LL(89), 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*, BMII(115) 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*, LL(89) 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 other round 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*, AEC(127) 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*, LL(76) 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 (Dex check for half damage). If

searched, a small wire can be found running in a crevasse 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*, LL(96) 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*, BMII(100) 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 also serve as *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*, BMII(115) 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*, BMII(107) from each alcove.

Inside the crypt are two steel chests with 200gp each, a funerary basket with 300ep, and a 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.

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 is a shadow of its former magnificence. Several pillars have collapsed, the bones of **Ossithrax's** old victims lay 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 spell-casters 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.

In either case, spend time considering **Ossithrax's** perspective (for role-playing), his abilities, and his weaknesses. These are detailed on page 88.

Ossithrax's Treasure Hoard:

Coins:

20,456cp
45,324sp
9,567ep
25,985gp
435pp

Kept

Loose in pile
Loose in pile
Loose in pile
Loose in pile
Chest

Gems and Jewels:

115 gems (10gp ea.)
102 gems (20gp ea.)
42 gems (100gp ea.)
35 Scarabs (250gp ea.)
21 Pieces of Jewelry (400gp ea.)

Loose
Loose
Silver Coffin
Steel Chest
Loose

Miscellaneous:

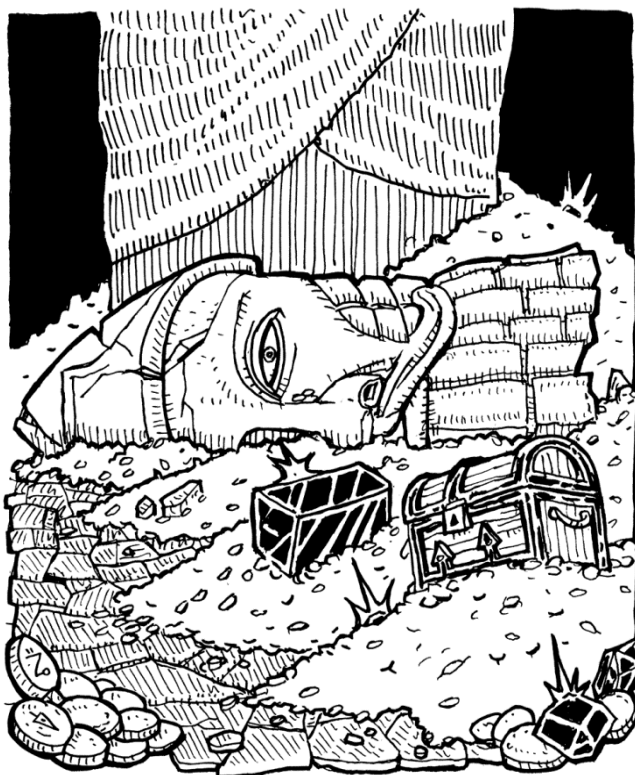
4 Ivory Statuettes (400gp ea.)
2 Gold Mirrors (1000gp ea.)
1 Bloodstone Nergal Idol (1900gp)
4 Ancient Perfumes (1100gp ea.)
10 Gold Plates (200gp each)

Loose
Loose
Loose
Steel Box
Loose

Magical Items

Spellbook of all 4th Level MU Spells
Suit of Platemail +4
Shield +3
6 Random Potions
Longsword +1/+3 Dragonslayer
Stone of Earth Elemental Control
Robe of Useful Items
10 Runic Tablets

Loose
Loose
Loose
Gold Coffin
Loose
Loose
Backpack
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 (AEC.130) and a Black Dragon (LL.70-71).

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*, BMII(108)

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, jealousy (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 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 interrupts, 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, he 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, AEC(130) 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: (5/5/5/5/4/4/4/2)

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'*

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 tablets 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):

- | | |
|----------------|-----------------|
| 1) Son of Gaxx | 3) Barrow Wight |
| 2) Wraith | 4) Spectre |

2. Scarab Plague: The possessor can cast an *Insect Plague*/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.

When 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

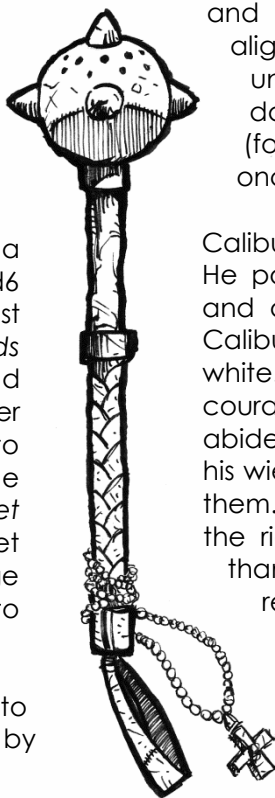
"Caliburn" is a sentient *Longsword* +3. He has an intelligence of 12, a psyche of 12, and a willpower of 25. He can speak Ancient Common and Elvish telepathically and has a lawful alignment. His special purpose is to destroy undead. Caliburn can cause double rolled damage (2d8) to undead once per day (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.

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 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 1/week.

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 dis-

appears 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 those 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).

Pigface Bassinet

The *Pigface Bassinet* 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.

Rerebrace of Palantis

The rerebrace is a 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 enunciate and 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 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.

Teknar's Ten-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 ten-foot, 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.

Type	# 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* (p.98) as base guidelines.

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

Note that if the caster dies while the golem is still animated, it will go berserk and attack a random target.

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.

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.

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:

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. They are 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* (AEC p.77), 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

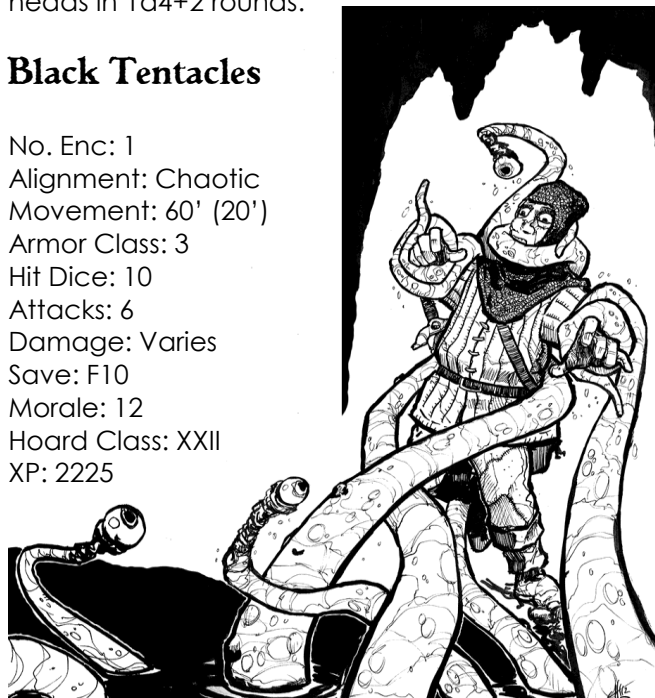
No. Enc: 1d2
 Alignment: Neutral
 Movement: 10'
 Armor Class: 4
 Hit Dice: 6
 Attacks: 2
 Damage: 1d8x2*
 Save: F6
 Morale: 12
 Hoard Class: VI
 XP: 400



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.

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 dark 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.

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 (see AEC 127) 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 inſo far 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 a stronger and more powerful mummy specific to Barrowmaze.

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 grave-sites. 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.

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 bonus to saves against spells cast directly 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 lair 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.

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 *Bzzzzzzzt, 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 its victim (save versus poison or die).

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 nearby its remains. 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 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.

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.



Elemental, Water Fountain

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



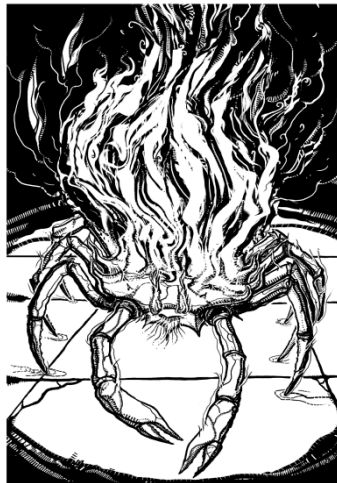
A water fountain elemental is an elemental creature that has been bound by a magic-user to a deep fountain, pool, or cistern for the purpose of protection or defense.

