

Grave of the Heartless



A four-hour adventure for 3rd-4th level characters compatible with Labyrinth Lord and other old school RPGs and retro-clones of the greatest RPG ever.

by M. Greis

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Introduction

Grave of the Heartless is a fantasy adventure written for the the greatest RPG ever designed and contains stats and references based on **Labyrinth Lord** for a single session of about 4 or 5 hours for a party of level 3-4 characters.

Monsters and magic items are described at the end of the adventure.

Background

In olden days, great leaders and chieftains were buried in elaborate graves hidden under hills. Now a day the highs are covered with grasses, and only their rounded shape, that seems artificial when compared to natural hills and rises, reveal them to be more, than mere grass-covered piles of dirt.

This adventure leads the adventurers into one of these forgotten barrows, and here they discover that the barrow is not just a grave with a corpse and grave goods, but it is also a portal to the afterworld guiding the buried to their afterlife. However, when the buried refuse to enter the afterlife, the barrow becomes haunted, and eerie forces gather round these places.

This adventure takes the adventurers to the grave of Teutorigos, a great warleader, whose name has been lost to time, and of his grave the locals merely know, that the small hill is an overgrown barrow. Inside the barrow Teutorigos has refused for centuries to step into the afterlife, and instead he has lived on in loneliness and quietude.

Design notes

The adventure was originally designed for use at Danish RPG-conventions such as Fastaval, Viking-Con and Con2 as part of a living campaign called *Hinterlandet* ("The Hinterlands"), and it has been rewritten for use here. The adventures always begin at The Lonely Fortress – which can be placed anywhere with a sparse population, wide swaths of wilderness, and ancient ruins.

This adventure is not a balanced adventure. The encounters are not set up, so each can be beaten in a straight fight. Instead the players will have to find another way round them – trickery, stealth, negotiation, bribery – and if this is not a playstyle, your players are familiar with, you might want to warn them.

House Rule: Exploration Experience Points

If you want to play the adventure *Hinterlandet*-style, you might want to introduce the following house-rule:

- No experience for killing monsters
- Experience points are gained for exploring rooms. For each room explored the characters receive 100 XP once they leave the dungeon.

The XP-model is designed to lure the players to deep into dungeons and focus on exploring the dungeon rather than just killing everything that moves. In the same vein the players will discover, that most monsters will not attack on sight, and parlaying will solve challenges.

Hooks

A Thief and a Curse: The lands are bountiful; the harvest is good and there is peace in the land. Recently this changed, when a thief found his way into the barrow and stole a golden hammer from Teutorigos' grave goods.

In his anger Teutorigos cursed the lands, and now the local villagers suffer from the theft. They know something is wrong, and a local prophet has announced, that the cause has been the theft of a treasure from a barrow, and that the treasure must be returned to the grave. But first the thief must be found.

For the adventurers the story begins, when local villagers recognize the adventurers as local heroes and confronts them begging them to find the thief and return the golden hammer to its rightful owner.

Chasing down the thief can be a whole adventure of its own, or it may be a simple confrontation with a group of bandits hiding out in their favorite inn or secret lair – or the thief is a rival adventurer. For the short version the local villagers can point the adventurers towards the hide-out of the thief.

Sitting at an inn minding their own business:

While spending time at their favorite tavern with their favorite ales and pastimes, they overhear commotion in the street, as a grieving mother is confronting the local constable. Her son and his friends have a in drunken dare tempted each other to sneak out to the old barrows outside of town at night, and none have returned. If only somebody was brave enough to go rescue the missing youngsters.

The fate of the youngsters is up to you. Perhaps the youngsters have now joined the ranks of the heartless (see area 3E), or they have been caught and perhaps

killed by a band of hobgoblins seeking fresh hearts to enter the barrow with. Perhaps, they are waiting at the barrow for their friend, who dared enter, and now has not returned.

The parents of the village Colonia can naturally offer a fitting reward for the rescued youngsters ranging from free lodgings to 15gp per rescued kid.

Travelling through the wilderness: While passing through the wilderness the adventures comes across the slaughtered animals of the hobgoblins (see 'A Bloody Sight' in the 'Outside the Barrow'-section), and from there a bloody trail leads to the barrow.

The adventurers have no reason beyond curiosity to investigate the barrow, and this works best if the storyline with the thief and the hammer is not being used. In this case Teutorigos merely resides timelessly waiting in his grave.

Alternatively, the adventurers encounter a group of travelers, who has been attacked by hobgoblins, who took prisoners and ran off with them. According to survivors, the hobgoblins ran off towards an ancient barrow said to be haunted.

Near the barrow, the adventurers discover, what the hobgoblins needed the prisoners for, as they have been killed and their hearts removed. A bloody trail leads to the barrow's entrance.

On behalf of the Commander: The adventurers are summoned to the office of commander Lucinius of the Lonely Fortress – *or you can insert any other figure of authority here* – for an important mission.

Mission A: Recently thieves stole a golden hammer from a local barrow not far from here, and ever since has ill omens plagued the region. Local prophet's have divined that an ancient grave has been disturbed, and now order must be restored. The thieves have been caught and the golden hammer secured, but the it must also be returned to the ancient barrow, and for that the adventurers are needed. The adventurers will be rewarded 50 gold pieces each, if they return the golden hammer to its rightful place. The hammer is merely a gold-plated piece of art, not a weapon.

Once the adventurers hand over the golden hammer to Teutorigos, he lifts the curse upon the land. Afterwards the adventurers can also attempt to help Teutorigos with his own issues. If they do, they get to keep the golden hammer.

Mission B: The lands are being threatened an invasion. An army of kobolds are gathering in the wilderness led by a Prophet of the Dragon, who claims to speak for an ancient dragon, who is the mastermind behind the army.

A local sage has reminded commander Lucinius, that in ancient times a general lead an army against the dragon and its cult and won. That general was Teutorigos, and his grave is not far from here. Perhaps the grave contains treasures to be used or perhaps the adventurers can rouse the spirit of General Teutorigos and learn how to defeat the enemy.

*This mission ties in to the adventures **Tomb of the Dragon's Heart** and **The Flooded Temple**, where The Dragon has roused an army of fanatical kobolds and cultists. In this case the adventurers can either learn tactics from Teutorigos (and perhaps gain a hint as to where, they can find a weapon against the foe), or they can convince him to leave the grave and lead the army once more to battle The Dragon – perhaps this is why Teutorigos has no yet moved on?*

The Lonely Fortress

The Lonely Fortress is the remnants of a glorified but failed project that attempted to bring an unruly province under control of the local lords. Now a small garrison maintains the fortress

It is a five-day journey through a wilderness of rolling hills and open forests with scarce game and few travelers to The Lonely Fortress. The land just waits for farmers to arrive and settle the land but for now it lies empty.

Around the walls of the fortress a small camp has arisen catering to the needs of adventures seeking adventure buying treasures from successful adventurers and selling needed equipment and supplies at overprices.

