

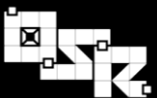
BARROWMAZE

By Greg Gillespie

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



Local villagers whisper of a mysterious place deep in the marsh - a place shrouded in mist and dotted with barrow mounds, ruined columns, and standing stones. The tomb-robbers who explore beneath the mounds - or rather the few who return - tell tales of labyrinthine passages, magnificent grave goods, and terrifying creatures waiting in the dark. Are you brave (or foolish) enough to enter the Barrowmaze?



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Labyrinth Lord
Compatible Product

BARROWMAZE

by Greg Gillespie

A Classic Megadungeon for Labyrinth Lord™



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Dedication: This adventure is dedicated to Rob Beamer and Jason Kohlberger and our time spent rolling dice and exploring fantasy worlds in the library of Lakeview Elementary School

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Introduction

Barrowmaze is a classic exploration-style megadungeon designed for Labyrinth Lord™ and other classic fantasy role-playing games.

This is a stand-alone megadungeon setting designed for introductory through mid-level play. 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, the village of Helix 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. The locals refer to the underground labyrinth as the Barrowmaze.

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

Barrowmaze: Design Notes

This dungeon emerged from play. My home-game includes players new to old school gaming. So this project was designed initially as a “how-to” dungeon for new classic fantasy role-players - sort of a *Tomb-Robbing 101*. The structure and atmosphere of this dungeon is designed to teach and reaffirm the values of the old school such as remaining quiet, having proper equipment, proceeding cautiously, managing time and resources, problem-solving, maintaining a detailed map, checking for traps, making group decisions, and knowing when to flee and when to fight.

My home-game, and this dungeon, forwards no moral and provides no central high fantasy-style plot. There are evil factions in the dungeon but the players can either advance against them or avoid them - the choice is theirs. Rather than playing over-muscled “heroes” on a grand world-changing quest, players assume the role of unscrupulous, low fantasy tomb-robbers interested in plundering crypts for gold. Huzzah!

I constructed Barrowmaze in the tradition of classic megadungeons. The monsters and treasures listed for this dungeon were, by and large, determined randomly. Only about 30-40% of rooms contain monsters. The rest are empty, or contain traps, tricks, or puzzles, to encourage an exploration-style of play. 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, The 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. 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 humanoids. Instead of orcs, goblins, and kobolds (etc.), the 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.

This megadungeon builds on the recent work of authors Matt Finch and Michael Curtis. Before creating the 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. The 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 the Barrowmaze

Reading Dungeon Keys and Entries

Instead of boxed text to read aloud to players, the entries presented here have been kept brief (with a few notable exceptions). 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. Due to the shortened entry style, referees can pick up and play this dungeon with very little preparation time. The idea is to *play* and interact with your players, not read to them. In order to facilitate scanning the text, all monsters have been **bolded** and all magic items *italicized*.

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 "B" refers to the New Monster section of the Barrowmaze located on page 47 of this book.

Random Encounters

Random monsters are critical to classic fantasy role-playing games, and the Barrowmaze 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 the 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 the Barrowmaze 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, the Barrowmaze is presented ready for play. There are a number of random tables presented at the end of the scenario that the Referee can consult as needed. These include Table 1: Random Dungeon Dressing; Table 2: Pit Contents; Table 3: Dungeon Graffiti; Table 4: Runic Tablets; and Table 5: Random Dungeon Restock. 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 gameplay.

Runic Tablets

Some of those entombed in the Barrowmaze were buried with runic tablets. 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 Random 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.

Random Dungeon Restock

As noted above, Random 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 that they cannot

overcome at low levels, and thus may choose the safe 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.



Burial Alcoves

Barrowmaze is filled with rooms that contain burial niches and alcoves of all shapes and sizes. Some are filled with bones, others have been plundered, and others contain wondrous treasures. When player characters decide to search burial alcoves, the Referee will need to keep track of time closely.

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: 5 characters decide to search 145 burial alcoves. 5 characters x 10 alcoves/turn equals a total 50 alcoves/turn. It will take the 5 characters 3 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.

If you are unfamiliar (or normally hand-wave) tracking time in the dungeon, I suggest using The Turntracker by Faster Monkey Games™.

Bricked-Up Walls

This adventure includes a new obstacle for players: the bricked-up wall. 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 much time 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 privileges monsters that inspire fear. After all, for some the acronym OSR stands as much of "Oh, S*#! Run!" as it does the 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 will need to deal with the consequences. Running away and screaming in fear (and potentially dropping their weapons, falling into pits, or getting lost) will draw attention and require the Referee to check for random monsters.

In my home-game we employed 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 would reduce this number by 1. Referees employing this rule are encouraged to find a scale that suits their game and style.

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 always provokes a random monster check.

Turning Undead

Due to the presence of The Pit (#151) and the Tablet of Chaos, turning undead is more difficult in the Barrowmaze. All turn attempts are increased by one. Moreover, clerics will find the process of calling on the power of their deities more draining. To reflect this, turn attempts increase in difficulty by one per attempt, per day.

Barrowmaze: Entrances

The entrances into the dungeon are intentionally limited. There are only four and not all are

immediately accessible. Each of these entrances can be found in the barrow mounds (see page 7). 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 - lootin' ain't easy.

Henchmen and Hirelings

Referees should strongly encourage their players to hire henchmen and/or hirelings, or begin play with multiple PCs. Henchmen, defined as classed NPCs, and hirelings, defined as 0-level men-at-arms, torch-bearers, and porters, are essential to success in early fantasy role-playing games. Examples are provided on page 58. Although this dungeon is directed toward introductory play, the Barrowmaze is absolutely lethal. PCs will die.

If you are unfamiliar with henchmen and hirelings, or find their generation laborious, I encourage you to try *Meatshields!: The Classic Fantasy Hiring and Henchman Generator* available at www.barrowmaze.com. Chris Geisel and I created this random generator to support classic fantasy role-players and their games.

Barrowmaze Factions

In the first half of the Barrowmaze players will be introduced to the following factions:

The Mongrelmen

Small groups of mongrelmen inhabit the dungeon. Long ago, human slaves kept by the Cult of Nergal were exposed to The Pit of Chaos and now, generations later, survive twisted and deformed in the depths of the maze. They possess information specific to their area (such as secret doors, traps, treasure, or monsters) of the dungeon but their primary goal is simply survival. They want to be left alone. They are adept at camouflage and mimicry and have no central leadership. Mongrelmen are occasionally captured and charmed (or tortured) by the Necromancers of Set for information or to search on their behalf for grave goods.

Nergal's Waning Power

Although Nergal was destroyed by Orcus and Set in the Underworld, his power continues to linger in the Barrowmaze. Nergal's symbols, as the God of the Dead and the Underworld, are visible in the dungeon. His cult created numerous temples and conducted all manner of evil rituals in his name. Specifically, Nergal's followers opened a gate called The Pit of Chaos. The Pit periodically spawns evil creatures into the dungeon. Both the factions of Set and Orcus are aware of the gate and have tried to occupy the temple to harness its power. However, Nergal's remaining spark is strong and has kept them at bay. The players must find a lawful magic item called The *Fount of Law* hidden somewhere in the dungeon and use its power to close The Pit. The ghost of Sir Guy de O'Veargne can help them in their task.

The Acolytes of Orcus

A fanatical religious sect, the Acolytes of Orcus, entered the Barrowmaze a season ago and converted one of Nergal's largest temples to worship The-One-Who-Must-Not-Be-Named. They have been given divine instruction to seek and recover the Tablet of Chaos, hidden somewhere in the Barrowmaze. To this point they have been unsuccessful. They have had recent clashes with a rival faction, the Necromancers of Set, and are committed to driving Set's taint from the dungeon. They raise the dead - even their fallen comrades - to serve as foot soldiers.

The Necromancers of Set

The Necromancers of Set are the most recent group to arrive in the dungeon. They are a small but formidable faction. Driven by divine direction, they entered the maze several months ago and immediately began an assault on the Acolytes of Orcus. They have managed to craft a defensible (and hidden) base for themselves and use a throng of undead, in addition to their potent spells, to advance their position. They will stop at nothing to recover the Tablet of Chaos. Like the Acolytes, the Necromancers of Set will play an increasingly prominent role in the next installment of Barrowmaze (late 2012).

Across the Moor: The Barrow Mounds

The Barrow Mounds: Random Encounters

Day

1. Skeletons (1d6), LL(95)
2. Zombies (1d6), LL(103)
3. Tomb-Robbers (2d4+4), B(55)
4. Giant Scorpions (1d3), B(53)
5. Giant Toads (1d6), LL(99)
6. Coffin Corpse (1d2), B(49)

Night

1. Skeletons (2d6), LL(95)
2. Zombies (2d6), LL(103)
3. Coffin Corpse (1d4), B(49)
4. Ghouls (2d4), LL(76)
5. Will-O-Wisp (1), AEC(140)
6. Ghosts (1d3), AEC(127)

These tables are intended for low level PCs. The Referee is encouraged to modify them as characters increase in level. The PCs should understand that mulling about the barrow mounds at night is hazardous to their health.

Note: Scale and the Barrow Mounds Map

The map of the barrow mounds (p.8) is not to scale and is intended as a symbolic representation to facilitate play for Referees. For example, the distance between the stairways in Mound #15 and Mound #9 on the Barrow Mounds Map translates to about 300 feet on the dungeon map (between rooms #1 and #93). The mounds are dotted across a vast landscape and not all of them are clumped tightly together.

Entrances to the Barrowmaze

There are four entrances to the Barrowmaze in this area of the mounds. Not all are easily found or immediately available. The primary entrance for the PCs will likely be the large central burial mound (#15). They must be lowered into the dungeon at this point. This will present logistical

problems if the PCs need to flee or remove heavy treasures. The following is presented to help Referees keep track of the mound entrances and their corresponding location on the Barrowmaze dungeon map:

Mound Entrance Barrowmaze Location

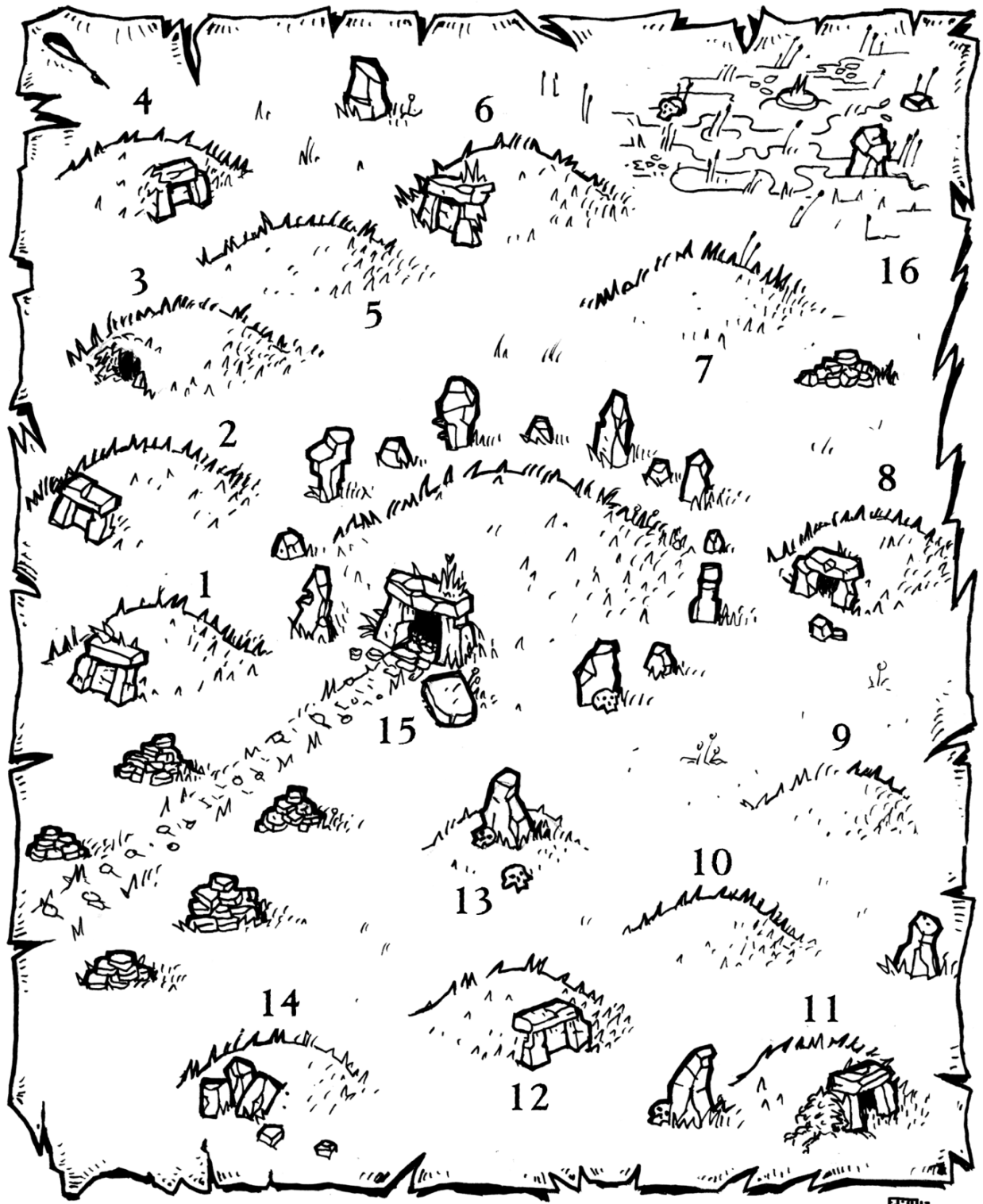
Mound #15	Room #1
Mound #11	Near Room #50
Mound #6	Near Room #81
Mound #9	Near Room #93

The mounds are located a half day march from the village of Helix. The area of the mounds is ancient, damp, and obscured by mist. Everything is still and eerily quiet. No bird or animal sounds can be heard. Low stone cairns line a broken path toward mound #15. The interior of the smaller mounds is approximately 30x30 feet but this is subject to the Referee's discretion.

There are three different types of mounds. Sealed Mounds are covered with a stone door. They have not yet been looted. These will require a sledge hammer and spike to break open and will necessitate a random monster roll. Plundered Mounds have been opened and looted by previous bands of tomb-robbers. The entrances to Covered Mounds have been buried through time and shifting earth. PCs will need to excavate the entrances to these mounds. Additional detail on each type of mound is provided below.

1. This mound is sealed with a stone door. A sledge hammer and spike will be needed to break it open. This takes 2 turns and requires at least one random monster check. Inside are two stone slabs. On the slabs are two skeletons draped in burial shrouds. Each possesses a small bowl at their head and decorative amphora at their feet. The bowls contain 25gp (each) and the amphorae are worth 50gp each. The latter are valuable but brittle. If the PCs engage in combat while carrying them there is a 1-5 on d6 chance that they will break.

Map: The Barrow Mounds



NOT TO SCALE

24012

2. This mound is sealed with a stone door (see #1). Inside is a single sarcophagus with a **Zombie (1)** AL: C, AC: 8, HD: 2, HP: 16, #AT: 1, DMG: 1d8, LL(103), dressed in a black burial shroud. He bears a gold necklace worth 100gp and wears a *Ring of Protection +1*.

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

4. This mound is sealed with a stone door (see #1). A sarcophagus dominates the center of this burial mound. Opening the lid will be much like the door and will require a sledge hammer and spike. Inside the stone sarcophagus is a wooden casket shaped to resemble a beautiful woman. Inside the casket are her skeletal remains, in addition to 4 sealed perfume bottles. These are ancient and rare. They will be worth 50gp each in a small town, but if sold in a city could garner as much at 100gp per bottle. Experience should be determined based on the price sold.

5. Over the centuries the entrance to this ancient mound has been covered over with earth and will need to be excavated. Use the following mechanic to excavate a covered mound:

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

This mound contains a stone slab with an urn. Beside the urn are two small bowls filled with gemstones. There are four black stone pillars in the room shaped like helmed warriors. Two of these pillar statues are **Barrow Guardians (2)** AL: N, AC: 3, HD: 3, HP: 15, 13, #AT: 1, DMG: 1d6, B(47). If the urn or the grave goods are touched the golems will animate and attack the intruders. The two bowls include the following (1) Chrysoprase 25gp, Jasper 20gp, Star Rose Quartz 15gp, Sardonyx 145gp, (2) Bloodstone 325gp, Carnelian 10gp, Jet 35gp, Ruby 45gp, Jade 65gp, Onyx 5gp.



6. This mound is sealed with a stone door (see #1). The interior is lined with six 6' high vertical alcoves that contain the remains of six skeletal warriors. They wear old, rusty coifs, shields, and chainmail. They are armed with spears. Lying on an altar, in the center of the room, is an ornate, jeweled *Broadsword +1* (2-7 plus 1 point of magical damage). These warriors fight as **Skeletons (6)** AL: C, AC: 4, HD: 1, HP: 8, 8, 8, 7, 5, 4, #AT: 1, DMG: 1d6, LL(95), if the sword is disturbed, but will wait until the PCs enter the mound and are surrounded. One of the alcoves can be bashed in to reveal a staircase (to #81). However, this would be very difficult to detect and would require two successful secret doors checks.

7. The entrance to this ancient mound has been covered with earth and will need to be excavated (see #5). This mound contains a stone sarcophagus. The sarcophagus has a stone mechanism at the top that appears to require a key of some type to open. It cannot be opened otherwise. Inside the sarcophagus is a **Ghoul (1)** AL: C, AC: 6, HD: 2*, HP: 12, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76). She is buried with a beautiful Gold Necklace (500gp) and two Platinum Bracelets (400gp each). Inside the sarcophagus is

also a *Dagger +1, +2 vs. Undead*. The key to this sarcophagus can be found in #31, Quiet Crypt #4.

8. This mound was plundered long ago and is filled to the waist with dark peat-colored water. **Giant Toads (2)** AL: N, AC: 7, HD: 2+2, HP: 13, 10, #AT: 1, DMG: 1d4+1, LL(99), lurk just under the surface (check for surprise). Two Copper Candle Holders can be found below the water (12gp each).

9. See mound #5 for instructions to open this covered mound. This crypt contains the skeletal remains of an ancient warrior-priest, Genniis the Younger, sitting on a throne covered in cobwebs. He wears ancient ornamental chainmail (value 125gp). On a table there are four scrolls that recount his life and faith. These are valuable historical artifacts (75 gp each to a sage). Removing a flagstone behind the throne will reveal a lever that will open a secret staircase (to #93) beneath the throne. However, this staircase has partially collapsed. It will take 1d4+3 days of digging to remove the rubble and open the staircase. A halfling may be able to squeeze through and scout the area below (Referee's discretion).

10. The entrance to this ancient mound will need to be excavated (see #5). Two stone slabs lie in the center of the mound. The occupants have risen as **Skeletons (2)** AL: C, AC: 7, HD: 1, HP: 8, 7, #AT: 1, DMG: 1d6, LL(95). If the PCs linger or search the mound the skeletons will animate and attack! A concealed drawer (pull out) in one of the slabs holds small carved wood effigies, a jeweled silver dagger (35gp), and a Scroll: *Magic Missile, Burning Hands, and Light*.

11. This mound is empty. There is a broken sarcophagus here decorated in bas relief of skeletons dancing in the Underworld. If one of the skeletons is depressed the sarcophagus will shift to reveal a slender staircase lined with dust and cobwebs (just west of #50 on the main map). This staircase was used recently.

12. This mound is sealed. See mound #1 for opening instructions. A carved wooden funerary casket in the shape of a man rests on a dais in the center of the mound. The wall sconces are lined with decorative amphorae (8) worth 35gp each and depict life in an ancient village near the moor. If the PCs engage in combat while carrying

the amphorae there is a 1-5 on d6 chance they will break.

13. The Standing Stone of The Chosen: This standing stone is ancient. Time has worn away some of the runes, but some can still be seen – and a great skull can also be made out atop the stone. The runes are written in the Black Tongue, the language of necromancers and the Underworld. It exalts Nergal, the God of the Dead, and acknowledges his Chosen – a fanatical sect of his church. A passage reads “Life in Death.”

14. The entrance to this ancient mound has been covered over with earth and will need to be excavated. A stairway into this mound descends steeply and opens into a family crypt with 4 stone sarcophagi. There are **Giant Centipedes (6)** AL: N, AC: 9, HD: 1d4hp, HP: 4, 4, 3, 3, 3, 3, #AT: 1 (bite), DMG: Poison, LL(68), on the ceiling and will drop on PCs as they enter. The sarcophagi contain the following: Father: Gold Ring (40gp), Jeweled Necklace (30gp); Mother: Gold Ring (40gp), Silver Bracelet (25gp), Gold Circlet (50gp); Daughter: Ivory Comb (25gp), Silver Ring (30gp); Son: Bone Handed Dagger (15gp)

15. An overgrown pathway, lined with small stone cairns, leads toward this large central mound. The mound is encircled with standing stones. A large stone door rests face down, broken in two, in the long grass of the entranceway. The area is littered with skulls and bones. A foul smell emits from the interior of the mound and the darkness beyond is black as night. Inside, a short stone stairway descends into the mound. The inside is 60x60 feet. There are both booted footprints (tomb-robbers) and other tracks the party cannot make out (shuffling zombies etc). Bones litter the floor. Four huge square stone columns support the structure. Between the pillars there is an old, rusty 6' high tripod with a block and tackle suspended over a hole in the floor. A rope descends down into the darkness (this is room #1 on the Barrowmaze map). Players who drop a torch will notice that they stand above a room with a 35' high vaulted ceiling. It contains rubble, bones, and faded frescos on the walls. This place is dark and very quiet. This is the primary entrance to the Barrowmaze.

16. The Barrowmoor: Using the themes presented here, Referees are encouraged to expand the map and hex crawl through the moor.

Barrowmaze Area One:

The Forgotten Antechamber

Area One: Random Monsters

1. Skeletons (1d6), LL(95)
2. Zombies (1d6), LL(103)
3. Tomb Robbers (2d4+4), B(54)
4. Giant Rats (2d6), LL(92)
5. Mongrelmen (1d6), B(51)
6. Ravenous Dead (1d4), B(55)
7. Stirges (1d6), LL(98)
8. Huecuva (1d3), B(50)
9. Sapphire Skeletons (1d6), B(54)
10. Fire Beetles (1d8), LL(65)
11. Dungeon Dressing*
12. Referee's Choice

*See Table I: Random Dungeon Dressing (p.56).

