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1E and 2E Gaming

The Bloody Barrow

by
Louis "sirlou" Kahn



A One-Shot Adventure

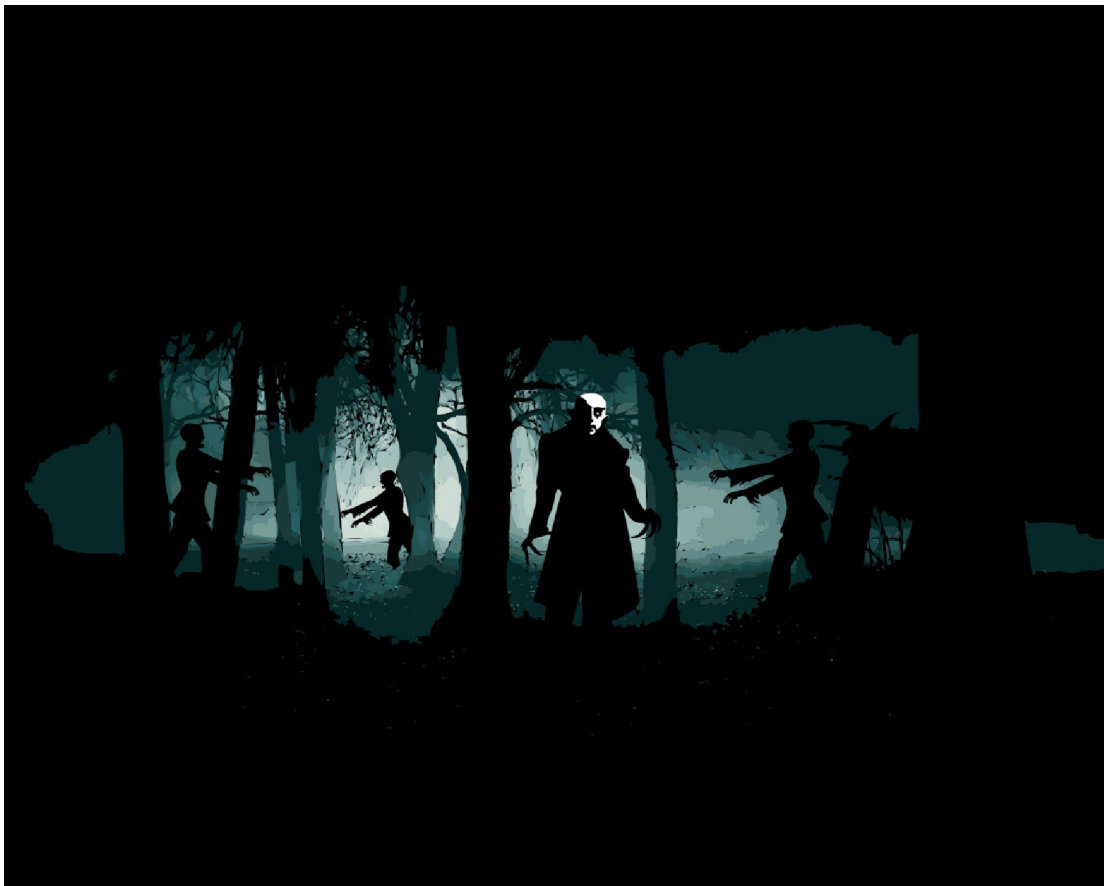
Compatible with Most Fantasy RPG systems

Recommended for 4-6 player characters of levels 6 to 8

Starry Knight Press

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Thanks: Many thanks to my wife for supporting my "flights of fantasy" and to actress Sarah Michelle Gellar, who for her portrayal of my very favourite vampire hunter of all time, Buffy Summers!