The commander of the fortress is the retired general Lucinius. As to why he has chosen a position at the fortress far from local courts is a bit of a mystery, but he protects the region exceedingly well given his meager resources often using the daring and lust for fame among adventurers to limit the incursions of bandits and evil monsters.

The camp outside the walls of the lonely fortress can function as a base for adventurers seeking to explore the wilderness.

Gathering Information

While at The Lonely Fortress or in the village of Colonia, the adventurers may spend time gathering rumors before entering the wilderness.

A charisma test 10 or the expenditure of 1d6 silver pieces will let the PCs to pick up a rumor.

1d6 Rumor

- 1 An old timer down by the river tells, he knows of the barrows. They lie not far from here, but in hobgoblin land. Normally the hobgoblins don't come this near the village/fortress, but out by the barrows small bands of them comes regularly. Nobody knows why, but they stay out of sight, so usually there no problems.
- 2 While at the smith's, a conversation between two travelers is overheard. Hobgoblins have recently been seen not far from town. They were a large warband, at least 20 by the looks of it, though they tried to stay out of sight. Perhaps they are here to waylay travelers, perhaps they have been drawn here by the ill omens?
- 3 A blind beggar accosts the adventurers. He stumbles out from the shadows, grips an arm and warns them: *"The heart beats in the dark, don't listen to the heart but bring gifts to those, who do not have!"* Then he stumbles on unable to clarify the meaning of his message.
- 4 A minstrel is entertaining people with wild rumors and jokes for a few coins. One of the rumors regards the, she claims, comes from a prophet, who divined in his sleep: *"There is a curse upon the land for he, who is buried and dead, waits restlessly for a guide to the beyond."* Another rumor claims the minstrel from the same prophet, when he was awake, goes *"Do not let the soul-stealing geese fly above you"* – and *"thus we can conclude, awake or dreaming, the prophet was a madman,"* (But perhaps there is some truth his words?)
- 5 At the tavern a sage is telling stories for free drinks. Due to recent events, most questions are regarding the ill tidings. It is said, that the old barrows not far from the town is the grave of the towns ancient founder, whose name has been lost, but who will rise from his grave, when called to rescue the town.
- 6 Stay away from the barrows outside of town, warns an old woman down by the well. That place is cursed and haunted. Anyone who visits that place ends up dead or worse, as the people under the barrow will take you and make you one their own.

The Journey

From the village Colonia or from the Lonely Fortress it is merely a half days travel on the windswept plains along small paths to reach the barrows.

The two barrows are visible as low grass-covered rises in the distance. Small paths guide travelers closer, and a path leads towards the entrance in one of the barrows. On the path waits a bloody sight.

The Barrow

Features

This dungeon is not mere caves and grottos, but corridors and rooms dug into the earth and seeped with the strange influence of The Realm of the Dead. The underground is strangely alive, and it is as if travelling within a beating heart. Shadows seep out of the dirt walls and gather in puddles on the floor only reluctantly dispersing, when light approaches.

Darkness eats sound

The rooms are connected by sloping and twisting corridors. Darkness swallows sounds, and noise in one room is rarely heard in other rooms. Each room isolated from the others, and noise in a room will rarely alert beings in the next. The adventurers will discover this, if they send scouts ahead, as darkness easily swallows any sounds.

Light

There are no light sources under the hill, and only few rooms have residents using light.

A note regarding rules

The references to rules are generally referencing **Labyrinth Lord** with two exceptions. The text uses *tests*, which is the players rolling 1d20 against a certain difficulty using their bonus from a relevant ability score – this is a bit like skill checks from D&D 3rd edition and onwards. If not using these tests, then have either the players roll against their characters ability scores or handle actions as usually do, and when the text calls for test, consider it a suggestion as to where, something unpleasant may happen, should the adventurers be unlucky. The other rule is *advantage/disadvantage* concept introduced in D&D 5th edition. Basically, if you have *advantage*, when rolling a d20, you roll an additional d20 and pick the best result. Vice versa with *disadvantage*, where you keep the worst result, and *advantage* and *disadvantage* cancel each other out. If you do not use this system, consider *advantage/disadvantage* to be a +4/-4 modifier.

Outside the Barrow

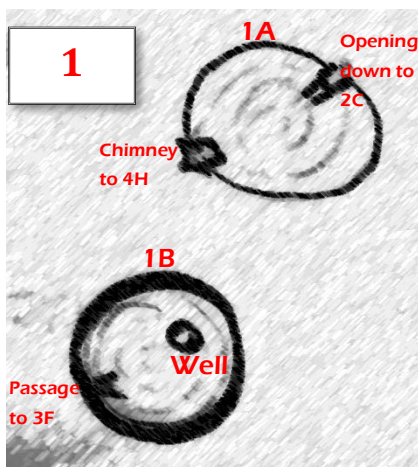
The two barrows are grass-covered mounds on a windswept plain. Clouds hang low and grey, and a cold wind sweeps the open lands. Grasses grow high and wild, and though small trails cut through the area.

A sense of silence and baited breath hangs in the air. No birds sing, no insects buzz. The cold weather bids no one welcome.

A Bloody Sight

A trail leads to one of the barrows (#1A), and a bloody sight awaits travelers as they follow the path. At first, they are greeted by the heavy smell of blood, that stays in the air no matter the cold winds. Then follows the sight of several butchered animals. It is local game, caught and cut up. Blood is spattered everywhere, red bones protrude from torn fur, and entrails hang from deep cuts.

Choice meats are gone, and knives and tools have obviously butchered the animals. A few stone arrowheads can be found (hobgoblin design recognized by any adventurer with knowledge of or experience with humanoids). All hearts have been removed, as is discovered by anyone looking at the animals. The slaughter is fresh, perhaps a day, and bloody boot prints leads towards one of the barrows.



Clues at the slaughter are obvious, if the players bother to look at the animal carcasses. The butchered animals serve as a hint to the area #2C and warns of the humanoids (hobgoblins) that went ahead of the PCs. The important clues are

- Missing hearts
- Freshly butchered
- Leads towards the opening in the barrow (#1A)
- Humanoids – most likely 10+ hobgoblins

Inside the Barrow

The rooms are described level for level even though they are not connected directly with each other.

#1A The Barrow with Entrances

From the outside, it is a grass-covered high. It clearly stands out from its surroundings. The atmosphere around the barrow is charged with the memories of the past and forgotten funeral parades. When the rise is approached, the mind is filled with memories of those who has already gone ahead to the realm of death.

- Ask the players, whom their characters remember. Former adventurers, lost family member – anyone who has passed away. Here the memories of them linger.

Entrance: In one side of the barrow is an opening. It looks like a portal made of grey stone. From a distance, they look like skulls. The opening lead to small passage (5 ft. tall, 2 ft. wide) sloping downwards (it leads to **area #2C**). A trail of dry blood drops leads a part of the way. The air is humid and heavy with the stench of rot. Living flame sputters and sizzles, and there is a sense of water dripping slowly.