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).

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.

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 melee 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 breath hellfire for 4d6 points of damage once per day.

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



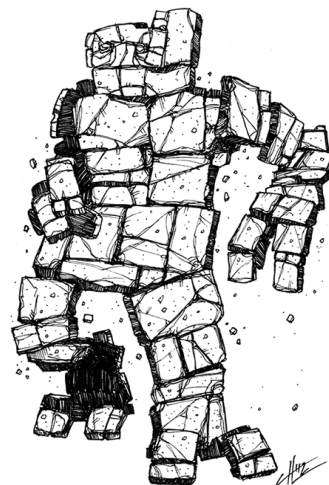
Giant vultures are scavengers. They search for carrion and prefer to avoid direct combat. They have pink bald heads and greasy-black feathers. As a result of their diet, giant vultures are immune to disease. They have a flying speed of 180' (60').

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.

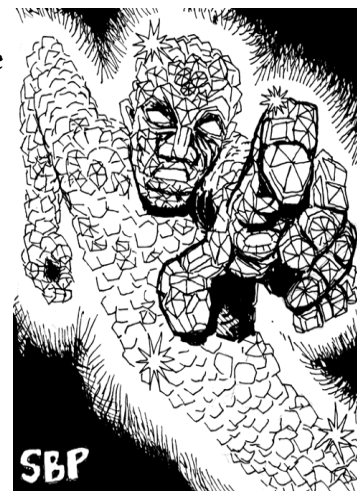
Flagstone golems are relatively flat and peel themselves away from the wall or floor to surprise tomb-robbers.

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).

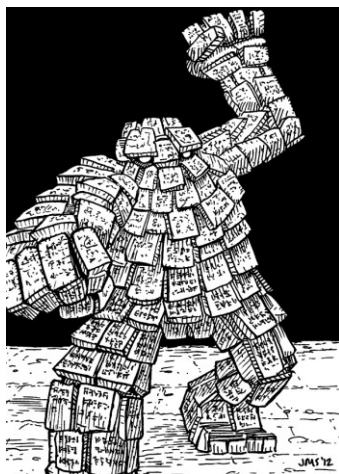
Gemstone golems appear as a huge hoard of gemstones of all shapes, sizes, varieties, and cuts. However, when disturbed, the gemstone golem draws itself up quickly into a large roughly humanoid shape with great fists.

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) to determine their 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):

- | | |
|------------------------------|----------------------------|
| 1. <i>Burning Hands</i> | 4. <i>Hold Person</i> |
| 2. <i>Silence</i> 15' Radius | 5. <i>Glyph of Warding</i> |
| 3. <i>Cause Light Wounds</i> | 6. <i>Magic Missile</i> |

These golems are unaffected by non-magical weapons. Like all golems they have no true intelligence, and *hold*, *charm*, or *sleep* spells are use-

less against them. They are unaffected by poison or gases.

When a runic golem is destroyed, 1d4 runic tablets will remain intact.

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 point 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 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 PCs 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.

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 (AEC.130) and a Dragon (LL.70-71). 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, each successful attack does an additional 1d6 of cold damage.

These undead monsters also possesses a gaze attack. If a character meets its glowing red orbs they 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 torso 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:

- 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 a PC will accidentally 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 conflict.

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 either 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 (LL.89) 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 chose 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 (LL.89).

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.

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

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 usual 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

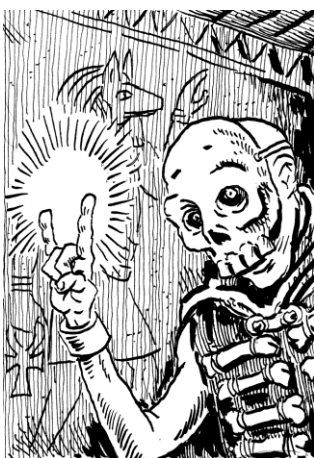
equipped with offensive magic items, such as wands.

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 from the weaknesses to which all flesh is prone. Those who serve Nergal faithfully might one day gain access to more powerful rituals that set 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.

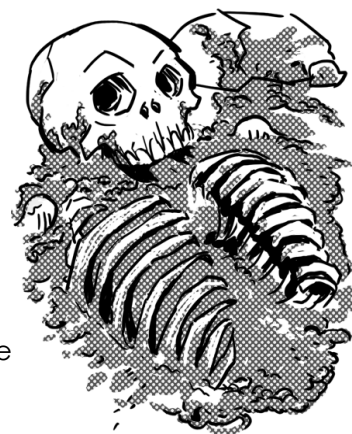
In addition, if a mid-level necromancer is present roll a d6 and consult the following table to determine his/her undead entourage:

D6	Type	No. Enc.
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.

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 victim's 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 at 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 sting, 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: 1d6x2/1d3*
Save: F2
Morale: 12
Hoard Class: XIX
XP: 100



Giant scorpions are approximately four feet long. They attack with their two pincers, each doing 1d6 points of damage. They also use their poison stinger (1d3) that requires a 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.

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



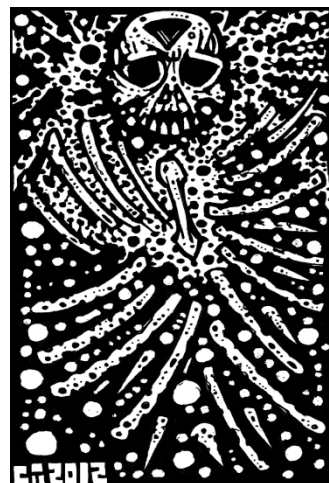
Black skeletons, or black bones, are the skeletal remains of mighty warriors infused with dark magic to make them stronger than a standard skeleton. Their bones glisten like black steel, and they bear the armor (chainmail and shield), weapons (longsword, hand axe, or mace), and equipment they carried 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).

Necromancers of Set often use black skeletons as their personal bodyguards. 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 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 and causing 1d4 points of damage. Like all undead, they are unaffected by mind-influencing spells.



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. Like all undead, they are unaffected by mind-influencing spells.

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 a 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.



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 a struck character. If so, consult the entry for Rot Grubs (LL.93) for more information. If the Rot Grubs kill the character they 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 (AEC.62). 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-Robbers

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.

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.



BARROWMAZE

Character Name _____ Race & Class _____ Level _____ Deity _____

Age _____ Height _____ Weight _____ Experience _____ % Bonus _____ Alignment _____