1. The only way to enter the dungeon from this point is through a hole in the ceiling. An old, rusty block and tackle attached to a tripod sits atop the hole (this is located inside burial mound #15) and a rope descends down into the room. The ceiling is vaulted and 35 feet high from the floor. The room has partially collapsed along the western wall. Worn frescos of a burial procession leading to a barrow mound line the walls. Bones litter the floor. Booted footprints can be seen heading east. Rubble and debris throughout. Smells of dampness and death. Graffiti (check Table 3: Random Graffiti).

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

3. There are **Skeletons (7)** AL: C, AC: 7, HD: 1, HP: 8, 5, 5, 4, 4, 2, 1, #AT: 1, DMG: 1d6, LL(95), here.

4. This room is empty. Debris litters the floor.

5. There are **Giant Rats (11)** AL: N, AC: 7, HD: 1d4hp, HP: 4, 4, 4, 4, 4, 3, 4, 2, 1, 1, 1, #AT: 1, DMG: 1d3, LL(92), here foraging for food. A sack, dropped on the floor by a fleeing tomb-robber, contains 123sp.

6. This room is empty. Three polished skulls sit on a dusty table. Secret door leads to a small area where a tomb-robber crawled away from combat and died. He wears a dark yellow stripped tunic. In his boney hands he still holds a torch stub and a bag with 30pp.

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

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

9. This room is empty.

10. This room is filled with small octagonal-shaped alcoves. A group of **Zombies (6)** AL: C, AC: 8, HD: 2, HP: 15, 12, 11, 9, 7, 2, #AT: 1, DMG: 1d8, LL(103), huddle together in the corner. They turn as the PCs enter and attack!

Burial Alcoves: (145) Octagonal filled with mummified remains.

Contents: 94sp, Silver Bracelet (20gp).

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

Quiet Crypt 1: This crypt is empty. The door is closed. Graffiti (check Table 3: Random Graffiti).

Quiet Crypt 2: The door to this crypt is locked. A **Giant Crab Spider (1)** AL: N, AC: 7, HD: 2, HP: 10, #AT: 1, DMG: 1d8*, LL(97), hangs above the door and will attack the first character to enter. This crypt is decorated in bas relief with images of the dead walking to the afterlife. Beside the remains of the occupant there is a bag with 163ep.

Defiled Crypt 3: The door to this crypt lies in pieces on the floor. There is a coldness to this room. The walls are decorated with faint and vandalized frescos. A disturbed skeleton rests on a stone slab. There is a runic tablet on the floor (if read, check Table 4: Runic Tablets). This crypt contains a ghostly **Phantom (1)** AL: C, AC: N/A, HD: N/A, HP: N/A, #AT: 1, DMG: Fear, B(52).

12. The entrance to this crypt was long ago bricked-up with a large skull above the archway. Inside, time-worn frescos of warriors defeating the armies of law decorate the east wall and scores of burial alcoves line the others. Four evil warriors buried here have all risen as **Shadows (4)** AL: C, AC: 7, HD: 2+2, HP: 15, 14, 11, 7, #AT: 1, DMG: 1d4*, LL(94). One is buried with *Leather +1* and another has a steel *Shield +1* (emblazoned with a black dragon) across his chest. The corpse holds so tight to the shield that PCs will have difficulty pulling it away.

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

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

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

14. Empty. Booted footprints on the floor. Graffiti (check Table 3: Random Graffiti).

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

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

16. A previous group of tomb-robbers used this room as a secret supply depot. There are two backpacks (contents subject to Referee's discretion), a sledge hammer, a 50' coil of rope, 1 quiver with *Arrows +1 (4)*, and two *Potions of Healing (2)*.



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

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

18. Empty.

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

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

20. Empty.

21. This hallway contains entrances to three burial crypts. Graffiti (see Table 3: Random Graffiti).

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

Defiled Crypt 2: The door to this crypt is ajar. A group of **Skeletons (7)** AL: C, AC: 7, HD: 1, HP: 7, 3, 3, 2, 2, 2, 2, #AT: 1, DMG: 1d6, LL(95), will rise from stone slabs and attack intruders. Frescos too faded to discern. Grave goods include two Platinum Necklaces (174gp each); bags with 400sp and 20gp, *Potion of Clairvoyance*, and a runic tablet.

Quiet Crypt 3: The door to this crypt is ajar. **Giant Rats (8)** AL: N, AC: 7, HD: 1d4hp, HP: 4, 4, 3, 3, 3, 2, 2, #AT: 1, DMG: 1d3*, LL(92), have wandered into the crypt and are looking for food. Grave goods include one Silver Locket worth 60gp. Moldy, half-rotted, and yellowed tapestries line the walls.

22. As the party exits this room they will hear the sound of breaking pottery from #23. If they have already been to room 23, roll for an alternative from Table 1: Random Dungeon Dressing.

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

23. A skeleton rests face down in the middle of this room. A **Poltergeist (1)** AL: C, AC: 9, HD: 1hp, HP: 1, #AT: N/A, DMG: N/A, B(52), resides here, staying near its lifeless remains. The spirit screeches and throws small clay burial urns at the party.

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

24. This room contains 25 empty alcoves (except one with a **Gray Ooze**) AL: N, AC: 8, HD: 3, HP: 7, #AT: 1, DMG: 2d8, LL(79). However, between the alcoves are decorative patterns plated with silver. The silver can be removed, but it is difficult, time-consuming, and noisy (120 turns and additional random monster checks apply). Removal will require the PCs to purchase special tools and chisels for the job in town (100gp). The total value of the silver is 1500gp.

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

25. Empty. This room remains undisturbed.

26. Empty. A strange and sudden draft of wind will extinguish party torches as they enter this room. Lanterns are unaffected.

A number of semi-precious stones, arranged as stars, are set into the low ceiling of this room. Some have been stolen but a few remain. The party can either try to remove them hastily (3 turns, total value 30 gps) or take their time and remove them with care (6 turns, total value 300gps). Random monster checks apply.

27. A small pile of coins and a rock rest at the base of three vertically stacked burial alcoves in the south-western corner of this room. Removing either the coins or the stone activates a pressure plate and drops a portcullis, trapping anyone within (be sure to check for random monsters). Careful probing may set off the trap (Referee's discretion) and will break a 10 foot pole. Unless they have leverage of some kind it will take the combined strength of six characters to raise. This will make noise and require a random monster check.

Burial Alcoves: (3) Rectangular with full skeletons. Contents: 74pp, 3 Pearls (25gp each)

28. A stone statue of a great winged gargoyle sits crouched on top of a dais. The posture of the statue suggests it is looking into its left hand. However, the statue is missing its left arm at the elbow. The missing left arm is located in room #35. If the arm is reattached the hand opens revealing a *Pearl of Power* (1 first level spell). Graffiti (see Table 3: Random Graffiti).

29. A small group of **Mongrelmen (6)** AL: C, AC: 6, HD: 1, HP: 8, 7, 6, 4, 4, 2, #AT: 1, DMG: 1d6, B(51), are here discussing the party's intrusion into the crypts in hushed tones. The mongrelmen are unaware of the secret door.

30. The corridor to this room is lined with statues that appear to watch passersby with their eyes. The wooden door to this room has been chewed off below the knees. There is a nest of **Giant Rats (11)** AL: N, AC: 7, HD: 1d4hp, HP: 9, 4, 4, 3, 3, 2, 2, 2, 2, 1, 1, #AT: 1, DMG: 1d3*, LL(92), within. There is large black male (2HD with 9hp) among them.

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

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

Defiled Crypt 1: Two **Ghouls (2)** AL: C, AC: 6, HD: 2*, HP: 8, 7, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), former lovers in life, are here alternating between cooing and yelling at each other in the dark.

Quiet Crypt 2: A shelf with human bones. Jeweled bracelet (666gp), a runic tablet.

Quiet Crypt 3: Empty. Fresco defaced with excrement.

Quiet Crypt 4: Removing this curtain reveals a hideous sight! A swarm of **Giant Rats (8)** AL: N, AC: 7, HD: 1d4hp, HP: 4, 4, 3, 3, 2, 2, 1, 1, #AT: 1, DMG: 1d3*, LL(92), are consuming the remains of a recently deceased human tomb-robber hastily shoved behind the rotting curtain. The tomb-robber possesses the special key to open the sarcophagus in Burial Mound #7.

Defiled Crypt 5: Tapestries decorate the walls of this secret crypt. **Skeletons (8)** AL: C, AC: 7, HD: 1, HP: 6, 6, 5, 5, 4, 2, 1, 1, #AT: 1, DMG: 1d6, LL(95), slowly rise from the floor and attack.

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

32. Members of an ancient order of priests were laid to rest on stone slabs in this crypt. They have risen as **Skeletons (10)** AL: C, AC: 7, HD: 1, HP: 6, 5, 4, 4, 3, 3, 3, 3, 2, 2, #AT: 1, DMG: 1d6, LL(95) and **Zombies (10)** AL: C, AC: 8, HD: 2, HP: 14, 12, 12, 11, 9, 9, 8, 7, 5, 5, #AT: 1, DMG: 1d8, LL(103), and will attack all those who disturb their rest. Each wears tattered robes and carries 2d20sp and 2d20gp. Each slab is decorated in bas relief with roses and thorns. The slab on the north wall has a secret compartment (raise, turn, and depress a rose). Inside PCs will find a Mace +1, +2 versus Undead and a set of Bracers of Defense AC6.

33. The body of a dwarf adventurer lies here, it has been stripped bare. Graffiti (check Table 3: Random Graffiti).

Quiet Crypt 1: The door to this crypt is open. **Giant Crab Spiders (3)** AL: N, AC: 7, HD: 2, HP: 14, 10, 9, #AT: 1, DMG: 1d8*, LL(97), are within as well as five thin Copper Bracelets (20gp each). Runic script written in blood (long dried) adorns the walls. It is undecipherable.

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

34. This corridor is empty with the exception of 4 crypt doors.

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

Defiled Crypt 2: This door is locked. Inside the occupants have risen as **Ghouls (4)** AL: C, AC: 6, HD: 2*, HP: 13, 10, 9, 6, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76). Frescos inside depict death's door. There is a runic tablet here and two bowls with grave offerings: 700sp, 10gp.

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

Quiet Crypt 4: This door is closed. A single **Zombie (1)** AL: C, AC: 8, HD: 2, HP: 7, #AT: 1, DMG: 1d8, LL(103), has wondered into this crypt. He clutches a dagger and repeatedly gouges the wall. Once disturbed, he attacks. Buried in the wall, is a small leather pouch, is a Copper Locket (5gp) with an engraving of a young woman. It appears as a minor trinket. However, the locket is actually a *Brooch of Shielding* and can absorb 25 points of *Magic Missile* damage before it becomes useless. It will take 1 turn to dig it out.

35. This hallway is empty with the exception of two doors on the north wall and 4 curtained alcoves on the south.

Quiet Crypt 1: This crypt is locked, empty, and decorated with bas relief. Behind the secret door there is a bag of 147pp and a runic tablet.

Defiled Crypt 2: The wooden door to this room has swollen and is stuck. Inside, standing in small vertical burial niches are ten **Skeletons (10)** AL: C, AC: 7, HD: 1, HP: 8, 8, 7, 5, 4, 3, 3, 3, 2, 1, #AT: 1, DMG: 1d6, LL(95). One skeleton wears tattered blue robes and a blue conical magician's cap complete with silver stars and moons. He also has a *Magic-User Scroll: Dispel Magic (Level 3)* tied to

his waist. The hat is *Pinto's Conical Cap* (see New Magic Items). The hat is filled with 146cp.

Defiled Crypt 3: The left arm and hand (with a closed fist) of a stone statue rests here. See room #28.

Quiet Crypt 4: This crypt is empty and the curtain has been pulled down.

Quiet Crypt 5: This door is in pieces. Scribbles in Black Tongue written across the floor (check Table 3: Random Graffiti). As well as the scattered bones of two skeletons, there are two tarnished Platinum Bracelets here worth 20gp each. Ill-tempered **Normal Rats (13)** AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, LL(92), scurry along the walls of this room.

Defiled Crypt 6: A **Phantom (1)** AL: C, AC: N/A, HD: N/A, HP: N/A, #AT: 1, DMG: Fear, B(52), has risen here. Tucked at the back under a pile of bones, rubble, and dust are five Silver Cups (100gp each).

36. This room smells of rot and offal. As soon as the door opens each PC must make a Constitution check or vomit for 1 turn. A large pile of refuse, bones, and rotting cadavers is heaped in the middle of this room. Burial alcoves line the walls. If the party searches the mound **Rot Grubs (12)** AL: N, AC: 9, HD: 1hp, HP: 1hp per, #AT: N/A, DMG: N/A, LL(93), will emerge to feed. Inside the mound is a rotting finger still wearing a *Ring of Protection +1*.

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

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

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

Quiet Crypt 2: The door to this crypt is ajar. The remains of a skeleton are undisturbed. A purse near his waist contains ancient gold pieces (149gp). There are five mummified cats, or **Neb'Enakhet (5)** AL: C, AC: 7, HD: 1+1, HP: 9, 6, 4, 3, 2, #AT: 3, DMG: 1d2/1d2/1d3*, B(52), around the skeleton. They will appear shy and curious at first but then begin their cacophonous wail.



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

Defiled Crypt 4: The door to this room is closed. The two corpses, resting on stone slabs, are actually **Zombies (2)** AL: C, AC: 8, HD: 2, HP: 8, 7, #AT: 1, DMG: 1d8, LL(103). One has a *Cursed Scroll: Blindness* (only *Remove Curse* can cure). Frescos depict Nergal, the elder God of the Underworld. There is a runic tablet here.

Defiled Crypt 5: The door to this room is stuck. As soon as it opens three **Ghouls (3)** AL: C, AC: 6, HD: 2*, HP: 14, 12, 4, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), jump out and attack. Check for surprise.

Quiet Crypt 6: This room is locked. Through small holes a large group of **Normal Rats (17)** AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, LL(92), have made a nest here. A bag hidden underneath a skeleton contains 137pp.

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

Defiled Crypt 1: The door is ajar. Two Silver Earrings (10gp each) lay on the floor. Its skeletal occupants animated long ago and left this room.

Quiet Crypt 2: **Normal Rats (8)** AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, LL(92), scurry about a small altar. The altar is made of rusted iron. It has incense holders on either side and is decorated with bas relief of skeletons. If the eye sockets of one of the skeletons are pushed inwards (there is a poison needle trap, save versus poison or die) a secret niche will open to reveal a leather bag with 200pp.

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

Defiled Crypt 4: **Skeletons (9)** AL: C, AC: 7, HD: 1, HP: 8, 7, 5, 5, 4, 4, 4, 2, 2, #AT: 1, DMG: 1d6, LL(95), lying in a big pile of bones – they will pull themselves together and attack. Two Silver Rings can be found on the floor (32gp each). Frescos of a long forgotten war are depicted on the walls.

Defiled Crypt 5: The door to this crypt is ajar. Three **Ghouls (3)** AL: C, AC: 6, HD: 2*, HP: 8, 7, 2, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), want out and are willing to dialogue with the party for freedom. However, they only speak Black Tongue. They have no knowledge of the dungeon outside their crypt and only fragmented memories of their former lives. They each wear cheap Silver Necklaces (32gp each). If they are let go, they will likely hunt the party and attack at an inopportune time.

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

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

A **Gray Ooze (1)** AL: N, AC: 8, HD: 3, HP: 15, #AT: 1, DMG: 2d8, LL(79), is hiding in one of the alcoves along the eastern wall of this room.

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

40. Empty.

Burial Alcoves: (126) Octagonal filled with dust and cobwebs

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

41. The door is ajar. **Giant Carnivorous Flies (2)** AL: N, AC: 6, HD: 2, HP: 11, 4, #AT: 1, DMG: 1d8, LL(75), are feeding on two strangely preserved corpses here. Between them the corpses have 64pp.

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

42. This hallway is empty.

Defiled Crypt 1: The door to this room is ajar. A dead elf, abandoned by his adventuring comrades, lies face down in a pool of congealed blood. He wears a pair of *Gauntlets of Swimming and Climbing*. Otherwise this room is empty. Graffiti (check Table 3: Random Graffiti).

Defiled Crypt 2: The door to this crypt is ajar. Four white corpses pose as dead but are really **Ghouls (4)** AL: C, AC: 6, HD: 2*, HP: 12, 10, 8, 3, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), who attempt to gain surprise before attacking. A single runic tablet.

Quiet Crypt 3: The door here is ajar. This room has been hastily searched. Amongst the debris on the floor are two Copper Rings worth 20gp each. Frescos depict gladiatorial combat.

Defiled Crypt 4: The door to this room is closed. **Grr'Woof-nub**, a **Mongrelman (1)** AL: C, AC: 6, HD: 1, HP: 2, #AT: 1, DMG: 1d6, B(51), is here hiding from the other mongrel brethren. He is frail and weaker than the others and has been outcast. He knows that the mongrelmen have been watching the party since they entered the maze. He also knows that all the mongrelmen have been forced to serve "the great master" but does not elaborate - merely relating the experience with a combination of reverence and fear. **Grr'Woof-nub** only speaks a broken version of common

intermixed with animals sounds (whimpers, cries, growls, and yips) and ambient dungeon noises (many of which the PCs have heard already). His speech may or may not be understood. If he hears combat he is 80% likely to stay where he is, using his hiding and mimicry ability to throw off the PCs. **Grr'Woof-nub** should provide great role-playing opportunities. He will flee the party the first chance he gets, unless it's in his interest to stay. He will not leave the dungeon.

Quiet Crypt 5: This crypt was looted long ago.

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

43. Yellow, flickering torchlight can be seen emanating from this room. A massive stone obelisk rests in the center. The obelisk outlines the dark rituals of Nergal's cult written in Black Tongue, Elvish, and Ancient Common on its three sides. Rubbings from this obelisk would be valuable to a sage (1000gp) but would also allow a cleric or magic-user (with a month worth of study) to learn the rudiments of any of the three languages. A group of **Skeletons (8)** AL: C, AC: 7, HD: 1, HP: 8, 7, 7, 6, 5, 5, 4, 4, #AT: 1, DMG: 1d6, LL(95), are picking up corpses and searching for grave goods as directed by **Kelmok, a Necromancer of Set**, AC: 7 (Dex), MU3 (Hu), HP: 10, #AT: 1, DMG: 1d6 Staff; B(51). Spells: *Sleep*, *Magic Missile*, *Stinking Cloud*. Spellbook. Pouch with 27pp. Kelmok wears a half-skull mask and bones are stitched onto his black robes. He will use his skeletons as a barrier and throw his *Sleep* spell from behind as soon as possible. He is fanatical follower of Set and will not surrender.

44. Each of the six long burial passages in this large crypt holds 50 alcoves. There are 4 skeletons per passage that will animate and attack as soon as one of the passages is searched. **Skeletons (6 groups of 4 skeletons each)** AL: C, AC: 7, HD: 1, HP: 8, 8, 8, 7, 7, 7, 6, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1, #AT: 1, DMG: 1d6, LL(95).

Burial Alcoves: (300 total) Circular, with bones. Contents: Each passage holds 6d20cp, 4d20sp, and 2d20pp in various pouches, bags, and bowls. Four passages contain rare treasure. Passage 1 holds a *Clerical Scroll with Cure Light Wounds*(x2), *Protection from Evil*, and *Spiritual Armor*(x2) (see New Spells). Passage 3 contains a *Magic-User Scroll with Mirror Image* and *Darkvision* (2nd Level).

The fifth passage holds a *Sling +1* and the sixth passage contains a *Cloak of Protection +1*.

45. A hideous **Coffer Corpse (1)** AL: C, AC: 7, HD: 2, HP: 5, #AT: 1, DMG: 1d6*, B(49), with yellowed skin rests on a granite slab. Beside his body rests a shield and a *Hand Axe +1* (*Sheds light 15' on command*).

46. This door enters into a set of crypts.

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

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

Defiled Crypt 3: The door to this crypt is locked. A stone slab with a skeleton resting atop. The floor, slab, and skeleton are partially covered in what appears to be thick yellow dust. The dust is **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 7, #AT: Spores, DMG: 1d6*, LL(103). As the **Skeleton (1)** AL: C, AC: 7, HD: 1, HP: 6, #AT: 1, DMG: 1d6, LL(95). As it rises to face the party the yellow mold will eject its spores.



Defiled Crypt 4: The door to this room is closed. There are four open sarcophagi here filled to the rim with dark peat-colored water. The water drips slowly from the ceiling and walls. The skeletons in the sarcophagi have calcified from the minerals in the water. They attack when disturbed. **Fossil Skeletons (4)** AL: C, AC: 6, HD: 2, HP: 11, 8, 7, 5, #AT: 1, DMG: 1d8, B(53). The sarcophagi each hold 4d20gp.

Defiled Crypt 5: The door to this tomb is closed. Black Tongue, scribbled in black charcoal, adorns the walls in an undecipherable and erratic pattern. Two **Ghouls (2)** AL: C, AC: 6, HD: 2*, HP: 9, 6, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), are crouched here gnawing on unsatisfying bones.

Quiet Crypt 6: This door to this room is locked. There is one sarcophagus here with its lid ajar. Three **Spitting Cobras (3)** AL: N, AC: 7, HD: 1, HP: 5, 4, 3, #AT: 1 (bite or spit), DMG: 1d3*, LL(96), have managed to enter this room through cracks and crevices in the walls. They have made their nest in the sarcophagi. Inside are 2 Gold Chalice worth 15pp each.



47. A Gelatinous Cube (1) AL: N, AC: 8, HD: 4, HP: 18, #AT: 1, DMG: 2d4*, LL(76), is here (in the square marked #47) digesting a tomb-robber. When the party enters they will see a man, standing with their back to the party, with his right arm raised (this is the tomb-robber enveloped in the middle of the gelatinous cube. The front side of his body has been dissolved). The cube will stay still and only move toward the party if it is attacked by ranged weapons or if a party member approaches for a closer look. It is almost invisible otherwise.

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

Burial Vault 1:

Burial Alcoves: (50) Square with urns.

Contents: 165ep, Luckstone (+1 on saves).

Burial Vault 2:

Burial Alcoves: (51) Circular with bones.

Contents: 183 gp.

Burial Vault 3:

Burial Alcoves: (53) Triangular with bones.