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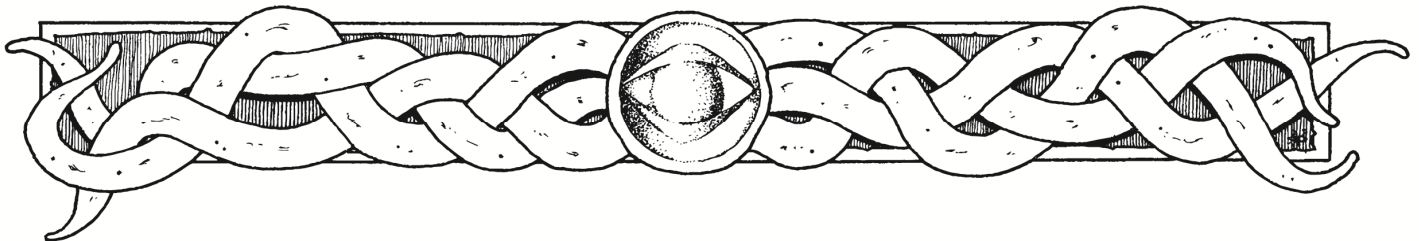
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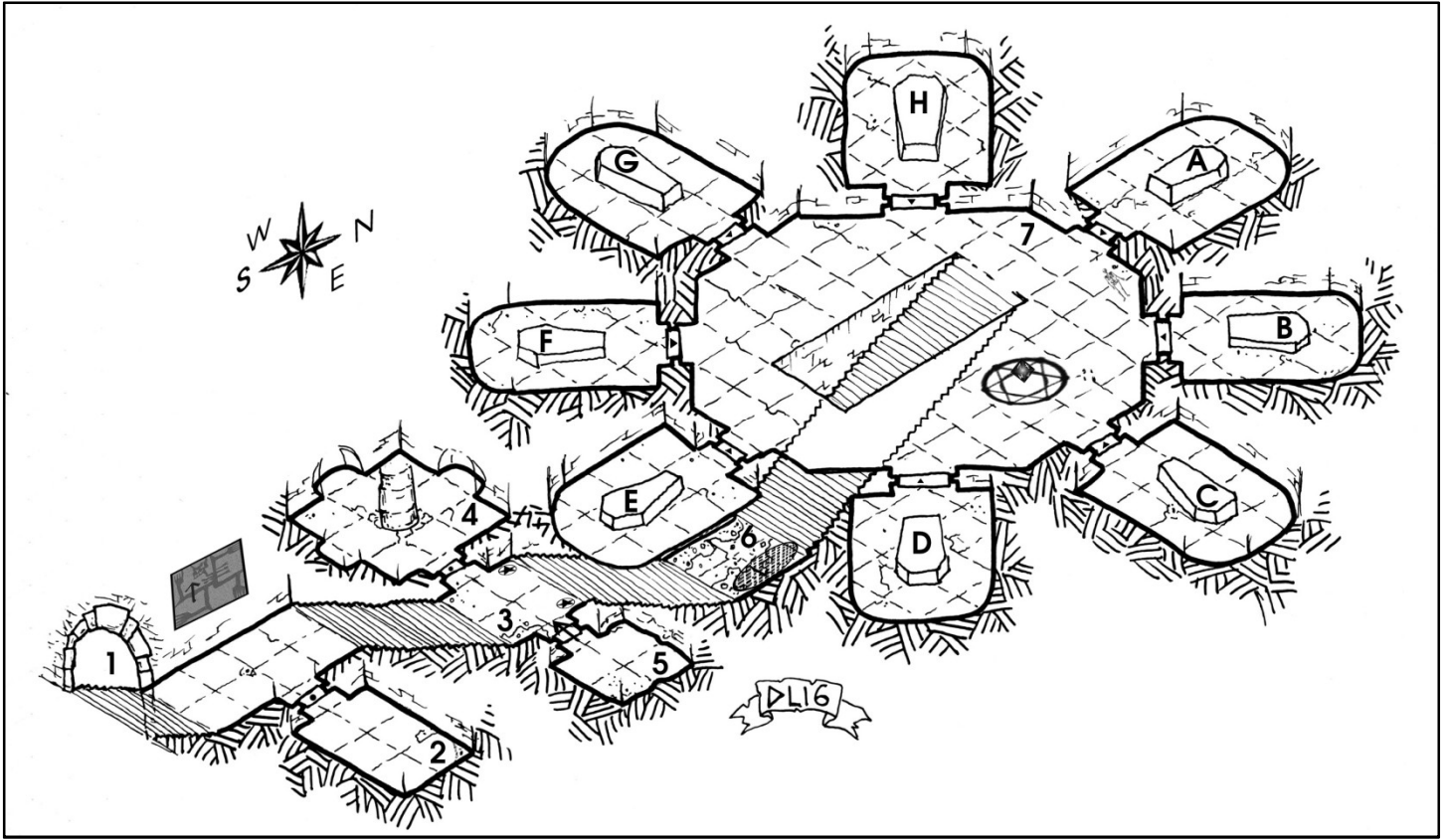
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
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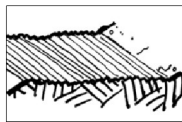


THE BARROW MOUND

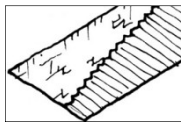


Scale:  = 5 feet

MAP LEGEND



STAIRS DOWN



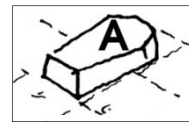
STAIRS UP



BLOOD LOCK



RUNE LOCK



COFFIN



MOSAIC



STATUE



GRATE



CORPSES



RUNIC LOCK

THE BLOODY BARROW

INTRODUCTION: In this adventure the party is tasked with finding and rescuing a missing sage and, if possible, completing his final quest and recovering the lost treasures he was seeking in an ancient barrow mound.

The barrow mound lies in the woods near the **Dubh Glas farm**, which is located near the farming village of **Clachan Fial**, in the author's campaign world. (See Figure 1) **Clachan Fial** is a medium sized village which lies just south of the well traveled trade route between **Dùn Bhriste**, this region's capitol city, and **Baile Átha Quinith**, the capital of the neighboring nation of **The Red Eagle Barony**.

However, this module is intended as a "one-shot" adventure, and was written to be generic enough in setting that it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another. Any specifics noted in the adventure are mentioned solely for the ease of use of those GMs whose games are located within the author's campaign setting.

BACKGROUND: Whilst travelling during a long overland journey, the players come upon the **Dubh Glas farm** while seeking shelter at the end of the day. The farm is quite large, it appears very prosperous, and it looks like they are likely to have an extra room, or at least a warm barn to spend the cold night in.

The party is met at the gates by **overseer Sean MacGuinness**, who politely offers to bring them to the main house to meet the lord and lady of the farm. Despite their wealth and station, the **Dubh Glas** family is humble and kind. They invite the party to join them for supper and suggest they spend the night in one of the small cottages on their property.

Over a fine meal the party is regaled with tales of local events and they in turn are asked to share tales of their adventures in the wider world, to which the couple is very attentive.

As the evening winds down, **Lord Artair Dubh Glas** asks the party to join him and his wife for a drink in the drawing room. As soon as the spirits are served, **Lady Meghan** tells the party they simply cannot leave in the morning without hearing one last tale. She sits and looks meaningfully at her husband, who sighs, clears his throat and then addresses the party.



FIGURE 1: THE BARROW MOUND AND DUBH GLAS FARM (DETAIL)

Read the following to the party.

"Very well," he says, "I suppose it's time to drop the ruse and tell you why we really asked you to stay the night. We've got a bit of a mystery which we pray to the gods does not become a family tragedy...and we're in desperate need of help. The kind of help that only those skilled with spells and blades," he pauses and indicates your party before continuing, "such as yourselves, can provide. It's why we asked about your exploits, to make certain you were *bona fide* heroes."

"Getting to the point then," he takes a stiff belt of this drink, finishing the strong spirits at one go, and continues, "our boy **Olof** has gone off on a 'quest' and we fear he's come to harm. We need you heroes to find him."

"He's a clever lad, you see. I've given him the best tutors we can afford. He's got ambition! He hopes to parley his knowledge into a position as a sage in the royal court at **Dùn Bhriste**. And he'd have done it by gods!" Here **Lady Meghan** stifles a whimper.