Hit Points



Armor Class



Wounds _____

Armor Type _____

Move _____

ABILITIES



Strength

To Hit

Damage

Doors



Intelligence

+ Languages

Proficiency



Wisdom

Magic Save Bonus



Dexterity

AC Bonus

Ranged

Initiative



Constitution

HP Bonus

Poison Save



Charisma

React

Hirelings

Morale

Breath



Death



Stone



Wand



Spell

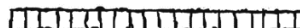


WEAPONS

In Hand

Secondary

Ranged



TO HIT ARMOR CLASS

9

8

7

6

5

4

3

2

1

0

BARROWMAZE

Henchmen & Hirelings

Name Class Level HP AC Armor Weapon Dmg

Equipment and Items

Spells & Abilities

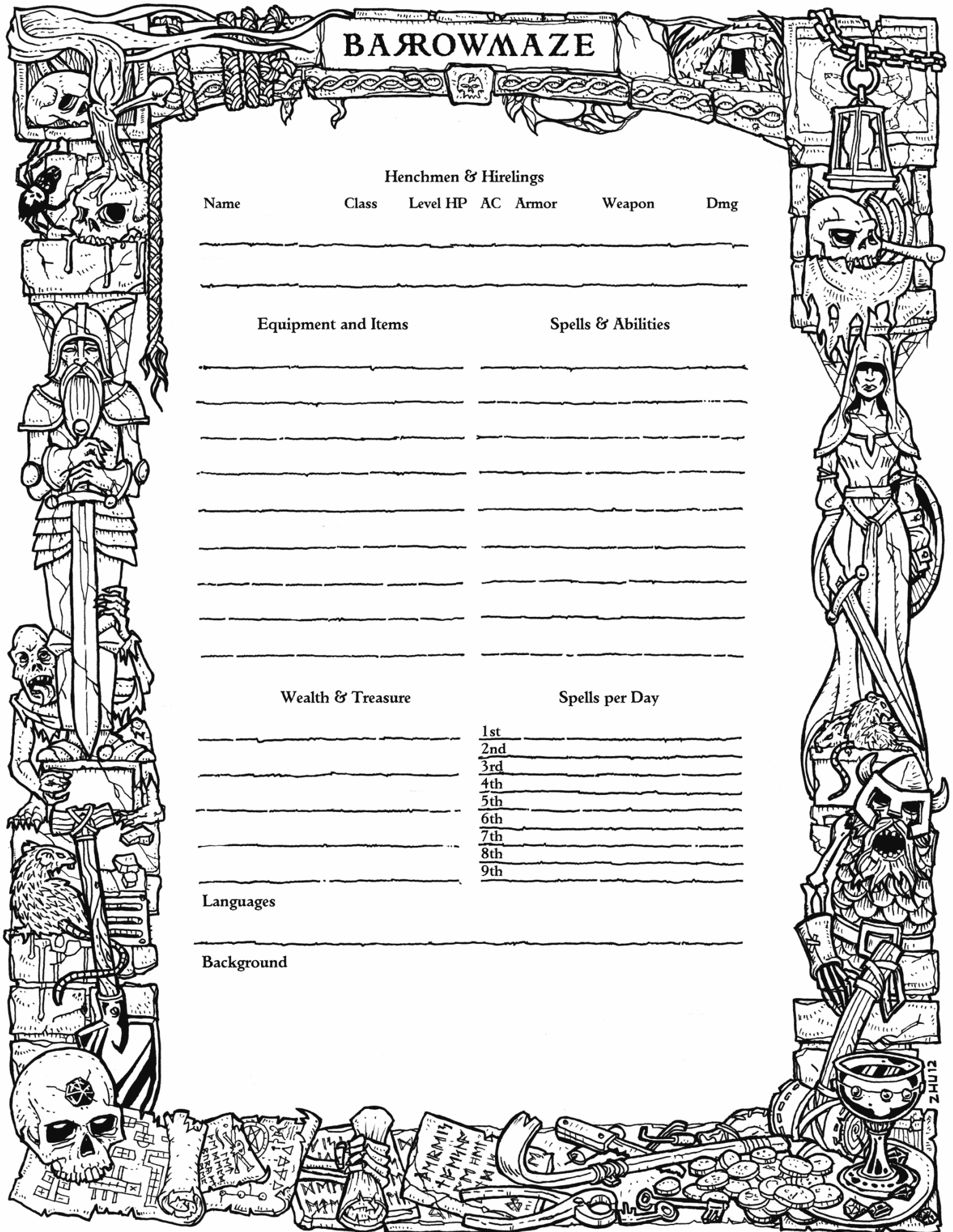
Wealth & Treasure

Spells per Day

	1st	
	2nd	
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	

Languages

Background



Pregenerated Characters

Name: Brother Binford		5 th Level Human Cleric of St. Ygg			
STR: 8	INT: 9	WIS: 17	DEX: 11	CON: 12	CHA: 10



HP: 33
AC: 2 (Platemail and Shield)
Alignment: Lawful
Weapons: Mace +1
Equipment: Backpack, caltrops, torches (4), flint and steel, waterskin, rope 50', holy symbol, flasks of oil (3).

Magic Items: *Scroll: Cure Light Wounds (x2), Scroll: Ward against Undead (Wights), Incense of Meditation (2 blocks)*

Spells: *Command, Cure Light Wounds, Detect Magic, Light, Protection from Evil, Bless, Find Traps, Hold Person, Holy Chant, Striking, Speak with Dead*

Name: "Killer" Kelg Barrelgut		6 th Level Dwarven Fighter			
STR: 14	INT: 8	WIS: 11	DEX: 18	CON: 14	CHA: 14



HP: 48
AC: -1 (Platemail and Dex)
Alignment: Neutral
Weapons: *Silvered Warhammer +1, Hand Axe +1*
Equipment: Backpack, large sacks (4), flasks of oil (2), flint and steel, iron spikes (10), small hammer, waterskin, grappling hook.

Magic Items: *Potion of Heroism*

Name: Arcus the Arcane		5 th Level Human Magic-User			
STR: 9	INT: 16	WIS: 9	DEX: 9	CON: 15	CHA: 10



HP: 19
AC: 5 (*Bracers AC6, Cloak +1*)
Alignment: Neutral
Weapons: *Dagger +2, Sling +1 and 20 Stones*
Equipment: Backpack, spellbook, chalk, waterskin, caltrops, charcoal, blank scroll, rations (7)

Magic Items: *Scroll: Sleep, Light, Cloak of Protection +1*

Spellbook: *Read Magic, Detect Magic, Burning Hands, Charm Person, Read Languages, Pyrotechnics, Stinking Cloud, Strength, Vitharia's Vengeful Visage, Hold Person, Infravision, Fireball*

Name: Sir Brock Dragonbane		4 th Level Human Paladin of St. Ygg				
STR: 17	INT: 14	WIS: 14	DEX: 15	CON: 14	CHA: 17	



HP: 32
AC: 0 (Platemail and *Shield* +1)
Alignment: Lawful (Good)
Weapons: "True Death" Broadsword +1, +2 versus Undead
Equipment: Backpack, large sacks (4), lantern, flasks of oil (2), flint and steel, iron spikes (8), small hammer, 10' pole, prybar, rations (7)
Magic Items: *Potion of Water Breathing*

Name: Freelik of Glossimir		4 th Level Elven Fighter/3 rd Level Magic-User				
STR: 10	INT: 13	WIS: 10	DEX: 13	CON: 9	CHA: 13	



HP: 25
AC: 2 (*Chainmail* +2)
Alignment: Neutral
Weapons: Longsword +1, Shortbow and +1 Arrows (20)
Equipment: Backpack, spellbook, torches (6), flint and steel, mirror, waterskin, rope 50'
Magic Items: *Pearl of Power* (1st level spell), *Cloak of Elvenkind*

Spellbook: *Read Magic, Detect Magic, Magic Missile, Feather Fall, Ventriloquism, Knock, Mirror Image, Web*

Name: One-Eye		4 th Level Dwarven Cleric				
STR: 13	INT: 10	WIS: 16	DEX: 12	CON: 16	CHA: 8	



HP: 28
AC: 1 (*Platemail* +1 and shield)
Alignment: Lawful
Weapons: Warhammer +1, Sling and 12 Stones +1
Equipment: Backpack, holy symbol, torches (4), flint and steel, large sacks (4), waterskin
Magic Items: *Potion of Growth*

Spells: *Command, Cure Light Wounds, Light, Protection from Evil, Sanctuary, Bless, Find Traps, Hold Person, Holy Chant*

Random Tables

Table 1: Dungeon Dressing

Percentile Dice (1-100)

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. Three 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. Rope (25 feet).
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.
- 99-100. Referee's Choice.

Table 2: Pit Contents

Roll 1d8 and consult the notes below

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 3: Graffiti

Roll 1d12

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*.
Lucius wrote this.
9. Pullo was here.
10. Rhymes with numbers.
11. Gyx-yag sent us!
12. Beware the great minotaur.

Table 4: Runic Tablet Result

Roll 1d20

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 1/2).
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 5: Dungeon Restock

(Check between player forays to dungeon)

Roll 1d6

1. Monster.
2. Monster and Treasure.
- 3-6. Empty (1 in 6 chance of concealed treasure).



Table 6: Sarcophagus Contents (Percentile Dice: Each entry can be found once)

Excluding select monsters identified below, 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.