Contents: 107sp, Ivory Carving (666gp), Bracelet (60gp), Fire Opal (100gp), Glass Box (20gp).

Burial Vault 4:

Burial Alcoves: (48) Octagonal with skulls.

Contents: 21sp, Jade Idol (300gp), Earrings (60gp), Copper inkwell (15gp).

Burial Vault 5:

Burial Alcoves: (52) Hexagonal with full skeletons.

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

Burial Vault 6:

Burial Alcoves: (52) Trapezoidal, bronzed skulls.

Contents: 73ep, Necklace (20gp), Coral (50gp).

Burial Vault 7:

Burial Alcoves: (52) Triangular, disturbed remains.

Contents: 73 ep, Ruby (70gp), Brass Cup (60gp).

Burial Vault 8:

Burial Alcoves: (52) Hexagonal, hastily searched.

Contents: 87gp, Circlet (50gp).

A small maze of rough-hewn passages extends from one of the southern crypts. A variety of strange monsters have found their way into these passages.

A. Located on a ledge about 10 feet above the ground is a **Cave Fisher (1)** AL: N, AC: 5, HD: 3, HP: 19, #AT: 2, DMG: 1d4+3, B(48). See the New Monsters section for more information. In its nest are numerous bones and remains including that of an elf and his *Studded Leather* +2 that the Cave Fisher spat back out. There is also a partially destroyed scroll with the following words written in elvish: Red, Black, Purple (a hint to area #84).

B. This cave is covered with large mushrooms, except for a small pool at its center. Two of the mushrooms near the water are **Shriekers (2)** AL: N, AC: 7, HD: 3, HP: 8, 7, #AT: Special, DMG: Special, LL (95) and another is a **Violet Fungi (1)** AL: N, AC: 7, HD: 3, HP: 10, #AT: 1-4, DMG: Special, AEC (126). A few fire beetle shells are dotted around the pool.

C. A small nest of **Fire Beetles (5)** AL: N, AC: 4, HD: 1+2, HP: 10, 9, 7, 7, 4, #AT: 1, DMG: 2d4, LL(65), have gathered to feed on the lichen that grows here. Their glands continue to glow after they have been defeated. Wise players can harvest them as a light source.

D. This small tomb appears different than the others in this area of the burial maze. It is rough-hewn and does not possess care or craftsmanship in its construction. There are two ominous statues of male warriors of black stone that are actually a type of caryatid column called **Barrow Guardians (2)** AL: N, AC: 3, HD: 3, HP: 15, 13, #AT: 1, DMG: 1d6, B(48). They attack if the sarcophagus is approached.

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

E. Stirges (7) AL: N, AC: 7, HD: 1, HP: 7, 5, 4, 4, 4, 3, 1, #AT: 1, DMG: 1d3, LL(98), hang from the ceiling of this chamber like bats. If the party is listening as they approach this cave, give them an opportunity to hear the occasional squeaks and chatter of the stirges. Three shiny gems can be found on the cave floor amongst some bones (250gp(x2), 75gp).

F. A large, old, bloated **Carcass Scavenger (1)** AL: N, AC: 7, HD: 3+1, HP: 18, #AT: 8 (stingers), DMG: Paralysis, LL(67), has retreated to its lair to feed. There is a 4 in 6 chance that it will hear anyone approach and position itself above the doorway on the ceiling. Otherwise it will be too preoccupied by its meal to hear the party. This carcass scavenger has somehow managed to accumulate a large trove including 2891cp, 2041sp, 4113gp, 4 gems (75gp, 25gp, 1000gp, 10gp).

48. Entrance to this room is blocked by a rusty portcullis. The portcullis requires 4 people to lift/hold and which will create noise (random monster check). This room is covered in small rock debris and cobwebs. It is otherwise empty.

Quiet Crypt 1: The door to this crypt lies in pieces on the floor. Three **Giant Crab Spiders (3)** AL: N, AC: 7, HD: 2, HP: 12, 10, 8, #AT: 1, DMG: 1d8*, LL(97), cling to the ceiling above the entrance. A total of 37cp glints at the back of the crypt. Frescos of men in short white tunics running in footraces adorn the walls.

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

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

50. A small rubble pile near the secret door hides **Giant Centipedes (6)** AL: N, AC: 9, HD: 1d4hp, HP: 4, 4, 3, 3, 2, 1, #AT: 1 (bite), DMG: Poison, LL(68).

51. This room has two unique features. The inner walls are lined with small rectangular burial alcoves. In the center is a short sealed stone mausoleum. It has a stone door with engraved runes in Ancient Common that read "Klexx the Maligned." The area smells of old death and rot. A **Coffer Corpse (1)** AL: C, AC: 7, HD: 2, HP: 7, #AT: 1, DMG: 1d6*, B(49), is interred here. He is buried with

jewelry. A Golden Crown worth 1000gp, and two Jeweled Bracers worth 1400gp (each).

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

52. There is a broken and defaced statue on the floor. There are also a group of **Giant Carnivorous Flies (5)** AL: N, AC: 6, HD: 2, HP: 10, 7, 7, 5, 4, #AT: 1 (bite), DMG: 1d8, LL(75).

53. A former group of low level clerics of Nergal have risen as **Huecuva (6)** AL: C, AC: 3, HD: 2, HP: 9, 7, 6, 5, 4, 4, #AT: 1, DMG: 1d6*, B(50), and will pull themselves out of their burial alcoves when the party enters. Give the players a partial move before initiative. One of the undead carries a pouch with three gems (10gp, 1000gp, 1200gp).

Burial Alcoves: (72) Square choked with dust, bones, and cobwebs.

Contents: Earrings (30gp) and a *Bag of Holding* (500gp) - the bag currently holds 123gp.

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

Burial Alcoves: (69) Circular with chewed cadavers.

Contents: 51ep.

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

Burial Alcoves: (54) Rectangular with mummified remains.

Contents: 101pp.

56. Broken stones are piled into a pyramid along the northern wall of this room. Graffiti (see Table 3: Random Graffiti).

57. There is a 4 in 6 chance that the **Mongrelmen (3)** AL: C, AC: 6, HD: 1, HP: 6, 6, 5, #AT: 1, DMG: 1d6, B(51), in this room will hear anyone approaching from room #56. They are here counting shiny baubles spread into piles on the floor: 1532cp, 1897sp, Gems (75gp, 100gp, 200gp, 400gp). If they hear the party coming, two will hide behind the door and the third will throw itself down in the middle of the floor as a diversion and mimic an elderly woman's voice quietly moaning "Help. Help."



58. The head of a stone statue, chipped and broken, rests along the eastern wall of this room.

Burial Alcoves: (123) Octagonal, broken bones.

Contents: 3pp and a Jade Idol (300gp).

59. In this hallway the entrances to A and C have rubble piles at their base and suggest that something broke free from inside - they smell of old death. Alcove B is still bricked-up with a **Zombie (1)** AL: C, AC: 8, HD: 2, HP: 4, #AT: 1, DMG: 1d8, LL(103), still within. The ten alcoves are located in D. Also note that Alcove B is the teleport location for the pit located in #126.

Burial Alcoves: (10) Octagonal with skulls.

Contents: 88ep. One alcove (determine randomly) is infested with **Rot Grubs (6)** AL: N, AC: 9, HD: 1hp, HP: 1hp per, #AT: N/A, DMG: N/A, LL(93).

60. Partial collapse in the south-east corner.

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

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

62. A Giant Rattler Snake (1) AL: N, AC: 5, HD: 4, HP: 16, #AT: 2, DMG: 1d4*, LL(96), recently entered this room and created a nest for itself behind the pillars on the eastern side of this room. A rubble pile in the north central portion (from a partially collapsed ceiling) shows the glint of 85cp. The snake takes advantage of this natural bait. In its nest there are bones of humans and various other creatures as well as a pouch with six gems: 10gp, 25gp, 50gp, 100gp, 500gp, 750gp.

63. Two Crystal Statues (2) AL: L, AC: 4, HD: 3, HP: 16, 14, #AT: 2, DMG: 1d6/1d6, LL(98), of ancient warriors stand outside this room. Their heads turn to watch the PCs but they only attack if the party searches the immediate area. These statues can be shattered instantly if a tuning fork is struck.

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

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

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

Defiled Crypt 2: This door is ajar. Sword slices and weapon hacks obscure a wall fresco depicting a great feast.

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

Defiled Crypt 4: The door to this room is ajar. Bones litter the floor. This room has been searched

previously. Every other flagstone on the wall appears to have been cracked or smashed with a hammer.

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

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

If the statue is presented an offering on the altar worth 500gp+ (this value should increase with the level of the characters), the statue will animate and answer a question. The statue will answer five questions before it loses its power. Arnd knows how this works and will offer this information to the party - while cursing under his breath at the statue. For each attempt roll 1d6: 1-2 truthful response, 3-4 cryptic response, 5-6 false response.

66. Empty.

Defiled Crypt 1: This crypt is empty and the door is stuck. Two skeletons are interred within. Both wear a jeweled necklace of white gold (133gp each). Rotting yellowed tapestries depict day-to-day life of knights, clergy, and lay peoples.

Defiled Crypt 2: This crypt is unlocked and the room is empty. Inside is a glass sarcophagus scattered into pieces. Skeletal remains litter the floor. Frescos depict great buildings and structures. A total of 382ep is scattered around the floor (random monster check to collect) as well as a runic tablet.

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

A. The first to enter this niche disturbs a swarm of normal beetles. **Beetle Swarm (1)** AL: N, AC: 7, HD: 2, HP: 7, #AT: 1, DMG: 2 hp, LL(83).

B. This niche is empty.

C. This niche is empty.

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

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

F. The remains of a halfling can be found here. On either side of her remains are two halfling sized wooden statues. The statues are **Wood Golems (2)** AL: N, AC: 7, HD: 2+2, HP: 11, 9, #AT: 1, DMG: 1d8, LL(79). They attack if the halfling's bones are disturbed.

G. This niche is empty.

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

I. A simple skeleton rests here. A simple clay bowl holds 20pp and some bone dice. Under his right arm is an astrolabe.

J. This niche holds the remains of a knight, a suit of ornate, rusty plate mail (no longer usable), and "Bonesplitter" a *Broadsword +1, +2 versus Undead*. However, the entire niche is blanketed by a colony of **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 7, #AT: Spores, DMG: 1d6*, LL(103).

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

Burial Alcoves: (45) Circular, rearranged bones. Contents: 65ep, Ruby Ring (275gp), Topaz (100gp).

69. This room has partially collapsed (north-west corner).

70. This room possesses an illusion trap. The illusion of a glowing white sword sits on the floor of this room in front of a statue to Nergal. If someone comes within 5 feet of the sword they will fall into a pit. A **Green Slime (1)** AL: N, AC: N/A, HD: 2, HP: 10, #AT: 1, DMG: Special, LL(80), waits at the bottom (along with the remains of many tomb robbers).

Burial Vault 1:

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

Burial Vault 2:

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

Burial vault 3:

Burial Alcoves: (49) Hexagonal, gnawed bones. Contents: Circlet (100gp), Diamond (40gp), Dented Helm (1sp). One alcove contains a small wooden coffer. The box is trapped with an old poisoned dart. Save versus poison at +4 or die. The box contains a *Ring of Protection +1*.

Burial Vault 4:

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

Burial Vault 5:

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

Burial vault 6:

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

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

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

72. There are two rusty steel doors in this room: west and south. Both doors are locked. Graffiti (see Table 3: Random Graffiti Table).

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

Burial Alcoves: (39) Square with cobwebs.
Contents: 110pp, Gold Earrings (80gp).

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

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

Emeralds (35gp each), 35pp, a cracked clay bowl, and a carved wooden deer.

Quiet Crypt 2: This door is locked and locks behind those who enter. Two **Giant Crab Spiders (2)** AL: N, AC: 7, HD: 2, HP: 13, 5, #AT: 1, DMG: 1d8*, LL(97), are within. One of their victims, a halfling, has a *Stoutblade Dagger* +2 in his sheath (see New Magic Items) and 43ep. He lays face down covered in cobwebs. A large fresco depicts a great temple.

Quiet Crypt 3: The entrance to this crypt is closed. A total of 48sp sits in a short squat bowl on a low table beside a black urn.

Defiled Crypt 4: This door is ajar. The tomb is decorated with bas relief depicting the raising of the dead.



Defiled Crypt 5: This door is partially open. Shadows from torch/lantern light flicker and dance wildly in this room. Three **Shadows (3)** AL: C, AC: 7, HD: 2+2, HP: 11, 10, 9, #AT: 1, DMG: 1d4*, LL(94), exist here and use the low flickering light to their advantage (+1 on all initiative rolls for this combat). Frescos depict three brothers devoted to Nergal.

Defiled Crypt 6: The door to this crypt lies in pieces on the floor. Two **Ghouls (2)** AL: C, AC: 6, HD: 2*, HP: 8, 7, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), are here whispering and hissing to each other as they fight over a meaty (and recent) human leg (including high hard boot). A steel helm (complete with head and horrified facial expression) sits on the floor beside them. A total of 102ep can be found among the other rubble and debris. Two runic tablets are here, two others are broken. The ghouls recently managed to lock themselves in (from area #72) and will negotiate for freedom. They have knowledge of the immediate dungeon area. They may choose to track and attack the party.

Burial Alcoves: (72) Rectangular with dust.
Contents: Topaz Necklace (60gp), Fire Opal (40gp), Platinum Ring (40gp).



74. A number of small mausoleums line this hallway. Graffiti (check Table 3: Random Graffiti).

A. The door to this mausoleum is ajar. A nest of **Spitting Cobras (6)** AL: N, AC: 7, HD: 1, HP: 7, 5, 4, 3, 2, 2, #AT: 1 (bite or spit), DMG: 1d3*, LL(96), wait inside.

B. The body of a magic-user appears to have been hastily pushed into this crypt. She has a small Spellbook with *Sleep*, *Light*, *Read Magic*, *Detect magic*, and *Web* in her backpack. Her body is in an advanced state of decay. Opening the door to this tomb will cause the character to make a Constitution check or vomit for 2-5 rounds (random monster check).

C. As soon as the door to this tomb is opened a strong draft of wind will extinguish torches. Lanterns are unaffected. The tomb is empty except the skeletal remains of 2 humans.

D. A white arrow written in chalk on the door points west with the warning, "Don't go this way." This mausoleum is empty.

E. This mausoleum contains bones arranged on an altar.

F. A trail of slime appears to extend from underneath this door, heads east for 30 feet, and then disappears. This mausoleum is empty.

G. The door to this crypt is locked. A **Skeleton (1)** AL: C, AC: 4, HD: 1, HP: 8, #AT: 1, DMG: 1d6, LL(95), rests within. The skeleton wears black *Chainmail +1* and carries a *Longsword +1*. Note that this is a teleport location for the pit trap in room #39.

75. A small altar dried with blood sits here against the north wall. Fresco above the altar faded away long ago.

76. Blood stains on the walls are sticky to the touch. A dead mongrelman can be found here with a *Platinum Necklace* (400gp) and a bag with 40gp.

Burial Alcoves: (157) Square and some alcoves plundered long ago.
Contents: 666cp and a *Gold Figurine* (100gp).

77. This room is filled with alcoves. One step beyond the first secret door will activate a pressure plate that drops an extremely heavy portcullis (9 people to lift/hold) and isolates the first party member (or rank) from the group. This will open the second secret door and release a **Shadow (1)** AL: C, AC: 7, HD: 2+2, HP: 11, #AT: 1, DMG: 1d4*, LL(94), who immediately attacks. The portcullis can be raised by a lever located at the back of one of the alcoves in the north-east section of this room, or by a long pry bar.

On the other side of the pit is a silver coffer sitting on the lap of a skeleton in robes and covered in cobwebs. Inside the coffer is a key for the metal box located in room #70. The key detects as magical.

Burial Alcoves: (32) Octagonal. All the alcoves are empty but two. One contains a mechanical lever.
Contents: *Pouch* with 154pp.

78. As the party stands in this corridor they hear the scraping of stone on stone, then silence.

Defiled Crypt 1: This room is locked and empty. A bowl at the head of a robed skeleton holds 372pp. A wall fresco depicts worship to the dark gods.

Defiled Crypt 2: This room is empty and the door is ajar. A large pile of broken runic tablets is in the center of the room. Underneath the stones (monster check) is a *Warhammer +1*.

79. A group of **Tomb-Robbers (8)** AL: C, AC: 7, HD: 1, HP: 7, 6, 5, 5, 4, 4, 2, 2, #AT: 1, DMG: Weapon type, B(55), rest here quietly discussing how to proceed through the crypts. They just hid two pouches (containing 300gp and 10gp) under a loose stone in the south-east corner.

Burial Alcoves: (26) Octagonal with clay urns.
Contents: Bowl with 52ep.

80. This room is barred with a portcullis. It will take 5 characters to lift and hold. Beyond, all the party can see are rotted and moldy yellow curtains, hanging by threads. The curtain hides a mirror on the back wall. The first character to look into the mirror is instantly transported inside it. The character will appear standing on a dead, amber landscape dotted with withered trees and a mirror suspended in the air. There the PC must do battle with a zombie of the same HD, HP, and equipment. If the player is successful s/he returns to the living and the mirror shatters to pieces. If the player loses the mirror, it turns opaque gray and maniacal laughter echoes throughout the room (random monster check).

81. Water trickling down the walls of this room has fossilized a number of skeletons that animate and attack intruders. The **Fossil Skeletons (7)** AL: C, AC: 6, HD: 2, HP: 14, 13, 11, 9, 8, 7, 5, #AT: 1, DMG: 1d8, B(53), are stronger and harder to destroy. See the New Monsters section for more information.

Burial Alcoves: (52) Circular with full skeletons.
Contents: 58gp, Diamond Ring (500gp), Fire Opal (40gp).

82. A soft red glow filters out of this room. There are **Fire Beetles (5)** AL: N, AC: 4, HD: 1+2, HP: 10, 9, 7, 7, 4, #AT: 1, DMG: 2d4, LL(65), inside scrounging for food. Their glands continue to glow after they have been defeated. Wise players can use them as a temporary light source.

83. Empty.

84. There are three pools here recessed into the floor. They contain three fluids: black, purple, and deep red. If a player mixes red, black, and purple in that order, and drinks the fluid, they will have

their primary requisite(s) increased by one. This happens only once. If they mix the liquid together in a different order, consult the table below. Note: a hint is provided on a scroll located in area #47A. The pools have no power if consumed individually.

Pools of Misfortune*

1. Save versus spells or suffer *Fear* effect.
2. Take 1d8 HP of permanent HP damage.
3. Paralyzed 1d4 turns.**
4. -1 on all attacks for the next day.
5. -300 XP to a minimum of 1XP.
6. Save versus poison or die.

*Note: chaotic characters suffer no ill effects from these pools. The liquid merely tastes like dirty water.

** Check for random monsters.

Burial Alcoves: (71) Square with disturbed remains.
Contents: The remains of an elf with *Boots of Elvenkind*.

85. One skeleton rests on a stone slab in the center of this room, its black shroud now moldy and decayed. It holds a small golden box in its hand with an arrow that spins in circles (before it is picked up by a PC). The box is *Fennril's Faithful Compass* (see New Magic Items).

Burial Alcoves: (63) Octagonal with skulls.
Contents: 197gp and a Gold Necklace (90gp).

86. This room is empty. A large, heavy, rusted portcullis blocks progress to the south.

87. A portcullis blocks entrance to this area of the maze. Unless other methods are used, it requires the combined strength of 5 characters to lift and hold. The noise of raising the rusty portcullis will likely draw the attention of random monsters.

Quiet Crypt 1: The door to this tomb is locked and the room is empty. Two silver statuettes (30gp each) sit on a low table.

Quiet Crypt 2: The door to this room is ajar. **Normal Rats (14)** AL: N, AC: 9, HD: 1hp, HP: 1 hp per, #AT: 1 per group, DMG: 1d6*, LL(92), nest here. One sits on a skull, atop a runic tablet, and hisses at the PCs.

Quiet Crypt 3: The door to this room is stuck. A hole has been chewed in the bottom. Five **Giant Rats (5)** AL: N, AC: 7, HD: 1d4hp, HP: 4, 3, 3, 2, 1, #AT: 1, DMG: 1d3, LL(92), are inside. In their nest are bones and two platinum bracelets worth (52gp each). Frescos depict fishing and the sea.

Quiet Crypt 4: This crypt is empty. Something broke free from the inside.

Defiled Crypt 5: The door to this room is stuck. Two **Ghouls (2)** AL: C, AC: 6, HD: 2*, HP: 16, 7, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), lay here in their undeath. Frescos depict ritual sacrifice.

Quiet Crypt 6: The door to this crypt is ajar. A **Phantom (1)** AL: C, AC: N/A, HD: N/A, HP: N/A, #AT: 1, DMG: Fear, B(52), hovers in the corner of the tomb. Incomprehensible script is written in charcoal on the southern wall.

88. Giant Scorpions (3) AL: N, AC: 5, HD: 2+2, HP: 16, 11, 7, #AT: 3, DMG: 1d6/1d6/1d3*, B(53), rush and attack from the darkness! Three tomb robbers lay dead here. They managed a pretty good haul of treasure and grave goods before meeting their end. Between the three of them there are sacks of 5309sp, 3980gp; as well as two white pearls: 10gp, 25gp. They also carry *Potions of Undead Control*, *Extra-Healing*, and *Growth*.

Alcoves along the walls include the following:

Burial Alcoves: (90) Square with bone piles.
Contents: One alcove contains the remains of a priest. Beside his skull rests a folded and dusty *Chainmail shirt +1* and an unknown holy symbol.



Barrowmaze Area Two: The Haunted Tombs

Area Two: Random Monsters

1. Skeletons (1d8), LL(95)
2. Fire Beetles (1d8), LL(65)
3. Tomb Robbers (2d4+4), B(54)
4. Giant Rats (2d6), LL(92)
5. Mongrelmen (1d8), B(51)
6. Ravenous Dead (1d8), B(55)
7. Stirges (1d8), B(98)
8. Coffin Corpse (1d4), B(49)
9. Necromancers of Set (1d4), B(51)
10. Acolytes of Orcus (1d6), B(47)
11. Dungeon Dressing*
12. Referee's Choice

*See Table I: Random Dungeon Dressing (p.56).