Lord Artair winces, realizing he spoke of his son in the past tense. He continues, "After years of research he swore he had found just the thing to get the crown to take notice: the actual spot where **Naomhain of Dùn Bhriste** won the battle which began the current ruling dynasty centuries ago!" **Lord Artair** beams with pride at his son's accomplishment.

Lord Artair continues, “**Olof** discovered the battle took place at an ancient, forgotten barrow mound not an hour’s ride from this very house! So naturally,” he sighs, “the damned fool ran off to investigate it before I could ride down to **Clachan Fial** to secure a group of mercenaries to aid him.” Overcome with emotion, he falls speechless.

Lady Meghan stands and, steeling herself, continues the tale. “He left us five nights ago and hasn’t returned. We sent a couple of the farmhands to look for him two days ago and they never returned either...” She trails off, and **Lord Artair** speaks up, “Will you rescue our son: we’ll pay you a healthy fee. We’re begging, please, we need your help!”



FIGURE 2: OLOF DUBH GLAS

If the party asks questions at this point, all the **Dubh Glas** elders can relay are bits and pieces of the story **Olof** told them. They say **Olof** believed he’d found evidence proving the legends about an ancient **vampire lord** were true, and he’d discovered an ancient text identifying the fiend’s lair as an old barrow mound a short distance from the farm. They say **Olof** hinted that in addition to legends about **Naomhain of Dùn Bhriste**, he had also uncovered

rumors of an even greater mystery hidden in the crypt, but he had not elaborated. His plan was to travel to the barrow and obtain the evidence he needed to prove his theories, and then to present the evidence to the scholars at court, to earn a spot in their ranks.

If asked how to identify **Olof**, **Lady Meghan** shows the party a recent painting of their son: the image is of a tan, healthy youth with short brown hair and a thoughtful look in his eyes. He is shown wearing a plumed scholar’s cap and a distinctive set of spectacles. (See Figure 2)

If the party seems hesitant, **Lord Artair** assures them they can offer a sizeable reward: 4,000gp for the safe return of their son, and half that amount for news of his demise and return of his remains, should that be necessary.

If the party agrees to take on the quest, **Lord Artair** and **Lady Meghan** thank them profusely. Overwrought with emotion, they excuse themselves and ask the **overseer** to lead the party to their quarters, a small, comfy cottage nearby. The party’s nightly rest is uninterrupted, and they are awoken at the crack of the dawn the following morning by **overseer MacGuiness**.

The **overseer** provides the party with any standard provisions they may need for the quest, as well as horses if they do not have their own. He also provides each player with a satchel of folk remedies for combating **vampires**; each one contains a bud of garlic, a mirror, 6 wooden stakes, a hammer, 2 vials of holy water, and the holy symbol of a lawful good deity worshipped in **Dùn Bhriste**.

The **overseer** then draws the party a simple map showing the trail to the forest and the location of the barrow mound within those woods. He begs the party to save the “Young Master”, as he calls him, and assures the party the **Dubh Glas** family will pay them a sizeable reward for rescuing their son, and perhaps a bonus if the work is done quickly!

The **overseer** walks the party to a trailhead at the edge of the farm and stands watching as they ride off.

HISTORY: The myths and legends that young **Olof** uncovered are completely true. The party will be exploring a barrow mound which is the final resting place of a **vampire** court, its minions and servants. The barrow was previously maintained, and the **vampires** “fed”, by a long forgotten cult religion which was originally based on the worship of a **vampire lord** known as **Andrei Strigoii**.

During his natural life, **Andrei Strigoi** was the ruler of these lands; the last progeny of a lineage of despotic lords who had dominated this region eons ago. He lived to a venerable age, but on reaching the end of his mortal life, the man's vanity and lust for power were so great he refused to relinquish his soul to death and instead chose to become an undead **vampire**. He took a vampiric fae, known as a **baobhan sith**, as his bride, and surrounded himself with a court full of **vampires**.

Despite the gruesome and frightening appearance of his court, **Andrei Strigoi** seemed to have an almost preternatural power to control the minds of his people. Some folk attributed this to his vampiric charms, but others claimed the power came from the powerful magical sceptre he wielded. However he did it, his **vampire** court ruled cruelly over the kingdom, bringing a hell on earth to the folk of the once prosperous nation.

Eventually the people could take no more of the undead despot and revolted. Led by **Naomhain of Dùn Bhriste**, the ancestral founder of the **House of Dùn Bhriste**, the living went to war against the dead. Relying on intelligence from spies within the **vampire** court, **Naomhain** learned of the existence of the hidden barrow mound, which had originally been built to house **Strigoi's** mortal remains but which the **vampires** had repurposed as a safe house for their coffins and burial dirt.

One bright, clear morning **Naomhain** led an army of commoners to assault the barrow mound while the undead slept. The **vampire's** guards and wards were eventually overcome at the cost of many lives, and the army took control of the barrow mound. Even though they controlled the barrow, **Naomhain** knew from his spies that even greater horrors waited within the inner crypt. He grew worried that even greater loss of life would be required to slay the **vampires** in their crypt and feared his troops, who were not trained soldiers, would desert when facing true **vampires** or worse monstrosities. Thinking quickly, **Naomhain** decided the **vampires'** refuge would become their prison.

Whilst **Strigoi** and his court remained asleep that day, **Naomhain** descended into the barrow with an elite guard unit. They protected a group of mages and craftsmen who placed various wards to trap the **vampires** in the crypt. They diverted an underground river to flow through the lowest chamber of the barrow, then they placed arcane and physical wards to keep the foul undead imprisoned. Within the crypt itself a magical lock

was constructed which sealed all the doors and could only be opened via a complex ritual. Finally, they placed mystic wards around the outside of the barrow to stop the **baobhan sith** from escaping to the **Land of Faerie**.

Thus the **vampire court** was defeated, their evil was cleaned from the land, and the lords of the **House of Dùn Bhriste** went on to rule the land justly and fairly from that day forward. However, a small group of folk remained loyal to **Andrei Strigoi**, and these evil souls continued to worship the **vampire lord** as a god. They worked to secure his release, yet their efforts were routinely thwarted by **Dùn Bhriste's** armed forces. Eventually their religion was outlawed and the adherents were forced into hiding where, over time, the group gradually devolved into an anodyne underground cult religion.