Entrance: At one 'corner' of the elongated barrow is an uneven hole, that leads sharply down. The sides are uneven with many handholds and crevices. Roots jut out in several places. The chimney leads to **area #4H**. It requires a simple strength check to get safely down (rope +4 modifier). If the check fails, the climber either falls a short distance (50% chance) for 1d8 damage, when hitting a rock jutting out, or the rope/climbing tool breaks (50% chance)

#1B The Barrow without Entrances

This room contains the major NPC of the adventure, and it is most exciting if the players meets the NPC by journeying through the dungeon. However, there is nothing to stop the PCs from digging through, and if the players decide to dig their way through the side of the barrow, you might either let them do so (though it has not happened during playtests), or you can rule, that the barrow is enchanted and regenerates any attempt to dig through it faster than anyone can dig, as long its occupant does not wish to be disturbed.

From the outside, it is merely a grass-covered hill. It has no openings, and there are no signs of entrances. The laden atmosphere is here too charged with memories of the dead.

On the inside is a hollow with almost ten feet thick earthen walls. A steep passage connects the hollow to the remaining rooms (via **area #3F**), and a well connects several of the rooms.

A vague sound of water echoing greets you, as you peer into a small earthen chamber. The walls are supported by old wooden beams, and just in front of you sits an old corpse with worn clothing on simple wooden chair. Next to it is a large iron chest and a simple bed covered in dust. Along the walls are clay pots, and in the back, is what looks like a well.

The corpse suddenly turns its head and cold dead voice greets you: "Who are you, and why have you entered my grave?"

Here resides the occupant of the grave, and the one that the whole dungeon is about. The ancient warrior sits among his grave gifts not quite dead but neither living, and time passes unnoticed by him. Next to his chair, where he waits silent as a statue, is his simple bed, where he was lain, when buried, and along the walls are sealed clay pots with the remnants of food and beer given to nourish him on his journey to the land of the dead. In a huge iron chest are his treasures, and in the back of chamber is strange well with a low stone wall, and from there echoes the sound of water dripping.

The occupant: On the small chair sits Teutorigos waiting with no sense of time passing – for him it may have been hours, days or centuries with only the layer of dust to reveal it.

Teutorigos was interred here as per the customs of his people long ago, and it was assumed, that he would eventually follow the path down through the grave through area 3F to the portal in area 6K, where he would enter the realm of the dead. This never happened, and his people was ever unable to the barrow for new funerals.

The thought of leaving the realm of the living and pass the guardians below (area 3F) frightens Teutorigos, who has never come to terms with his death.

Teutorigos is a majestic and ancient warrior, whose pale body dust covered is withered and dried away. He seeks the courage to leave the lands of the living, and if he can be helped to move on, he will leave his grave goods to his helpers and show them the secret exit from the barrow. He will also reward anyone, who can entertain him briefly, with treasures, but having no sense of time, this is not an hour or three, but a day or three.

Teutorigos is difficult to defeat in combat, and any defeat is only temporarily as the presence of the gate to the Realm of the dead restores him, until he passes through the gate. He enters reluctantly into combat but is not averse to finishing it, if his foes do not retreat.

Solving the Challenge

Depending on the goals of the players, there are several ways to solve the challenge. Most of them require some sort of interaction and dialogue with Teutorigos. Play him as a fully fledged tragic NPC struggling with his own fear of death and dying (even though he is dead). Trickery or fighting can be used to steal his treasures, but if the PCs are here for information, they must earn it by helping Teutorigos moving on or paying it with entertainment.

The well: It is surrounded by a 16-inch-high stone ridge, and from it is a constant sound of dripping water. The well stretches all the way through the dungeon passing through several rooms. On the inner sides of the well gathers moist forming water drops, that falls all the way through the dungeon, and at each level appears more and more water drops, until they end in a shallow basin at the bottom. Scaling the well is not easy, as the well is not standing next to a wall, meaning the well only have sides to scale in the stretches between the rooms, and climbers will find it difficult without rope or gear to enter the room below without risk falling all the way to the bottom. Furthermore, the sides are covered in water and are slippery.

The well is in room 1B, 2C, 4I and 6K.

Climbing the well requires a strength test 12 (+6 bonus with rope). If it fails, the climber falls to next level hitting the ledge suffering 1d8 damage. The climber may here attempt to grab the ledge to stop the fall – it requires a dexterity test 8 – if it fails, the climber falls another floor for 1d8 damage, and so it continues until a ledge is grabbed, or the climber hits the bottom for 1d8 damage in area #6K.

Treasure: In the iron chest with the heavy lock are 500 gold pieces and scattered among lies several items: A silver belt buckle shaped as a pouncing lion with sparkling red gem stone eyes (350gp), to bronze rings decorated with geometric patterns and green jade (40gp each), a gold cape buckle shaped as a hunting bird with wings stretched and claws holding a silver sword (120gp), a brass quiver lined with fur with etchings of people hunting boars (**Nynniaw's Enchanted Quiver**), a drinking cup of gleaming green glass with a silver foot shaped as a wolf's paw (60gp).

In a wooden box are three grey clay bottles each decorated with a colored stone eye: Green Eye (*Potion of Strength*), Red Eye (*Potion of Stealth*), Blue Eye (*Potion of Healing*).

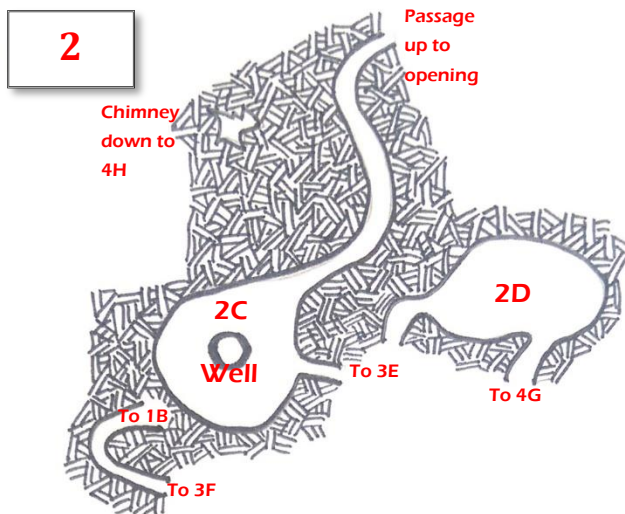
The secret exit: Hidden under the bedding under a layer of loose soil is an iron rod, that disappears into a tube in the ground. When pulled, a part of the wall collapses and opens an exit. Teutorigos knows the exit, but allows no one to use it, as long as he resides in the barrow.

The well (1B, 2C, 4I, 6K)

A vertical passage runs through several levels from top to bottom creating a well. Openings have been cut through the floors, and the sides are moist. Water seeps from the sides of the wells, where it flows together forming heavy cold-water drops falling from level to level. At each level, the sides of the well generates more drops accumulating the number of drops falling from along the well. At the bottom is a large puddle.