1. *Potion of Clairaudience*
2. Canopic Jars (Broken)
3. Runic Tablet
4. *Magical Scarab* (Decorative Amulet)
5. *Rope of Climbing*
6. Grateful Adventurer in stasis
7. *Scroll: Ward Against Lycanthropes*
8. Adventurer in Stasis (**Doppelganger**) LL(70)
9. Gold Bracelets
10. Gem: Amber
11. Runic Tablet
12. Terra Cotta Canopic Jars (1d4)
13. *Potion of Climbing*
14. **Green Slime** LL(80)
15. *Scroll: Ward Against Magic*
16. **Ochre Jelly** LL(89)
17. *Magical Scarab* (Gemstone)
18. *Wand of Fire Balls*
19. Silver Figurine
20. Gem: Jade
21. **Rot Pudding** BMII(111)
22. *Potion of Strength*
23. Silver Earrings
24. Glass Canopic Jars (1d4)
25. Runic Tablet
26. *Bag of Devouring*
27. *Magical Scarab* (Cursed)
28. *Scroll: Ward Against Elementals*
29. Staked **Vampire** LL(101)
30. Gold Signet Ring
31. Gem: White Pearl
32. Thief in Stasis (**Wererat**) LL(85)
33. *Scroll: 2 Random Magic-User Spells*
34. Silver Canopic Jars (1d4)
35. *Potion of Gaseous Form*
36. *Magical Scarab* (Decorative Amulet)
37. *Dust of Sneezing and Choking*
38. Runic Tablet
39. **Iron Statue** LL(98)
40. Strangely Preserved Lizardman
41. *Magical Scarab* (Gemstone)
42. Emerald Headdress
43. *Potion of Healing*
44. Runic Tablet
45. *Ointment of Healing*
46. Gem: Black Pearl
47. *Scroll: 2 Random Cleric Spells*
48. Electrum Canopic Jars (1d4)
49. Perfumed Oil
50. Runic Tablet
51. Gem: Garnet (Red)
52. *Scroll: 3 Random Magic-User Spells*
53. Gold Scarab
54. **Barrow Ghast** BMII(98)
55. *Potion of Clairvoyance*
56. Gold Canopic Jars (1d4)
57. *Wand of Cold*
58. Pair of Small Gold Couchant Jackals
59. Head of a Gold Scepter
60. Platinum Ankh
61. **Barrow Mummy** BMII(100)
62. *Potion of Sweetwater*
63. Empty Burial Shroud
64. Runic Tablet
65. *Tome of Stealth*
66. *Scroll: 3 Random Cleric Spells*
67. Platinum Canopic Jars (1d4)
68. Basket of Petrified Fruit
69. Gold Scarab
70. Gem: Chrysoberyl
71. **Mummy** LL(89)
72. Silver Scarab
73. Two Electrum Urns
74. *Scroll: 4 Random Magic-User Spells*
75. Gold and Ivory Canopic Jars (1d4)
76. Runic Tablet
77. Weapon +2 (Referee's Discretion)
78. Gem: Smoky Quartz
79. *Potion of Delusion*
80. **Clockwork Cobra** BMII(102)
81. Broken Black Urn
82. Runic Tablet
83. Silver Canopic Jars (1d4)
84. **Clockwork Scorpion** BMII(112)
85. *Potion of Extra-Healing*
86. **Wight** LL(102)
87. Silver Scarab
88. **Barrow Wight** BMII(100)
89. Bottle of Ancient Wine
90. Gem: Jasper (Blue)
91. Mummified Jackal
92. **Wraith** LL(102)
93. *Scroll: 4 Random Cleric Spells*
94. Runic Tablet
95. Electrum Canopic Jars (1d4)
96. *Potion of Extra-Healing*
97. Platinum Scarab
98. **Vampire** LL(101)
99. *Mithril Fleece* (Cure Disease and Heal 1/week)
100. *Hand Axe +4 Dwarven Thrower*

Barrow Mound Random Crypt Generator

My initial vision for Barrowmaze included a vast, sprawling field of barrow mounds. These mounds could serve as fun dungeon delving on their own, but 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							
1	2	3	4	5	6	7	8
TABLE 2: CRYPT CHAMBERS (Rotate or add as desired)							
1	2	3	4	5	6	7	8

Step 2: Determine Crypt Condition (1d6)

The crypt is:

1-4	Dry
5	Flooded with water (ankle deep)
6	Flooded with water (knee deep)

Step 3: Determine Door Type (1d6)

Roll on Table 3A once. Roll on Table 3B (optional) for each individual door in the Crypt

3A. 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).**

B. Crypt Door is:

1-2	Locked
3-4	Sealed (Wax if stone. Rope with seal if Wood/Bronze)
5	Closed
6	Ajar

*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).

Step 4: Determine Entrance Features (1d12)

The crypt entrance has:

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)

Determine the contents of each room in the crypt (including the entrance):

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 wandered 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:

	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 on the table below:

7A: Grave Goods Type (1d20)

1-3	Amphora
4-6	Goblet
7-10	Jewelry
11-13	Gems and Jewels
14-16	Coin*
17-18	Ancient Scrolls and Manuscripts
19-20	Random Magic Item (Consult <i>Labyrinth Lord</i> 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 determining the type, roll 1d12 and consult the table below to determine the gp value or select the appropriate column to correspond to the monster level.

7B: Grave Goods Value

(1d12)	Levels 1-3	Levels 4-6	Levels 7-10
1	50gp	550gp	1,050gp
2-3	100gp	600gp	1,400gp
4-6	200gp	700gp	1,800gp
7-9	300gp	800gp	2,200gp
10-11	400gp	900gp	2,600gp
12	500gp	1,000gp	3,000gp

For each set of Grave Goods present roll 1d8. A roll of 1 indicates a treasure of exceptional value. Consult the appropriate table and roll the listed die to determine the final 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 (+1,000gp)

Jewelry (For Grave Goods, roll Description. If Exceptional, roll both tables)

(1d10)	Description	(1d10)	Material (Exceptional Value)
1	Bracelet	1	Ivory (+100gp)
2	Broach	2	Jade (+200gp)
3	Circlet	3	Coral (+300gp)
4	Earring	4	Silver (+400gp)
5	Necklace	5	Electrum (+450gp)
6	Ring	6	Gold (+500gp)
7	Bracers	7	Platinum (+600gp)
8	Cloak Clasp	8	Silver with Gems (+800gp)
9	Belt Buckle	9	Gold with Gems (+1,000gp)
10	Scabbard (inlaid with)	10	Platinum with Gems (+1,200gp)

Gems (1d12)	Description (Exceptional Value)
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 (+1,000gp)

Coin (1d20)	Description (Exceptional Value)
1-5	Copper (+1,000cp)
6-10	Silver (+800sp)
11-14	Electrum (+600ep)
15-18	Gold (+400gp)
19-20	Platinum (+50pp)

Scrolls (1d12)	Description (Exceptional Value)
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 (1d6)

- | | |
|---|---------|
| 1 | Pit |
| 2 | Melee |
| 3 | Ranged |
| 4 | Gas |
| 5 | Magical |
| 6 | Curse |

1. Pit Trap (1d4)

- | | |
|---|--|
| 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) |

2. Melee* (1d4)

- | | |
|---|---|
| 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%) |

3. Ranged* (1d4)

- | | |
|---|---|
| 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).

4. Gas (1d4)

- | | |
|---|--|
| 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) |

5. Magical (1d4)

- | | |
|---|---|
| 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 |

6. Curse (1d4)

- | | |
|---|--|
| 1 | Blindness (PC is blinded until a <i>Remove Curse</i> spell is cast) |
| 2 | Feeblemind (PC is feeble-minded until <i>Dispel Magic</i> and <i>Remove Curse</i> spells are cast) |
| 3 | Insanity (PC becomes insane until a <i>Remove Curse</i> spell is cast) |
| 4 | Mummy Rot (PC infected with Mummy Rot until <i>Remove Curse</i> is cast) |

Random Barrow Mound Crypt Generator Worksheet

This image shows a full page of blank graph paper. The grid consists of small, uniform squares formed by thin, light gray lines. There are no margins, text, or other markings on the page.