The original ideals of this faith were lost over time and the mysteries of the cult instead centered on maintenance of the barrow's grounds and the observance of two holy days, at the summer and winter solstices. On these days supplicants brought ritual offerings to the barrow, in the form of animal sacrifices. Unfortunately for the vampiric court, the cult's efforts in preserving the barrow grounds included upkeep of all of the wards, which actually worked to maintain the **vampire's** imprisonment.

Eventually even this cult religion died out, and the barrow and its vampiric occupants were lost to memory. They became mere folk tales, often retold but rarely given any credence by modern folk. The **vampires** slept on silently throughout the years, waiting for their chance to rise and rule the land once more.

It was these folk tales and local legends which **Olof** studiously collected and which would have, if he had survived, certainly earned him his coveted spot as a court sage. Unfortunately for **Olof**, he stumbled into a literal deathtrap and was quickly slain by the barrow's resident guardians.

Now, recent seismic activity in this area has given the **vampires** the chance they have long waited for, as the tremblers have caused the destruction of the wards holding them captive in their crypt. Should someone free the **vampires** from their crypt now, they would quickly spread their evil over the land once more.

PREPARING FOR ADVENTURE: Before you start this adventure, read through the module fully so you have a good understanding of the situation at the **Dubh Glas farm** and the barrow mound.

Make sure to also familiarize yourself with the party's foes, especially the new monsters in Appendix D, so you may take full advantage of their abilities and skills in interacting with the party.

This module has been written to be compatible with most fantasy role playing games (including the OSRIC, 1E and 2E game rules), and works best with a group of 4 to 6 player characters of 6th to 8th level. If the group's make-up deviates greatly from this, one way or the other, the GM may need to adjust the encounter difficulty, up or down, to match the needs of your players.

Another way to assist a weaker party is to employ hirelings. If the party consists of only four adventurers, it is suggested the GM have the party cross paths with two local sheriffs who have been looking for **Olof** and the lost farmhands for the last day. They will agree to join the party and help them complete their quest. In order to assist the GM, at the end of the module is a list of pre-generated characters which may be utilized as either player characters or the NPC sheriffs. (See Appendix A) Characters of varying classes and levels are included to help fill in any gaps in the player characters' abilities.

GM's note: These NPCs are sentient beings and not mere "cannon fodder". They demand, and should be given, a half share each of any experience and treasure. Should the players attempt to abuse them they will demand to be treated fairly or they will leave the party.

ADVENTURE HOOK: There are several reasons for the players to get involved in this adventure, and below are but a few means by which the GM might draw the party into the quest:

- **Bounty hunters:** The default hook involves the **Dubh Glas** family offering the party a sizeable monetary reward for their services. Given the amount offered, it should work as a strong incentive to take on the quest.
- **Battling evil:** This is a classic tale of good vs. evil, and assuming the party is composed of mostly good aligned characters, this may be all the incentive they need to take up the quest.
- **Revenge:** Perhaps one of the player's characters is a relative or friend of the **Dubh Glas** family or one of the farmhands who has gone missing, and the player is seeking justice for them.

Whether you choose to use one of the above adventure hooks, or one of your own, the GM should briefly describe the set-up to the players (e.g. "You come across a large, prosperous farm just as you are looking for a place to rest after a long hard day in the saddle."), role-play the interaction with **Lord Artair**, **Lady Meghan**, and the **overseer**, and then allow the players the opportunity to ask questions, revealing as little or as much of the background material as you wish. Once the players choose to take up the quest, the adventure begins!

TRAVEL TO THE BARROW MOUND: After your players have spoken with the **Dubh Glas** family and their **overseer**, and accepted their quest, they should have a good idea of what their task is, where they need to go, and the knowledge there may be powerful undead foes to overcome. The adventure takes place over the course of one day as the players try to find and rescue **Olof**.

In addition to the map the players have been given, there is a fairly obvious game trail which leads in the same direction they have been sent by the **overseer**. The trail travels a distance of 3 miles through nearby grazing lands to the woods, and the players will then follow a forest trail about a mile further into the forest to reach their destination. Given the short distance involved, the party should reach the barrow mound in a little over an hour, less if they are riding.

No random encounter checks are necessary as the presence of these powerful undead have frightened off other natural and monstrous predators.

THE BARROW MOUND: It has been a very long time since anyone visited this barrow mound and as a result, the **vampires** and their servants within have been in a state of extended repose. Most of the **vampires** in the barrow were driven mad with hunger and devolved into **feral vampires** long ago. However, the **vampire lord**, his fae bride, the mindless undead and demonic beasts have not been adversely affected by the passage of time.

This dungeon consists of two major areas spread out over one level, connected by a central hall and stairway. The entire underground structure sits beneath a huge mound of earth, rising some 20' high, with the entrance cut into the south side of the mound. The interior construction is skilled stonework, with the ceilings roughly 10' high. The floor features elaborate decorative tile work. This was intended as a high status tomb meant for royalty. There is no light in these halls, although empty torch brackets line the walls every 30'.

An underground river (which travels to the nearby sea) used to run through the middle of this tomb, transecting it at Area 6. The running water and other wards kept the evil beings trapped within the **crypt** (Area 7). These precautions worked for centuries until, as noted above, the recent seismic activity (uncharacteristic for this region) caused massive rents in the underground and surface portions of this land. This resulted in the diverting of the underground river and the destruction of the other wards due to the twisting, buckling and cracking of the surfaces in the barrow mound.

With all of these wards gone, the only thing standing in the way of these ravenous undead breaking loose of their confinement, and wreaking havoc on an unsuspecting populace, is the **runic octahedron lock** in the **crypt** (Area 7). Unfortunately for the players, if they wish to complete **Olof's** final quest and reassemble the ancient sceptre of **Andrei Strigoi**, they are going to have to solve the riddle of the rune lock and then use it to open each of the eight vaults, in order, and slay the monsters within to secure the eight separate piece of the this ancient magic item (See Area 7).