89. The door is closed and the room appears empty. The first person to step into the middle of the room will depress a stone and set off an isolation trap. A four-walled portcullis will fall from the ceiling and cut off select adventurers (Referee's discretion) from the rest of the party (cautious players scanning the ceiling will see long grooves from which the portcullis will drop). The portcullis is too heavy to lift. There are heavy wooden rafters among the debris in room #92 that could be used to leverage the portcullis. The portcullis is set into the stone of the ceiling and is difficult to spot. If the party probes the floor with a 10 foot pole they will set off the trap (and break their pole). The portcullis will make a very loud noise when it falls and will necessitate two successive random monster rolls.

90. The door to this room was bashed in long ago when this crypt was first plundered. Only the destroyed funerary baskets and three broken stone sarcophagi remain. Dust is thick throughout the room. If the party searches the sides of the sarcophagi, and brush the dust away, they will notice filigree-style decorations in gold. It will take 12 turns to carefully remove the gold. It is painstaking work, but the total value is 1700gp. Check for random monsters accordingly.

91. This door is closed. This room contains an ancient statue of a sphinx. The statue is broken

and crumbling. The tail and nose are broken. It is covered with moss and dust. The statue will animate and dialogue with the party. It is normally very tired and yawns constantly. It will offer to answer a question about the Barrowmaze but only if the PCs can solve the following riddle. If they fail the statue crumbles into dust. The door on the east wall is ajar.

*Close to the words stay I,
But I wither, wane, and grow dry.*

Answer: A flower (preserved in a book).

92. There is a large pile of debris including rubble, rags, broken wood, and two wooden rafters. The door on the north and eastern portion of this room has been bashed down.

93. This room is empty. A broken runic tablet (now useless) rests on the floor.

94. There are **Giant Scorpions (6)** AL: N, AC: 5, HD: 2+2, HP: 16, 11, 10, 9, 8, 7, #AT: 3, DMG: 1d6/1d6/1d3*, B(53), in this room. They attack and defend their makeshift lair.

Burial Alcoves: (197) Octagonal, wicker effigies.
Contents: 183gp, Jade Idol (300gp), Sapphire (55gp).

95. This room is empty with the exception of a black altar with dried blood. The altar is decorated with black onyx gemstones. If these six stones are carefully removed (4 turns and normal random monster checks) they will be worth 111gp each. The altar contains a secret compartment with a poison needle trap (save versus poison or lose 2 hit points permanently). The compartment holds a bag with 249pp.

96. Empty.

Quiet Crypt 1: The door to this crypt is ajar. **Zombies (3)** AL: C, AC: 8, HD: 2, HP: 12, 9, 7, #AT: 1, DMG: 1d8, LL(103), have wandered in here and attack as soon as there is a disturbance at the door. There is a bag (372ep) amongst some bones and refuse in the corner.

Quiet Crypt 2: This door is closed. The crypt is empty.

Quiet Crypt 3: This door is closed and locked. Two undisturbed funerary boxes rest on a stone slab (one piece of jewelry in each box, 25gp each). One has a small runic tablet inside.

Quiet Crypt 4: This door hangs off the hinges. Bas relief in this crypt depicts demonic gargoyles.

Defiled Crypt 5: This door is closed, locked, and trapped with a *Glyph of Warding* (Fire Blast, 10 points of damage, save for half). There is much debris here from a minor collapse of the ceiling. One ancient skeleton rests here with a shield over its chest. If disturbed a **Crypt Shade (1)** AL: C, AC: 9, HD: 2, HP: 9, #AT: 1 (whirling debris), DMG: 1d8, B(49), will attack. The shield is a magnificent metal *Shield* +2 that depicts a golden hawk on a purple field.

97. The door to this room is locked. This room is filled with alcoves on the western and eastern walls of this room. A large patch of **Yellow Mold (1)** AL: N, AC: Always hit, HD: 2, HP: 10, #AT: Spores, DMG: 1d6*, LL(103), covers the burial alcoves on the eastern wall.

Burial Alcoves: (96) Rectangular with small bone piles and choked with dust.
Contents: Pouch with 193gp, Finely Crafted Silver Holy Symbol of Nergal (400gp), Diamond Ring (75gp), Platinum Cloak Clasp (200gp).

98. The door to this room is ajar. Two **Giant Carnivorous Flies (2)** AL: N, AC: 6, HD: 2, HP: 12, 5, #AT: 1, DMG: 1d8, LL(75), have found their way into this room.

99. The door to this room has been burned out. On the south wall is an entrance to a crypt. The door is sealed and made of stone. It cannot be spiked open. On the door is a circle of numbers (much like a clock) from 1 to 35 with a dial in the center. To the right of the circle are the following three number sets listed vertically:

Number Sets	Answer	Solution
3.6.9.12.15.	18	Add 3
1.1.2.3.5.8.	13	Add last 2
1.6.4.9.7.	12	Add 5; Minus 2

Each number set establishes a sequence. In order to open the crypt door the final missing number in the sequence must be provided. When the dial is moved to the numbers 15, 13, and 12 (in that order), the door opens.

Inside the crypt is a stone slab with the dried remains of a dwarf prince in ornate platemail. Across his chest is a *Warhammer* +2 *Dwarven Thrower*. In a steel coffer there is a *Potion of Super-Heroism* and a *Ring of Fire Resistance*. However, the body is booby-trapped. It rests on a pressure plate. Disturbing the body in any way will cause the door of the crypt to slam shut and fill the room with poison gas (roll for random monsters). Anyone trapped in the room will be isolated and must save versus poison or die.

100. There is a group of **Mongrelmen (6 with 2HD)** AL: C, AC: 6, HD: 2, HP: 10, 9, 8, 6, 6, 4, #AT: 1, DMG: 1d8, B(51), here tormenting a giant rat. They are engrossed and may be easily surprised, subject to the party's light and noise discipline.

101. This room is empty with the exception of burial alcoves along the walls.

Burial Alcoves: (135) Circular, with gnawed bones.
Contents: 113gp, sealed Bottle of Perfume (60gp).

102. This hallway is empty except for burnt ashes and scraps of moldy paper. One **Fossil Skeleton (7)** AL: C, AC: 6, HD: 2, HP: 16, 13, 11, 8, 7, 5, 5, #AT: 1, DMG: 1d8, B(53), can be found in each of the seven secret crypts. If the party passes beyond the mid point of the hallway they will disturb the skeletons who will bust through their walls and surround the adventurers.

103. A **Runic Golem (1)** AL: N, AC: 5, HD: 7, HP: 38, #AT: 1, DMG: 1d10*, B(50), standing in the northwest corner of the room, will flicker to life with magical energy when the PCs step into the crypt.

A large elaborate mirror on a pedestal is positioned near the southern wall of this room surrounded by burial alcoves. Five feet in front of the mirror is a bottomless pit. Anyone vain enough to stand in front of the mirror will fall in.

Burial Alcoves: (77) Hexagonal, disturbed remains.
Contents: 87ep, Sapphire (75gp) and a *Tome of Clear Thought*.

104. This room has 6 crypt doors. It appears empty with the exception of some broken flagstones and some small pools of water. Three of the doors are closed (C, D, F). Behind C and F are a group of **Ravenous Dead (7)** here as well as two **JuJu Zombies (2)** behind door D. As soon as one of crypts are opened or searched they all burst forth and attack. Be sure to check for surprise.

A. The door to this crypt has been bashed down. The crypt is empty.

B. The door to this crypt is open and the crypt has been looted.

C. This door is closed. There are three **Ravenous Dead (3)** AL: C, AC: 8, HD: 3, HP: 15, 10, 13, #AT: 1, DMG: 1d6, B(55), here.

D. The door to this crypt is closed. There are two **JuJu Zombies (2)** AL: C, AC: 6, HD: 4+4, HP: 31, 24, #AT: 1, DMG: 1d8, B(55), in this crypt. One has a longbow with 20 arrows +1 and the other carries a rusty scimitar and wears *Sandals of Spider Climbing*. Initially, PCs may mistake them as Ravenous Dead.

E. This door has been bashed down.

F. This door is closed and there are four **Ravenous Dead (4)** AL: C, AC: 8, HD: 3, HP: 21, 14, 9, 8, #AT: 1, DMG: 1d6, B(55), here.

105. The door to this room is locked.

The walls of this room are decorated with solid gold scarabs about the size of a hand. These can be removed and are quite valuable. There are 10 worth 100gp each. Each scarab takes 1 turn to remove. One is a *Scarab of Protection*, but that can only be determined with a *Detect Magic* spell and is indistinguishable from the others. Normal random monster checks apply.

106. The door to this room is closed, and the floor just inside of the room is trapped with a tripwire. As soon as the first individual (or rank) steps into the room a stone slab will drop and seal the room. A **Flagstone Golem (1 with 3HD)** AL: N, AC: 6, HD: 3, HP: 19, #AT: 2, DMG: 1d6, B(50), will peel itself off the floor and attack.

Burial Alcoves: (300) Rectangular with bones. Contents: 257ep, Jade (100gp), *Small Shield* +1.



107. The floor just on the other side of the secret door is dotted with 3 inch holes. Unless otherwise looking, give the first person to pass through the secret door a 1 in 6 chance to notice the holes. Stepping onto the floor in the first 10 feet of this room will set off a tripwire and cause spears to rise out of the holes causing 2d6 points of damage (Dexterity check for half damage) to all those caught in the area.

Burial Alcoves: (245) Circular with broken thigh bones (marrow sucked out long ago). Contents: 164ep, Pearl (75gp), Signet Ring (350gp).

108. This hallway is empty. There are four crypts along the eastern wall. Several appear broken into.

Quiet Crypt 1: The door to this crypt is open. Two disturbed skeletons rest on slabs. Two thin Silver Bracelets are hidden under some refuse and debris in the southeastern corner of this room (35gp each). Frescos depict hunting and fishing.

Quiet Crypt 2: The wooden door to this crypt is open. Three **Giant Crab Spiders (3)** AL: N, AC: 7, HD: 2, HP: 16, 10, 8, #AT: 1, DMG: 1d8*, LL(97), have managed to lair here above the doorway. A thin dirty Silver Circlet (27gp) on an undisturbed withered corpse in a black shroud can be seen from the doorway.

Defiled Crypt 3: There are numerous dead rats outside the open door to this crypt. There are eight mummified cats here, or **Neb'Enakhet (8)** AL: C, AC: 7, HD: 1+1, HP: 9, 7, 7, 6, 5, 5 4, 2, #AT: 3, DMG: 1d2/1d2/1d3*, B(52), protecting the remains of their masters. They will observe the PCs for a moment before beginning their cacophonous wail. A *Potion of Treasure-Finding* can be found under a loose flagstone. A fresco depicts the crypt occupants worshipping Nergal, the former God of the Dead and the Underworld.

Quiet Crypt 4: The door to this crypt lay in pieces on the floor. The crypt has been sacked and only a few bones remain.

109. Dark peat colored water drips from the ceiling into this crypt. A large pool of the fetid stinking water dominates the floor of this room. Three **Giant Leeches (3 with 2 HD)** AL: N, AC: 7, HD: 2, HP: 12, 10, 7, #AT: 1, DMG: 1d6, B(51), leap forth and attack the first living thing that approaches. Alcoves line the walls of the room and their contents are damp.

Burial Alcoves: (285) Trapezoidal, bronzed skulls. Contents: 265gp, Electrum Necklace (50gp), Diamond (90gp), Silver Goblet (300gp).

A. A small crypt can be found on the western edge of the pool. The pool must be entered to reach the crypt entrance. The remains of a human warrior were unceremoniously dumped in this crypt long ago. These bones, rusted platemail, and a winged and visored *Helm +1*, are all that remains of a holy-warrior of St. Ygg, Sir Guy de O'Veargne. O'Veargne's spirit has lingered close to his remains. His body was put here after he was defeated in an attempt to use the *Fount of Law* to close The Pit in room #151. O'Veargne will appear to PCs as a translucent older knight in ornate armor. He will retell the story of the Pit, his task, and his demise. If the PCs have the orb, he will tell them to prepare for a great battle and do what he could not. If they do not have the orb, he will urge them to find it and finish his task. He senses

that in addition to the Pit, an artifact of Nergal's power exists somewhere in the maze.

110. Light spills down this corridor and the sounds of battle can be heard. The PCs have happened upon a mêlée between two factions vying for control of the Barrowmaze: the **Acolytes of Orcus** and the **Necromancers of Set**. See the section detailing New Monsters at the end of the dungeon.

The Acolytes of Orcus wear black mail over dark grey robes and simple sandals. The symbol of Orcus decorates their shields and they wear unholy symbols around their neck. The Necromancers of Set wear black hooded robes with skull or half-skull masks over their face. Senior necromancers stitch bones onto their robes.

The two groups have formed battle-lines with the acolytes facing north-east and the necromancers facing south-west. The two groups are using undead to attack each other while they throw spells from behind. The acolytes control four skeletons and the necromancers control three zombies.

If the party arrives unnoticed, they will see the Necromancers and their zombies eventually win battle. The Necromancers will then search the bodies, animate several undead, and head north and east.

The **Acolytes of Orcus** consist of:

Garmeth the Wicked, CL3 (Half-Orc), HP: 17, AC: 4 (Chain and Shield), Mace. Spells: Darkness, Protection from Good, Hold Person. 15pp

Leggatos, CL1 (Hu), HP: 8, AC: 6 (Studded Leather and Shield), Mace. Spells: Cause Light Wounds. 11gp.

Octus, CL1 (Hu), HP: 6, AC: 6 (Studded Leather and Shield), Mace. Spells: Darkness. 11gp.

Arcos, CL1 (Hu), HP: 5, AC: 6 (Studded Leather and Shield), Mace. Spells: Protection from Good. 11gp.

The acolytes control four **Skeletons (4)** AL: C, AC: 7, HD: 1, HP: 7, 6, 3, 2, #AT: 1, DMG: 1d6, LL(95).

The **Necromancers of Set** consist of:

Kallic the Unmerciful, MU3 (Hu), HP: 10, AC: 7 (Dex), Staff, Spells: Burning Hands, Magic Missile, Stinking Cloud. Spellbook. 27pp, *Talisman of the Dead* (this is a chaotic magic item that allows a Necromancer of Set to Animate Dead 1/day)

Gurn, MU1 (Hu), HP: 4, AC: 9, Dagger. Spells: Magic Missile. Spellbook. 6gp.

Valtor, MU1 (Hu), HP: 3, AC: 9, Dagger. Spells: Burning Hands. Spellbook. 6gp.

Gallock, MU1 (Hu), HP: 4, AC: 9, Dagger. Spells: Shocking Grasp. Spellbook. 6gp.

The Necromancers control two **Zombies (3)** AL: C, AC: 8, HD: 2, HP: 11, 9, 7, #AT: 1, DMG: 1d8, LL(103).

111. An open pit sits in the center of this room. Numerous broken bodies lay at the bottom of the pit. The stench is terrible. The door on the west wall has been destroyed and the door on the east wall is open.

112. This room is empty. The door on the north wall has been bashed down and the door on the east wall is ajar.

113. There is a trap in this room so be sure to read the full entry. The ceiling of this short hallway and room is high and dark. Torchlight reveals the glint of gold on the back wall. A tripwire, set just at the opening to this 20x30 room, will trigger a deadfall trap (10x10x10 stone block suspended from a high ceiling). The first individual or rank caught under the block will suffer 3d6 damage (save versus death for 1d6). Roll for random monsters if this trap is set off.

The walls of this room are decorated in unique fashion. There are prayers etched in Black Tongue to Nergal and hieroglyphs depict Nergal battling his jackal-headed (Set) and goat-headed (Orcus) sons for control of the Underworld. Most importantly, solid Gold Skulls inlaid with rubies set in the eye sockets adorn the walls. There is much wealth here (Gold Skulls 18x115gp, Rubies 36x50gp: a total of 3870gp) but it will be labor-intensive to excavate. A total of 6 hours (36 turns) must be spent to remove the decorative valuables from the walls (random monster checks apply). Moreover, special chisels and tool sets

must be purchased to conduct this exercise (100gp). Hasty removal will quarter their value. Moreover, these valuables must be taken to the nearest city to be sold for their full value otherwise the PCs will only receive 30% of the total value.

114. The doors in this room are closed and the room is empty. A path of dried up bread crumbs stops at a wall.

Burial Alcoves: (82) Octagonal with skeletons. Contents: 177gp and a Silver Bracelet (90gp)

115. This room is empty. An altar with fresh blood can be found here against the west wall. The door on the north wall is open.

Burial Alcoves: (123) Hexagonal with silver plated skulls (3gp each). Contents: 192gp, Bracelet (85gp), Opal (85gp).

116. This door is locked. A strong gust of wind (coming from a hole in the bricked-up wall) extinguishes torches when the door is opened. Lanterns are unaffected.





117. The bricked-up wall here has begun to crumble and a draft can be felt periodically. The draft comes from a small air shaft located in the top north-eastern corner of this room.

A pillar in the center of the room is encrusted with small emeralds and rubies. These are valuable and can be removed. There are 20 emeralds (10gp each) and 20 rubies (20 gp each). Removing these jewels will take 18 turns (3 hours) of work. Normal random monster checks apply.

118. This door is broken and the room is empty.

119. The door is locked and, with the exception of burial alcoves, the room is empty.

Burial Alcoves: (138) Trapezoidal with skulls.
Contents: 132ep, Silver Bracers (60gp), Ruby Ring (65gp), Ivory Carving (400gp), and a *Light Crossbow* +2.

120. Four highly detailed statues are found in this room. They include a knight drawing a sword, a kneeling halfling, a female magic-user with a look

of astonishment, and a grim faced dwarf swinging an axe. These statues are the result of the two cockatrices that nest in room #121. Sufficient noise here will draw the creatures into the room making clucking and "bok-bok" type noises.

Burial Alcoves: (157) Circular, tattered shrouds.
Contents: 259ep, Gold Necklace (80gp), Topaz (100gp), and a *Rope of Climbing*.

121. Two chicken-like **Cockatrices (2)** AL: N, AC: 6, HD: 5, HP: 23, 17, #AT: 2, DMG: 1d6+petrify, LL(68), make their nest in this room and can pass through the portcullis unhindered.

Their nest includes: a runic tablet, three gems: Sardonyx (250gp), Lapis Lazuli (25gp), Blue Quartz (25gp); two pieces of jewelry: Diadem (100gp), Platinum Ring (600gp), *Quarterstaff* +1 of *Spell Storing* (2 first level spells), *Magic-User Scroll: Shocking Grasp*, *Mirror Image*, *Detect Evil*, *ESP*, and *Knock*, *Potion of Super-Heroism*, *Potion of Undead Control*.

122. The stonework changes at this dead end. The flagstone appears older and darker in color. The passage has been blocked by a collapse of the ceiling.

123. The door to this room is ajar. Guano of some type litters the floor here. There are numerous statues, many old and broken or overgrown with moss and lichens. There are statues of female Valkyrie-style warriors in each of the four corners of this room. Two have broken arms and one of those has been decapitated. The other two are **Caryatid Columns (2)** AL: N, AC: 5, HD: 5, HP: 30, 24, #AT: 1, DMG: 1d8, B(48), that attack if the party heads toward room #120. Noise here may draw the cockatrices.

124. This small room contains a bevy of **Sapphire Skeletons (6)** AL: C, AC: 6, HD: 2, HP: 12, 11, 9, 7, 5, 2, #AT: 1, DMG: 1d6, B(54).

125. A **Coffer Corpse (1)** AL: C, AC: 7, HD: 2, HP: 10, #AT: 1, DMG: 1d6*, B(49), is lying here draped in a dark yellow burial shroud. A runic tablet and a sealed amphora are beside the body. The amphora contains two doses of a *Potion of Cure Light Wounds*.

126. All the doors in this room are closed. A helm with a skull inside is on the floor. Burial alcoves,

effectively paupers' graves, line the walls of this long hallway. The pit teleports to #59 Alcove B.

Burial Alcoves: (298) Square with bone piles.
Contents: 121pp and an Emerald Brooch (65gp).

127. The door to this room is closed and the room is empty. A partial map on burned parchment (showing the location of room #125) can be found on the floor if the room is searched.

128. A bricked-up wall encloses this room. A funerary bone box sits on an altar to Nergal.

129. The door on the western wall of this room is closed. Four **Giant Carnivorous Flies (4)** AL: N, AC: 6, HD: 2, HP: 14, 11, 7, 4, #AT: 1, DMG: 1d8, LL(75), have somehow made it into this room and are hanging from the ceiling.

130. The east door is closed. This room is covered in webs (not flammable) and the husks of giant flies abound. Two **Blood-Thirsty Spiders (2)** AL: N, AC: 6, HD: 2, HP: 11, 8, #AT: 1, DMG: 1d6, B(52), hang from the webs.

131. The north door is ajar. The west door is closed. This room is empty.

132. The portcullis is down and the door is closed. With the exception of a number of burial alcoves this room is empty.

Burial Alcoves: (121) Circular with bronzed skulls.
Contents: 243gp and a Gold Statuette (550gp).

133. Both doors are closed. This room contains the paupers' burial alcoves.

Burial Alcoves: (136) Rectangular, funerary boxes.
Contents: 89ep.

134. This room is sealed by a bricked-up wall. In the center of the room is an ornate water fountain. Written in Ancient Common on the side of the fountain are the words, "Pay your due". If the PCs toss one gold piece each (or the equivalent for the entire party if done by one PC) two potion bottles float to the surface. These are a *Potion of Water-Walking* and a *Potion of Water-Breathing*. If the PCs fail to provide an offering to the fountain two **Water Elementals (2 with 8HD)** AL: N, AC: 2, HD: 8, HP: 39, 22, #AT: 1, DMG: 1d8, LL(73), will spring forth and attack. They will not leave the room.

135. The north doors are closed. This room is dotted with 10 small holes in the floor (3' deep).
Contents:

1. A lever that shoots paralytic darts (2-7 rounds) horizontally across the room from the southern wall (save versus paralysis for no effect). Roll for random monsters.

2. A small, hungry **Green Slime (1)** AL: N, AC: N/A, HD: 2, HP: 4, #AT: 1, DMG: Special, LL(80), sits at the bottom of this hole (save vs death or lose hand).

3. A dirty unholy symbol to Nergal.

4. A recently severed hand.

5. A lever that raises the portcullis to the west.

6. A ring set with a Cat's Eye gem worth 1100gp.

7. Empty.

8. Empty.

9. Scrap of Paper: First up, then down.

10. *Wand of Detecting Secret Doors* (15 charges)

136. A rusted cauldron with yellowed teeth can be found in this room.

Burial Alcoves: (127) Hexagonal. Contents removed long ago.
Contents: 139gp, Bloodstone (65gp), Magic-User Scroll: Three 2nd Level Spells (Referee's discretion).

