

The barrow of an ancient and mighty king has been opened near the village. This disturbance has weakened the veil between the worlds and now the dead are rising and the village is being haunted. Can the characters discover who opened the tomb? Can they find the location of the barrow? Will they be able to put the dead to rest once more and save the village?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, characteristics of the tomb and its inhabitants, and sample monsters.

If you need to come up with names of people and places on the fly, use these tables. We have chosen to use primarily Germanic names for this scenario pack.

1d6	Village Name
1	Eisern
2	Lambsheim
3	Mosbach
4	Neuenburg
5	Swanholm
6	Winnweiler

REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Abigail	11	Ingrid	1	Achim	11	Jurgen
2	Adele	12	Karina	2	Adalbert	12	Kaspar
3	Cathrin	13	Marthe	3	Bastian	13	Manfred
4	Dana	14	Nina	4	Bjorn	14	Olaf
5	Elena	15	Sabine	5	Dirk	15	Ottokar
6	Freda	16	Saskia	6	Eckhart	16	Rodolf
7	Gerda	17	Sylvia	7	Erik	17	Seppel
8	Henrika	18	Ursel	8	Falk	18	Svenn
9	Hilda	19	Valeska	9	Henrik	19	Thorben
10	Ida	20	Ziska	10	Johannes	20	Viktor

THE BARROW AND ITS OPENER...

One of the characters' neighbors has foolishly disturbed one of the barrows near the village. Fill in the blanks on this chart with NPCs created by the players during village creation, or with other NPCs which come up in their backgrounds as they are rolling on their Character Playbooks.

1d8	Who opened the barrow?
1	
2	
3	
4	
5	
6	
7	
8	It was not a villager at all! A stranger from another place opened the tomb.

1d6	Why did this person open the barrow?
1	Rumors of a hidden treasure near the village set the person on a foolish hunt for gold.
2	For some reason the spirits of the dead chose this person as the opener and sent forth an irresistible call.
3	It was an innocent mistake. The person may not even know what has happened.
4	Betrayed by another in the village, the person foolishly sought the aid of dark powers to obtain revenge.
5	The poor fool thought to stop the darkness from rising but was unprepared.
6	The villager tried to stop a tomb robber but things did not go as planned.



1d6	Many are buried near the village. Whose barrow was opened?
1	A long-dead warrior king from a previous civilization who believes that he still rightfully rules.
2	The founding king of your people who was not the hero everyone thought he was.
3	A ruler from your grandparents' time who was killed by a terrible monster.
4	A mighty sorcerer king who taught many of the wise.
5	A horrible murderer from the previous generation whom the villagers would rather forget.
6	A dread fae lord who was buried near the village as part of a treaty between the two peoples.

THE HAUNTING IN THE VILLAGE

This disturbance has caused a haunting in the village. Fill in this chart with places in or around the village described by the players during the creation of the village.

1d8	What place is being haunted by a ghost or spirit?
1	
2	
3	
4	
5	
6	
7	
8	The local inn is the site of the haunting.



EVENTS DURING THE GAME

Near the beginning of the session, while the characters are trying to piece together what is going on, an unrelated complication arises in the village. Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast roll on its own, but you can still use the result later if things slow down.

1d6	What immediate problem requires the characters' attention?
1	A group of armed skeletal warriors wander into the village. They threaten the living and must be turned back by force of arms.
2	A necromancer from elsewhere has been drawn by the power of the tomb's opening. This NPC could be friend or foe.
3	A phantom materializes before the characters as they are trying to piece together what has happened. The spirit seeks release.
4	Mercenary adventurers have come from elsewhere to rob and then close the opened tomb. While they may have similar aims to those of the PCs, they seek riches for themselves.
5	A villager has been badly affected by a haunting in his or her home. The ghost wants something, but the villagers cannot decipher its howls.
6	A villager has been affected by the dread touch of a wight and needs healing.

What leads the characters off the track? Many mysteries have a good red herring, and this table gives you one for this adventure. Whatever the result, it should be totally unrelated to the opened barrow, and is good to introduce after an hour or so of gameplay. If you are short on time, you should probably ignore this table.

1d6	What leads the characters off track?
1	A terrible accident in town claims the life of one of the NPCs in the village.
2	Someone the villagers had thought was dead or missing returns.
3	Two NPCs related to the characters are getting married. Despite the current problems, their must not be interrupted by the dead or ruined by the dread felt by the villagers.
4	One of the children in the village begins stealing from the blacksmith, who blames the theft instead on the recent movements of the dead.
5	Traveling performers come to town and give a great show in the village. This show may or may not be disrupted by the hauntings in town.
6	A local minor lordling dies and is entombed with great ceremony in a grave near to the opened barrow.