Crypt Name:

Crypt Condition: ☐ Dry ☐ Flooded (Ankle Deep) ☐ Flooded (Knee Deep)

Door Type: ☐ Stone ☐ Wood ☐ Wood/Iron ☐ Bronze ☐ Archway/Portcullis

Crypt □ Entrance Features:

Entrance 1: ☐ 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:

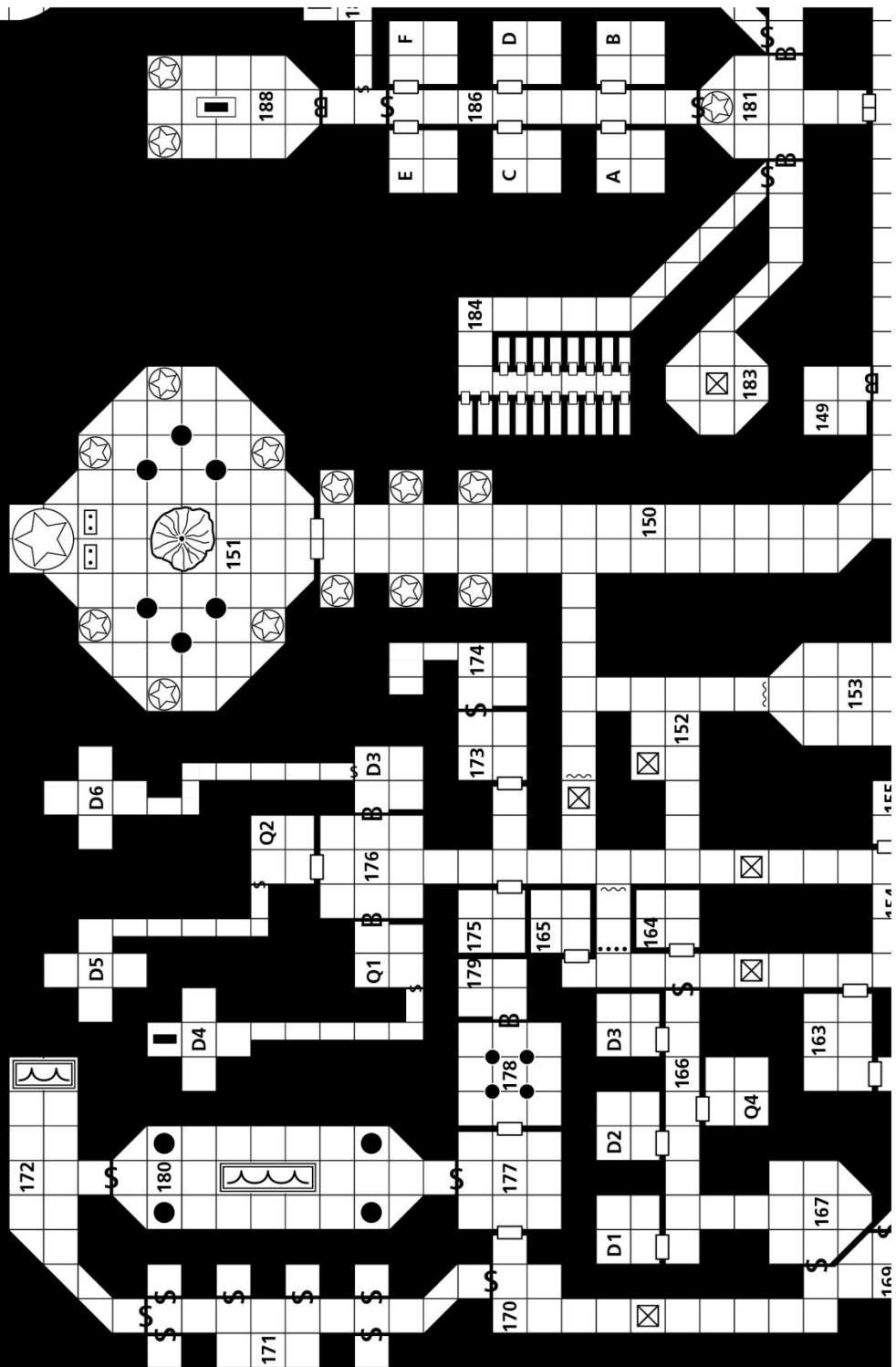
□ Monster:

- Grave Goods:

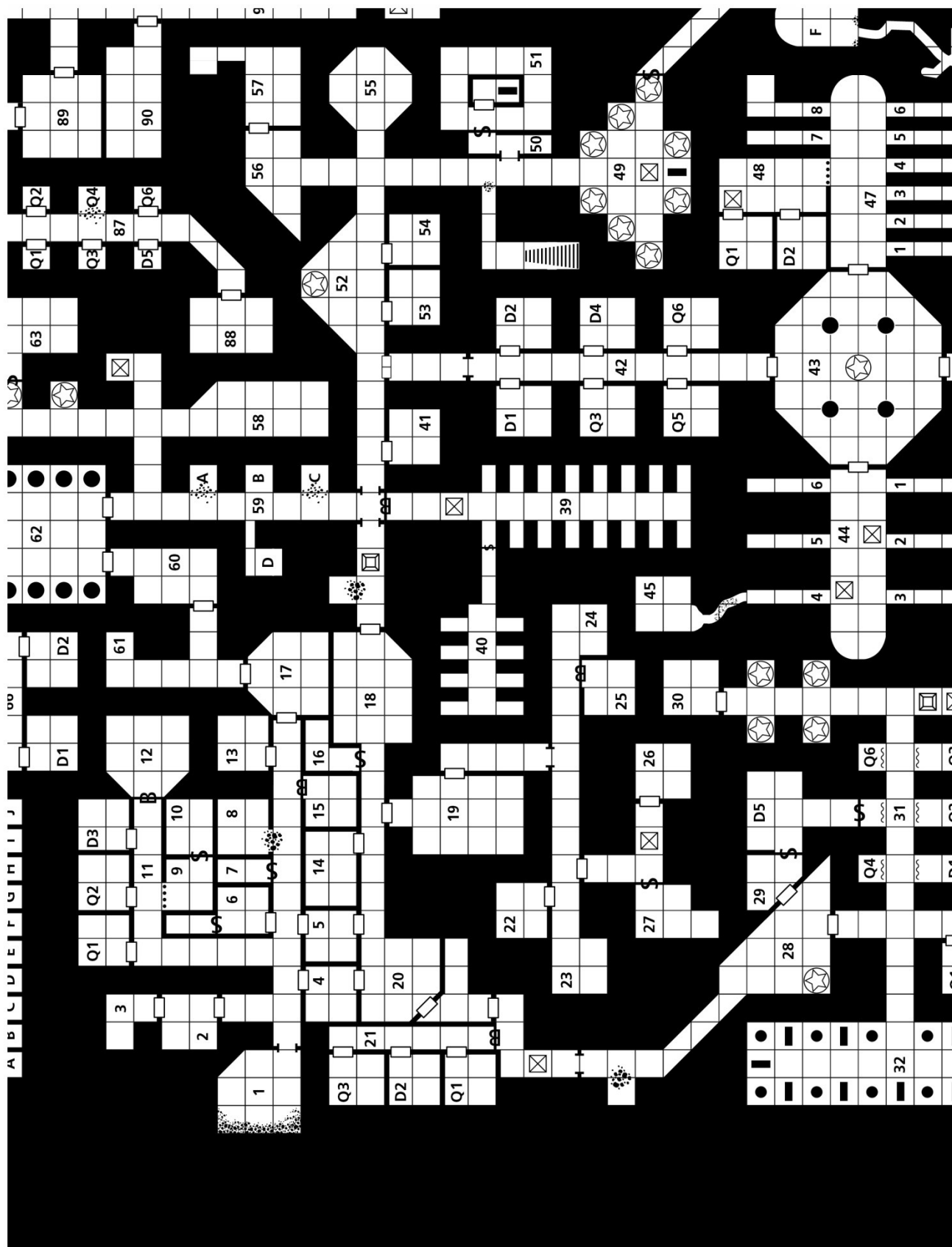
□ Trap:

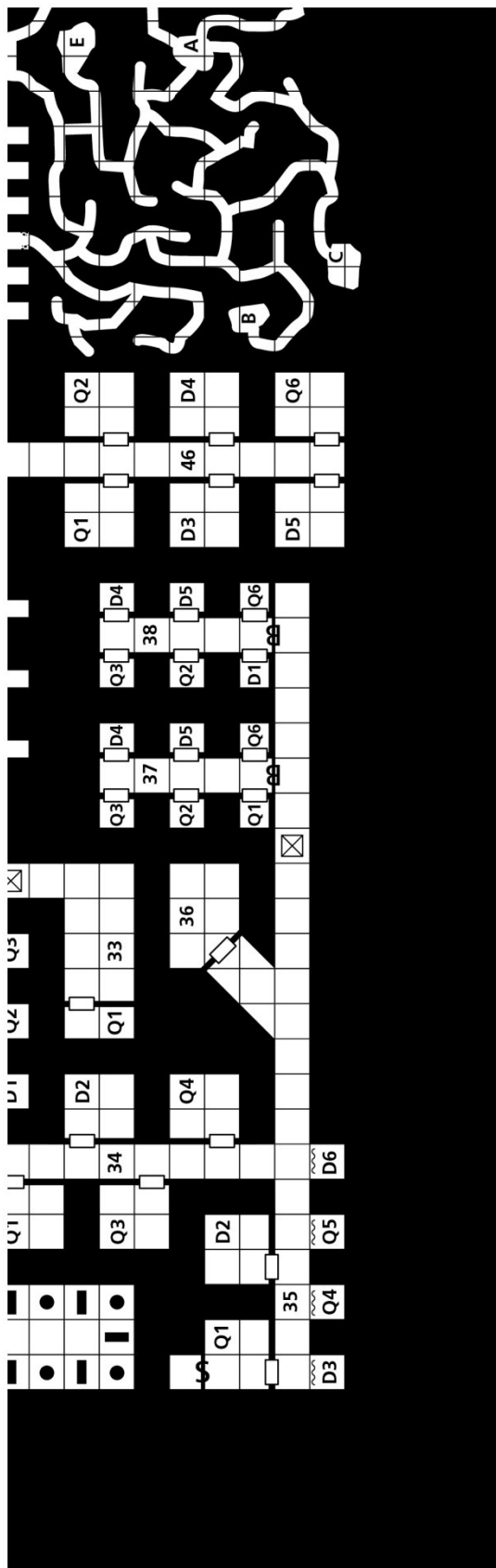
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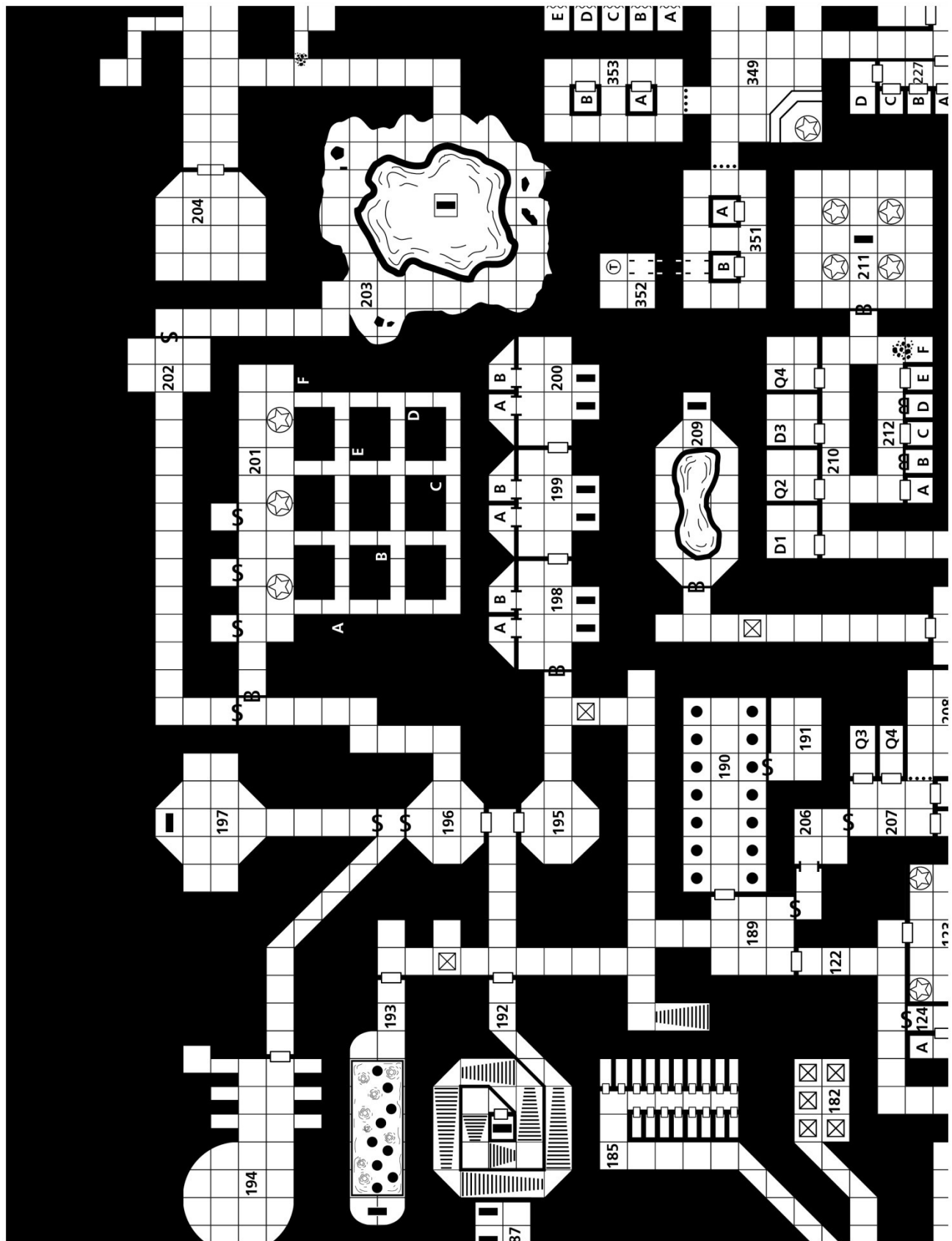
BARROWMAZE



