

H1

A First Edition  
Dungeon Adventure

# Six Feet Under

Designed by Bill Barsh



The graveyard sits on a small and lonely plateau just outside of town. It has gone unused for many years as all the burial plots and crypts have been filled. Visitors are few and now whispered rumors suggest an evil has awakened in the graveyard.

People speak of a more ancient barrow system under the graveyard and the crypt of a forgotten king.

The lure of treasure and mysterious events is simply too much to resist!

*Six Feet Under* is designed for four to eight characters of third to fifth level. The module is designed for use with the **First Edition** Advanced game system and is fully compatible with the **OSRIC** game system.



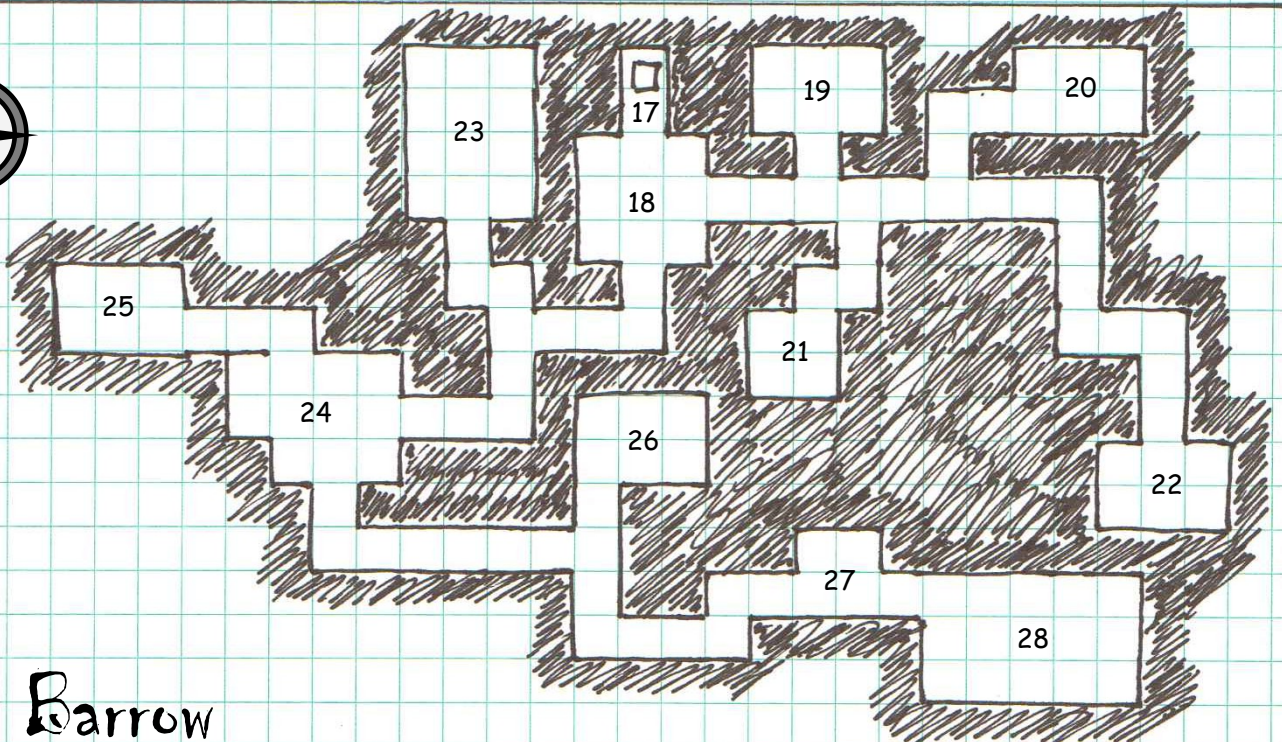
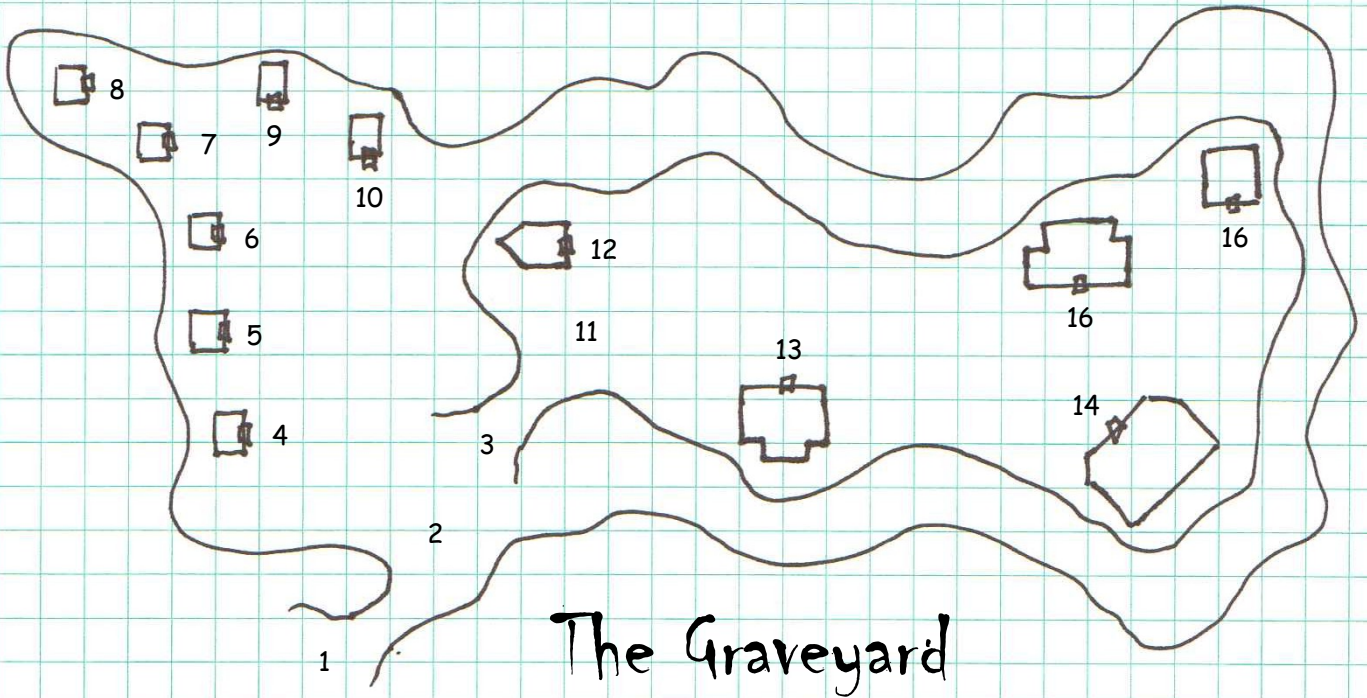
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# SIX FEET UNDER—MAPS