137. There is a small hole constructed above the door to this room (the door is locked). When opened a cloud of laughing gas will emit from the hole above the door and envelop all those within 10 feet. PCs must save versus spells or laugh hysterically for 1d20 rounds. Roll for random monsters twice during this period.

Burial Alcoves: (134) Square and choked with dust.
Contents: 215gp, Onyx Encrusted Bracelet (60gp), Bloodstone (65gp).

138. The door to this room is ajar, and noise can be heard within. There are two **Ravenous Dead (2)** AL: C, AC: 8, HD: 3, HP: 11, 7, #AT: 1, DMG: 1d6, B(55), in this room feasting on the bodies of two fresh adventurers. The adventurers possess

standard dungeoneering equipment (Referee's choice). A *Heavy Crossbow +1* can be found near one of the bodies.

139. The door to this room is swollen shut with moisture. An open doors roll will be required to open it, or the door must be bashed in. In either case a random monster roll should be made.

Burial Alcoves: (300) Hexagonal with disturbed remains
Contents: 290gp, Necklace (60gp), Jade (100gp), Ring with missing stone (50gp).

140. The door to this room is locked. At the back of this room is a stone slab with four urns and the walls are lined with burial niches. In the center of this room is a **Rust Monster (1)** AL: N, AC: 2, HD: 5, HP: 19, #AT: 1, DMG: Special, LL(93), in a magical stasis. Opening the door to this room breaks the stasis and allows the monster (which is famished) to attack.

Burial Alcoves: (169) Trapezoidal with single skulls.
Contents: 142gp, Silver Necklace (60gp), Silver Goblet (400gp), Jade Idol (100gp), Arrows +2 (6).

141. The door to this room is ajar. A runic tablet can be found on the floor.

Burial Alcoves: (211) Rectangular with rotted, tiny wooden boxes.
Contents: 271gp, Pearl (65gp), Sea Shells (no value).

142. This hallway is empty but caked with dust. Frescos depicting waves line both walls, but are now discolored and faded with age. All doors here are closed.

Quiet Crypt 1: Frescos depict sea-faring. Two undisturbed skeletons. Nothing of value.

Defiled Crypt 2: **Ravenous Dead (7)** AL: C, AC: 8, HD: 3, HP: 16, 14, 13, 11, 10, 9, 7, #AT: 1, DMG: 1d6, B(55). One wears a *Cloak of Protection +1*. Bas relief of Nergal.

Quiet Crypt 3: Two withered corpses. Two Copper Rings (28gp each). Frescos of mountaineering.

Quiet Crypt 4: Empty. One undisturbed skeleton.

Defiled Crypt 5: **Ghouls (3)** AL: C, AC: 6, HD: 2*, HP: 12, 8, 7, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76). A bowl of 320sp. Rotted tapestries of the sea.

Defiled Crypt 6: **Shadows (4)** AL: C, AC: 7, HD: 2+2, HP: 11, 10, 10, 9, #AT: 1, DMG: 1d4*, LL(94). Four bodies draped in burial shrouds. All four have Gold Circlets worth 80gp each.

143. This vast tomb appears to be a re-created throne room. A large, full-size viking-style galley dominates the center of the room. The ship is loaded with silver and gold burial treasure and the (apparent) withered body of a king - Osric the Wise. The corpse sits on a throne in the middle of the ship bearing a crown and a voluminous, hooded, dark yellow robe. The body sitting on the throne is not King Osric, it is a **Crypt Thing (1)** AL: N, AC: 5, HD: 6, HP: 26, #AT: 2, DMG: 1d6/1d6, B(49). The elaborate set-up was intended as a ruse to discourage potential tomb-robbers from finding the real tomb of King Osric in room #144. It may dialogue with the PCs for a moment or two (acting as King Osric) before teleporting them out of the tomb to a random location. Inside the boat are numerous coin baskets: 5000sp, 3000gp, and 1000pp.

144. The remains of King Osric, his Queen Breena, and their royal treasures, can be found in this crypt. The two sarcophagi are magically locked by a 10th level wizard. The king and queen are guarded by **Runic Golems (2)** AL: N, AC: 5, HD: 7, HP: 38, 38, #AT: 1, DMG: 1d10*, B(50), who flicker to life with magical energy when the PCs enter. Osric wears *Platemail +2*, a *Longsword +3 Frostbrand*, a *Shield +1*, and a *Crown of Comprehending Languages*. Breena rests in *Bracers of Defense AC4*, a *Ring of Protection +2*, and a *Mace of Disruption*. Large coffers contain 10000sp, 6000gp, and 2000pp.

145. This crypt is empty. **Ghouls (3)** AL: C, AC: 6, HD: 2, HP: 13, 9, 5, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), hide behind the secret door (A).

146. Empty

Quiet Crypt 1: The door to this room is ajar. There are eight zombies here, seven normal **Zombies (7)** AL: C, AC: 8, HD: 2, HP: 14, 11, 10, 9, 9, 8, 7, #AT: 1, DMG: 1d8, LL(103), and a fearsome **JuJu Zombie (1)** AL: C, AC: 6, HD: 4+4, HP: 30, #AT: 1, DMG: 1d8, B(55) with a heavy crossbow and 10 bolts.



Quiet Crypt 2: This room is empty.

147. This room is empty.

148. The door is closed. **Ear Seekers (2)** AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: Special, DMG: Special, AEC(123), infest the wood of the door.

Burial Alcoves: (124) Octagonal, withered corpses. Contents: 217gp, Silver Statuette (350gp), Electrum Cup (300gp)

149. The door to this room is locked and is etched with a *Glyph of Warding* (Fire Blast, 12 points of damage, save for half). Three **Huecuva (3)** AL: C, AC: 3, HD: 2, HP: 9, 4, 4, #AT: 1, DMG: 1d6*, B(50), in tattered amber robes are buried here.

Burial Alcoves: (248) Octagonal, choked with dust. Contents: 190pp and a suit of *Studded Leather* +3.

150. An overwhelming smell of decay and death comes from the north.

151. The massive 15 foot double-doors to this large temple room are slightly ajar. A massive pit rests at the center of this room braced by two sets of large pillars decorated with faces of tortured souls. A terrible green haze emerges from the pit that smells of rot. A huge 20 foot tall statue of the demon-like Nergal, cross-legged and holding a bowl sits at the back of the temple. Two black stained altars, decorated with symbols of death and the Underworld, sit in front the statue. Statues on the outside of the room depict his demonic lieutenants.

The pit is a mass of twisting blackness, refuse, and body parts. It radiates an air of chaos that lawful characters immediately sense. It is lined with ornate stonework decorated with runes and teeth-like protrusions that jut inwards.

The Pit of Chaos is an extremely dangerous place for unprepared or low level PCs. The PCs may not be able to defeat the monsters that emerge from The Pit without the aid of the *Fount of Law*. Wise players will know if they are outclassed in the engagement and flee. Foolish PCs will die a quick and painful death (as it should be). Clerical turn attempts are impossible in Nergal's temple. Your gods will not help you.

The first time the PCs enter this room there will be a group of **Skeletons (10)** AL: C, AC: 7, HD: 1, HP: 8, 7, 6, 6, 6, 5, 4, 2, 1, 1, #AT: 1, DMG: 1d6, LL(95), **Zombies (10)** AL: C, AC: 8, HD: 2, HP: 14, 13, 11, 10, 9, 9, 8, 7, 3, 2, #AT: 1, DMG: 1d8, LL(103), and the great **Ibex-ibyd** an **Eye of Terror (1)** AL: C, AC: varies, HD: 10, HP: 53, #AT: 3, DMG: 1d6/1d6/2d4, AEC(125), between them and the pit. Monsters will not leave the temple unless The Pit is destroyed. Ibex-ibyd does not understand exactly how he was gated into the Barrowmaze but feels compelled to defend the temple and The Pit.

Under normal circumstances, The Pit periodically generates and spews forth monsters into the maze. However, as soon as the party enters the room, The Pit will sense their arrival and will immediately discharge monsters every other round until the *Fount of Law* closes the pit or the PCs leave the immediate vicinity. Consult the Pit of Chaos random tables below.

If the PCs enter this room with the *Fount*, all monsters will recoil 10' from the orb and hiss in pain and agony. Intelligent monsters will tell them about the eternal torments they will inflict upon

them. If the *Fount* is thrown into The Pit a great blast of energy will issue forth knocking everyone on their backs. All monsters will flee the area immediately.

The Pit of Chaos: A Brief History

Long ago, before he was usurped by his children, this temple was used by evil cultists to worship Nergal, the God of the Dead. The temple was built on a spatial weakening in the layers between other planes and this realm. Evil rites took place here and the bodies of sacrifices were thrown into the pit. Through these sacrifices the cultists called forth all manner of demons and unsavory creatures through the gate.

The lawful orders saw this temple as a great threat, and a small group of knights and priests, led by Sir Guy de O'Veargne, entered and battled the cultists and their undead minions. Sir Guy carried a powerful gleaming white orb – called the *Fount of Law* – created specifically to close the gate. Sadly, Sir Guy and his henchmen were captured and sacrificed and the *Fount of Law* was hidden. The *Fount of Law* must be found and thrown into The Pit to seal the gate.

As noted above, when the PCs enter this room the Pit will randomly spew forth the monsters every other round. Consult the following random tables:

The Pit of Chaos (1d12)

1. Skeleton (3d4), LL(95)
2. Zombie (2d4), LL(103)
3. Ravenous Dead (2d4), B(55)
4. Ghoul (1d6), LL(76)
5. Ghast (1d6), LL(76)
6. Mummy (1d4), LL(89)
7. Wight (1d6), LL(102)
8. Bone Golem (1d2), LL(79)
9. Hell Hound (2d4), LL(81)
10. Shambling Mound (1d2), AEC(136)
11. Otyugh (1d2), AEC(133)
12. Sub-table I

The Pit of Chaos: Sub-Table I (1d6)

1. Ghost (1), AEC(127)
2. Groaning Spirit (Banshee) (1), AEC(128)
3. Spectre (1d4), LL(96)
4. Black Pudding (1), LL(65)
5. Night Hag (1), AEC(132)
6. Sub-Table II

The Pit of Chaos: Sub-Table II (1d6)

1. Eye of Terror (1), AEC(125)
2. Lamia (1), AEC(129)
3. Chimera (1), LL(68)
4. Gorgon (1d2), LL(79)
5. Demon Boar (1d4), LL(69)
6. Sub-Table III

The Pit of Chaos: Sub-Table III (1d6)

1. Hezrou Demon (1d3), AEC(111)
2. Vrock Demon (1d3), AEC(114)
3. Bone Devil (1d2), AEC(117)
4. Horned Devil (1d4), AEC(118)
5. Barbed Devil (1d2), AEC(116)
6. Referee's Choice

It is unlikely the PCs will be able to search The Pit. However, if they do consult the following table, for either contents or events, every other turn (if they can hold off the monsters that long):

Searching The Pit of Chaos (1d20)

1. Gated to the Underworld
2. Gated to the Plane of Fire
3. Gated to the Plane of Shadow
4. Alignment changed to Chaos
5. Contract Leprosy
6. Contract Flesh-Eating Disease
7. Character mutates into a mongrelman
8. Character mutates into a mongrelman
9. Character mutates into a mongrelman
10. An old shoe
11. *Portable Hole**
12. Dead bodies
13. *Javelins of Lightning* (5)*
14. *Gauntlets of Ogre Power**
15. Dead bodies
16. *Two-Handed Sword +2, Berserking**
17. Dead bodies
18. Grateful NPC pulled from pit
19. *Periapt of Proof against Mummy Rot***
20. Gain one level of experience

*These items are found only once.

**See the section on New Magic Items.

After the pit is destroyed, PCs can search the temple for treasure. In addition to the above items, Referees can roll 3 times on the Potion Table (p.107), once on the Ring Table (p.108), once on the Scroll Table (p.108), and once on the Armor Table (p.110) in the Labyrinth Lord Core Rulebook.

Barrowmaze Area Three:

The Deserted Dormitory

Area Three: Random Monsters

1. Funeral Pyre Zombie (1d6), B(55)
2. Rival Adventuring Party (1d4+3)*
3. Ghouls (1d6), LL(76)
4. Huecuva (1d6), B(50)
5. Mongrelmen (1d6), B(51)
6. Ravenous Dead (1d6), B(55)
7. Wight (1d2), LL(102)
8. Coffin Corpse (1d3), B(49)
9. Necromancers of Set (1d6), B(51)
10. Acolytes of Orcus (1d6), B(47)
11. Dungeon Dressing**
12. Special***

*Use the pregenerated characters, a group of men-at-arms, or construct your own.

**See Table I: Random Dungeon Dressing (p.56).

***Battle between the Necromancers of Set and the Acolytes of Orcus. In this case either randomly generate your own encounter using the New Monster section or tweak encounter #110.

152. Read this entire entry carefully. This room is empty. Paupers' burial alcoves line the walls. There is an open pit in this room. Tell the PCs they smell something strange emanating from the pit.

The PCs can recognize the glint of coin, pit spikes, and skeletal remains at the bottom of this 10' open pit. However, it appears that all are partially covered by a dark purple mold. The mold is **Purple Moss (1)** AL: N, AC: N/A, HD: 2, HP: 8, #AT: Sleep, DMG: Special, B(52). *All PCs that attempt to peer into the pit will smell a sweet fragrance and must immediately save as per the spell Sleep or fall into the pit (1d6 damage each for the spikes and the pit).* The purple moss will move quickly to cover and suffocate slain and/or sleeping PCs. At the bottom of the pit there are the skeletal remains of two long-dead adventurers. One backpack holds 295gp. The other has spilled open (1000pp).

Burial Alcoves: (89) Square with disturbed remains. Contents: Small Vase (100gp), Sapphire Encrusted Walking Stick (90gp), Ornate Quill (75gp).

153. A **Wight (1)** AL: C, AC: 5, HD: 3, HP: 13, #AT: 1, DMG: Drain, LL(102), skulks here in the dark.

Burial Alcoves: (105) Hexagonal with skeletons wearing black shrouds.

Contents: 266gp, Silver Kilt Pin (100gp), Coral Figurine (175gp), Bracers of Defense AC5.

154. This room is empty. A rubbish pile along the southern wall contains bones, rags, and some yellowed teeth.

155. The door to this room is ajar and the room is empty. A trail of slime leads south and enters a crack in the wall after several feet.

156. The door to this crypt is closed and it is marked with a Glyph of Warding (Electricity Blast, 12 points of damage, save for half). A runic tablet rests beside a black shrouded skeleton on a stone slab.

157. A bricked-up wall blocks entrance into this crypt. Two 2x2 foot shafts are located on the north and south walls at the ceiling. Close inspection will reveal a trickle of water coming from both. A dais is in the centre of this room. Two silver urns, the first filled with remains and the second filled with gemstones (value 750gp), sit atop the dais. Removing an urn will set off a trap (with a loud grinding of stone on stone) that drops a stone slab in the doorway, sealing the room. Water will begin pouring into the room and completely fill the 20x20 area in 5 rounds. The only way out of the trap is to find the secret door. Once opened, water will flow down the hallway from the secret door and into iron grates in the floor.

158. This room contains a 10x10 foot pool of slimy fetid water. Four hungry **Giant Leeches (4)** AL: N, AC: 7, HD: 2, HP: 12, 10, 7, 5 #AT: 1, DMG: 1d6, B(51), are in the pool and will seek to surprise their prey (4-6 on d6). The door on the west wall is closed.

159. This hallway is littered with rubble from several cave-ins. The ceiling appears less stable here than the other parts of the dungeon. There is a 1 in 6

chance each turn while the PCs are present that a cave-in may occur causing 2d6 (save for half).

Quiet Crypt 1: The door to this room is ajar. This appears to be a former embalming room. There are dusty broken tables, jars, and wraps here on the floor. The room has been searched previously. There are four **Blood-Thirsty Spiders (4)** AL: C, AC: 6, HD: 2, HP: 12, 10, 9, 7, #AT: 1, DMG: 1d6, B(54). Somehow a canopic jar filled with Glass Beads (40gp) has survived the destruction underneath the debris.

Defiled Crypt 2: The door to this room is stuck. Two **Wights (2)** AL: C, AC: 5, HD: 3, HP: 13, 11, #AT: 1, DMG: Drain, LL(102), are here in the dark. These are former adventurers who had their life force drained by wights. One possesses a bag with four Rubies (314gp each). The other wears *Platemail +1* and has a sheathed *Longsword +1* (Light 30 ft Radius on command) at her waist.

Quiet Crypt 3: The door is closed. Empty.

Quiet Crypt 4: The portcullis is down. The room is empty with the exception of a bone-pile. There is a thin Silver Bracelet (129sp) hidden underneath.

Defiled Crypt: 5: The door to this crypt is bricked shut. There are two **Exploding Bone Skeletons (4)** AL: C, AC: 7, HD: 1, HP: 8, 7, 5, 4, #AT: 1, DMG: 1d6, B(53), lying on stone slabs here. One is buried with 141gp and the other wears a Gold Bracelet (80gp).

Quiet Crypt 6: The portcullis is up. There are three **Blood-Thirsty Spiders (3)** AL: C, AC: 6, HD: 2, HP: 12, 9, 7, #AT: 1, DMG: 1d6, B(54), here - one on the floor in plain sight and two hiding on the ceiling. A skeleton wearing a Jeweled Necklace (350gp) can be found against the east wall.

160. The door to this room is swollen with moisture and stuck closed. Two **Sons of Gaxx (2)** AL: C, AC: 8, HD: 3, HP: 15, 12, #AT: 1, DMG: 2d8*, B(54), wearing tattered clerical robes of Nergal rise from their stone slabs and shuffle to attack.

161. This secret hallway was once used by a group of adventurers as a rest and re-arm area. Sadly, they were killed by the Water Fountain Elemental in room #180. There are three backpacks filled with standard dungeon exploration equipment (Referee's discretion) as well as two large saws designed for cutting metal, two sledge hammers



(perfect for bricked-up walls), and a 5 foot long pry bar (for a portcullis). The rations rotted long ago.

162. The door to this room is stuck closed with moisture and mold. The room is empty with the exception of an inordinate number of burial alcoves that run from the floor to the ceiling.

Burial Alcoves: (285) Small burial niches with skulls and urns.

Contents: 222gp, *Wand of Mirrors* (functions as per the magic-user spell *Mirror Image* with 7 charges).

*Functions as per Magic-user spell *Mirror Image* with 7 charges.

163. The south and eastern doors in this room are ajar. The room is empty.

164. This door is closed and trapped with a *Glyph of Warding* (Electricity Blast, 14 points of damage, save for half). The walls of this room were once beautifully decorated with murals, now faded with age. On a slab are the remains of an artist who was buried with five decorative amphorae. These

are valuable but brittle. If the PCs engage in combat while carrying these out of the dungeon there is a 1-5 on d6 chance that each will break. They are valuable historical artifacts worth 750gp each but that value can only be obtained in a city.

165. The door to this room is ajar. The room is empty.

166. This hallway is caked with dust and cobwebs. There are strange footprints here. A human foot and a "stump" run back and forth from the secret door to Defiled Crypt 1.

Defiled Crypt 1: The door is ajar. Inside is a **Wight (1)** AL: C, AC: 5, HD: 3, HP: 13, #AT: 1, DMG: Drain, LL(102). The creature's movement rate is halved as it possesses a foot and a wooden leg stump. He wears a Gold Brooch (130gp). The crypt is decorated with bas relief depicting Nergal and the Underworld. A runic tablet rests on the floor.

Defiled Crypt 2: This crypt is empty. It once had a stone door that now rests on the floor in pieces.

Defiled Crypt 3: This crypt is sealed with a stone door. There are four **Sapphire Skeletons (4)** AL: C, AC: 6, HD: 2, HP: 12, 11, 7, 5, #AT: 1, DMG: 1d6, B(54), in this crypt and each wears Jeweled Bracers (187gp per set).

Quiet Crypt 4: This crypt door is open. The room is empty.

167. This room contains two black stone statues of gargoyles on either side of a chest. They have open mouths and large Cat's Eye gemstones set into their eyes. The gems appear very valuable and appear finely crafted (500gp each). The stone gargoyles are not actually gargoyles, but if any PCs move towards the chest or attack the statues they will animate, choke several times, and then each vomit forth a **Green Slime (2)** AL: N, AC: N/A, HD: 2, HP: 10, 7, #AT: 1, DMG: Special, LL(80), on the closest PC. The chest is Wizard Locked (8th level) and contains an urn (the remains of a magic user), a dusty and worn conical cap, a Spellbook: Spider Climb, Feather Fall, Magic Missile, Sleep, Invisibility, Strength, Web, Blink, Protection from Normal Missiles, Fire Shield, and a Robe of Scintillating Colors.

168. This room is empty and there are circular paupers' burial alcoves throughout. The concealed pit here is bottomless.

Burial Alcoves: (261) Circular with bone piles.
Contents: 169ep and a Ruby (75gp).

169. Paupers' burial alcoves dot this room and extend into the northern hallway.

Burial Alcoves: (218) Trapezoidal with mummified remains.
Contents: 238gp, Circlet (90gp), Silverware (80gp).

170. The head of a statue, chipped beyond recognition, rests on the floor here.

Burial Alcoves: (183) Square with small wooden statues.
Contents: 123ep and the head of a *Warhammer* +2. It will take a blacksmith/weaponsmith 1 week and 1500gp to repair the weapon.

171. There are a number of charred human bodies lying on the floor here. There are also several large burn marks against the walls. Activity in this area will draw the attention of **Funeral Pyre Zombies (6)** AL: C, AC: 7, HD: 2, HP: 14, 10, 9, 7, 5, 4, #AT: 1, DMG: 1d8, B(55), hiding in six secret alcoves. One of the charred bodies carries a *Potion of Fire Resistance*. There is nothing else of value here.

172. Six **Fossil Skeletons (6)** AL: C, AC: 6, HD: 2, HP: 16, 11, 10, 8, 7, 5, #AT: 1, DMG: 1d8, B(53), rest at the bottom of a pool in this room. Any activity in the room disturbs their eternal rest. Burial alcoves line the walls of this room.