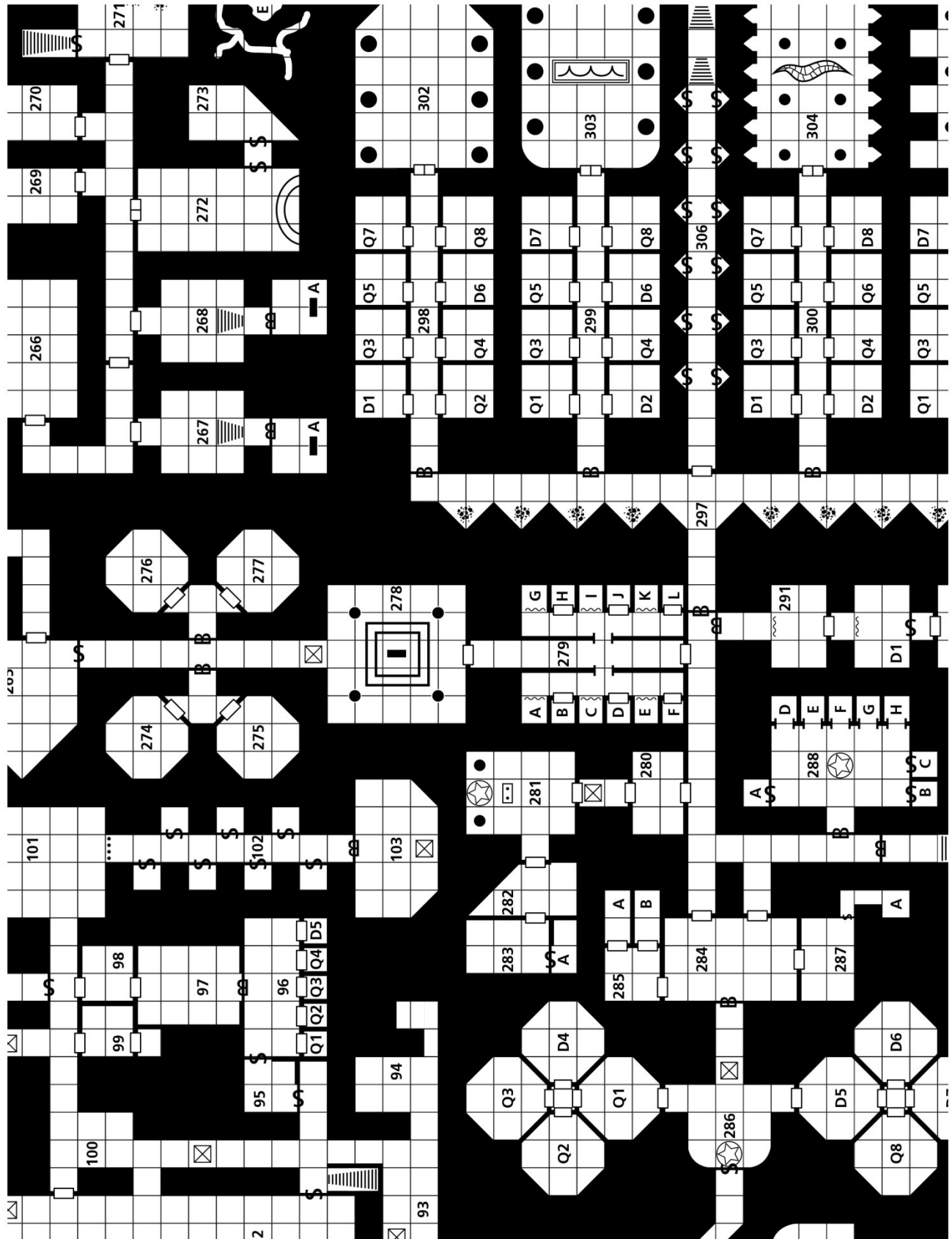


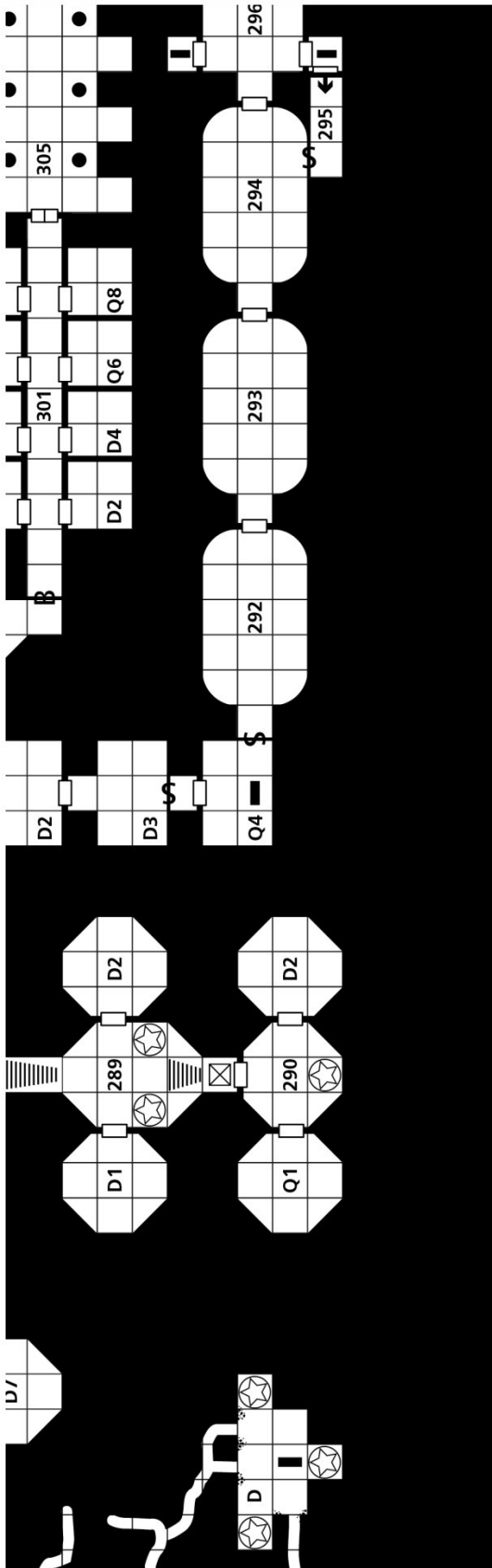


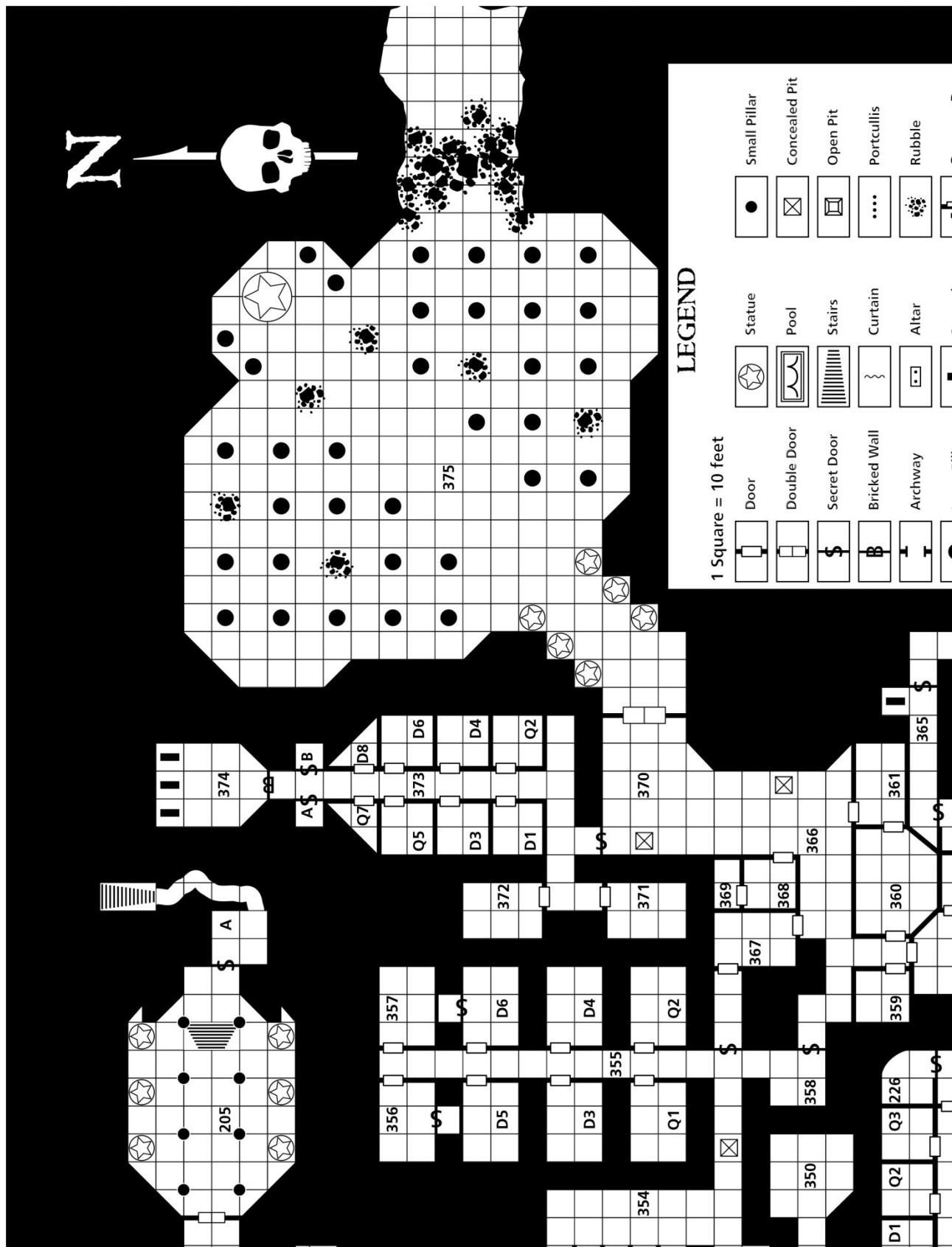


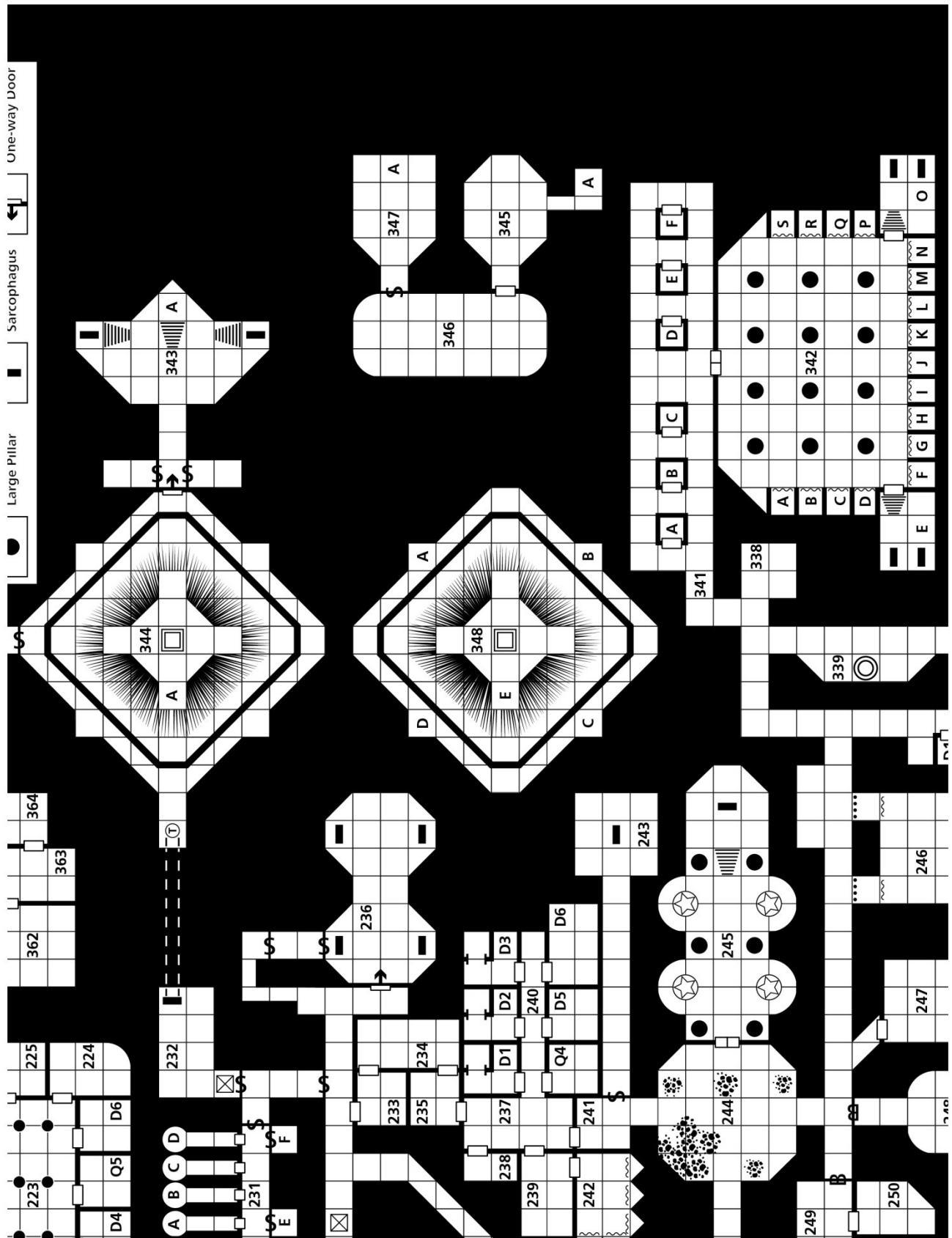




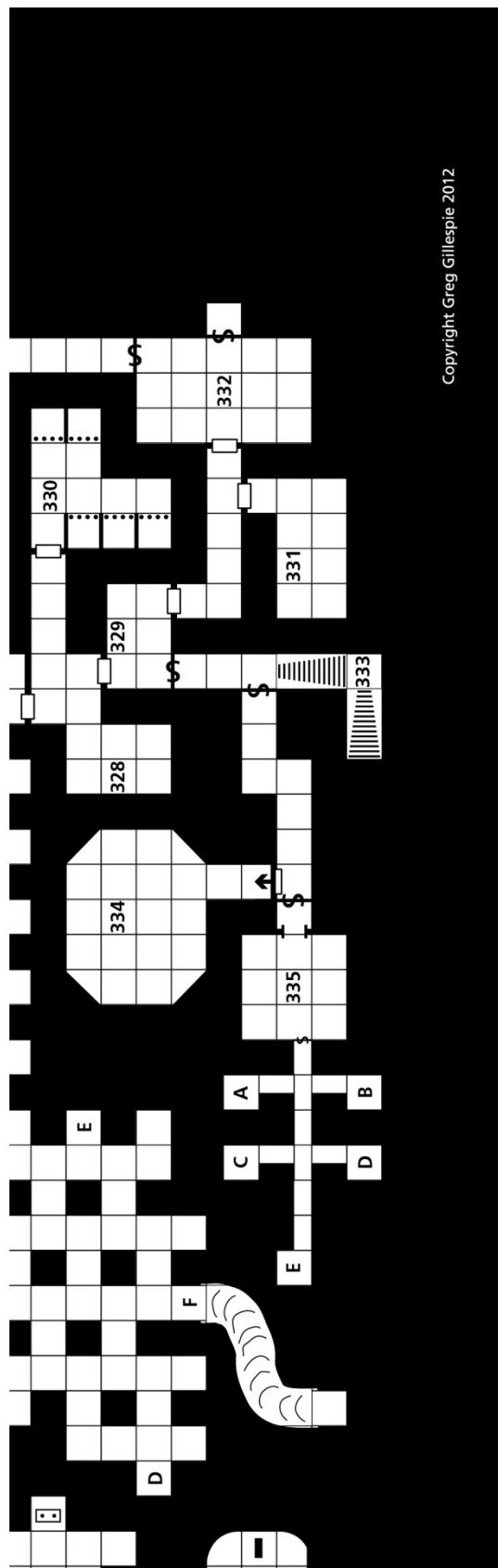












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Barrowmaze Artists

Zhu Bajie 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 Zlarch, 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

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 Shollis 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/>

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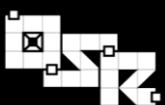
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Barrowmaze II includes:

- ☠ Hundreds of new encounter areas, traps, and puzzles.
- ☠ New monsters, spells, magic items, and classic maps.
- ☠ New custom character sheet and random barrow mound crypt generator.
- ☠ New classic art featuring Cory Hamel and First Edition artist Jim Holloway.



Barrowmaze.com

Labyrinth Lord
Compatible Product