# Six Feet Under

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## Credits

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## SIX FEET UNDER

### Introduction

*Six Feet Under* is a dungeon adventure for a party of three to six characters that are third to fifth level. The scenario will work best with a total of about 18-20 character levels. A well-balanced party is optimal but no particular character class is required. The party should have magic weapons as one key opponent can only be hit by magic or silver weapons.

The adventure is primarily a dungeon crawl where the PCs are investigating an old graveyard. The graveyard is no longer in "use," though it still receives visitors. Recently, strange lights have been noticed around the graveyard at night and several visitors have been scared off by "ghosts." However, since the graveyard is not active – no one has been buried there in 10 years – the local authorities have paid no attention to the ravings of some jittery locals.

The graveyard is located on the outskirts of a larger town or small city. It is very old, and in fact it was constructed on the site of an older barrow system. Many graves date back 70 years and the old barrow system is 200 years old. The barrows and tunnels that connect them were sealed when the new graveyard was created. The new graveyard consists of several hundred grave sites and a dozen mausoleums.

The graveyard was abandoned in favor of another location as the city/town grew in size. It has been partially maintained by those people who have relatives buried on the site. However, most of the graveyard is overgrown and in disrepair. Only two of the mausoleums are regularly visited (about once a month).

Until recently, the graveyard has been a very peaceful place and no stories of undead or grave-robbing have been reported. But lately, within the last month, stories of strange lights, sounds and even ghost sightings abound. If the PCs ask around the city/town they are sure to hear some rumors.

The graveyard is not really haunted by ghosts, but it is the location of a major grave-robbing operation. An unsavory group of bandits, gnolls, and evil adventurers have discovered the old barrow tunnels and are using them to plunder the graveyard from below. It is a major operation and some significant tunneling has been required. The gang has attempted to maintain a low profile, but a few new and undisciplined members emerged at night and were noticed – not up close but their campfires

were seen at a distance. The gang has since gone to the trouble of creating some "ghosts" to scare unwanted visitors (see location 16).

### Player Character Involvement

There are a number of ways to involve the PCs in this adventure. As stated in the introduction, the local authorities have no interest in the graveyard and they will not investigate let alone hire the PCs to investigate.

1. Several locals are very distraught over the events at the graveyard. It is possible one of the PCs is related to one of the locals and the call for help has reached the PC.
2. A seldom-used road runs close to the graveyard and it is possible the PCs used it approach to the city/town. They may have noticed some lights or strange sounds as they passed. They can immediately investigate or go to the city/town and then hear additional rumors.
3. A wealthy widow, whose husband is interned in one of the mausoleums (location 3), is offering a reward for the eviction of the ghosts that haunt the graveyard.

### Graveyard Overview

The graveyard and barrows beneath it comprise the areas of adventure in this scenario. The graveyard is mostly overgrown, though some plots are well-maintained. Many of the headstones are weathered and date back 70-80 years. The graveyard is set on a small plateau with a single hill at one end. The plateau is ringed by a four foot tall field stone wall. There is a single entry point to the graveyard where there is a 20' break in the stone wall. A man-made earthen ramp offers easy access to the low plateau and graveyard.

Numerous trees grow among the graves and several larger trees top the hill. Areas of scrub brush and thickets have grown up throughout the graveyard and there is no place that offers an unobstructed view across the entire area. In fact, at no point can a PC see more than 100' across the graveyard. From atop the hill, most of the lower graveyard is within view, but many of the trees do obstruct certain areas.

When the PCs move to investigate the graveyard the weather will turn from sunny (when they depart for the graveyard) to very overcast and dark. A constant rain will fall and not let up for several days. If the party arrives after dark, the clear skies will turn dark and rain will fall for the duration of the adventure.



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The barrows beneath the graveyard comprise a fairly expansive system that was used by inhabitants of the area more than 200 years ago. The barrow and the tunnels that connect them are supported by stone and timbers. The timbers are thick and despite their age are quite solid. Only a significant disturbance will cause a collapse – even a *fireball* spell is not enough to cause a complete collapse although a mess will ensue. The tunnels are illuminated with lanterns as are some of the barrows.

The grave robbers have explored most of the barrow area, but not all of it. The unexplored area is unlit. This area is also home to several undead creatures, including a mummy. The grave robbers have set up camp in four of the barrows. They plan on excavating several additional tunnels beneath the graveyard. These tunnels will give them access to the underside of the numerous coffins within the newer graveyard. The grave robbers will break open the coffins from the bottom and loot the corpse within. The corpses are to be dumped in one of the barrows.

### The Grave Robbers

The gang of grave robbers is very large and well-organized. The group is led by four evil adventurers (a fighter, cleric, magic-user and thief). The leaders have recruited a gang of bandits, and a group of gnolls. Additionally, a small group of six evil dwarves was hired to assist in the tunneling operations.

The plan is to excavate additional tunnels beneath the graveyard and plunder as many graves as possible. The gang has not entered the mausoleums that appear to be visited or maintained. For the most part, this group has been operating together for several years. All of their previous grave-robbing operations were much smaller in scale; typically, a small graveyard within the confines of a large city where sewers provided access to the target area. The gang members are loyal to each other and generally well-disciplined.