Burial Alcoves: (237) Trapezoidal with gold plated skulls (3gp each).
Contents: 123ep, Earrings (65gp), Silver Nose Ring (40gp), Silver Coffin (2000gp).

173. The door to this crypt was smashed to pieces long ago. The room is empty.

174. A deadfall trap (10x10' stone block) trap hangs above the door to this room. Anyone stepping into the room will set off the trap and take 3d6 points of damage unless they make a Dexterity check (for half damage).

Burial Alcoves: (134) Square with mummified remains.

Contents: 137gp, Electrum Bracelet (80gp), Topaz (60gp), Spellbook with all first level magic-user spells.

175. The door to this room has been smashed in. The room is empty.

176. The north door in this room is ajar.

Quiet Crypt 1: This crypt contains skeletal remains. Grave goods include two pieces of Silver Jewelry (120gp each) and a Fine Leather Belt (60gp).

Quiet Crypt 2: The door to this crypt is open. A group of **Stirges (13)** AL: N, AC: 7, HD: 1, HP: 8, 7, 6, 5, 5, 4, 4, 4, 3, 3, 3, 1, 1, #AT: 1, DMG: 1d3*, LL(98), have made a nest in this crypt. There is no treasure. However, a Woven Tapestry (120gp) can be scavenged but requires two people to carry.

Defiled Crypt 3: There are four **Zombies (4)** AL: C, AC: 8, HD: 2, HP: 12, 11, 9, 7, #AT: 1, DMG: 1d8, LL(103), at rest here on stone slabs. They possess no treasure but a Fine Silk Scarf (30gp) can be found in a dusty bag beside one of the bodies. Wall frescos depict birds in flight.

Defiled Crypt 4: The narrow passage to this crypt is covered with **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 10, #AT: Spores, DMG: 1d6*, LL(103). The sandlings (below) do not provoke the yellow mold as they pass back and forth.

There is a single stone sarcophagus in the center of this crypt and the walls are lined with musty bookshelves. The sarcophagus and the corners of this crypt are covered in sand. Two powerful **Sandlings (2)** AL: N, AC: 3, HD: 4, HP: 28, 21 #AT: 1, DMG: 1d12+3, B(53), use this crypt as their lair. When the party first enters they will remain still and use their natural camouflage until they can strike from behind. Give a wary halfling a 1 in 6 chance of noticing the sandlings before they attack. The sarcophagus holds the remains of a sage. His wealth was measured in books, rather than gold.

Some of his more interesting titles include *The Collected Works of Maaaaar, Falcor of Balterdex: An Autobiography*, and *The Adventurers' Guide to Paranoia*.

Valuable titles include *Draconis: The Ecology of a Red Dragon* (1270gp), *The Realm of Darthon* (1375gp), *The Wisdom of Gaxx* (1500gp), and *The Magical Properties of Gemstones* (1250gp), and

Slimes, Molds, and Fungus: A Manual of Extermination (although this book can be sold for 1100gp, PCs can opt to keep it and use it as a reference text when confronted by this monster type. PCs can learn one key strength or weakness (subject to the Referee's discretion).

Magical books and scrolls include *Book of Lawful Wisdom*, *Manual of Bodily Health*, a huge Magic-User Spellbook: All 2nd Level Spells, Scroll of 4 Clerical Spells (subject to Referee).

Defiled Crypt 5: **Funeral Pyre Zombies (4)** AL: C, AC: 7, HD: 2, HP: 14, 10, 8, 6, #AT: 1, DMG: 1d8, B(55). Treasure includes a bag with 129gp, a Platinum Cup (300gp), and a runic tablet.

Defiled Crypt 6: Five green-skinned **Ghouls (5)** AL: C, AC: 6, HD: 2*, HP: 12, 8, 7, 5, #AT: 3, DMG: 1d3/1d3/1d3*, LL(76), rest in burial niches in this crypt. Two niches contain Platinum Jewelry 225gp (each) and one holds a curved *Dagger* +3.

177. This room is empty. The west door is stuck and the east door is closed.

178. This room is filled with burial alcoves. There are four large pillars in this room. The pillars are the sculptured images of women bearing scimitars. Two of the pillars are **Caryatid Columns (2)** AL: N, AC: 5, HD: 5, HP: 29, 23, #AT: 1, DMG: 1d8, B(48).

Burial Alcoves: (219) Small, circular, and empty. Contents: 265gp and a Pearl (90gp).

179. Empty.

Burial Alcoves: (247) Octagonal with urns. Contents: 272pp, *Potion of Heroism*, *Potion of Invisibility*, *Sling Stones* +2 (7).

180. A large rectangular pool runs north-south along the length of this room. Two large columns are located at either end. Torch-light reveals the glint of coins and other metals in the pool. Five human bodies, and the skulls and bones of others, and a few coins, are scattered across the floor. A large and dangerous **Water Fountain Elemental (1)** AL: C, AC: 5, HD: 4+4, HP: 22, #AT: Special, DMG: Special, B(49), inhabits this pool. The adventurers who were recently slain by the creature left a portion of their gear in room #161. The pool contains 20sp, 60pp, 85gp, *Broadsword* +2, a *Shield* +1, *Platemail* +1, and a *Potion of Heroism*.

Barrowmaze Area Four:

The Death Vault of The Chosen

Area Four: Random Monsters

There are no random encounters in The Death Vault of The Chosen. These crypts have not yet been plundered by tomb-robbers due to their concealed nature.

A Brief History of the Death Vault

The Death Vault is the resting place of an elite order – The Chosen - within the Cult of Nergal.

The Chosen were fanatical followers of Nergal, led by High Priest Rendar Serouc, and have risen in response to the proximity of The Pit (#151) and the presence of the Tablet of Chaos.

The Death Vault is constructed to direct tomb-robbers toward certain (trapped) areas over penetration into the main crypt.

181. The entrance to this crypt is lined with runes engraved into the walls (from ceiling to floor). This is a list of all the members of The Chosen. Above the list is written "Life in Death." A defaced statue of Nergal stands on a dais against the northern wall. There are booted footprints here and some torch stubs.

182. This is a false crypt designed to trap and kill tomb-robbers. The walls are lined with alcoves with runes etched above each. This is merely a ruse. When the first rank of PCs steps into the room, the entire floor will collapse 10 feet to a stone floor (2d6 damage, save for half). Checking for traps or using a 10 foot pole may (2 in 6) discover the trap (give a dwarf or wary halfling walking in front a 3 in 6 chance to discern the trap). Once the floor collapses a **Bone Golem (1)** AL: N, AC: 2, HD: 8, HP: 37, #AT: 4, DMG: by weapons, LL(79), with the skull of an antlered deer will emerge from an alcove and attack those who fell into the pit. Two of the golem's weapons are magical. It possesses a *Scimitar +1* and a *Mace +1* as well as a normal flail and hand axe. The walls of the pit are sheer and difficult to climb.

183. The domed ceiling of this crypt is lined with diamonds that sparkle like star constellations when a torch or lantern is held aloft. One star, larger than the others, is set in the center of the dome. A concealed bottomless pit is located immediately below this star in the middle of the floor. The alignment of the constellations appears strange and does not reflect the night sky. If studied carefully for 1 turn a cleric or magic-user can interpret the stars - they portend the vengeful return of Nergal!

184. This crypt contains the rank and file of The Chosen. As the party enters **Skeletons (20)** AL: C, AC: 7, HD: 1, HP: 8, 8, 7, 7, 7, 6, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 2, 2, 1, #AT: 1, DMG: 1d6, LL(95), will begin pulling themselves out of the bone closets and attack. They wear the unholy symbol of Nergal and cannot be turned. They were buried with nothing of value.

185. This crypt contains the rank and file of The Chosen. As the party enters **Funeral Pyre Zombies (20)** AL: C, AC: 7, HD: 2, HP: 16, 16, 15, 15, 14, 14, 13, 13, 12, 12, 11, 10, 9, 9, 8, 7, 5, 5, 4, 4, #AT: 1, DMG: 1d8, B(55), will begin pulling themselves out of the bone closets and attack. They wear the unholy symbol of Nergal and cannot be turned. They were buried with nothing of value.

186. This corridor is empty and caked with dust and cobwebs.

A. This is a small temple room with an altar and a small Onyx Statuette of Nergal (500gp). It is very heavy and will require three people to lift.

B. This room is lined with 4 chests. All are locked. The first contains black clerical high priest vestments. The second is filled with 2,000gp and is guarded by a **Clockwork Cobra (1)** AL: N, AC: 2, HD: 1, HP: 5, #AT: 1, DMG: 1d3*, B(48). The third is filled with candles and 24 incense blocks. Several of these are *Incense of Meditation (7)* and *Incense of Obsession (2)*. The rest are non-magical. The fourth contains two Clerical Scrolls. The first has *Darkness*, *Silence*, and *Hold Person*. The Second has *Resist Cold*, *Resist Fire*, and *Spiritual Weapon*.



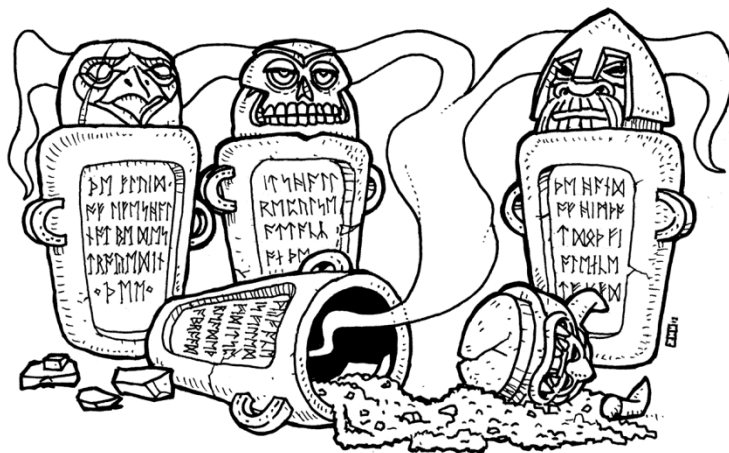
C. This appears to have been an embalming room. There are tables and jars of all descriptions. Wall frescos depict The Chosen walking into Death's Door and appearing as skeletons on the other side.

D. This room is lined with weapon racks (4 maces, 4 morningstars, 4 hammers) and armor racks (4 shields, 2 suits of chainmail, and 2 suits of platemail). The weapons and armor are of exception quality and worth double their normal value. Two ornate weapons hanging on the wall include a *Longbow +1* and a *Halberd +1*.

E. This is a false crypt for a high priest and is designed to misdirect would-be tomb-robbers. It is decorated in bas relief and runic script in the Black Tongue describes the life and faith of Rendar Serouc, a favoured priest of Nergal. A sarcophagus in the center of the room is dusty and sealed. The remains of a skeleton in high priest robes can be found within. There are four canopic jars, an unholy symbol, and a bag with 50pp lying beside the body. The crypt is otherwise empty.

F. This is a false crypt for the lieutenants of the high priest, and, like E, is designed to throw-off would be tomb-robbers. There are two sarcophagi in this room and both possess dark yellow clerical robes and are buried with shields, flails, and unholy symbols. They each have small coffer with 20pp.

187. This crypt holds Serouc's two closest lieutenants. They have risen as **Ghasts (2)** AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*, AEC(127). They wear unholy symbols and cannot be turned. Unless disturbed in their sarcophagi, they will only rise to aid Serouc - by attacking the party from behind. Their sarcophagi include the following: *Potions of Flying, Speed, Extra-Healing, Climbing, and Delusion*, and a *Two-Handed Sword +1, +3 versus Magical Creatures*.



A decorated bowl of precious jewels rests between the two sarcophagi: Jade (75gp), Jasper (500gp), Quartz (50gp), Amber (750gp), Opal (1000gp), Moss Agate (75gp), Carnelian (75gp), Tiger Eye Agate (100gp), Topaz (500gp), Ruby (250gp), Diamond (666gp).

A funerary basket holds 6000cp and a large wooden chest holds 10,000sp. The chest is trapped with a poison needle (save at +2 or die).

188. The lid on the stone sarcophagus in the center of this room has been opened (from the inside). Numerous coffers, decorated amphora, and funerary baskets line the walls. Rendar Serouc, a High Priest of Nergal, was buried here long ago. He has risen as a **Barrow Wight (1)** AL: C, AC: 4, HD: 6, HP: 34, #AT: 1, DMG: 1d8*, B(47), a terrifying and deadly undead creature. When the

PCs first enter the room, Serouc will be standing at the back of the room in the shadows between the two statues. He will keep his head down, concealed by his burial shroud, until combat begins - he has gone insane but has retained his devious intelligence. Serouc will not be noticed at first and may monologue in a dry, cryptic voice

about how feeble they are and how he will feed on their life essence.

The statues are actually golems and he will command them to attack first. One statue is a **Barrow Guardian (1)** AL: N, AC: 3, HD: 3, HP: 15, #AT:1, DMG: 1d6, B(47) and the other is a **Caryatid Column (1)** AL: N, AC: 5, HD: 5, HP: 19, #AT: 1, DMG: 1d8, B(48).

Once the party is engaged with the golems he will command his lieutenants in #187 to attack the PCs from behind. Serouc will then attempt to use his gaze attack followed by his melee level draining.

There are four canopic jars inside the sarcophagus. Serouc will take 1d6 points of damage per jar that is destroyed.

The sarcophagus also holds Serouc's personal items and includes a *Shield +2*, *Ring of Water Walking*, *Staff of Striking*, a *Scroll of Clerical Spells*: *Dispel Magic*, *Cure Serious Wounds*, *Commune*, *True Seeing*, and a *Treasure Map* leading to a cache of 13,000gp. The Referee can decide the exact location of the trove, somewhere in a deep, dark (and guarded) section of the Barrowmaze or in a secluded burial mound deep in the moor.

The funerary baskets and coffers that line the walls contain the following:

Decorated Bowl (Gems and Jewels):

Malachite 250gp, Turquoise 10gp, Lapis Lazuli 75gp, Sardonyx 100gp, Chrysoberyl 500gp.

Funerary Basket 1 (Coins): 4000gp.

Coffer 1 (Jewelry):

Gold Necklace 1300gp, Silver Chalice 400gp, Gold Coffer 300gp, Jade Bracelet 70gp, Silver Bracers 1000gp, Platinum Circlet 500gp.

Coffer 2 (Coins): 1000ep.

Coffer 3 (Coins): 3000gp.



New Magic Items

Fennril's Faithful Compass

Fennril's Faithful Compass will point in the direction of whatever the PC desires most. However, unscrupulous low fantasy tomb-robbers often desire wine and women as often as they do gold (or more often).

Each time a PC consults the compass the Referee rolls a D6. On a roll of 1-2 the compass points toward the closest tavern, 3-4 the compass points toward the closest whorehouse, 5-6 the compass will point towards the closest location of treasure.

If the Referee believes the PC is confused about what s/he wants the compass will simply spin on its axis.

Fount of Law

The *Fount of Law* is a white orb constructed by clerics of law for the specific purpose of closing the Pit of Chaos. The *Fount* appears lifeless and dull to neutral or chaotic characters, but in the hands of a lawful PC the orb will brighten and glow with a soft white light. The *Fount of Law* provides a lawful character with the effect of a *Protection from Evil* spell as well as +1 on all attacks and saves for a period of one month. As the orb is brought closer and closer to the Pit of Chaos (#151) it will brighten further and begin to pulse.

The remains of its bearer, Sir Guy de O'Veargne, a holy-warrior of St. Ygg, can be found in #109A and his ghost can provide the PCs with information about the orb.

Gauntlet of Palantis

The gauntlet is an elbow-length iron plated glove. If worn by a lawful cleric or holy warrior it allows the bearer to *Detect Magic* and *Cure Light Wounds* once per day. In addition, on one successful turn attempt per day the gauntlet will project a white cone of energy (15' in length, and 15' at its widest point) that causes all undead 1d6 points of damage.

Periapt of Proof against Mummy Rot

This periapt is a green skull-shaped gem that hangs on a black chain. It provides the bearer with 75% immunity to the rotting curse caused by mummies.

Pinto's Conical Cap

This cap once belonged to the secretive magic-user, Pinto the Pyromancer. Little is known of Pinto other than he spontaneously combusted during the casting of a modified fireball spell.

Pinto's apprentice hat appears as a simple blue conical magician's cap decorated with silver stars and moons. It is a worthless old cap to any non-wizard. However, in the hands of a magic-user this item provides +1 AC and serves as a 250gp bag of holding.

Once per day the wearer can pull one white rabbit out of the hat. The rabbit is particularly useful when fleeing as unintelligent monsters will stop, chase, and eat the rabbit instead of maintaining pursuit. Effects on semi-intelligent and intelligent monsters are subject to the Referee's discretion.

Stoutblade Dagger

To a human, elf, or dwarf, the Stoutblade appears as a fine double-sided dagger (+1). However, in the hands of a gnome or halfling the weapon's full potential is realized. For the wee folk, this dagger will function as a *Shortsword* +2 and inflict 1d6 damage.

Talisman of the Dead

This talisman is a magic item that allows a Necromancer of Set to cast *Animate Dead* 1/day. The device will not function for unbelievers.

New Spells

Spiritual Armor

Level: 1 (Cleric)

Duration: 2d4+1 Rd/level of caster

Range: Caster

This spell enhances natural armor with a shimmering blue glow. For the duration of the spell, the caster receives the blessing of their neutral or lawful deity in the form of an AC bonus (+2) against undead. This bonus does not stack with other spells.

Vitharia's Vengeful Visage

Level: 2 (Magic-User)

Duration: See below

Range: 0

This spell functions as a lesser version of the 4th level magic-user spell *Fear*.

This spell creates an illusion that deforms the face of the caster (or accentuates a pre-existing deformity) and inspires terror in living humanoid creatures within an invisible cone (5' wide origin, 20' long, and 15' diameter at the terminal end). Those who behold the Vengeful Visage panic and flee from fear of the caster if they fail a saving throw versus spells. Victims flee from the caster as fast as their movement rate allows, for a number of rounds equal to half the caster's level (rounded up). This spell has no effect on blind creatures or creatures of 4 or greater hit dice.

Vitharia was a young elven magic-user of great promise who was defaced when pummeled in the street by thugs.

He was later bludgeoned and eaten by a mimic.

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. The acolytes typically wear black chain mail, dark grey robes, and simple sandals. They often decorate their shields with the symbol of Orcus.

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 undead they control:

D6	Type	No. Enc.
1-2	Skeletons	2d6
3-4	Zombies	1d8
5	Funeral Pyre Zombies	1d8
6	Ghoul	1d3

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 the Barrowmaze. They appear as stone pillars or columns in the form of stately male warriors. Barrow guardians are often used to guard the 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 versus petrification (using the character's save) or become stuck in the statue. Bonuses for magical weapons apply.

Barrow Wight

No. Enc. 1d3
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 4
 Hit Dice: 6
 Attacks: 1
 Damage: 1d8
 Save: F4
 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 versus

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.

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% less 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 Fisher

No. Enc: 1d2
Alignment: Neutral
Movement: 5'
Armor Class: 5
Hit Dice: 3
Attacks: 2
Damage: 1d4+3(x2)
Save: F3
Morale: 9
Hoard Class: XX
XP: 300

Cave fishers are subterranean creatures with hard exoskeletons and insect-like eyes. They are clever creatures and create their nests on the ledges of caves and caverns. They attack from above (at double their hit dice) through use of a strong sticky tendril and drag their prey (20 feet per round) up into their two claws that do 1d4+3 points of damage each. The tendril is strong and sticky and can only be damaged by magical weapons.

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: Nil
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. Victims must save versus poison or die.

Coffer Corpse

No. Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: XXI
XP: 48



The coffer corpse resembles a zombie but is turned as a 7 HD creature on the clerical turn undead table. Like all undead, the coffer corpse is unaffected by mind influencing spells.

After sustaining 4 hit points of damage or more the coffer corpse collapses, and appears defeated. However, normal weapons do no damage to a coffer corpse and one round after collapsing the undead creature will rise and continue to attack. All those who watch the coffer corpse rise must save versus spells or flee in panic as per the 4th level magic-user spell *Fear* (AEC p.62). There is a 50% chance fleeing PCs will drop whatever they are carrying.

If the coffer corpse makes a successful attack it has wrapped its hands around the neck of its victim. Each successive round it automatically strangles for an additional 1d6 damage. The grasp of a coffer corpse cannot be broken.

Crypt Shade

No. Enc: 1d2
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 9
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 100



This undead creature is a roughly human-shaped collection of shadows, dust, rotted burial linens, bone fragments, and other sepulcher debris. Spawned from chaos and lingering hate, crypt shades feed on the fear and pain of their victims.

They attack by engulfing victims within the shifting cloud of grave detritus that gives them shape, battering victims for 1d8 points of damage. Crypt shades are turned as 2 HD creatures and possess the undead immunity to sleep and charm. Physical attacks on a crypt shade inflict only half damage. They suffer normal damage from fire, silver, magic, and holy water.

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Crypt Thing

No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 6
Attacks: 2
Damage: 1d6(x2)
Save: F6
Morale: 12
Hoard Class: None
XP: 500

Crypt things look much like skeletons shrouded in a black robe. Powerful magic-users create crypt things to serve as guardians to their tombs or to protect special treasures. They never leave their designated tomb and never initiate combat. If the tomb it guards is disturbed in any way, the crypt thing will teleport the interlopers in a random direction (d8) away from the tomb they guard (5d20 feet). Those teleported may attempt to resist with a saving throw versus spells. If sufficiently annoyed a crypt thing will teleport tomb-robbers to a destination in mid-air (or sometimes over a pool).

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 versus Petrify or Paralyze or be dragged into the fountain in one round and face drowning. As a water-based creature, this elemental takes only half damage from fire and is *Slowed* by cold spells as per the 3rd level magic-user spell (see page 32 of the Labyrinth Lord Core Rulebook).

Golem, Flagstone

No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: Varies
Attacks: 2
Damage: varies
Save: Varies
Morale: 12
Hoard Class: None
XP: 125 per Hit Die

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 (1d10 each), etc.

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 commonly found throughout the Barrowmaze. These golems are often used to guard tombs and crypts of the elite. 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 versus spells or randomly activate a runic tablet (roll 1d6) with the following effect cast at 7th level (if applicable):

1. *Burning Hands*
2. *Hold Person*
3. *Silence 15' Radius*
4. *Glyph of Warding* (Fire, Electricity, or Blindness)
5. *Magic Missile*
6. *Cause Light Wounds*

These golems are unaffected by non-magical weapons. In addition, golems have no intelligence, and hold, charm, or sleep spells are useless against them. They are unaffected by poison or gases.