Climbing down the sides of the well is not easy. The sides are wet and slippery, and when climbing down, there is no sides to support the legs, making it difficult to get down safely.

- Strength test DC 12 (+6 using rope). If the test fails, the character falls to the next floor suffering 1d6 damage and must succeed a dexterity test 8. If it fails, the character falls another floor suffering damage and risks falling further, until the bottom is reached.



#2C Hall of the Heartless

The air is moist and filled with the sound of falling water, and sound grows as you reach a cave. A stench of rot and soaked flesh greets you forcefully.

In the center of the cave is a solid stone pillar about 6 or 7 feet tall. On top of it stands a statue of woman lifting a golden torch high in one hand – its golden surface reflects your light – and in her other hand, she balances a wide dish. Around the pillar and along the walls are the pale corpses several humans. Centered in there is a large bloody hole, where once their hearts were. Next to them lies daggers, clubs and axes, all dirty and rusting. In the distant part of the cave is a well with a low rim. From an opening in the ceiling above the well drips water sporadically. Further in is an opening in the wall.

Exits: One leads up and out (area #1A), another leads further down (area 3E). The well leads up and down.

The Statue: The pillar is easy to scale (strength test 6), but the statue is not easy (strength test 12). The statue is shaped as a curvy woman, and her face radiates pride. Her one hand is stretched out holding a flaming torch, and both torch and flame is made of gold (200 gp). In her other hand, she lifts a large dish, almost 3 ft. in diameter. The arm holding the torch can be bend down, so the torch can reach the crystal in the dish, but it can also bend so far down, that anyone climbing the arm comes within reach of anyone standing on the floor!

The Dish: Its contents cannot be seen from the floor. In the center of the dish is a green crystal shaped as a flame (worth 50 gold), which ignites when touched by gold (this consumes gold equal 10-60 gp worth from the touching object). For five minutes, the crystal will emit a golden-green flickering light much like the sun's rays through green foliage. While burning the light pauses *the heartless*. Inside the dish grows a colony of **Yellow Mold**.

The Corpses: The Heartless

Their hearts have been torn out, and they hunger for the pulsing of blood through their veins. They lie about as rotting corpses with bloody openings in their chests, and once they sense the presence of the beating hearts they slowly come to life.

It begins with a scraping of steel against stone, the rattling of a chain, a lifeless sigh, a movement out of the corner of an eye. Then they begin to rise and shamle forth. Their purpose is to chase away

interlopers, and to seize those who goes too far and carry the interlopers to The Heart Chamber to remove their heart and add them to the ranks of the heartless.

Flames will hold the heartless at bay, but they do not fear weapons. Hearts from freshly slaughtered creatures will temporarily sate their hunger, as they once again will feel a beating heart inside of them. If they are not kept at bay, they will attack – and they are difficult to hide from, as they can sense the beating heart of their victims. Fleeing foes will be chased no further upwards than to the realm of the sun, and downwards no further than The Heart Chamber (#3E).

Threatening with fire: Living flame frightens and fascinates the heartless. A torch and a successful intimidation check keeps the heartless at bay (if the player roleplays how they forcefully brandish the torch, the check is successful, otherwise you can ask for a charisma or strength test at difficulty 12). Chasing the heartless away from a victim requires a more difficult test.

Bribing with hearts: The absence of hearts fills the heartless with a desire for fresh hearts. A fresh heart can distract up to fore heartless for 1d6 minutes, while they devourer the heart and temporarily once again feels a heart beating. If they kill an opponent, they will cease their attacks to eat the heart unless attacked.

Stealth: They can sense heart beats, but a quiet pulse will not awaken their hunger. A successful dexterity test 8 will let a character move quietly past the heartless. If a character is acting quickly or frightened (if any player seems to show any kind of nervousness, then their character too might be unsettled), then the pulse goes up, and the attempt at stealth is performed with *disadvantage*.

If the heartless are observed, it becomes evident with a successful wisdom test 10, that the heartless seems to react to heart beats, and that the calmer you are, the less they are likely to notice you. A Saving Throw vs spells or a constitution test can be attempted to calm one self. If it is successful, you gain *advantage* on stealth.

Design Notes

The Hall of the Heartless is a 'barrier room' making entering and leaving the dungeon difficult, and it cannot ever be truly defeated. If the players decide upon destroying all foes in the room, they will have a very difficult if not impossible task. However, passing through is merely a dangerous task, and the GM should let the players use alternate strategies – as suggested in the text – to get further into the dungeon; if the PCs are being chased, then have The Heartless chase them into area #E3 and far enough to force the players to choose an exit from E3 in a hurry forcing them one room further into the depth.

#2D Nest of the Slimy Eggs

Exits: Path down to the heart chamber (#3E) and down to the obelisk (#4G) – the slope is slippery!

In the corner is a cluster of large blue eggs, perhaps a foot or more in length, glistening with a slimy sheen. The egg shells resemble blue crystal and seem to be covered with a clear layer of slime. Some of the blue crystal-like eggs sparkles while others are dark. The cluster contain a dozen or so eggs.

The floor is covered with dried slime. The dirt walls are moist and dark, and a sour acidic smell hangs in the air making nostrils itch.

The eggs have been laid by a slime beast, that had found its way into the caves. It was killed by the trap in area #4G, and now its eggs lie unguarded. The 6 dark eggs (worth 20gp each) contain dead slime beast larvae, and the 7 sparkling ones (worth 40 gold each) contain living slime beast larvae. If a sparkling egg is disturbed, **1d3 slime beast larvae** burst out of the eggs. The dark eggs can be removed with a dexterity test 6.

The passage to area #4G: The floor is covered with dried slime making the floor very slippery. Anyone moving up or down must succeed a dexterity test 10 or fall gliding all the way down (for each creature between them and the bottom a saving throw vs wands must be made to avoid getting dragged down – if two or more creatures glide down, they each suffer 1d6 damage from tumbling into each other).

3



#3E The Heart Chamber

Exits: Path up to Hall of the Heartless (#2C), Path up to Nest of Slimy Eggs (#2D), Path down to the fire beetles nest (#4H) and path deep down to The Small Heart Chamber (#5J).

From the ceiling hangs red, fleshly tendrils dripping blood. The air is cool and moist. Everywhere lies the mutilated bodies of hobgoblin warriors. Their faces have been crushed, blood seeps from their eyes and ears, and their chests are destroyed from within, as their hearts exploded and tore their ribs apart.

In the center of the room is a round area, where the floor is formed of grey, uneven stones and in their center, stands an altar carved from grey rock. Its sides are decorated with carvings depicting living and dying people dancing and struggling. The uneven stones covering the floor are decorated with carvings resembling hearts – with an unsettling high degree of details, as if each of the stones is an amalgamation of petrified hearts. A low rhythmic beat can be felt, not heard ... it feels like a beating heart.