Unless the PCs take precautions, the gang will see them approach the graveyard. The gang has a lookout in location 12. The leaders will be notified and they will simply shut down operations to avoid detection. Unfortunately for the gang, they will accidentally release a barrow mummy (see **New Monster** section) at the same time the PCs are investigating the graveyard.

### Starting the Adventure

When the PCs finally approach the graveyard, they can take precautions and attempt to hide their approach. However, the area around the graveyard is flat and open. The grave robbers have a lookout at location 12 who watches for intruders. From that elevated position, the lookout can see for miles in any direction.

If the PCs take the time to observe the graveyard at a distance, they will not notice anything out of place. No movement can be seen within the graveyard and no lights are present. It is possible they will hear an occasional muffled thumping or scrape. It will be impossible to determine the source or location of the noise. The noise will cease when the PCs approach within  $\frac{1}{4}$  mile of the graveyard. The noise is from the activity of the grave robbers.

If the PCs have a dwarf or gnome among them, there is 20% chance they will identify the sound as coming from underground. A specific location cannot be determined nor can the source of the sound be identified. If the PCs manage to avoid detection and reach the graveyard, a dwarf or gnome will automatically notice the sound is tunneling or mining but determining an exact location is not possible.

The gang will be content to wait out the PCs unless the PCs attempt to enter the mausoleums on the hill (locations 12-16). If the PCs enter any of those mausoleums, the gang will ready their ambush. The ambush will take place at location 16.

### The Mummy in the Ointment

When the grave robbers cease (noise-generating) operations due to the presence of the PCs, they will move on to some of the unexplored barrows. The gang leaders do not like to waste time! Unfortunately, the gang will open a sealed barrow that holds a barrow mummy and its ghoul minions.

This event will occur when the PCs have discovered the tunnels and barrows beneath the graveyard. The gang has fled into the barrow area (opposite the PCs entrance) and now the undead are between the PCs and the gang.



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### The Graveyard – Start

At the time the PCs move to investigate the graveyard, there will be no visitors on the site. The grave robbers have a lookout stationed at location 12. The lookout will detect the PCs from approximately  $\frac{1}{4}$  mile out unless the PCs are taking some sort of precaution to approach unseen. The lookout will alert his leaders and general operations will cease. An ambush will be set in location 16. Otherwise the grave robbers will not interfere with the PCs until they enter the barrows.

The PCs will not notice anything amiss in the graveyard as the grave robbers have not disturbed it (from above). There is no evidence that something is out of the ordinary. Also, all the mausoleums are locked and shut. The mausoleums at locations 5, 9 and 15 contain monsters that will attack the PCs. There are no wandering monsters in the graveyard area.

The graveyard contains more than 200 graves on the plateau level as well as seven small mausoleums. For the most part, the entire area is overgrown with weeds and tall grass. Occasionally, the PCs will come across a well-maintained grave – clearly someone is visiting that specific grave. Dried flowers may also be present or some other token. All of the mausoleums are locked and none appear to have been maintained recently.

### 1. The Ramp

Rising from the endless plain the graveyard plateau is the dominant landmark in the area. The plateau rises steeply to a level that is 15' above the plains below. A 20' wide earthen ramp provides access to the plateau and graveyard. The plateau is covered with grave markers and a group of small mausoleums.

A small, steep-sided hill occupies the eastern section of the plateau. The hill is dotted with large trees and several large mausoleums ring its outer edge. Both the plateau and the hill are ringed with short, four foot tall fieldstone wall. The graveyard is unmistakably old and clearly not maintained. Tall grass and weeds have overgrown most of the area. The graveyard must still receive some visitors as a footpath leads from the plain to the ramp and it is not fully overgrown.

**DM's Description:** The ramp has a gentle slope that leads from the lower plains to the graveyard plateau. It is mostly overgrown but a narrow footpath shows some occasional use.

### 2. The Graveyard

Tall grass and weeds cover most of the plateau. A second earthen ramp leads from the plateau to the crest of the low hill that occupies the eastern section of the graveyard. Numerous grave markers dot the plateau though most are aged, cracked or in complete decay. A group of seven small mausoleums stand near the northwestern edge of the plateau. A short stone wall surrounds the graveyard.

**DM's Description:** There are approximately 200 grave markers in the graveyard. Many date back 50 - 70 years. The newest marker is 11 years old. It should be clear no activity has taken place here since the last burial 11 years ago. Only 14 of the graves are actively maintained.

There are seven mausoleums on the plateau level and all of them are locked. None have received visitors in at least 40 years.

### 3. The Hill Ramp

**DM's Description:** This ramp is much like the earthen ramp that leads from the plains to plateau but it is smaller. This ramp looks completely unused. The grave robbers did use the ramp to access location 16 to start their tunneling operations, but that was two weeks prior to the PCs arrival and all tracks have faded.

**Locations 4 – 10** are virtually identical. All have significant wear and decay. Each of these small mausoleums has a heavy stone door fitted with a brass lock. The doors are locked and swing out from the building. Location 5 includes a heavy iron bar that is rusting, but remains solid. Each mausoleum includes a limestone name plate above the door. Use the following description for each mausoleum with the exception of locations 5 and 9 (see below).



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This small, 10' square building is ornately detailed and features a single, large stone door. A brass lock is the only feature on the door. The roof of the building is steep and covered with black, clay tiles.

**DM's Description:** The door to the mausoleum is locked. There are no windows or other openings. Inside, a single coffin rests undisturbed. The floor is covered with dust. The coffin contains the dried remains of a human. The coffin may contain treasure; roll on the following chart to determine what may be found. Each result can occur one time.

### Coffin Treasure Chart (roll 1d8)

1. Jewelry – 100 gp value
2. Nothing of value
3. Jewelry – 200 gp value
4. A +1 magic weapon (DM to select)
5. Nothing of Value
6. Trap – acidic gas will fill the chamber and each PC will suffer 2d6 damage or save vs. dragon breath for ½ damage. A pouch contains 100 pp.
7. The interned skeletal figure clutches a gem to its chest. If touched, the skeleton will explode and bone fragments will fly throughout the chamber. Each PC will suffer 1d4 damage with no save allowed. The gem is worth 250 gp.
8. Nothing of Value

### 5. The Wight

This small, 10' square building is ornately detailed and features a single, large stone door. A brass lock is the only feature on the door. A heavy, but rusting, iron bar is set across the door. The roof of the building is steep and covered with black, clay tiles.