THE DUNGEON

A good dungeon is a staple of fantasy gaming. The obvious dungeon here is the opened barrow itself. When the characters have discovered the location of the tomb and feel ready to enter, the following three tables will help you make a simple dungeon for them to explore. The characters will not know the location of the barrow without some investigation.

1d8	Where is the tomb?
1	The barrow is located in a known burial ground just outside of the village.
2	A day's journey from the character's home lie the barrow downs...
3	The barrow has been hidden for ages beneath another building within the village.
4	The barrow is hidden in a culvert on the edge of town.
5	Inside an old church or temple within the village is the entrance to the tomb.
6	The PCs must enter the wilds to reach the barrow.

1d6	Who or what guards the entrance to the barrow?
1	There is a magical trap at the entrance to the tomb.
2	A group of zombies, recently risen, guard the opening.
3	Two hellhounds stand guard for the dead king.
4	A group of armed men guard the entrance now, hoping to stop any other intruders.
5	Even when the characters find the location of the barrow, its entrance is hidden and requires searching to find it before dark falls.
6	The way is blocked by an immobile guardian set there long ago.

1d6	What challenge waits within the barrow?
1	A group of skeletons patrol here unceasingly.
2	Tomb robbers have beaten the characters here and do not want to share the spoils.
3	The sleep of the dead hangs upon one of the outer chambers and affects the characters with the Sleep spell.
4	A pack of ghouls has long lived here, waiting for fresh flesh.
5	Wild animals, like wolves or a bear, found another way into the barrow and have a den here.
6	The builders of the tomb set a clever trap, like false floors, a collapsing ceiling, or poisonous darts.

1d6	What happens when the characters reach the burial chamber at the barrow's end?
1	Another group of adversaries, like goblins, have tunneled their way into the tomb and arrive at the same time as the PCs.
2	The wight's minions protect it. It is surrounded by too many skeletons to count, but they will crumble if their master falls.
3	The wight king bears a magical item which will aid it in its fight with the characters, like an ensorcelled blade or a protective ring.
4	The king has long abandoned the barrow and left one of its lieutenants in its place.
5	The wight does not desire combat with the PCs unless forced, but rather views the villagers as its vassals and the surrounding lands as its by right. Does it seek to rule again?
6	The king's chambers are filled with traps which it knows well. The wight will attempt to lure the characters into the trapped catacombs during their encounter.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in sealing the barrow and stopping the hauntings will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What do the characters gain from their adventure?
1	Contained in the barrow is a book of dark magic. The book contains the spells Banish Undead and Clear Eyes spells, as well as the Bind Familiar and Summoning rituals.
2	The barrow is filled with a great amount of treasure worth at least 5,000 silvers. Unfortunately, this money is cursed and brings bad luck to both the spender and the receiver.
3	The king's crown is a potent magical item. It causes 2d6 damage to the wearer upon first touch (make a save versus magic item for half damage), but is harmless thereafter and grants a +1 to the character's Charisma score.
4	A potent blade of dark iron which gives its wielder +2 to hit and damage is found within the barrow. This may be a shortsword, long sword, or great sword.
5	A bracer of ancient bronze is set at the foot of the king's bier. It grants its wearer +2 to AC and may not be removed under ordinary circumstances.
6	The PCs find a priceless piece of art within the tomb, but it is quite difficult to transport and would only be of interest to the wealthiest nobleman. Fortunately, a potential buyer rules just two weeks' travel from here.

You may want to leave the players with the seed of a future adventure involving the undead. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hook show up at the end of the session.

1d6	What leads the characters to their next adventure?
1	The barrow contains a cryptic inscription mentioning other hidden barrows throughout the land filled with kings who might rise.
2	In the depths of the tomb the characters find an entrance to the underworld itself.
3	The characters find recent inscriptions which indicate that the land is infested with a cult which worships the dead king. The inscription points to a distant city or other village.
4	Clues in the tomb reveal one of the PCs to be the secret heir to the dead king.
5	As the characters are leaving the barrow, they feel a rush of wind and see a flock of spectral entities fly from the tomb across the land. Where are they going?
6	While the immediate threat of the dead king has been ended, the PCs find that the hauntings in their village continue. What will stop the angry dead?

RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the barrow and its opening. The Recent Events table on the next page pushes things into high gear.

At the start of play, each player should roll on the following Recent Events table to see what has happened. The player to the left was there too and may be able to help by either having a relevant skill or spending a Fortune Point.

Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead. For instance, if one player has already rolled a 7 and that number comes up again, have the first * event happen instead. If another duplicate roll occurs, go on to the ** event and so forth.

1d12 What has happened lately?

- 1 Last night a ghostly voice whispered many things to you. Among the babbling, you heard that the king had risen. Test Wisdom. *Success*: you were able to distinguish the name (but not the true name) of the risen king. *Failure*: you were frightened and restless and have a -1 penalty to all rolls today.
- 2 You saw one of your neighbors looking quite terrified and ill at ease last week. Test Charisma (Socialize and related skills may help). *Success*: the neighbor mentioned to you that something was amiss near the barrows (GM: this neighbor either opened the tomb, or knows who did). *Failure*: you bothered your neighbor with your questions. You suffer a -2 penalty to Charisma with this neighbor and his or her family for the remainder of this session.
- 3 Three nights ago, spectral steeds rode wild through the village, causing a panic. Test Strength (Athletics and related skills may help). *Success*: you helped your neighbors get to safety (GM: +2 to Charisma rolls with neighbors for the rest of this adventure). *Failure*: you were wounded by their chill touch and begin the game missing 1d4 hit points.
- 4 Carrion birds have been circling the village for the past two weeks. They are pestering the livestock and making the villagers uneasy. Test Wisdom (Direction Sense and related skills may help). *Success*: you notice where they come from each day (GM: this is the general area of the tomb). *Failure*: you are convinced that the vultures are circling the village well and that its water must be contaminated.
- 5 The grass has turned brown and the crops are beginning to fail. Test Wisdom (Farming and related skills may help). *Success*: you manage to save the crops and have plenty of food for the remainder of this Scenario Pack. *Failure*: all rations and meals cost double the normal amount this session.
- 6 Last week a sickness crept into the village and is spreading fast. Test Intelligence (Ancient History and related skills may help). *Success*: you recognize the sickness as an illness from the time of the dead king, and learn its cure. *Failure*: A family member dies from the illness before the village witch finds the cure.
- 7 Two nights ago a star fell to the earth in a field just outside of the village. Test Strength. *Success*: you manage to carry the chunk of metal to the smith, who may be able to use it later for something special. *Failure*: you cannot shift the chunk of metal, and when you return with tools or help, it is gone.
- 8 A passing fortune teller read your palm and offered a cryptic warning. Test Charisma to wheedle some clue to your fortune. *Success*: you have one additional Fortune Point that must be used during this adventure. *Failure*: you begin the game with one fewer Fortune Point than normal.
- 9 Last night, at dusk, a band of zombies wandered into town. Test Strength. *Success*: you stood firm and drove them off with the help of other villagers. Three of the village men seem willing to stand at your side again in battle against the dead. *Failure*: you were injured by the creatures and begin the game missing 1d6 -1 hit points.
- 10 You caught the witch sneaking around on the edge of town, gathering strange herbs. Test Dexterity (Stealth and related skills may help). *Success*: you sneaked after the witch and watched her create a batch of healing potions; you have the opportunity to steal one if you would like. *Failure*: you distracted the witch, and she ruins the batch of potions. She is a bit put out, and will not help you for the rest of the adventure.
- 11 Many have become ill of late. You are one of the unlucky ones. Test Constitution. *Success*: you come through the fever and are no longer affected by any sickness related to the dead king's rise. *Failure*: you suffer a -1 penalty to all rolls for the first two days of game time.
- 12 A stranger came to the inn last week, claiming to be a scholar from southern lands. Test Charisma (Socialize and related skills may help). *Success*: he revealed something to you about the location of barrows near to your village. *Failure*: the man made a fool of you in front of the whole inn; you suffer a -2 penalty to all Charisma rolls while in the inn for the rest of this adventure.
- * In dreams and portents, clues as to the secret nature of the king are making themselves clear to you. Test Intelligence. *Success*: you know the true name of the ancient king. *Failure*: you learn one of the secrets of the king's barrow instead.
- ** Wandering about last week, you fell into a concealed hole and found a hidden passageway (GM: this is an alternate entrance to the tomb and bypasses the guardian). Test Dexterity (Athletics or Climbing related skills may help). *Success*: you got out uninjured and found two silvers as well. *Failure*: you hurt yourself in the fall and begin the game with half hit points (GM: but the player still found the secret entrance).
- *** Bothered by the dead king's rise, a small faerie came to your home last night and offered you a gift to help, a wickedly sharp sliver of dark wood. Test Charisma. *Success*: the faerie is impressed and tells you that the sliver will instantly slay anyone it pierces, but that it will then cause serious harm to the bearer (GM: this is a dagger which instantly kills on any hit, but also causes 1d12 damage to the bearer; it is destroyed after a single use). *Failure*: the faerie finds you uncouth and does not tell you the powers of the weapon.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this Scenario Pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

THE SHAMBLING DEAD

These are the most common undead encountered by the characters. They might have risen on their own because of the influx of dark magic, or they could serve a necromancer. A group of four or five skeletons or zombies make a good challenge for first level characters.