GM's note: Armour Class (AC) will be counted as descending (i.e. 10 to 0), and to keep the adventure as system agnostic as possible, the included stat blocks provide only basic information. After a foe's initial entry, only its hit points will be given subsequently. The GM is welcome to substitute statistics from their rulebook of choice.

THE BARROW MOUND, LEVEL ONE:

When the players arrive at the barrow mound, read the following to them:

As the forest trail ends you break through the tree line and come upon a clearing which is completely devoid of trees. The whole area is eerily silent and the weather seems to become several degrees colder, despite the sun still shining brightly above you.

Before you stands a massive earthen barrow mound, rising some 20' high. The mound is surrounded by a ring of 7' tall heavily weathered standing stones covered in ancient runes. Several of them have fallen over, and some have broken into pieces. The damage all looks very recent.

The mound has become overgrown with foliage and you can just barely make out a 10' wide opening in the southern facing portion. It appears that someone else has been here recently, as the vines and vegetation at the entrance have been disturbed and ripped away. The area beyond the doorway is dark and very still.

1. ENTRANCE CORRIDOR: The entryway opens onto a 10' wide stairwell that descends 10' to an empty 10' x 20' landing which leads to another set of stairs down. The corridor is cold and dark. A cold mist hangs in the hall, smelling musty and with an unsettling coppery taste to it. There is a stone door on the east wall and a mosaic plaque on the west wall (See Figure 3).

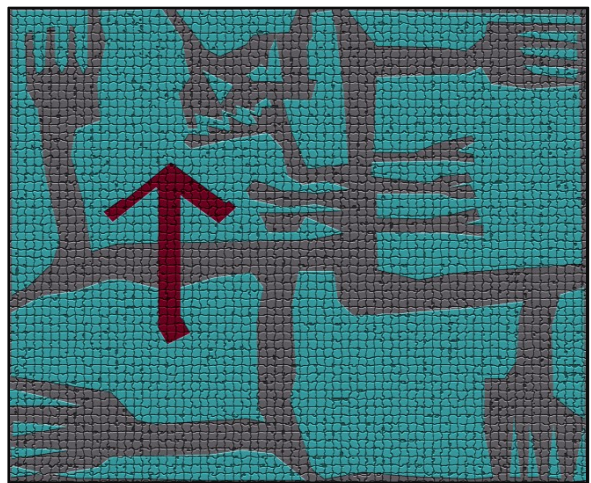


FIGURE 3: THE MOSAIC

This large mosaic is 5' x 10'. It appears new as it was ensorcelled to resist the ravages of time. It emits a strong magical *dweomer* and it also radiates evil. It is a folk art depiction of the **vampire** court buried in the crypt here.

The red rune translates to "god" or "lord". The mosaic was placed here by members of the original religion which worshipped **Andrei Strigoi** as a deity. The GM may allow characters an INT check to determine if they can correctly interpret the mosaic's iconography.

2. PREPARATION CHAMBER: The stone door to this room is locked and it cannot be budged by any physical or magical means short of a *wish* spell. There are no hinges, knobs or any other fittings present on the door.

The door was created to allow entry to only those familiar with the mysteries of the vampiric cult religion (e.g. those who came to make the ritual offerings). Thus, it is sealed with a **blood lock**.

The **blood lock** is a 4" wide by 4" deep spherical opening set into the middle of the door. Dark stains mar the bottom of the opening, and appear to dribble down the door's surface.

The **blood lock** works as follows: if a person places their hand in the opening, they will feel a slight prick as a needle extends down unseen, from the top of the sphere, and pierces their hand. This causes 1d4hp damage. This blood sacrifice is sufficient to open the door's locking mechanism. The door will slowly sink down into the floor of the archway, until it is flush with it.

GM's note: This is not a trap and it cannot be detected or disarmed by a thief. It will not operate unless it draws blood. Thus, it will function with a naked or gloved hand, but a gauntleted hand will not trigger the device and the door will remain closed.

Once the party gains entry to the room, they find a 10' x 15' chamber. This is where the cult religion's supplicants prepared themselves for their journey to the **offerings room** (Area 4).

There is a large stone coffer resting in the middle of the north wall. The coffer is locked and ensorcelled similar to the door to this room. It cannot be opened by mundane or magical means, but only by allowing a needle in the lock to prick the skin, taking a drop of blood and causing 1hp damage. This opens the lock. Inside are a score of rotted and decomposed leather cloaks, which look like they were once dyed blood red. Beneath them lies a forgotten pouch with 253gp, a ruby brooch (500gp) and a *potion of gaseous form*.

Next to the coffer are two stone basins and several stoneware jugs. These were used by supplicants as part of a purification ceremony to ritually cleanse themselves before entering further into the barrow mound, which they considered to be holy ground.

The walls and floor in this "bathing" area, the northeast corner of the room, are covered in a **grey ooze** (AC 8; HD 3+3, 22hp; D 2d8 + corrosion) which snuck into this chamber long ago and has been lying here dormant waiting for prey. It attacks anyone who comes near it.

Along the south wall is a set of shelves where the supplicants stored their belongings before proceeding onward. The shelves appear empty, although a careful search will uncover a small metal tube, inside of which is a tightly wound scroll of *ward of magic*.

3. STATUARY LANDING: This 10' square landing has stone doors on its east and west walls, both of which are sealed and locked. On the south side of the landing, a 10' wide stairway continues 30' down into the dark, toward the **warding chamber** (Area 6). Set into the northern portion of the wall on either side of landing are two intricately carved columns in the shape of beautiful women, dressed in archaic fashions.

The door on the west wall has a **blood lock**, similar to the one encountered at the **preparation room** (Area 2). It opens in the same manner, requiring a blood sacrifice which inflicts 1d4 damage.