**DM's Description:** This mausoleum is inhabited by a wight. The wight was formerly a very wealthy merchant who was also extremely greedy. His wish was to be buried with his fortune. But his heirs ignored his wishes and the merchant rose as a wight to inflict retribution on his heirs. Unfortunately, the iron bar outside the mausoleum door has delayed his vengeance.

The wight has been locked in the mausoleum for more than 40 years when it arose from the dead. It only seeks to escape and it will make every attempt to simply exit. The wight is also very weak and will always lose initiative. It also suffers a -2 to all attack rolls. It will only fight in an effort to escape the mausoleum. The wight will leave the graveyard immediately and it will no longer be involved in this scenario. There is no treasure within the mausoleum.

Wight (1) AC 5; HD 4+3, hp 26; #AT 1; Dmg 1d4 by hand; SA level drain; AL LE; XP 590 +4/hp; THACO 15. No Treasure.

### 9. The Spider

This small 10' square building is ornately detailed and features a single, large stone door. A brass lock is the only feature on the door. The roof of the building is steep and covered with black, clay tiles.

**DM's Description:** This mausoleum is home to a very old huge spider. The spider discovered a hole in the wall in the back of the building many years ago. The hole is not obvious and is located beneath the level of the tall grass and weeds that surround the building. The spider avoids human contact as there are plenty of easy targets around the plateau. The spider will defend its home if the PCs enter. There is no treasure within the mausoleum.

Huge Spider (1) AC 6; HD 2 +2; hp 12; #AT 1; Dmg bite 1d6; SA Poison save at +1, fail deals 2d4 damage; SD None; MV 12"; Size M; AL N; THACO 15; EXP 145 +3/hp

### 11. The Hill

The hill overlooks the plateau and graveyard and the plains beyond. There are no grave markers on the hill but five large mausoleums are placed around its edge. In stark contrast to lands around the plateau the hill is dotted with several very large trees. The trees are all approximately the same size. The mausoleums are distinct and feature varying architectural styles. All are clearly very old. A four foot tall field stone wall runs along the edge of hill.



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**DM's Description:** There is little of interest atop the hill other than the mausoleums. Each was built when the graveyard was opened about 80 years ago. The trees were planted at that time and all have grown tall at close to the same rate.

### 12. The Tall Mausoleum

This mausoleum is smallest of those on the hill, but it is the tallest. It is nearly three stories tall and features a steep roof. Thick creeper vines cover the entire east and north walls of the building. A single stone door is the only feature on an otherwise plain building. There is no lock or handle on the door. However, an impression of a human-sized hand is located in the center of the door.

**DM's Description:** This mausoleum is the final resting place of a wizard. The grave robbers have used it as a vantage point to watch for approaching visitors to the graveyard. A gnoll uses the vines to scale the building. If the PCs have successfully managed to approach the graveyard and this location unobserved (unlikely), the gnoll will be on the roof. Otherwise, the gnoll will have detected the PCs and returned to the leaders via location 16.

The door to the mausoleum is *wizard locked* (per spell at 13<sup>th</sup> level). To enter, the *wizard lock* must be dispelled or a wizard may simply place his hand on the impression on the door. The door will open if this is attempted. The door will only open if the PC is a wizard or illusionist. Dual or multi-class characters will not be successful.

The interior of the mausoleum features a single room and its ceiling is formed by the roof. The interior walls are covered with book shelves up to six feet high. The shelves are packed with books. There is very little dust in the chamber. Sitting in the center of the room, on a plush chair with a foot rest, is a skeleton wearing colorful robes. The skeleton holds a book and it appears to be reading.

The skeleton is the remains of a long dead wizard. The skeleton is not animated or undead. The book is a cursed magic item called a *Book of Endless Reading*. Anyone who starts reading the book will be unable to stop for any reason and he will eventually wither and die. The skeleton has nothing of value.

A remove curse will cancel the effects of the book.

The books on the shelves deal with mundane and detailed magic research, history and general information. They will make a great library for any aspiring wizard. Among the books is a *Tome of Knowledge* (see *New Magic Items*).

### 13. The Empty Mausoleum

This mausoleum is ornate and built completely of white granite. The entry portals are tall and made of black granite and sealed with a brass lock. The building has a flat roof and statues of miniature gargoyles are located at each corner of the building.

**DM's Description:** This mausoleum is locked and the lock is extremely complicated. A penalty of -10% should be applied to any locking picking attempts. The mausoleum is empty and was never used.

### 14. The Collapsed Mausoleum

This building has smooth walls and looks to be a perfect square. It must have a flat roof as it cannot be seen from the ground. The building has a large covered porch area made completely of stone and supported by stone columns. A pair of enormous stone doors is set in the center of the building under the porch. The doors are each six feet wide and 10 feet tall.

**DM's Description:** The roof of this structure has collapsed inward. A large portion of the debris is leaning against the doors. If unlocked and opened the debris will come crashing out. Any PCs in front of the doors will suffer 1d6 damage. There is nothing of interest in the mausoleum and its contents are crushed by the roof debris.

### 15. The Phantom

**DM's Description:** This mausoleum is run-down and is clearly the most decayed on the hill. The building leans to one side and creaks and groans of stressed walls are emitted from time to time. The door is iron and it is rusting badly. The door appears to be closed, but it is actually slightly ajar. The body of a human lies just inside the door.



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The corpse is decayed (it has been here for two weeks) and an arrow protrudes from its back. A lantern and a shovel lie close to the corpse. This man was a grave robber, but not affiliated with the current group. His only mistake was to make his nocturnal raid at a site already occupied by a much larger and organized force of grave robbers.