The Altar: A powerful aura of necrotic magic emanates from the altar. If a heart is torn out of living being a placed on the altar, it immediately petrifies, and the being becomes a heartless. Victims of the heartless will be dragged to the altar to add more to their ranks.

Dead hobgoblins (7): Each has 1d6 gold pieces, one wears a head band with pearls and a jade figurine of a deer (worth 40gp) and was armed with a **Black Ice Dagger**. Each carry primitive axes and spears.

Powerful Magical Aura (trap): Any attempt to *detect magic* will open the spell caster to the magical forces in the room. The vague heart beat constantly heard becomes an immense force like a titanic heart beat deafening all other sounds disorienting the victim. The victim must succeed a saving throw vs spells or begin bleeding from their ears and take 2d8 damage if round, until the spell end or the room is left (if this kills the victim, their heard busts from their chest) – if the saving throw is successful, the target suffers half damage.

Magical Aura: Heart Beat

All living allied and friendly creatures are influenced by the room's enchantment, and their hearts begin beating in harmony, and their life force becomes shared. Their hit points become a shared pool, and when anyone suffers damage, the damage is taken from their shared pool. When they exit the room, they get an even share of the hit points no matter how many they contributed with (this effect lasts 24 hours or until excess hit points are lost; wizards and rogues may often end up with more hit points, than they started out with) – this effect can become dangerous, if the party is in combat with The Heartless or studies the room using *Detect Magic* (thus the fate of the hobgoblins). See also area 5J for an almost identical effect.

#3F The Grave's Antechamber

Exits: Path up to the grave chamber (#1B) and down to The Hammer Hall (#4I).

The portal to the chamber in front of you is formed from skulls. The ancient, greying skulls stares emptily into the void.

Both entrances are build by skulls set into the walls, their gaze directed at people entering the room.

You have entered a dirt cave. In the opposite end is an exit. It too has skulls set in its frame. In the walls is set tiles, old and dirty, and they seem to be painted. On the floor is several black-painted stones. There is a sense, that you are not only ones in the chamber.

This room is a part of the ceremony for descending into the realm of death, and by studying the hints in

the room, the players may ascertain as much. The room is a test for the (un)dead moving, and **Shadow Guardians** are here to challenge them.

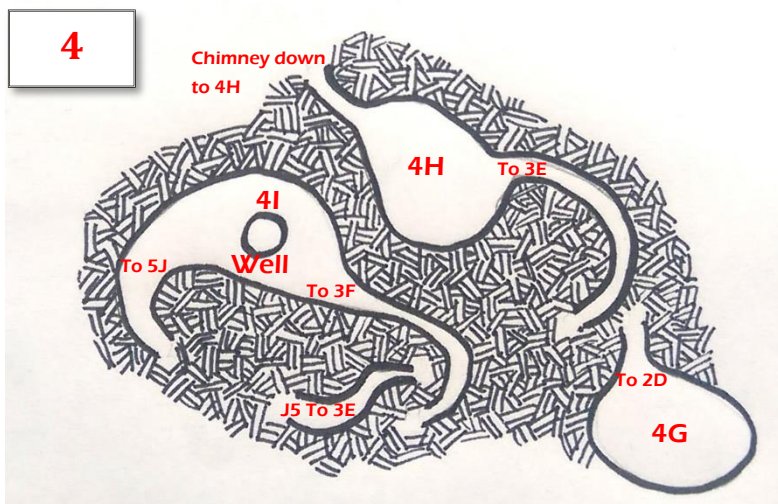
The Wall Tiles: Old and dirty, but still decorated with simple paintings. They depict people wandering along hallways and down stairs. They are surrounded black shadowy monsters hiding behind pillars and stairs, under the earth or behind people. The monsters have long, slender fingers turning into claws and deformed jaws set with serrated teeth.

The Black Stones: A closer look reveals that the skull-sized black-painted stones are arranged in a pattern. They form a maze, and walking it leads the wanderer from one entrance of the room to another. Walking the route takes 1d6+4 minutes, and once it is completed, the wanderer feels relieved and mentally strengthened (the wanderer gains *advantage* on their next saving throw vs a mental effect) and if killed before next full moon, the wanderer will not rise as an undead. The black stones exude a necrotic aura.

Shadow Guardians: Several shadow guardians reside in the darkness of the room, and for each creature entering one of them manifests hiding almost out of sight – just as depicted on the wall tiles – and they remain passive if frightening unless attacked, or if an undead try to pass through the room without walking the maze.

Teutorigos and the Shadows

If Teutorigos attempts to pass through the room, the shadow guardians will attack him, if he does not follow the maze. He is able to fend them off but not to press through the room – eventually he will figure out to walk the maze, but hopefully the players will be the ones to help him figure it out.



#4G The Obelisk and the Slime Beast

Exits: Path up to The Nest of Slimy Eggs (#2D) – it is slippery! (see area #2D for details)

A strange golden glow illuminates the area. An intense stench of acidic rot hangs in the air. The room is cool, and the air is slightly moist. The floor is covered with slick, dried slime.

The center of the room is dominated by a low base upon which stands a 10ft. tall black obelisk emanating a golden glow. The sides are mirror blank. The obelisk is difficult to approach, as it is surrounded by the corpse of the slimebeast (20ft. long, 3ft. in diameter), which has been sliced into three parts. It exudes an intense acidic rotting stench.

The Slimebeast: It is soft from rot, and filled with pus leaking out at the slightest touch. It will ruin clothing and nice things, if scaled. Something incredible sharp has sliced through it in three places.

The Obelisk

The black obelisk is made from black crystal, that emanates a golden glow, and it hovers just an inch or two above its base. The air is filled with an invisible force, that is easily felt by anyone near the obelisk, and a powerful magical aura surrounds it.

Enchanted aura: Anyone in the vicinity of the obelisk can feel a compulsion towards the obelisk, and a desire to touch and feel the obelisk. An easy saving throw against death ray (with *advantage* or +4 bonus) allows one to resist the compulsion. If the check is failed, then every round the player does not actively state, that their character is staying away, they will instinctively and unnoticed take one step closer; after three rounds of stepping closer, they can reach the obelisk.