Huecuva

No. Enc: 1d10
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: 1-6
Save: F2
Morale: 12
Hoard Class: XX
XP: 150

A huecuva is a terrible form of undead and appears as a skeleton in tattered robes. They are drawn to attack lawful-aligned clerics and paladins over others.

The touch of a huecuva inflicts 1d6 hit points of damage plus the victim must save versus poison or contract a flesh eating disease that will kill the victim in 1d4 days unless a *cure disease* spell is cast.

The huecuva is turned as a level 3 undead on the undead turning table.

Leech, Giant

No. Enc: 1d4
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: Varies
Attacks: 1
Damage: 1d6
Save: Varies
Morale: 10
Hoard Class: None
XP: 75 per Hit Die

Giant leeches are 4' long, brown or green, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches onto a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if it dies or the leech itself is killed. The hit dice and damage of a giant leech varies (for example, HD: 1-2/1d6, HD: 3-4/2-8, etc).

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.

The hit dice of mongrelmen varies and the damage they inflict is subject to either weapon type, hit dice (examples: HD1: 1-6, HD2: 1-8, and HD3: 1-10), or discretion of the Referee.

Neb'Enakhet

No. Enc: 1d6+2
Alignment: Chaotic
Movement: 20' (10')
Armor Class: 7
Hit Dice: 1+1
Attacks: 3
Damage: 1hp/2/1d2
Save: F1
Morale: 12
Hoard Class: None
XP: 5



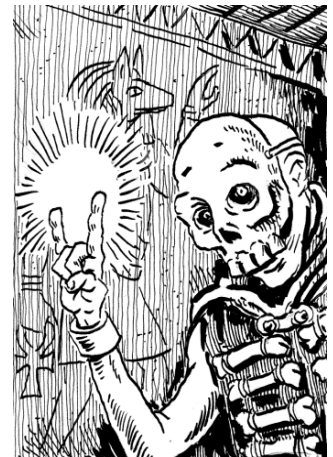
Neb'Enakhet are sacred, mummified cats placed in the tombs of the social elite.

Neb'Enakhet are highly intelligent, and will often work together using complex tactics to drive off would-be tomb-robbers. In addition to direct attacks, a group of 4 or more Neb'Enakhet may howl and keen together, creating a hellish, cacophonous wail that has the effect of the 4th level magic-user spell *Fear* (AEC p.62). These mummified cats are turned as 3 HD creatures on the turning undead table.

Despite their undead state, Neb'Enakhet retain a fondness for *Nepeta cataria*. The exact nature of the effect is subject to the Referee's discretion.

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 group of magic-users who have occupied a portion of the 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.

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 5-50pp and a spellbook.

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

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 10% chance that s/he controls a Runic Golem.

Phantom

No. Enc: 1
Alignment: Neutral
Movement: Nil
Armor Class: N.A.
Hit Dice: N.A.
Attacks: N.A.
Damage: Fear
Save: Special
Morale: N.A.
Hoard Class: None
XP: Nil

A phantom is a residual likeness of someone who experienced a traumatic death. A phantom is merely an image, an echo of life, and possesses no intelligence. Often mistaken for other forms of

undead, a phantom remains close to the area of its death or remains. The phantom often details something of importance about its life or death.

They cannot harm or be harmed. However, due to their ghostly visage those who gaze upon a phantom must make a saving throw versus spells at a -2 penalty or run away as if affected by the 4th level magic-user spell *Fear* (AEC p.62). There is a 50% chance fleeing PCs will drop whatever they are carrying.

Poltergeist

No. Enc: 1d2
Alignment: Chaotic
Movement: 10'
Armor Class: 9
Hit Dice: 1 HP
Attacks: Nil
Damage: Nil
Save: F1
Morale: 12
Hoard Class: None
XP: 25

The poltergeist is a vengeful incorporeal spirit that haunts the place of their death. They cannot be seen and may only be harmed by +1 or silver weapons.

The poltergeist lashes out at those that disturb their rest by throwing physical objects equal to a monster of 4 hit dice. A struck victim takes no damage but instead must save versus the 4th level magic-user spell *Fear* (see AEC p.62), or panic and run hysterically in a random direction for 4d4 melee rounds. There is a 50% chance the victim will drop whatever they are holding while fleeing the poltergeist.

Once a successful save is made a player need not save again during that encounter. Only the use of holy water or the authoritative pronouncement of faith by a cleric or paladin will force a poltergeist to retreat.

Purple Moss

No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: N/A
Hit Dice: 2
Attacks: 1

Damage: Special
Save: F2
Morale: Not Applicable
Hoard Class: None
XP: 45

Purple moss is related to yellow mold. This dark mold emits a sweet smell to a range of 10 feet that has the same effect as the first level magic-user spell *Sleep*. Victims who fall asleep are quickly covered by the moss. Purple moss will cover a small creature in 1 round and cover a human-sized creature in 2 rounds. Creatures covered by purple moss will suffocate in 1d4 rounds and are digested in 1d2 hours by its acidic secretions.

Purple moss can be destroyed by fire.

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 (see page 32 of the *Labyrinth Lord Core Rulebook*).

Scorpion, Giant

No. Enc: 1d6
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 2+2
Attacks: 3
Damage: 1d6/1d6/1d3*
Save: F2
Morale: 12
Hoard Class: XIX
XP: 100

Giant scorpions attack with their two pincers each doing 1d6 points of damage. They also use their lethal poison stinger (1d3) that requires an immediate save versus poison or be killed instantly.

Skeleton, Exploding Bone

No. Enc: 2d6
Alignment: Chaotic
Movement: 40' (10')
Armor Class: 7
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: None
XP: 30

Exploding bone skeletons, simply called "exploding bones," are an undead necromantic construct.

Exploding Bones look like regular skeletons except for a black inverted triangle painted on their forehead. They do not use weapons and have a slower movement rate.

Upon reaching zero hit points, these skeletons explode showering anyone within 5 feet with bone shards causing 1d4 points of damage.

Skeleton, Fossil

No. Enc: 2d4
Alignment: Chaotic
Movement: 40' (10')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 26



Fossil skeletons are often found in deep subterranean passages where limestone or mineralized water was in constant contact with bones. Fossilized skeletons are effectively made of rock and are harder to destroy than regular skeletons. In some instances the fossilization process has been induced deliberately.

Skeleton, Sapphire

No. Enc: 2d6
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: by weapon
Save: F2
Morale: 12
Hoard Class: None
XP: 65



Sapphire skeletons are like normal skeletons in most respects. However, each has a large valuable sapphire embedded into its forehead. This jewel glows brightly when in combat. If a sapphire skeleton is reduced to zero hit points, it draws itself back together in two rounds and is restored to full hit points. They are immune to fire.

Only the destruction of the jewel embedded in its forehead will destroy sapphire skeletons. The jewel has an armor class of 2 and has 5 hit points. Sapphire skeletons are turned as a 3 HD undead monster on the undead turning chart.

Upon destroying the sapphire, the jewel will break into valuable shards and chunks worth 100gp per skeleton.

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: 500



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 cured magically via *Cure Disease*. The disease counteracts all other magical healing such as cure spells.

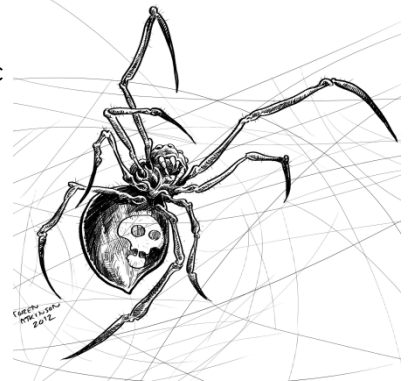
Moreover, with each hit Rot Grubs may (50%) burrow into a struck character. If so, consult the entry for Rot Grubs in the Labyrinth Lord Core Rulebook (page 93) for more information. If the Rot Grubs kill the character they will rise in 1d3 days as a Son or Daughter of Gaxx.

These undead radiate an aura of fear 40'. Any living being that enters this aura must save versus magic or flee in fear as per the 4th level magic-user spell (AEC p.62). There is a 50% chance fleeing PCs will drop whatever they are carrying.

Sons and Daughters of Gaxx regenerate 2 hit points per round even after being reduced to zero hit points. They can only be destroyed by holy water, acid, or fire. Sons and Daughters are treated as 5 HD monsters on the turning undead table.

Spider, Blood-Thirsty

No. Enc: 1d4+1
Alignment: Chaotic
Movement: 30'
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 9
Hoard Class: None
XP: 50



These spiders look similar to a giant black widow spider, with one exception. Instead of a red hourglass design, a white patch - some say resembles a skull - is located on the ventral abdomen.

These spiders do not have a poisonous bite, however they possess an insatiable hunger for humanoid blood. When one blood-thirsty spider bites into humanoid blood, all others immediately converge on the wounded and will attempt to bite (1d6) and then gorge themselves until the victim has been drained (1d6 points of draining per round). Their webs cannot be burnt.

Tomb-Robbers

No. Enc: 2d4+4
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 8
Hit Dice: 1
Attacks: 1
Damage: Weapon type.
Save: F1
Morale: 8
Hoard Class: XX (XXII camp)
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. Half of these men are armed with clubs and slings. They wear leather armor and carry shields. The other half are armed with shortwords and light crossbows. They wear chainmail and carry a shield. For every 10 tomb-robbers there will be a 2nd level fighter who serves as their leader. The leader bears a longsword, wears platemail, and carries a shield. It is possible (10%) that one of these items is magical (+1).

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 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. They take no damage from the fire. However, the intense heat burns off all flesh and the zombies will continue to attack as 2HD 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.

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. Although they are often mistaken for regular zombies, JuJu zombies are stronger, faster, and possess greater capacity for action. They can use missile weapons and climb like thieves of similar hit dice.

Like all undead, they are immune to mind influencing effects, poison, sleep, paralysis, and disease. They are also immune to damage from electricity, magic missiles, 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: 2d16
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. The ravenous dead possess such an appetite that, upon wounding a humanoid opponent, the remaining zombies will converge to feed immediately on the victim. If PCs engage in combat with previous wounds, the ravenous dead will seek to target the injured character first.

Random Tables

Table 1: Random 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. Hand print made in dried blood.
63. A strong gust of wind extinguishes torches.
64. A pool of rank water and the smell of mold.
65. Stone grinding on stone in the distance.
66. Footprints, booted.
67. The slamming of a door in the distance.
68. A strong gust of wind extinguishes torches.
69. Footprints, clawed.
70. Air suddenly becomes cool for 1d4 turns.
71. An altar with fresh blood.
72. A chalk drawing of several constellations.
73. A hammer in the distance "Tap-tom, tom-tap."
74. An altar with a pile of bones, gnawed.
75. An obelisk, broken.
76. A pile of dead, half-eaten rats.
77. 3 adventurers impaled against wall.
78. A path of dried up bread crumbs stops at wall.
79. A rat carcass, completely flattened.
80. Footprints, barefoot.
81. The sound of a door opening slowly.
82. A rat carcass, completely flattened.
83. A sack of weevil-infested biscuits.
84. Partial collapse.
85. Stones piled over human body with sword.
86. Bucket helmet with head.
87. Necklace with dried humanoid ears.
88. Tattered black burial robes in a pile.
89. A pouch with spell components.
90. 25 feet of rope.
91. A pouch with 5 darts.
92. Wooden holy symbol.
93. A vial of holy water.
94. A *dagger +1*.
95. A scroll: 1 MU spell.
96. Chalk marks on the walls.
97. Air suddenly becomes warm for 1d4 turns.
98. A broken compass.
- 99-100. Referee's Choice.

Table 2: Random Pit Contents

Roll 1d8 and consult the notes below.

1-3	Empty
4-5	Spiked
6	Occupied (NPC)
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).

Occupied Pit:

- Pit contains and NPC of the same level as the PCs (Referee's discretion).
- Will stay with PCs for equal share of treasure.

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: Random Graffiti

Roll 1d12

1. The entrance sealed behind us. Cannot get out.
2. They are coming.
3. Beware the pools.
4. Don't go on!
5. The dead walk here.
6. Abandon all hope, you who enter here.
7. Make no sound. They will seek you out.
8. I screwed the barmaid at *The Brazen Strumpet*.
Lucius wrote this.
9. Antilus was here.
10. Remember: Up then Down.
11. Gaxx sent us!
12. Beware the tentacle beast. It ate Galstaff.

Table 4: Random 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 the Pit of Chaos.
13. Tablet is a random 1st level magic-user spell.
14. Tablet is a random 2nd level magic-user spell.
15. Tablet is a random 1st level cleric spell.
16. Tablet is a random 2nd 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: Random 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).

Pregenerated Characters

A number of pregenerated first level characters are provided in the pages that follow. Most prefer to create their own characters. However, the characters provided here can also serve as NPCs found in pits, the sole survivors of a wiped out expedition, or as a random encounter with another adventuring party. In addition, there is also a blank character sheet.

As mentioned in the introduction, this dungeon is challenging and characters will die. You are urged to have your players employ henchmen and/or hirelings.

Henchmen, defined as classed NPCs, and hirelings, defined as 0-level men-at-arms, torch-bearers, and porters, are essential to success in the Barrowmaze and early fantasy role-playing games.

A number of examples are listed below, in an abbreviated form. These were taken from *Meatshields: The Classic Fantasy Hireling and Henchmen Generator*. Meatshields, as well as blank Barrowmaze character sheets, can be found online at: www.barrowmaze.com

Men-at-Arms

Name	Type	Race	HP	Sex	Weapon	Armor	AL	Detail
Drovay	Man-at-Arms	Human	5	M	Club, Dagger	Leather	N	Street Thug
Algash	Man-at-Arms	Human	4	M	Longsword, Dagger	Chain, Shield	N	Village Idiot
Ool	Man-at-Arms	Human	3	M	Spear, Dagger	Leather, Shield	C	Serf
Lergrim	Man-at-Arms	Human	3	M	Spear, Dagger	Leather	N	Ex-Militia
Merdoc	Man-at-Arms	Halfling	3	M	Shortsword	Leather	L	Face Paint
Grubb	Man-at-Arms	Human	5	M	Longsword, Dagger	None	N	Scullion
Bargle	Man-at-Arms	Human	6	M	Club, Dagger	Leather, Shield	N	Walkabout
Drom	Man-at-Arms	Human	3	M	Broadsword, Dagger	Leather, Shield	C	Unctuous
Hurdoon	Man-at-Arms	Human	4	M	Spear, Dagger	Leather	N	Unwashed
Fitzwalter	Man-at-Arms	Human	3	M	L. Crossbow, Dagger	Leather	N	Ex-Militia
Caldwell	Man-at-Arms	Human	4	M	Spear, Dagger	Leather, Shield	C	Exile
Norda	Man-at-Arms	Elf	6	F	Hand Axe, Dagger	Leather, Shield	L	Peasant

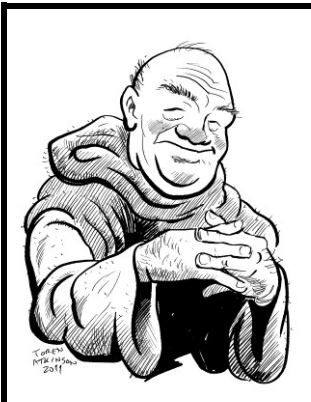
Torch-Bearers and Porters

Name	Type	Race	HP	Sex	Weapon	Armor	AL	Detail
Colgard	Torch-Bearer	Human	3	M	Dagger	None	L	Fishing Pole
Norman	Torch-Bearer	Human	3	M	Dagger	None	C	Candles
Gulgar	Torch-Bearer	Human	3	M	Dagger	None	N	Accent
Parwick	Torch-Bearer	Human	2	M	Dagger	None	L	Town Liar
Ardo	Torch-Bearer	Human	4	M	Dagger	None	C	Town Drunk
Maax	Torch-Bearer	Human	4	M	Dagger	None	N	Beggar
Henx	Torch-Bearer	Human	4	M	Dagger	None	N	Bastard
Baltag	Torch-Bearer	Human	4	M	Dagger	None	N	Wanderer

Henchmen

Name	Type	Race	HP	Sex	Weapon	Armor	AL	Detail
Kilgax	Fighter Level 1	Human	7	M	Shortsword	Chain, Shield	C	Criminal
Sorlof	Fighter Level 1	Human	8	M	Halberd	Leather	L	Floppy Hat
Saxsa	Fighter Level 1	Human	6	F	Shortsword	Chain, Shield	N	Deserter
Hawk	Fighter Level 1	Human	7	M	Longsword	Chain, Shield	L	Folk Hero
Landersuth	MU Level 1	Human	4	M	Staff	None	N	Quiet
Hengest	Cleric Level 1	Human	6	M	Warhammer, Sling	Chain, Shield	L	On the run
Fregrid	Cleric Level 1	Human	5	F	Mace, Sling	Leather	N	Defiant

BARROWMAZE MEGADUNGEON

Pardue the Holy Man Character Name 36 / 6' / 215 Age/Height/Weight	Cleric Race and Class (10%) Experience (% Bonus)	1 Level Deity Law Alignment																				
Hit Points 6		Armor Class 4																				
Wounds ABILITIES 13 Strength 9 Intelligence 18 Wisdom 12 Dexterity 12 Constitution 11 Charisma	+1 To Hit / DMG / Doors - Languages Bonus +3 Magic Save Bonus 0 AC / Ranged Bonus 0 HP / Poison Save Bonus 0 / 4 / 7 React / Hirelings / Morale	Chain Shirt & Shield Armor Type / Move SAVING THROWS <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 70%; text-align: center;">BREATH</td> <td style="width: 30%; text-align: center; background-color: black; color: white; border: none;">16</td> </tr> <tr> <td style="text-align: center;">DEATH</td> <td style="text-align: center; background-color: black; color: white; border: none;">11</td> </tr> <tr> <td style="text-align: center;">STONE</td> <td style="text-align: center; background-color: black; color: white; border: none;">14</td> </tr> <tr> <td style="text-align: center;">WAND</td> <td style="text-align: center; background-color: black; color: white; border: none;">12</td> </tr> <tr> <td style="text-align: center;">SPELL</td> <td style="text-align: center; background-color: black; color: white; border: none;">15</td> </tr> </table>	BREATH	16	DEATH	11	STONE	14	WAND	12	SPELL	15										
BREATH	16																					
DEATH	11																					
STONE	14																					
WAND	12																					
SPELL	15																					
WEAPONS: In Hand: <u>Mace (1d6)</u> Secondary: <u>Light Hammer (1d4)</u> Ranged: <u>Sling and 20 Stones (1d4)</u> □□□□□□□□□□□□□□□□□□																						
TO HIT ARMOR CLASS <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 10%;">9</th> <th style="width: 10%;">8</th> <th style="width: 10%;">7</th> <th style="width: 10%;">6</th> <th style="width: 10%;">5</th> <th style="width: 10%;">4</th> <th style="width: 10%;">3</th> <th style="width: 10%;">2</th> <th style="width: 10%;">1</th> <th style="width: 10%;">0</th> </tr> <tr> <td style="text-align: center;">10</td> <td style="text-align: center;">11</td> <td style="text-align: center;">12</td> <td style="text-align: center;">13</td> <td style="text-align: center;">14</td> <td style="text-align: center;">15</td> <td style="text-align: center;">16</td> <td style="text-align: center;">17</td> <td style="text-align: center;">18</td> <td style="text-align: center;">19</td> </tr> </table>			9	8	7	6	5	4	3	2	1	0	10	11	12	13	14	15	16	17	18	19
9	8	7	6	5	4	3	2	1	0													
10	11	12	13	14	15	16	17	18	19													

BARROWMAZE MEGADUNGEON

HIRELINGS AND HENCHMEN

Name Class/Level HP AC Armor Weapon/DMG

EQUIPMENT AND ITEMS

Wooden Holy Symbol
Backpack
4 Small Sacks
Holy Water
Chalk
Waterskin
Rations (7)
Caltrops (1 bag)
Quill, Ink, and Scroll

SPELLS AND/OR ABILITIES

Cure Light Wounds

WEALTH AND TREASURE

SPELLS PER DAY

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

LANGUAGES: Common, Ancient Common

CHARACTER BACKGROUND:

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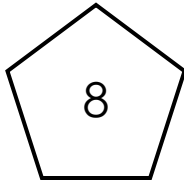
BARROWMAZE MEGADUNGEON

Bross the Sellsword
Character Name
32 / 5'11" / 213
Age/Height/Weight

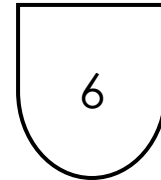
Fighter
Race and Class
(5%)
Experience (% Bonus)

1
Level
Deity
Neutral
Alignment

Hit Points



Armor Class



Wounds

ABILITIES

14

Strength

+1

To Hit / DMG / Doors

10

Intelligence

-

Languages Bonus

11

Wisdom

-

Magic Save Bonus

12

Dexterity

-

AC / Ranged Bonus

12

Constitution

-

HP / Poison Save Bonus

11

Charisma

0 / 4 / 7

React / Hirelings / Morale

Studded & Shield
Armor Type / Move
SAVING THROWS

BREATH

15

DEATH

12

STONE

14

WAND

13

SPELL

16

WEAPONS:

In Hand: Broadsword (1d6+1)

Secondary: Club (1d4)

Ranged: Light Crossbow and 20 bolts (1d6)

□□□□□□□□□□□□□□□□□□

TO HIT ARMOR CLASS

9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

BARROWMAZE MEGADUNGEON

HIRELINGS AND HENCHMEN

Name Class/Level HP AC Armor Weapon/DMG

EQUIPMENT AND ITEMS

Backpack
4 large Sacks
Lantern
2 Oil Flasks
Flint and Steel
Iron Spikes (12)
Tack Hammer
Waterskin
Rations (7)
Grappling Hook
Manacles

SPELLS AND/OR ABILITIES

WEALTH AND TREASURE

SPELLS PER DAY

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

LANGUAGES: Common

CHARACTER BACKGROUND:

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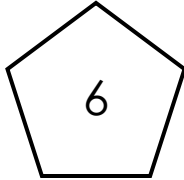
BARROWMAZE MEGADUNGEON