The grave robber managed to enter location 16 (which was inadvertently unlocked) and he was shocked to see a mummy and other undead. The grave robber fled in horror but was shot by one of the gnolls and killed as he tried to enter this location. The death was so shocking that a phantom was created. If the PCs open the door to this mausoleum, the phantom image will appear and the following scene will play out:

The image of a unkempt and crooked man appears over the corpse on the floor. The man, shovel and lantern in hand, pushes on a large stone door and to his surprise it opens easily. A sly grin crosses his face as he enters the building. But satisfaction disappears in a split second as the man's lantern illuminates a shocking scene. An ornate room lined with granite columns features a large stone sarcophagus with its cover open. The figure of a large, dog-headed mummy rises from the sarcophagus. From behind the columns step what appear to gnoll zombies. The mummy holds a large scythe and it plods menacingly forward.

The man, seemingly frozen in fear, stands and watches as the undead move toward him. Then his fear is replaced with self-preservation and the man turns and runs. He appears to run for the ramp but a hulking gnoll figure is outlined in the dark mists of night to his front. The man quickly turns and runs. He flees a short distance through some trees and to the building in which you stand now looms before him. He reaches for the door when a violent shutter racks his body. He falls to the ground.

The PCs can easily determine where the man discovered the undead (location 16). The man was shot by the gnoll who is stationed at location 12. The gnoll had fallen asleep and missed the approach of the grave robber, but awoke as the man approached location 16 and then attacked.

The man has no treasure and the lantern is out of fuel. The shovel is in good repair.

### 16. The Gnoll Mummy

This mausoleum, unlike the others, has a dark cast about it. Its outer walls are made from dark stone and carved figures of various monsters cover the front façade of the building. The door is made of stone and it is held tight by a bronze lock. The roof of the building is steep and covered with dark gray, clay tiles. The unmistakable smell of a campfire is in air about the building.

**DM's Description:** The grave robbers have stationed their gnoll contingent as guards to either scare or kill any intruders. The gnolls, who are generally too large to move about the barrows and tunnels readily agreed to the guard duty. They came up with a plan to dress one of their members as a mummy when they discovered the large sarcophagus. The remaining gnolls have disguised (very poorly) themselves as zombies. Their disguises are juvenile and easily detected by anyone who is not immediately frightened by their presence.

One of gnolls is always on guard duty atop location 12. However, if the PCs were spotted, the lookout will have returned to this location. The gnolls have a small fire burning the northeast section of the room. A large hole leads to the barrows beneath the graveyard in the northwest corner of the room. A makeshift elevator is supported by a pulley system that is constructed directly over the hole. The elevator is always located in location 17 of the barrow. It can be pulled up to the mausoleum with virtually no effort. The elevator also has ropes so it can be moved while loaded.

The gnolls will shamle forward and groan like zombies (or how they think zombies should behave!). The gnoll mummy will emerge from his sarcophagus and swing his sickle in a menacing way. If the PCs were detected by the gnoll look out, Kasandra, the evil female wizard, will be hiding behind the sarcophagus. She will cast a *scare* spell when the PCs enter while still hiding behind the sarcophagus. The gnolls will attack immediately. They all use weapons, which may tip off the PCs.

Kassandra will not enter combat at this time. She will cast her *scare* spell and then cast *invisibility* and retreat to



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the barrows. She will simply climb down the ropes.

The sarcophagus is empty and its previous tenant, a skeleton clad in tarnished chainmail, lies in a heap in the southeast corner of the chamber. If the PCs put the skeleton back in the sarcophagus and reset the cover, an apparition of a regal warrior will appear before them. The warrior will thank them. The PC who suggested that the skeleton be re-interred will receive a permanent +1 to his charisma and 250 experience points. All others who assisted will receive 150 experience points.

If a PC takes the chainmail from the skeleton, he will be cursed for 24 hours and suffer -1 to hit and damage for the duration of the curse. The chainmail is magical and provides a +1 bonus.

*Gnoll Mummy* (1) AC 6; HD 2; hp 15; # AT 1; Dmg scythe 2d6; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp

*Gnoll Zombies* (8) AC 6; HD 2; hp 9 each; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp

Kassandra, 4<sup>th</sup> level wizard (1) AC 8; hp 11; #AT 1, Dmg 1d4 dagger; SA Spells; SD Spells; MV 12'; Size M; AL NE; THACO 20; Str 10, Int 15, Wis 11, Dex 15, Con 9, Chr 12. She has a *ring of protection +1*, and a *wand of treasure detection* (4). Her spells are *magic missile*, *burning hands*, *sleep*, *invisibility* and *scare*.

### 17. The Elevator

**DM's Description:** The grave robbers have installed an elevator that works on a counter balance and pulley system. The maximum weight the elevator can safely lift or lower is 500 pounds. Therefore, it can only handle two or three PCs at a time. The elevator is easy to use and it takes two rounds to reach its destination, either up or down.

At the lower end, the elevator will rest on the floor of a 10' wide corridor with an irregular ceiling height of between 8-10'. The hallway is illuminated by an oil lamp. The grave robbers have spent the last two weeks clearing the tunnels and shoring up the supports within the barrow complex.

### 18. The Base

Stacked stone and creaking wood pilings support the low ceiling of this room. The floor is dirt and the musty smell of damp air fills your lungs. Four sleeping bags line the west wall. Several wood coffins are stacked in the center of the room and form a table of sorts. The remains of unfinished meals, water skins and wine skins are scattered across the "table." At the center of the table is silver box that shimmers in the lamp-light. Digging tools are stacked in the southeast corner of the room. Several barrels and crates are stacked in the northeast corner of the room.

**DM's Description:** The grave robbers use this room as their base of operations. The four leaders of the band sleep here. The coffins are empty. The barrels hold fuel for the oil lamps that are used to illuminate the barrow and tunnel areas. The crates hold empty bags (for loot) and some extra lanterns.

The box on the table is a *spectral box* (see **New Magic Items**). The box appears to shimmer but that is because it is currently in spectral mode. The keywords to retrieve the box are as follows: Gold, Utha, Wolf, Candle, Cloud, and Raven. The box contains 950 gp, 122 pp, 1,842 sp, 10 – 20 gp gems, 15 – 25 gp gems, 3 – 100 gp gems, and 18 pieces of jewelry worth 10d10 gp each.