The Obelisk's Vision: If the obelisk is touched, a series of images fills the mind, and it is unclear whether one has been drawn into the obelisk or is dreaming. It feels as if hours or days rush by, but it may be mere moments:

You are in a dark and empty space. Somewhere in the distance appears a triangular, white light. As it approaches, it becomes clear, that the light is coming from a triangular, lit corridor, and as it comes ever closer the walls can be seen as covered by white and bluish metal. It is lit by rods of white light. At the end of the corridor is a door, that silently glides to the side, and it reveals a large, round hall several floors high. All the way round glows strange glass surfaces, and they are filled with moving images. In the center of the room is a round table filled with buttons, levers and dials, that glows in many different colors. Here stands a group of men and women in white robes. They are majestic, proud and beautiful to look at, but they are also aging and with worried faces. They turn towards you, and one speaks in an alien tongue. After a few words, the person stops talking, and shortly thereafter you hear a woman's voice in your mind: *"Stranger! Welcome to our council. We have sought safety from the world outside, which our pride destroyed, and we have waited for it to heal. Has peace returned? Is the world whole again? Are our names forgotten? Show us your world."*

Let the players answer as they please. Communication is done telepathically, but lying is still possible. Unless the player can answer convincingly that the world has been restored and is once again peaceful, and does not let emotions, stray thoughts or mental images reveal otherwise, the woman concludes: *"The world is not yet ready for us. We thank you, [insert name], for having assisted us. It is with sadness, we must yet wait for the right time to return."*

Suddenly an invisible force seizes you and pulls you off. The strange room disappears as you are pulled through the corridor and the into the dark emptiness. Then you are back in the cave with the obelisk in front of you. It begins to glow, and from it emanates more and more powerful waves of energy.

After the vision the obelisk begins to build a powerful energy charge. Have each player immediately state how they respond. The next moment the energy charge is released. Anyone in the area must succeed a Saving Throw vs Wands (with advantage if they were running or diving for the exit). If the saving throw is successful, they suffer only 2d8 damage and 1d4 non-magical items are sliced through by the waves of invisible force. If the Saving Throw is failed, the character suffers 4d10 damage and 2d4 non-magical items are sliced to

pieces. If anyone is killed, they are sliced into two or more pieces as with the slimebeast.

#4H: Via the Shaft - Fire Beetle Nest

Exits: Up to the opening in the hill (#1B) and path up to The Heart Chamber (#3E).

The air is heavy with a thick, hot stench of acid. There is writhing and tumbling of small and giant beetles with glowing bodies crawling among each other in huge living pile of beetles. The smallest are the size of fist, the largest are three feet long. Their thick armor clacks loudly against each other, and their mandibles are clicking ominously. From their heavy abdomens comes a muted, fiery glow illuminating the cave in a flickering, nervous light. The floor has been turned into loose dirt from constant the skittering beetles.

There is a huge pile of fire beetles crawling all over each other. Their mandibles are clicking aggressively, and they are hungry for anything, that moves, but only if there is the smell of blood, will they run amuck. There are **16 giant fire beetles** and **30 fire beetles** in here (the small fire beetles are fist-sized and gross, and their bite is painful, but otherwise they are harmless).

The swarm is centered around a small stone block carved with geometric patterns, that hurts the eyes of anything looking at them for more than a monument. Upon rests a two feet tall sculpture of fat figure sitting cross-legged. Its head is an elephant's head, and it holds a gleaming red gem in its snout (worth 400 gold). Reaching the gem will be a challenge for the adventurers, and it is well-fitted into the snout requiring a strength or dexterity test 12 to get loose.

The Fire Beetles are hungry but also confused (from the effect of the statue upon them), and moving past the swarm is easy. A food ration will briefly distract 1d3+1 giant beetles. If the beetles smell blood they will run amuck savagely attacking everything around them.

#4I - Hammerhall

Exits: Path up to the grave's antechamber (#3F) and a path down to the small heart chamber (#5J). Well-opening in the ceiling and the floor.

The air is moist, and the sound of falling water is loud. The sound comes from an opening in the ceiling from where heavy drops fall into a low well on the floor. Not far from there sits a small group of hobgoblins around a small oil lamp. In front of the oil lamp is a small iron cage, and inside it a small figure jumps furiously around.

In one end of the grotto is a well with a low stone ridge. From an opening in the ceiling drips water from the upper floors with heavy, cold water drops.

In here are **9 hobgoblins**. They are the remainders of the war party, that went into the caves to plunder slimebeast eggs. It did not go as planned (see area #3E). With them they have the prisoner Griffelpyt, a leprechaun-like being in brown and green clothes, whom they keep trapped in a small iron caged they bring with them, as **Griffelpyt** is their unwitting guide.

The hobgoblins: They are young, daring warriors on an expedition to gather slimebeast eggs, a dangerous task. The village elder gave them Griffelpyt to assist them, and warned them that Griffelpyt must be kept in his cage at all times. The hobgoblins are exhausted, and they are looking for a way out. They are led by Gnort, whose decisions constantly is being doubted by Hjart. The others are Jurtag, Vrenk, Aihalig, Knark, Qrirk, Strat and Klox.

Treasures: The hobgoblins own a total of 67 silver pieces, a head band decorated with pearls and jade foxes (120 gold) and a belt purse containing two dried *damrod-mushrooms*.

The Hobgoblins can inform the following:

- They are here to hunt slimebeast eggs, but the powerful magic of the caves has split them up and caused many their death. They have not found the slimebeast caves yet, but they have not been able to explore the whole area.
- The creature in the cage is Griffelpyt. He is a liar and a fraud, and if he is let loose from the cage, he will lie.

Griffelpyt: He is kept in an iron cage, who threatens with eating him for lunch, if he does not reveal the secrets of the caverns. Griffelpyt is temperamental, angry fellow, who is jumping up and down inside the cage. He is not a grateful being, but rather angry and

hostile even to those who free him. If he is released from the cage, he will attempt disappear, once he has had the opportunity to insult his captors and his rescuers. If offered secrets and riddles, he will stay around for longer, though he considers no promise binding.

Griffelpyt has the following pieces of information, if they can be pried or bribed from him:

- The hobgoblins are hunting slime beast eggs, as these sell well, if they can manage to bring them back. They are primarily after the dark eggs, as they are the most safe to pick, though of a lesser value. The other eggs contain live larvae ready to burst out and filled with great hunger.
- The hobgoblins snuck through the halls, when they arrived here, but now they are stuck here. They used hearts from local game they butchered to get through the hall of the heartless, but once safely past The Heartless, the hobgoblins fell for the magic of the place, and they died, when they started fighting about how to split the rewards, when they get it. Now they will get nothing.
- This place is an ancient burial ground for humans. It is used to send their departed from realm of the living to the realm of the dead. The barrier here is fragile, and even the living can cross over.

#5j Small Heart Chamber

Exits: Path up to Hammerhall (4I) and to the Heart Chamber (3E), and down to the deepest chamber (6K).

A stench of blood greets you, as you approach the chamber. It is small room with bloody, fleshy threads hanging from the ceiling. They hang just three from the floor. From them drips blood onto the muddy ground. Somewhere in the distance a slow, rhythmic beat can be sensed.



The dangling threads are of a fleshy substance and covered with fresh blood – it tastes like human blood and flesh.

Hobgoblins ambush: In another corridor awaits **4 hobgoblins** waiting to rush the adventurers in a surprise attack.

Powerful magic aura (trap): Any attempt to detect magic in here opens the spellcaster to the areas powerful enchantment. The distant beating becomes more and more intense growing to a titanic heart beat, that confuses and distracts the victim. The spellcaster must succeed a saving throw vs Paralysis. If the check fails, the character begins bleeding from the ears, and their heart begins to beat in tandem with the titanic beating, and they take 1d8 damage each round, until the spell is canceled. If the saving throw is successful, the victim only suffers 1d3 damage each round.