SKELETON

Long dead corpses brought to a simulacrum of life by dark magic, skeletons are mindless automata which follow the commands of a necromancer.

Hit Dice: 1d8 (4 HP)

AC: 13

Attack: +1 to hit, 1d8 (longsword)

Alignment: Neutral

XP: 20

Notes: *Dead and Mindless* (skeletons are immune to sleep and charm effects)

ZOMBIE

Shambling corpses whose rotten flesh drips from their bones, zombies are mindless beasts driven by an unholy hunger for the flesh of the living.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d6 damage (claw)

Alignment: Neutral

XP: 15

Notes: *Dead and Mindless* (zombies are immune to sleep and charm effects)

MORTAL THREATS

Due to the goings-on in the village, humans can be as much a threat for the characters as the undead. A group of four or five should be enough of a challenge for level 1 characters to become aware of the danger around them, and adding the necromancer into the mix makes things much more dangerous.

COMMONER

These are the ordinary villagers who likely just want their days to return to normal. These stats might also represent untrained guards or animal handlers accompanying tomb robbers or a necromancer.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: Neutral

XP: 15

MERCENARY

These might be other adventurers drawn to the barrow in search of plunder, or guards set there to stop new intruders from entering.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +0 to hit, 1d8 damage (long sword)

Alignment: Neutral

XP: 20

NECROMANCER

An opportunistic necromancer could well have been attracted to the barrow and be searching for a way to increase his dark powers.

Hit Dice: 2d6 (7 HP)

AC: 11

Attack: +1 to hit, 1d4 damage (dagger)

Alignment: Chaotic

XP: 100

Notes: *Spellcasting* (may cast 2 spells per day)

WILD ANIMALS

The heroes may well find themselves having to contend with ordinary beasts during the course of the adventure, whether because they are under the control of dark powers, or because they have taken up residence in or near the barrow.

A group of eight or ten bats makes for a good challenge for a group of first level characters, especially if they are accompanying a more dangerous foe. Two or three wolves with a single worg are plenty of a threat for such characters; frankly, the worg is frightening for beginning PCs all on his own.

BAT

Any person attacked by ten or more bats cannot concentrate or cast spells.

Hit Dice: 1d4 (2 HP)

AC: 12

Attack: +0 to hit, 1 HP (bite)

Alignment: Neutral

XP: 5

Notes: *Flight* (bats may fly)

WOLF

Wolves are great hunters who roam in packs. Men fear them for the damage they occasionally cause to their livestock, and because of the dark legends that surround these beasts.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 35

WORG

The worg is an enormous wolf and a servant of a dark master. It infiltrates ordinary wolf packs and corrupts them, causing them to become agents of Chaos. Goblins sometimes worship worgs, and men rightfully fear them.

Hit Dice: 3d8 (13 HP)

AC: 15

Attack: +3 to hit, 1d8 damage (bite)

Alignment: Chaotic

XP: 75

THE WICKED DEAD

The most dangerous foes the characters will face in this Scenario Pack are the spirits of the dead and the king whose barrow was opened. These adversaries possess potent supernatural abilities and may need to be overcome by clever means.

A single phantom or wight is plenty of a threat for first level characters. The PCs could possibly handle more than one phantom at a time if they have access to a way to harm it magically. Despite his power, the GM may want to have the wight accompanied by a skeleton or two for a more interesting combat, but only if the characters are well armed.

PHANTOM

A phantom is a minor ghost, the spirit of someone who was not ready to depart our world. Their touch chills the soul and leaves marks like an intense burn. Brave adventurers might be able to face these ghosts and convince them to leave our world if they discover what is keeping them here.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

WIGHT

Wights are the spirits of long dead kings, found wandering their barrows and the surrounding lands. They sometimes attack with ancient blades of iron or bronze instead of their deadly touch. The strength drained away by a wight's touch may only be recovered by slaying the wight and cleansing its tomb, or by powerful magic.

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d4 damage (touch)

Alignment: any

XP: 100

Notes: *Drain Strength* (anyone touched by a wight must make a saving throw vs. Polymorph or lose a point of Strength)