### 19. Dwarf Base

**DM's Description:** This room is occupied by the dwarf contingent. There are six sleeping bags scattered around the room. A single oil lamp hangs from one of the wooden braces near the door. Next to each sleeping bag is a backpack. The packs hold simple items such as extra clothing, food, and other basic items.

Careful inspection will reveal that some large object was dragged from this room to location 21. This room was originally a barrow and a stone coffin was removed because it bothered the dwarves.

The dwarves have created a secret compartment in the west wall. Inside they have hidden six large pouches.

Pouch #1: 45 gp, 13 pp, 23 sp, 2 – 20 gp gems, 3 – pieces of jewelry worth 50 gp each

Pouch #2: 37 gp, 11 pp, 41 cp, 4 – 50 gp gems

Pouch #3: 21 gp, 6 pp, 11 sp, gold necklace worth 200 gp



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Pouch #4: 66 gp, 34 sp, 12 – 10 gp gems

Pouch #5: 19 gp, 3 pp, 55 sp, *ring of protection +2*

Pouch #6: 71 gp, 15 sp, gold ring worth 35 gp, diamond earrings worth 200 gp total

### 20. Bandit Base

**DM's Description:** This room was selected by the bandits as their den. A large stone sarcophagus is centered in the room. It is too large to move and the bandits use it as a table. It is covered with half-eaten meals and drinking vessels. A dozen packs lean against the sarcophagus. Inside the sarcophagus are the remains of human, who was clearly very large. It is dressed in tattered armor and a rusted and pitted, horned helmet is lying next to the skeletal remains. The remains have clearly been disturbed by the bandits who searched for treasure but found none. The helmet, which is clearly useless, does hold a treasure which the bandits missed. The horns can be removed and inside each are 10 small rubies worth 25 gp each.

The packs hold simple items and nothing of value. The bandits have hidden their cut of the loot in a hole under one of the sleeping bags. They have dug out a hole and inserted a small wooden barrel. The lid of which is just an inch under the level of the dirt floor. Inside the barrel is 310 gp, 31 pp, 84 sp, 18 – 10 gp gems and 12 pieces of jewelry worth 2d20 gp each.

### 21. Latrine

The fetid and disgusting smell of waste fills this room. A trench has been dug along the south wall and it is clearly used as a latrine. A large, over-turned wooden coffin lies on its side along the east wall. The skeletal remains of its inhabitant hang limply from the partially-opened lid.

**DM's Description:** This room is used as a latrine by the grave robbers. The dwarves from location 19 moved the coffin to this room and dumped it on top of the skeletal remains that rested here. If the PCs move the coffin, they will find the smashed remains of a skeleton wearing the tattered remnants of fur clothing. There is nothing of interest in this room.

### 22. Scavenged Barrow

A long stone sarcophagus, its lid lying on the floor, dominates this room. The ceiling is only seven feet tall.

**DM's Description:** The grave robbers have previously raided this barrow. The remains are that of human, who was nearly seven feet tall. Several fingers on both hands have been broken off (to get the rings it once wore). The skeleton is disheveled and it has clearly been picked over. There is no treasure in this room.

### 23. Barrow Ghouls

**DM's Description:** This room contains 16 stone coffins. There are eight coffins on the west and east walls. Lying in bloody and gore-filled pools are the remains of four bandits. They were chased into this room six barrow ghouls that were animated when the grave robbers entered location 25. The barrow ghouls slaughtered the bandits and fed (for the first time in 200 years). They are now lying in the six coffins closest to the entrance. The barrow ghouls will remain motionless until a PC inspects a coffin. At that time, the barrow ghouls will attack in force.

There is no treasure in this room.

Barrow Ghoul (6) AC 6; HD 2, hp 12, 11, 10, 8, 7, 6; #AT 3, dmg 1d3 claw, 1d3 claw, 1d6 bite; MV 90; SA Paralyzation; AL CE; XP 70 +2/hp; THACO 18.

### 24. Furniture Room

This room is filled with furniture and its walls covered with huge animal skin tapestries. The furniture is made from wood and it is in surprisingly good condition. Much of it is carved and decorated with woodland animals such as wolves and bears. Several skins from such animals drape the furniture. A large chair, seemingly built from the horns of deer and elk rests in the center of the room.

The tapestries show scenes of a great hunter from ancient times stalking and killing various woodland animals. One of the tapestries has been pulled to one side, revealing a door that was clearly carved from stone to look like the walls of the room. The door is ajar.



## SIX FEET UNDER

**DM's Description:** This room holds the furniture and various other items that belonged to a powerful barbarian king. He was a hunter of unequalled skill. The king is now a barrow mummy and was interned in location 25. The burial chamber also held the remains of 12 his closest advisors, warriors and family members. All were killed by a plague. The king, whose desire to hunt all things living, eventually manifested after death and his wish to hunt forever was granted by the god he worshipped. The king rose as a barrow mummy, and his followers as barrow ghouls. However, the barrow was sealed they could not escape.

The grave robbers discovered this room, but failed to find the hidden door to location 25 until very recently. When the room was penetrated by the grave robbers, the mummy and his minions "awoke" and the hunt began.

There is nothing of real value in this room.

### 25. The Hunter-King's Barrow

**DM's Description:** This room is unlit and the PCs must bring a light source in order to see. Lying on the floor are four dead dwarves who could not escape the barrow mummy and his minions.

In the center of the room is an ornate stone sarcophagus inlaid with wood carvings. The carvings are of various woodland animals or forest scenes. If removed, the carvings can be sold as they are quite exquisite and made from a rare wood that only grows in the far north. On the back of one of the carvings are the five words that operate the *spectral box* found at location 18. There are 12 carvings and they can be sold for 50 gp each.

The sarcophagus has no lid and it is filled with a thick fog. The fog will obscure all attempts to observe what is inside the sarcophagus. The sarcophagus once held a barrow mummy, which was awakened by the grave robbers. The barrow mummy is now hunting the grave robbers (see room 28).