Magical aura: Heart Beat

All living creatures in the room will be influenced by the rooms enchantment, and their hearts all beats in sync with each other. This happens after 1d3 rounds, and when the magic is active, they share hit points. All the hit points of all creatures in the room are pooled together, and any damage suffered is drawn from the now shared pool of hit points. If the pool is reduced to 0, all creatures who joined into the pool are now at 0 hit points. Any creature stepping out of the room takes an equal share of the hit points no matter, what they normally have; any surplus hit points are treated as temporary hit points (e.g. 3 adventurers with 10, 20 and 40 hit points enter the room. Their hit points are now pooled, so they have a combined amount of 70 hit points. They are then ambushed by 4 hobgoblins with 9 hit points each. The pool now grows to 106 hit points; if anyone flee the room, they take 1/7 of the pool as their own hit points leaving the room with 15 hit points). This magical effect can easily kill careless adventurers, if they believe the solution is to kill their enemies.

#6K - The Deepest Chamber

6

Exits: Path up to Small Heart Chamber (#5J), and the opening in the ceiling (this the end of the well).



The echo of dripping water is constant and loud, as water is dripping in a continuous stream from an opening in the ceiling. Under the opening is a large pool of water surrounded by a low, whitish ridge. The room is cool, and your breaths form clouds of vapor. There is an intense darkness in here, that does not respond to your light. In the back of the room an area remains dark no matter the light.

The small grotto is cool and dark. The darkness in the back can only be dispersed with direct sunlight, as it is the path to the Realm of the Dead. The water dripping down through the cave system ends here in a pool of cold, enchanted water.

The pool: Tears of the Rock, Stone Drops

As the water drips through the caves and lands in the pool it undergoes a transmutation and becomes what alchemists call **Stone Drops** and witches call **Tears of the Rock**. The basin generates 1d3 doses each week, and when the adventurers enter, it contains two doses. It can store no more than three doses.

Path to the Realm of the Dead: Any undead entering the room can see, that the portal is a pathway to the Realm of the Dead, and that stepping through leads them there. Living creatures can only enter or leave by performing a blood sacrifice (at least 5 hit points of fresh blood must be paid, but it may be someone else's blood).

The Realm of the Dead is a shadowy, lifeless realm parallel to the world of the living. Here the dead resides as shades until they are purged of all memories and fade away. Some fade within 1d100 days, others within 1d1000 years. Until then they can be summoned and forced to answer truthfully, but for each question a gift of fresh blood must be donated (another 5 hit points worth of blood).

Appendix: Monsters

Yellow Mold

The mold grows in a thin layer, and is not easily seen in poor lighting or when in a hurry, but once disturbed a thick cloud of yellow spores rises from the patch.

AC Always hit; HD 2; HP 9; Attack Spores; 1d6+special; Save F2; ML --

When touched: destroys leather and wood, deals 1d6 acid damage to bare skin.

Spore Cloud: 50% risk, that the mold will release a spore cloud into a 10ft cube area. Any creature in the cloud must succeed a Saving Throw vs Poison or begin to choke – and die in 6 rounds

Fire: The mold is susceptible to fire. A torch does 1d4 damage per strike.

Heartless

Heartless are undead, whose hearts have been torn out, and driven by curses they live on. They thirst for the heart blood of the living, and they hunger for their beating hearts.

AC 8; HD 3; HP 12; THAC0 17; Attack claws; 1d8; Save F3; ML 12

Undead: Heartless are corporeal undead with the usual immunities. The Heartless are turned as wights, but in the barrow, they cannot be destroyed or forced to retreat, but are only just kept at bay as long as the cleric forcefully presents a holy symbol.

Heartless life force: Their hearts have been torn from their bodies and are out there somewhere, making the heartless difficult to kill permanently. Any heartless reduced to 0 hit points will rise again after 1d4 minutes, unless their corpse is torn apart or destroyed.

The Restless of the Grave – Teutorigos

The Restless are undead who cannot move on the afterlife, but continues a restless unlife in their grave. They are ancient, lonely and unable to find rest unless helped. They guard their resting place and grave goods but rarely have any other interest in the world of living as they are focused on the memories of their previous existence.

AC 4; HD 7+4; HP 37; THAC0 13; Attack touch; 1d10+special; Save F7; ML 12

Undead: Restless are corporeal undead with the usual immunities. The restless are turned as vampires, but they cannot be turned or destroyed, when in their graves.

Weakening Touch: On a natural roll of 18-20 the attack weakens the opponent, who is forced down onto their knees unable to move until the end of next round. The attack does normal damage.

Life Drain: A successful attack drains the will to live from the victim, who must succeed a Saving Throw vs Paralysis. If it is successful, the character cannot heal damage naturally for the next three days. If it fails, the character cannot heal naturally, and if the character begins the day with a wound, the character must succeed a Saving Throw vs Paralysis or suffer from apathy being unable to perform any actions for that day. The effect can be cured with the use of any Cure spell cast at dawn three days in a row (without the spell having any other curative effects).

Death's Gaze: Once per combat the Restless can use this gaze attack against any visible foe within 60ft. Each target must succeed a Saving Throw vs Paralysis. Those who fail suffers from a powerful weakening effect, that will cause them to fall down as if dead, once they lose half their hit points. At dawn they will awaken again.

This effect lasts until The restless has been defeated or combat has ended and the victims have time to shake off the fear effect.

Shadow Guardians

Shadow Guardians are the remnants of the dead existing only as shadows and fleeting memories. These incorporeal spirits glide along walls and other surfaces as monstrous shadows with long claws and fearsome jaws having gained their forms from nightmares of children.

An intense hatred of the living lies deep in them, and they desire the life force burning hot within the living. As they themselves are being devoured by the cold of the grave. They are bound by powerful curses to perform their tasks, but they always strive to let loose their furious hatred of the living.

AC 7; HD 3; HP 13; THAC0 17; Attack touch; 1d6+special; Save F3; ML 12

Undead: Shadow Guardians are incorporeal undead with the usual immunities. They are turned as wraiths, but being bound by powerful curses, they cannot be forced to leave the area, they guard.

If a Shadow Guardian's attack hits the physical body of their target, they are exposed to their *Cold Touch* effect, and if it hits the targets shadow instead, the target suffers the *Soul Drain* effect.

Cold Touch: The deathly cold drains 1d4 STR points. If it reduces the target to 0, the target dies and rises as a shadow 10d100 minutes later seeking out its old allies. The

lost strength points are either regained by magic or a hearty, hot meal (spend 1 ration, requires heat).

Soul Drain: The deathly cold devours a part of the victim's shadow. The guardian heals 1d6 damage, and the damage suffered can only be healed in sunlight.