The door to the east is a *one way door* and cannot be opened from this side by any means. There is a grotesque carving of a demonic face on this door. The eyes are hollow and if a player looks into the eye holes, the GM should roll a WIS check to determine if they perceive anything in the room beyond. If the check fails they see nothing but darkness, but if it is successful they catch a brief glimpse of large shadowy figures in the darkened chamber beyond.

GM's note: The undead inhabitants of the **guard chamber** (Area 5) attack anyone attempting to open the door to the **offering chamber** (Area 4) who is unaccompanied by a figure in a red leather cloak.

This is where young **Olof** was killed. He was trying to enter the **offering chamber** when he was attacked and slain by a **monster zombie**, and his corpse was then dragged to the **crypt** (Area 7) and left there.

If a member of the party notices the inhabitants of Area 5 by peeking into the room, the players cannot be surprised by these foes later.

The two statues flanking the stairwell are **caryatid columns** (AC 5; HD 5, 30hp each; D 2d4 + chance to break weapon). They were placed here by mages of the cult religion, with instructions to prevent anyone other than the **monster zombies** (Area 5) from entering the stairwell down to Area 6. They will animate and attack anyone else who crosses the threshold of the stairwell.

4. OFFERINGS CHAMBER: This room is protected by a **blood lock**. The door opens to reveal a 15' square chamber. There are alcoves in the north, west and south walls, with the remnants of rusted metal gates on them.

There is a large 5' wide stone column in the middle of the room which has the remnants of old rusting iron rungs in it. The floor of the room is stained a dark russet brown.

This room is where the cult religion's supplicants brought their offerings. Creatures would be penned-up in the alcoves or tied up to the rungs of the central pillar. Once offerings were left here, a **monster zombie** (Area 5) would wait 3 turns (30 minutes) before leaving its chamber to come and take the offerings from here to the **crypt** (Area 7), slaying it along the way if it was not already dead. These offerings were never received by the **vampires** as the **runic octahedron lock** kept them imprisoned in their burial chambers.

While the players are exploring the room, they will be attacked by a **banshee** (AC 0; HD 7, 39hp; D 1d8 + *wail* and *fear*). The **banshee** may wail once a day and all within a 30' radius must *save vs. spells* or die. The mere sight of a **banshee** causes *fear* (*save vs. spell* to avoid).

Lastly, a diligent search of the room will uncover a **periapt of wound closure** lying in the west alcove, where it was dropped by a cult member long ago.

5. GUARD CHAMBER: This 10' square room is empty inside save for the two **monster zombies** (AC 6; HD 6, 33hp each; D 2d8 + *wail* and *fear*) here. These guards have orders to bring offerings to the **crypt** (Area 7) and to protect the **offering chamber** (Area 4). As the door to their room is a *one-way door*, they take turns completing their duties. When one of them exits, one stays behind to open the door for its compatriot. As they are hidden in this room they will surprise foes in the hallway on a roll of 1-4 on a d6, unless they were noticed ahead of time.

6. WARDING CHAMBER: A 10' wide stairway descends 30' from Area 5, and ends at a 10' square landing. A river used to flow through this room via the large iron grates on the east and west walls, and the entire area was submerged. The stairs are muddy and damp, and the tiles in the last 10' of the stairway show signs of having been underwater for centuries, as do all the surfaces of the landing. The tiles and stones in the landing are cracked and broken, and this damage is evident on all of the surfaces here. Across from the entrance is another set of 10' wide steps, exhibiting the same appearance. They rise 30' to exit within the **crypt** (Area 7).

This room had several wards to keep the evil beings trapped in the **crypt** (Area 7). The running water from the

stream kept the **vampires** from crossing this room; a 3" thick band of iron was secured to the floors, walls and ceiling of the north and south openings to prevent the fae **baobhan sith** from crossing those thresholds; and a protective arcane circle was embedded into the floor to keep infernal foes at bay.

As all of those wards were destroyed by the recent violent earthquakes, only the **runic octahedron lock** in the **crypt** (Area 7) keeps the undead from breaking free and wreaking havoc on the countryside.

GM's note: The earthquakes have been caused by powerful evil being in league with their **Under-Realm** servitors. This is part of a broader strategy of coordinated attacks on good-aligned kingdoms by malevolent forces, which is taking place throughout the author's campaign world, but GMs are free to explain them in some other way in their own games.

7. THE CRYPT: As the party climbs the stairway from Area 6, they see it is littered with bones, some broken and splintered, and some whole. If the party stops to examine them they will find specimens of all sorts of domesticated and wild beasts as well as older bones of humans, demihumans, humanoids and other, monstrous creatures. The bones appear to have spilled down from the room above. The stairway ascends into an octagonal chamber, 45' in diameter, with a 15' high domed ceiling.

There are eight stone doors placed equidistant around the room, each of which leads to an identical 15' x 20' burial chamber. There are ornate wall sconces on either side of each door, which flicker to life, emitting a pale reddish glow once the first player enters the room. While nearly the entire room is visible in this light, it casts long shadows and leaves many dark spots in the room.

The eight stone doors have no knobs, hinges or fittings, like all the doors in the complex. There are simple keyholes in the center of each door, but they have been filled in and no longer function. There is also a large, 6 inch rune carved into the surface of each of the doors. A dwarf or gnome will notice the runes look like they were added at a later date, and are not original construction. If a *detect magic* spell is cast on them, the doors will register as highly magical. They may only be opened by means of the **runic octahedron lock** in this room.

GM's note: These doors originally had locks which were nearly impossible to pick and were armed with very deadly poison needle traps. This was done to keep other

creatures safely locked out of the burial chambers where the **vampires** hid their coffins and grave dirt. When the forces of **Naomhain of Dùn Bhrìste** invaded the barrow mound, the needle traps were disabled and the keyholes were filled in so that the **vampires** might not escape via their *gaseous form*. The door's runes and the **runic octahedron lock** were then added by **Naomhain's** mages to keep the **vampires** locked in their chambers.

Stacked against the wall, lain in the space between the doors, and scattered in random piles all around the chamber are piles of bones. They are of the same type and condition as the bones found in the stairway. These bones are the remains of the offerings made over the years by the evil religion and its cult religion successor. The **monster zombies** dutifully brought the corpses to this chamber where they simply rotted away as the **vampires** were unable to get out to consume them.