A great bow and quiver of arrows lie at the bottom of the sarcophagus as well as three steel hunting traps. A PC that reaches into the sarcophagus in an attempt to "feel" for something has 35% chance of tripping one of the steel traps. The trap will deliver 1d6 damage and it must be removed to prevent further damage. Removing the trap will require a strength check (d20 with result lower than strength score). Only one attempt may be per round. The

victim will suffer 1d3 damage per round until the trap is removed. A successful remove trap roll will also disarm the trap.

The *great bow is a magical +2 weapon* and the quiver holds 20 +2 arrows.

There are 12 wooden coffins in the room and they are evenly spaced around the perimeter walls. Each has woodland carvings, but not as detailed as those on the sarcophagus. The coffins are all open and empty. These coffins held minions of the barrow mummy which are now all barrow ghouls. The barrow ghouls are moving through the barrow in search of a meal.

When the grave robbers entered this room, they awoke the barrow mummy and his barrow ghouls minions. The grave robbers instantly fled in panic. In the confusion, most of the grave robbers fled further into the barrow instead of their exit.

### 26. Almost Empty Barrow

**DM's Description:** This barrow room is empty and was never used. However, two barrow ghouls have cornered Hiyet, the evil priest grave robber. Hiyet has used his *ring of undead protection* (see **New Magic Items**) and cannot leave the area or he will be attacked. He will call for aid if the PCs enter the room. The barrow ghouls will immediately attack any who enter the room. Hiyet will attempt to flee if the opportunity is presented. He will immediately head for the exit at location 17.

Barrow Ghoul (2) AC 6; HD 2, hp 10, 7; #AT 3, dmg 1d3 claw, 1d3 claw, 1d6 bite; MV 90; SA Paralyzation; AL CE; XP 70 +2/hp; THACO 18.

Hiyet (3rd level cleric) AC 4; hp 15; #AT 1, Dmg 1d6 +1 mace; SA Spells; SD Spells; MV 9'; Size M; AL NE; THACO 20; Str 12, Int 10, Wis 15, Dex 11, Con 11, Chr 10. He has a *ring of undead protection* (3), and wears +1 *chain mail* armor. His spells are *Cure Light Wounds* x3, *Light Protection from Good*, *Chant*, *Find Traps*, *Hold Person* and *Slow Poison*.



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### 27. The Barrow Mummy

Turning the corner you gaze upon a horrible sight. A towering figure clad in a tattered green cloak holds a female human by the neck. The creature is bound in thick, white, but blood-stained, wrapping. Only its claw-like hands are visible. The creature's head is hidden beneath a massive golden helmet in the shape of wolf's head. The creature holds the woman with her feet dangling two feet from the floor. A sickening gurgle is all that escapes her mouth as the creature throttles her. Four ghoul-like creatures watch the scene with the grotesque expectancy of a starving dog waiting to feed.

**DM's Description:** The barrow mummy from location 25 has captured Silja the thief as she tried to escape. The remaining grave robbers have fled into location 28. The barrow mummy will order the barrow ghouls to attack when it detects the PCs and it will join the combat. The barrow mummy will simply throw Silja against a wall inflicting 1d8 damage. Silja will attempt to escape if she survives.

The barrow mummy wears a gold helmet that resembles a wolf head. It is worth 1,000 gp but has no protective properties and it is not magical. The creature's green cloak has no value. However, the barrow mummy wears a platinum necklace under its wrapping. It is worth 1,500 gp.

Barrow Mummy (1) AC 5; HD 5, hp 30; #AT 1; Dmg 1d8; MV 90; SA Poison; SD takes 1/2 damage from all attacks, 25% magic resistant; AL CE; XP 5750 +5/hp; THACO 14.

Barrow Ghoul (4) AC 6; HD 2, hp 12, 10, 7, 6; #AT 3; Dmg 1d3 claw, 1d3 claw, 1d6 bite; MV 90; SA Paralyzation; AL CE; XP 70 +2/hp; THACO 18.

Silja (thief level 4) AC 6; hp 14 (6); #AT 1; Dmg 1d6 +1 short sword; SA Thief abilities; SD Thief abilities; MV 120; Size M; AL NE; THACO 19; Str 10, Int 9, Wis 10, Dex 16, Con 11, Chr 13. She has a *short sword* +1, *potion of flying*.

### 28. Grave Robbers Last Stand

**DM's Description:** This room holds the remnants of the grave robber gang. They are positioned inside and ready to attack anyone who enters. The gang will fight to the death or attempt to escape if the opportunity presents it-

self. There are eight bandits, two evil dwarves, Restivar and Cassandra (if she survived location 16).

This room contains six stone coffins and the gang has moved them to form a barricade. It is four feet high and 18' feet long so it bisects the room from north to south with only a two foot opening. The coffins are six feet long and two feet high. They stacked two high. Each coffin contains the remains of some ancient noble. Inside each coffin the PCs will find 2d20 gp, 3d10 sp, and a piece of jewelry worth 1d100 gp.

The grave robbers have placed four lanterns on top of the barricade. A PC may attempt to jump or climb over the barricade; however, all attacks during that round are made at +4 to hit. Only one PC may move through the 2' opening per round to get behind the barricade.

Restivar (3rd level human fighter) AC 3; hp 24; #AT 1, Dmg 1d8 +2 w/ *+1 long sword*; SA none; SD none; MV 12'; Size M; AL NE; THACO 18; Str 17, Int 14, Wis 12, Dex 16, Con 15, Chr 13. He carries a *+1 long sword* and a *potion of speed*. Restivar receives a +2 to hit and damage due strength and magic when using his long sword (thaco has not been adjusted).

Kassandra, 4<sup>th</sup> level wizard (1) AC 8; hp 11; #AT 1, Dmg 1d4 dagger; SA Spells; SD Spells; MV 12'; Size M; AL NE; THACO 20; Str 10, Int 15, Wis 11, Dex 15, Con 9, Chr 12. She has a *ring of protection* +1, and a *wand of treasure detection* (4). Her spells are *magic missile*, *burning hands*, *sleep*, *invisibility* and *scare*.