Hobgoblin

Larger than their cousins, the goblins, they possess a fierce disposition. Their skin is grey-red, and their yellow eyes gleam with a warrior's honor. Clothed in skin and leather from defeated animals and worthy foes, they can be an unsettling sight.

AC 6; HD 1+1; HP 5; THAC0 18; Attack axe or spear; 1d6+1; Save F1; ML 8

Griffelpyt

Griffelpyt is a tiny leprechaun-like humanoid looking like an ancient human with bushy white hair, a long thin nose, piercing eyes and a terrible disposition. He is tricky, mean and possessing numerous secrets, he has stolen from people. His long nose allows him to sniff out secrets, and he desires them as much, as he is eager for riddles. Only these two things keep his bad temper at bay.

AC 7; HD 3+1; HP 14; THAC0 17; Attack jeers and insults; special; Save E4; ML 8

Special weakness: Cold iron – cold iron is especially painful to Griffelpyt, who hates and fears it. A cold iron cage can keep him trapped.

Magic Resistant: Griffelpyt cannot be charmed, suggested or otherwise influenced by charms. He does find the spells tasty, however.

Jeers and Insults: From Griffelpyt this counts as a magical attack, and the victim must succeed a Saving Throw vs Wands to resist the attack. Griffelpyt can influence one target at a time, and at most can three creatures be under the influence.

With his jeers and insults the target loses their mind and goes berserk. An opponent enraged in this way, has disadvantage (or -4 penalty) on all their attacks against Griffelpyt, and at the end of each round of attacks, the target must succeed a Saving Throw vs Death or suffer a heart attack, that is fatal in 1d6 rounds.

Disappearing: Griffelpyt can disappear, when no one looks at him. If under the influence of Griffelpyt's jeers and insults, one does not count as looking at Griffelpyt.

Slimebeast larvae

Slimebeast larvae are blue-black and covered with a thin layer of silvery slime stinking sour and acidic.

They are about 2 feet, when they erupt from their eggs. One end is a huge mouth filled with teeth. From the moment they break free of their eggs, they are ravenous beasts constantly seeking food biting aggressively after anything that moves. During their constant hunger phase, they are known to bite after anything that moves including rolling stones and other inedible objects. In the larvae stage they have not yet developed the sticky, acidic slime-covering, that adults have.

AC 10; HD 2; HP 9; THAC0 18; Attack Bite; 1d4+frothing bite; Save F1; ML 8

Immune: Slimebeast larvae suffer half damage from acid and fire.

Mindless: As larvae the slimebeasts are mindless eating machines, and they are therefore immune to most types of mental attacks and effects.

Frothing Bite: Once the larvae tastes blood it begins on an eating frenzy attempting to swallow its target no matter the size. It may continue its attacks, until it either fails or has succeeded in four additional attacks. Each successful attack does 1d4 damage.

Hungry: The larvae are constantly hungry. Food and rations and fallen foes will distract them.

Giant Fire Beetle

Equipped with huge mandibles the three-foot-long armored beetle is a frightening sight. From its abdomen comes a muted glow from the smoldering chemicals hidden behind its black chitinous armor.

AC 4; HD 1+2; HP 6; THAC0 18; Attack Bite; 2d4; Save F1; ML 7

Powerful Mandibles: On a natural roll of the 20 the mandibles trap a non-magical weapon or item held by the victim and destroys it while dealing normal damage.

Flaming Glands: The glands of a fire beetle can be harvested and used as light. A gland glows for 1-6 hours after the death of the beetle.

Explosive Abdomen: If the abdomen is pierced it risks releasing a volatile mix of burning chemicals. Any blow that kills the beetle and deals more than 3 points of damage in excess (for instance dealing 9 points of damage to an otherwise non-injured beetle) pierces the armored abdomen. Any creature except the beetles within 5ft must succeed a Saving Throw vs Death Ray+2 or suffer 1d6 damage from the chemicals.

New Magical Items

Nynniaw's Enchanted Quiver

Nynniaw was a huntress of the plains people of whom is told many legends. She made fool of incompetent village leaders, rescued slaves, and could fell any wild animal, she so desired. According to legends her arrows, bow, dagger and other items were enchanted. One of these items were her quiver.

Nynniaw's Enchanted Quiver is a brass quiver lined with fur with etchings of people hunting boars. The owner of the quiver is granted the following abilities.

Luck of the hunt: When hunting game with bow and arrows, the hunter has *advantage* on hunting rolls. When going for a hunt, the hunter is always guaranteed to encounter edible game.

Boar's bane: Arrows drawn and notched directly from the quiver and used against boars and boar-like creatures are treated as an *Arrow*+3.

Fool's tool: The owner gains +2 bonus when trying to insult or bluff people.

Enemy of Injustice: The owner is compelled by the quiver to respond to acts of injustice. The quiver does not demand suicidal acts, but the owner is compelled and must succeed a charisma test to avoid acting.

Potion of Healing

This tasteless, thick blue liquid flows slowly out of the bottle as thick syrup. It takes two rounds to consume the content and gain the effect. Drinking the point cures 1d6+1 damage and grants the imbiber a new Saving Throw against any ongoing poisons and diseases.

Potion of Strength

Imbibing the bitter green potion makes the imbibers muscles swell and bulge for the next hour. While under the influence of the point, the target gains +4 bonus to strength tests, +2 attack and +2 damage rolls where applicable.

Once the potion ends the target is overcome by a great hunger, and suffers -4 to strength tests, -2 attack and -2 damage rolls, until a meal is consumed (requires a whole ration).

Potion of Stealth

The red sweet liquid carries an enchantment, that makes the target magically quiet for one hour. The target gains +4/+20% bonus to moving silently, but

once the effect ends, the target must succeed a Saving Throw vs Poison. If it fails, the target suddenly makes a loud noise (like sneezing or some such).

Tears of the Rock, Stone Drops

These enchanted tears are harvested deep underground, where the sun never shines. Imbibing a potion of the tears has the following effects for 1 hour:

- Hardens skin: All physical attacks deal 1 less damage (minimum 1)
- *Disadvantage* on resisting petrifying attacks.

Dried Damrod-Mushroom

A small mushroom with a black stem and a blue hat with red dots.

Once dried the mushroom has a powerful healing effect. It heals 2d8 points of damage when consumed, but the consumer risks falling spontaneously asleep the next three hours. Once per hour the target must succeed a Saving Throw vs Point +4 or fall asleep (this cannot happen, when the creature is being vigorous such as fighting, running, swimming, jumping etc.).

Black Ice Dagger

Black Ice grows in the deep dark, where the sun never reaches, and cold suffuses with shadow. Hobgoblin shamans journey into the deep to harvest the black ice and transform into tools and weapons.

If ever exposed to sunlight, the black ice dagger melts away and is lost.

Black ice daggers ignore the metal armor of their foes, and the dagger does +1d4 cold damage to its enemies (most undead are immune to this).