Deela Danderfluff
Character Name
40 / 3'2" / 36
Age/Height/Weight

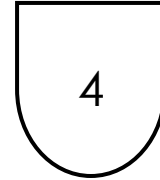
Halfling (F)
Race and Class
(10%)
Experience (% Bonus)

1
Level
Deity
Neutral
Alignment

Hit Points



Armor Class



Studded & Shield
Armor Type / Move
SAVING THROWS

Wounds

ABILITIES

13

Strength

+1

To Hit / DMG / Doors

13

Intelligence

+1

Languages Bonus

9

Wisdom

0

Magic Save Bonus

17

Dexterity

-2 / +2

AC / Ranged Bonus

14

Constitution

+1

HP / Poison Save Bonus

12

Charisma

0 / 4 / 7

React / Hirelings / Morale

BREATH

13

DEATH

8

STONE

10

WAND

9

SPELL

12

WEAPONS:

In Hand: Shortsword (1d6)

Secondary: Club (1d4)

Ranged: Sling and 20 Stones (1d4)

□□□□□□□□□□□□□□□□□□

TO HIT ARMOR CLASS

9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

BARROWMAZE MEGADUNGEON

HIRELINGS AND HENCHMEN

Name Class/Level HP AC Armor Weapon/DMG

EQUIPMENT AND ITEMS

Backpack
Large Sack
3 Torches
3 Oil Flasks
Flint and Steel
20' rope
Waterskin
Rations (7)
Mirror
Crowbar

SPELLS AND/OR ABILITIES

WEALTH AND TREASURE

SPELLS PER DAY

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

LANGUAGES: Halfling, Common, Thieves' Cant

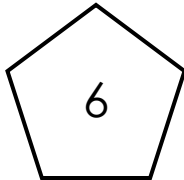
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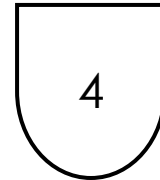
BARROWMAZE MEGADUNGEON

Crow Character Name 138 / 5'3" / 111 Age/Height/Weight	Elf Race and Class - Experience (% Bonus)	1 Level Neutral Deity Alignment
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Hit Points



Armor Class



Chain

Armor Type / Move

SAVING THROWS

Wounds

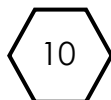
ABILITIES



Strength

+1

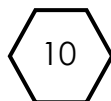
To Hit / DMG / Doors



Intelligence

-

Languages Bonus



Wisdom

-

Magic Save Bonus



Dexterity

-1 / +1

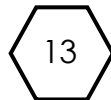
AC / Ranged Bonus



Constitution

-

HP / Poison Save Bonus



Charisma

-1 / 5 / 8

React / Hirelings / Morale

BREATH

15

DEATH

12

STONE

13

WAND

13

SPELL

15

WEAPONS:

In Hand: Longsword (1d8)

Secondary: Hand Axe (1d6)

Ranged: Longbow and 20 Arrows (1d8)

□□□□□□□□□□□□□□□□□□

TO HIT ARMOR CLASS

9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

BARROWMAZE MEGADUNGEON

HIRELINGS AND HENCHMEN

Name Class/Level HP AC Armor Weapon/DMG

EQUIPMENT AND ITEMS	SPELLS AND/OR ABILITIES
Backpack 4 Large Sacks 6 Torches 3 Oil Flasks Flint and Steel 10' Pole 50' Rope Waterskin Rations (7) Mirror Crowbar	Magic Missile Read Magic Detect Magic

WEALTH AND TREASURE	SPELLS PER DAY
	1 st 1 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th

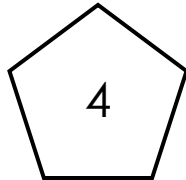
LANGUAGES: Elven, Common

CHARACTER BACKGROUND:

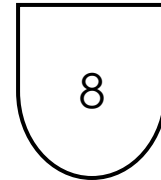
BARROWMAZE MEGADUNGEON

Macabros	Magic-User	1
Character Name	Race and Class	Level
27/5'9"/154	(5%)	N
Age/Height/Weight	Experience (% Bonus)	Alignment

Hit Points



Armor Class



None

Armor Type / Move

SAVING THROWS

BREATH	16
DEATH	13
STONE	13
WAND	13
SPELL	14

Wounds

ABILITIES



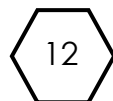
Strength

-
To Hit / DMG / Doors



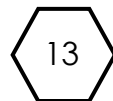
Intelligence

+1
Languages Bonus



Wisdom

0
Magic Save Bonus



Dexterity

-1 / +1
AC / Ranged Bonus



Constitution

-
HP / Poison Save Bonus



Charisma

-1 / 5 / 8
React / Hirelings / Morale

WEAPONS:

In Hand:	Dagger (1d4)
Secondary:	Dagger (1d4)
Ranged:	Sling and 20 Stones (1d4) □□□□□□□□□□□□□□□□□□

TO HIT ARMOR CLASS

9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

BARROWMAZE MEGADUNGEON

HIRELINGS AND HENCHMEN

Name Class/Level HP AC Armor Weapon/DMG

EQUIPMENT AND ITEMS

Backpack
4 Small Sacks
Spellbook
Chalk
Waterskin
Rations (7)
Caltrops (1 Bag)
Quill, Scroll, and Ink
Blank Scroll
Small steel mirror

SPELLS AND/OR ABILITIES

Spellbook:
Level 1 Spells

Magic-Missile
Read Magic
Detect Magic

WEALTH AND TREASURE

SPELLS PER DAY

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

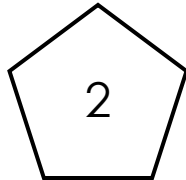
LANGUAGES: Common, Black Tongue

CHARACTER BACKGROUND:

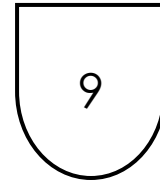
BARROWMAZE MEGADUNGEON

Patsy Character Name 38 / 5'7" / 175 Age/Height/Weight	Hireling Race and Class - Experience (% Bonus)	1 Level Lawful Deity Alignment
---	---	--

Hit Points



Armor Class



Wounds

ABILITIES



Strength

-1

To Hit / DMG / Doors



Intelligence

0

Languages Bonus



Wisdom

-3

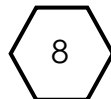
Magic Save Bonus



Dexterity

+2 / -2

AC / Ranged Bonus



Constitution

-1

HP / Poison Save Bonus



Charisma

+2 / 1 / 4

React / Hirelings / Morale

Armor Type / Move

SAVING THROWS

BREATH

17

DEATH

14

STONE

16

WAND

15

SPELL

18

WEAPONS:

In Hand: None

Secondary: _____

Ranged: _____

□□□□□□□□□□□□□□□□□□

TO HIT ARMOR CLASS

9	8	7	6	5	4	3	2	1	0
11	12	13	14	15	16	17	18	19	20

BARROWMAZE MEGADUNGEON

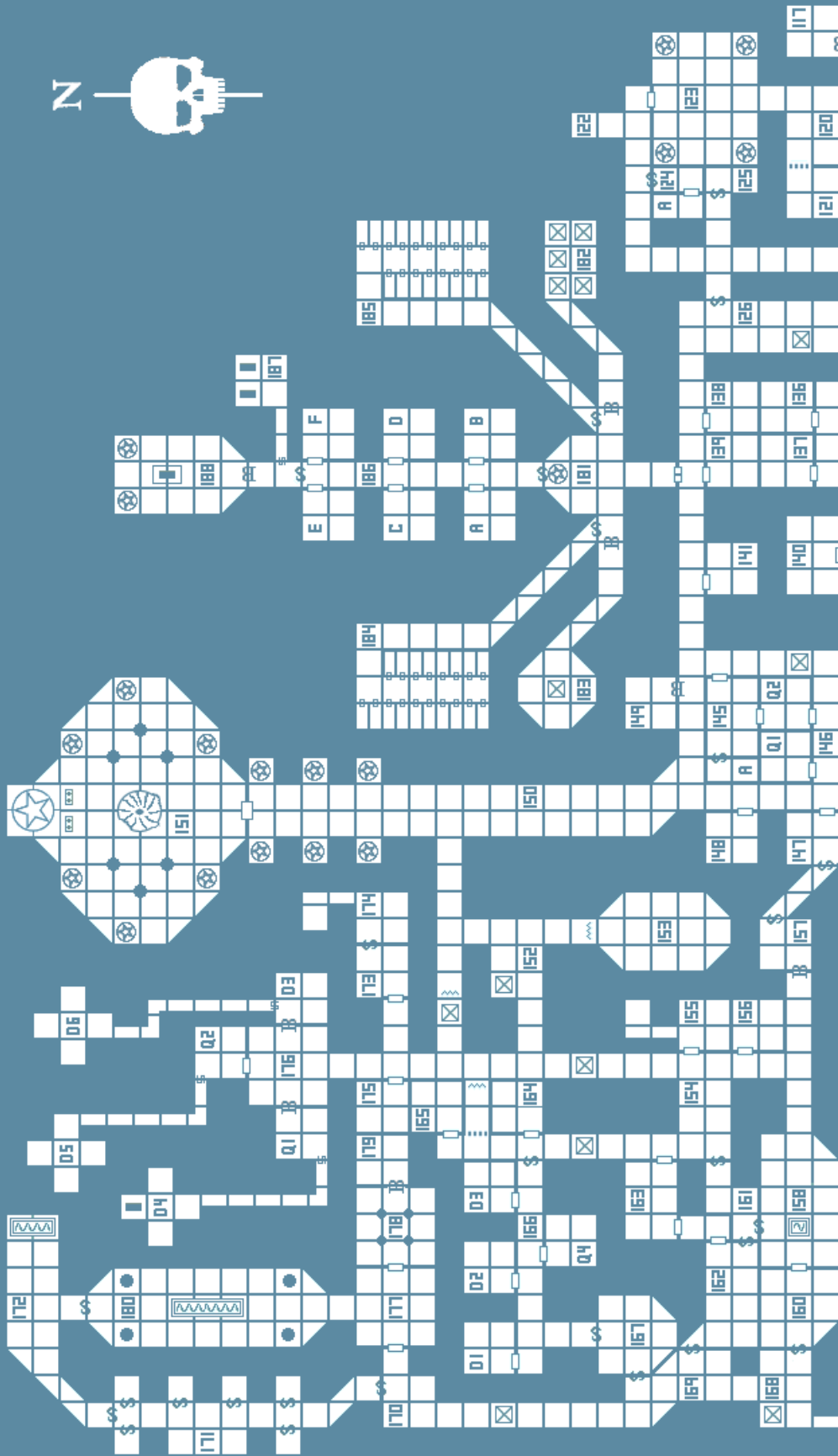
HIRELINGS AND HENCHMEN

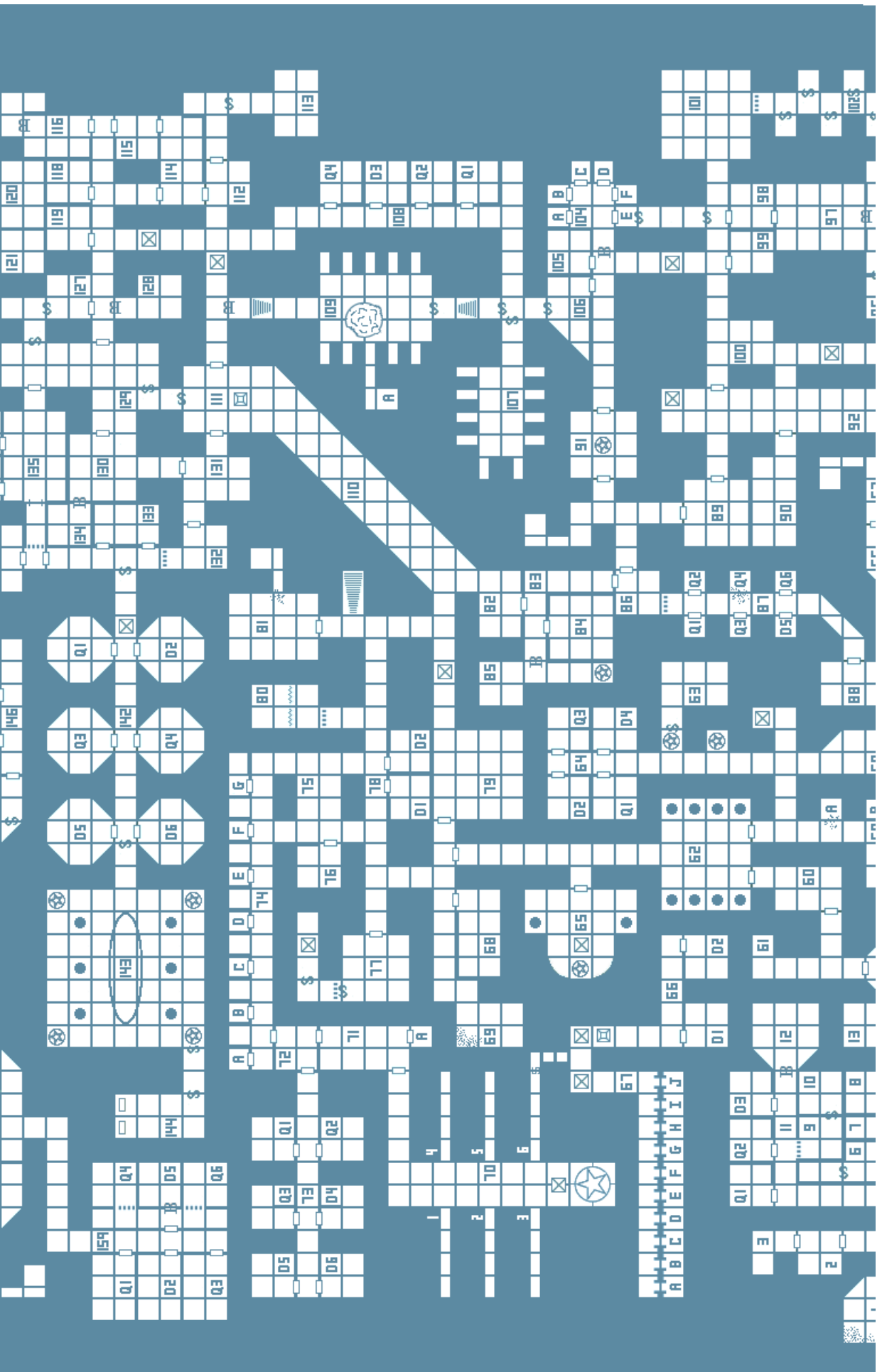
Name	Class/Level	HP	AC	Armor	Weapon/DMG
EQUIPMENT AND ITEMS			SPELLS AND/OR ABILITIES		
Coconuts (non-migratory) Backpack 4 Small Sacks Holy Water Chalk 50' Rope Tack Hammer Waterskin Rations (14) Quill, Ink, and Scroll 4 oil Flasks					
WEALTH AND TREASURE			SPELLS PER DAY		
			1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th		
LANGUAGES: Partial Common					
CHARACTER BACKGROUND:					

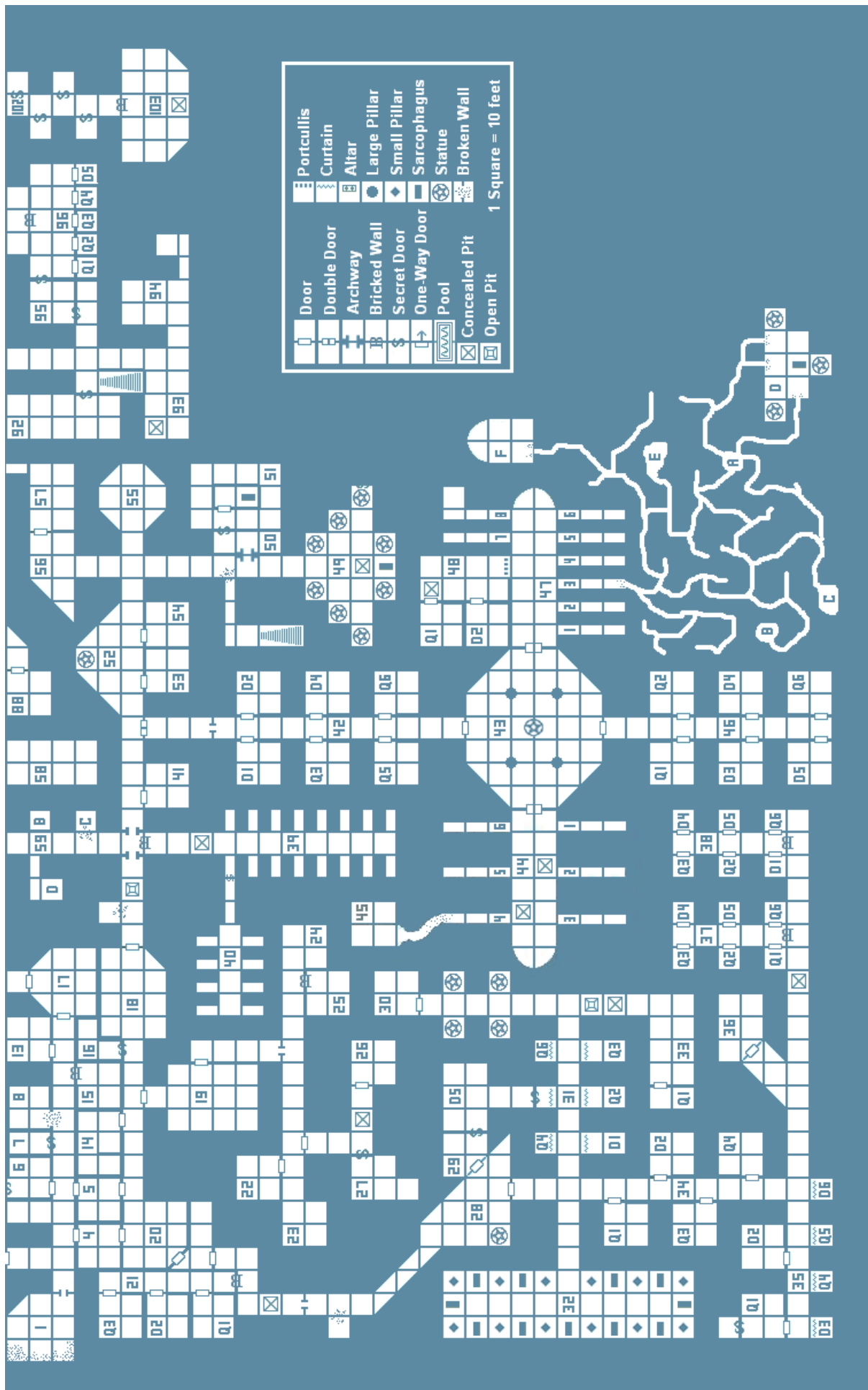




BARROWMAZE







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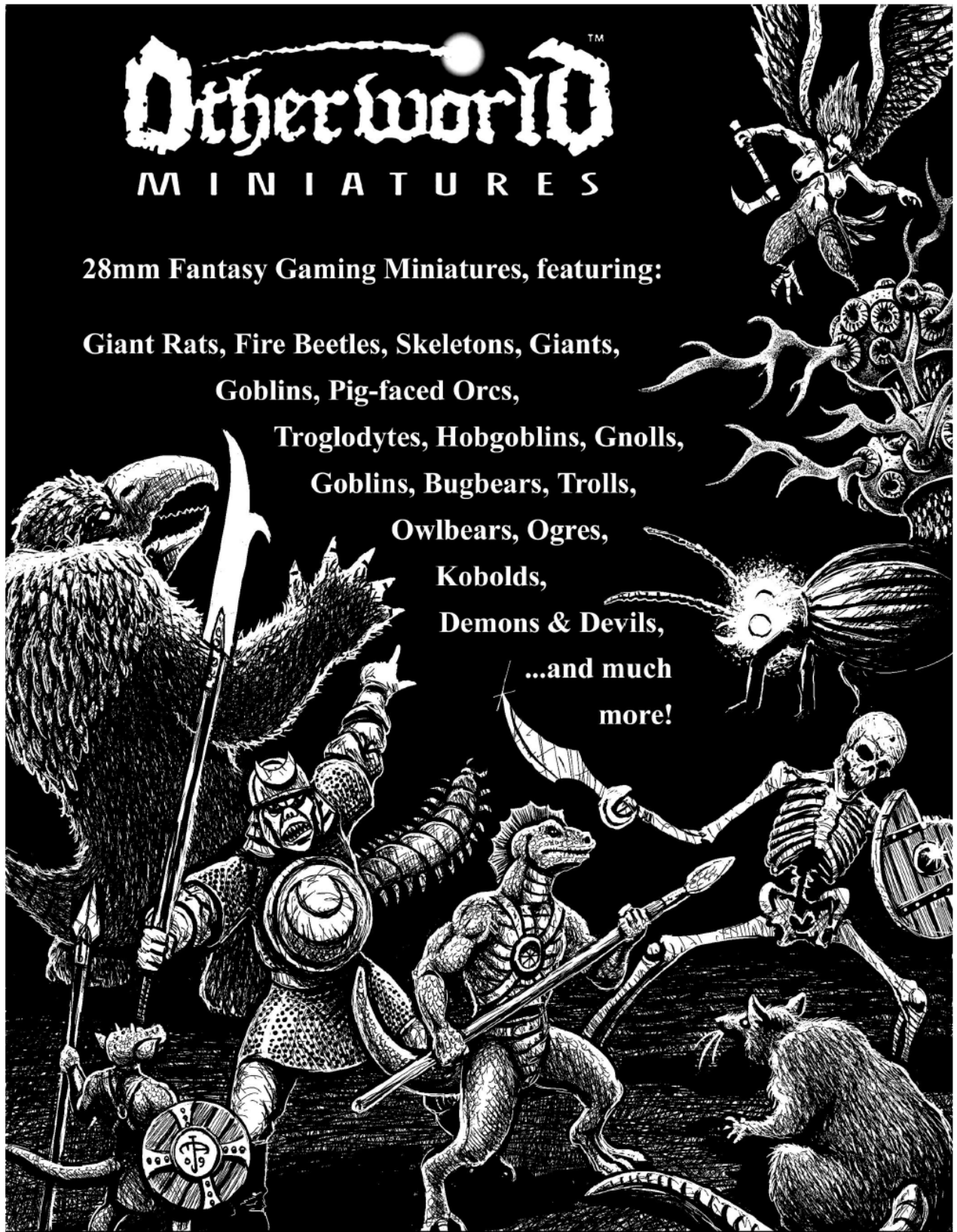
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