Lying in a heap in between burial chambers A and B are three relatively fresh corpses. The corpses appear recently slain, and the foul smell of decomposition confirms this.

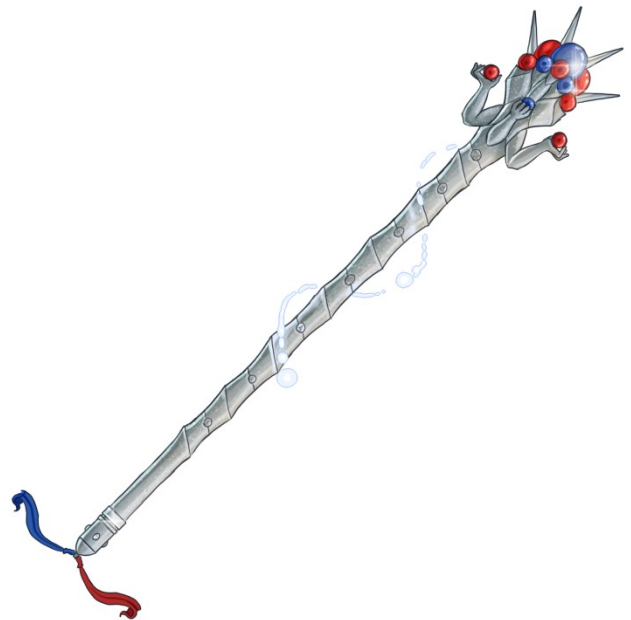
On top of the pile are the remains of two sturdy, plainly dressed young men who met very violent, messy deaths. The bodies are in pieces, and judging from the massive hole in the chest of one of them, it appears they had a run in with the **monster zombies**. One of the corpses has a small satchel tied to his waist, which contains some provisions, now ruined, and a note from **Lady Meghan** to her son. It should be obvious to the party that these are the remains of the two farmhands sent to find **Olof**.

The corpse of **Olof** himself can be found just below the bodies of the slain farmhands. The party will recognize him from the scholar's cap and spectacles still perched upon his head. Unfortunately for the young man, his head is facing backwards and it looks like his neck was cleanly snapped. That is exactly what happened as he was taken by surprise from behind by a **monster zombie** as he tried to enter the **offering chamber** (Area 4); it happened so quickly he barely felt a thing. Other than the one catastrophic injury his body is in a good state of preservation because of it being left in this very cold dark crypt, and there is a good chance he might be *resurrected* if the party can return his body to his parents.

Searching **Olof's** corpse yields a gold pocketwatch (150gp) with the **Dubh Glas** family crest, and a backpack still on his back. Inside are rotted provisions, a bed roll, a few candles, some chalk, 50' rope, flint and steel, and his

journal. His journal reveals everything he knew and had surmised about this barrow mound, nearly all of which is historically accurate.

Skimming the journal will also reveal the secret information which **Olof's** parents hinted at: he found evidence to prove **Andrei Strigoj's** sceptre was indeed a powerful magic item. In fact, he uncovered first hand reports which suggested it was this scepter, known as the *rod of rulership*, which allowed the control of scores of people. He also found a small scrap of an ancient report from one of **Naomhain's** spies who provided the intelligence that the **vampire lord** disassembled the sceptre when it was not in use, and that the eight pieces were hidden in the chambers in this very crypt!



THE ROD OF RULERSHIP

This amazing discovery explained why **Naomhain** chose not to wake the **vampires** and fight them; he feared that **Strigoj** would use the power of his *rod of rulership* to control his mind and the minds of those in his army, which was how the **vampire** had remained in power so long.

As if that were not enough, the journal also contains **Olof's** greatest find: he learned how to manipulate the **runic octahedron lock** and open the burial chambers. The procedure is outlined below and in Appendix C.

Unfortunately, **Olof** also discovered that the arcane power source of the **runic octahedron lock** was waning and that it might not last much longer. Thus, he was adamant he had to come and investigate the barrow mound by himself, without waiting for his father to hire mercenaries.

By his calculations, the lock could fail at any moment, and would last, at most, another season or two.

Olof had hoped to come here and get proof of his theories quickly, and then rush to the **Lord of Dùn Bhriste** and prove his findings so that he, like his forefather **Naomhain**, could bring a host to stop the vile undead court or at least strengthen their imprisonment. His parents will be proud to learn that **Olof** was a hero after all, and was not concerned just about his own ambition, but about his people and his nation.