Dwarves (2) AC 10; HD 1, hp 10, 9; #AT 1, dmg 1d6 w/ pick; MV 6'; SA none; SD none; AL CE; XP 20 +1/hp; THACO 20. These dwarves are miners but may fight as a first level fighter.

Bandits (8) AC 8; HD 1, hp 8, 6, 6, 5, 5, 5, 4, 3; #AT 1, dmg 1d6 short sword or 1d4 with light crossbow; MV 12'; SA none; SD none; AL CE; XP 10 +1/hp; THACO 20.

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## NEW MONSTERS & MAGIC ITEMS

### **Barrow Mummy**

Frequency: Very Rare  
No. of Appearing: 1  
AC: 5  
MV: 12"  
HD: 5  
% in Lair: 80%  
Treasure Type: X, Y  
No. of Attacks: 1  
Damage: 1d8 by touch  
Special Attack: None  
Special Defense: Suffers 1/2 damage from attacks  
Magic Resistance: 25%  
Intelligence: Genius  
Alignment: Any evil  
Size: M  
Psionic Ability: Nil

A barrow mummy is the lesser cousin of the standard mummy. Typically, a barrow mummy was a person of importance and power within a primitive civilization. They generally worshipped evil gods in life and vile and dark rites were performed at the time of burial.

Barrow mummies are evil to the core and only seek destruction, though they rarely wander far from their crypts. These creatures are also generally accompanied by minions including skeletons, zombies and barrow ghouls.

Barrow mummies suffer only half damage from all physical attacks and they are magic resistant (25%). They can be hit by any type of weapon, magic or otherwise. They do not cause fear like a standard mummy, but the touch of a barrow mummy may poison the victim. The poison will inflict 2d4 damage (save for half damage) and, if the save is failed, inflict *fear* as per spell on the victim.

### ***Tome of Knowledge***

This magical book will endow its reader with a +1 to his intelligence score. It will take one week to read. The book will turn to dust after it is read. Value: 3,000 gp.

### **Barrow Ghoul**

Frequency: Rare  
No. of Appearing: 1d12  
AC: 6  
MV: 9"  
HD: 2  
% in Lair: 80%  
Treasure Type: X  
No. of Attacks: 3 claw/claw/bite  
Damage: 1d3/1d3/1d6  
Special Attack: Paralyzation  
Special Defense: See below  
Magic Resistance: None  
Intelligence: Low  
Alignment: Chaotic Evil  
Size: M  
Psionic Ability: Nil

A barrow ghoul is a weaker relative of the standard ghoul. They are generally found in very old crypts and barrows and often serve a more powerful undead, typically a barrow mummy or barrow vampire.

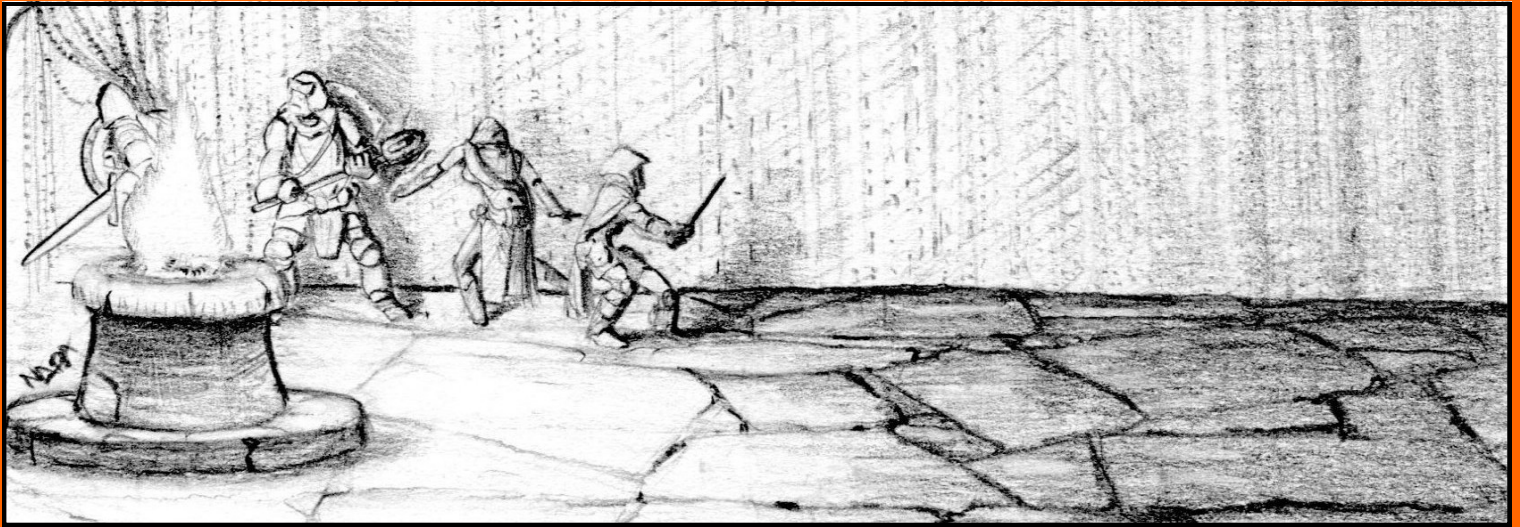
These creatures look and act exactly as a standard ghoul. They can paralyze a victim but only if a bite attack is successful.

### ***Ring of Undead Protection (Greater)***

This magical silver ring can create a five foot circle of protection against undead. The circle is stationary and provides complete protection from any undead or their powers (ranged or otherwise). However, those protected within the circle may take no offensive action against any creatures. If the ring wearer leaves the circle for any reason, the circle is dispelled. These rings start with 10 charges. The circle of protection has a duration of 12 hours. A lesser version of this ring protects against specific undead types. Value: 2,000 gp

### ***Spectral Box***

This unique silver box was designed by a wizard who feared theft. These boxes can hold up to a volume of 1,500 gp. The box is operated by a series of command words (typically five). When commanded, the box will become ethereal. The box will return to the prime material plane when the same words are spoken. Value: 5,000 gp.



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