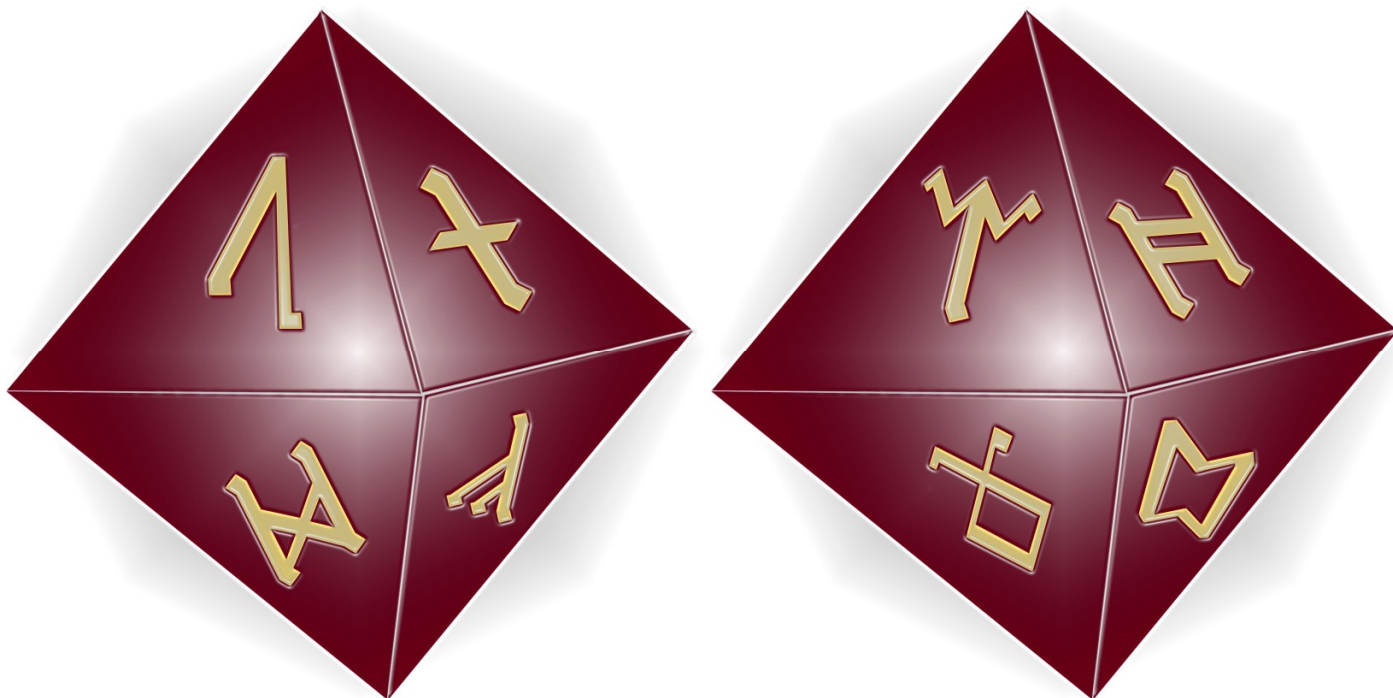
GM's note: The arc of this adventure leads to the party, as heroes, taking on the new quest to destroy the undead in this crypt. You should encourage your players in this direction, perhaps with hints of even further treasure to be found in the eight burial chambers. However, if they choose not to fight these undead they can still complete their primary objective by taking the body of poor **Olof** back to his family.

The **runic octahedron lock** lies in the eastern portion of the chamber, just outside the door to burial chamber C. It is comprised of a 10' wide arcane protective circle, within which floats a roughly 2' tall octahedron. The octahedron floats roughly 5' off the ground. It is composed of the rare and incredibly dense gemstone cinnabar.

The gem appears to glow with an inner light that shines very brightly through its facets. The mages who created this magical apparatus chose cinnabar specifically for its very high refractive index. However, the party will notice the gem's light appears to wax and wane almost rhythmically, a bit like a beating heart. This seems to suggest that **Olof** was correct in his assertion that the lock's magical power is fading. The octahedron is an extraordinarily valuable gem worth 5,000gp.

The apparatus works to open the doors, as follows: There is a rune on each face of the octahedron. Each rune on the octahedron corresponds to an identical rune on one of the doors. The players "activate" the lock by pressing a rune on a door's surface, which causes the rune to sink down level with the door's surface, and then pressing the identical rune on the gem. When the same two runes are pressed a ray of golden light shoots out from the gem's rune and strikes the corresponding rune on the door. This ray of light unlocks the door, causing it to sink into the ground, revealing the burial chamber beyond. Only one burial chamber door can be opened at a time.

There is one other twist, however, as the runes (and thus the doors) must be activated in a specific order. This order spells out two poems in the ancient runic language. This information is laid out in **Olof's** journal, and the relevant page of his journal is reproduced in Appendix C, which you should provide to your players.



THE RUNIC OCTAHEDRON
(BOTH SIDES)

The phrases to activate the lock are: *Need Human Cattle Wealth* (which is meant as a warning that there are **vampires** here seeking blood) and *Hail Homeland Earth Stone* (which was meant to celebrate the victory of the common folk over their undead oppressors). Figure 4 summarizes the proper activation order, and the corresponding rune and phrase for each burial chamber.

Chamber	Rune	Phrase
A	†	Need
B	ᚱ	Human
C	ᚦ	Cattle
D	ᚱ	Wealth
E	ᚱ	Hail
F	ᚱ	Homeland
G	ᚱ	Earth
H	ᚱ	Stone

FIGURE 4: RUNIC OCTAHEDRON LOCK SOLUTION

The GM should provide the players with the page from **Olof's** journal and the scale model of the octahedron (Appendix C), and then allow them to sort how to use the two together to activate the lock. While the party might engage in some trial and error, that is not without danger as each time the wrong combination is pushed (e.g. a rune is pushed out of order, the door and octahedron runes don't match, or etc.) the player doing so takes 1d6 electrical shock damage.

This puzzle should be fairly straight forward, but if you are dealing with inexperienced players who are having trouble with this puzzle, I have a couple suggestions. First, the GM should eliminate the "trial and error" penalty as that damage can add up, and it may frustrate inexperienced players. Second, it is suggested the GM give the players a hint, such as having the faces of the octahedron glow briefly in the proper order. Lastly, if all else fails the GM may simply roll an INT check for each player, and if one of them succeeds the GM can explain to that player that their character has surmised how to use the lock, and then explain it in detail to them.

Once the party has learned to manipulate and use the lock they can begin exploring the eight burial chambers and the battles that await them within! Each chamber contains members of **Andrei Strigoi** vampiric court, and in the case of some lesser members of the court, allies they chose to watch over their coffins while they slept.

The Burial Chambers: Each of the eight burial chambers is identical in construction, a 15' x 20' stone chamber, with a curved back wall and a vaulted ceiling 10' high. Each chamber has a coffin, a locked stone chest to store

valuables, and a small stone lockbox which holds a piece of the *rod of rulership*. The keys for these containers are carried by the **vampires**. Once the door to a burial chamber is opened the occupant(s) will exit the chamber and confront the party immediately.

The occupant(s) of each chamber are listed below:

A. A feral vampire (AC 3; HD 6+6, 36hp; D 2d4 + level drain), see Appendix D, New Monsters; and a **hell hound** (AC 4; HD 5, 29hp; D 1d10, bite + 5hp, flame breath).

Treasure: 9,000cp; 2,000ep, 4 gems (50gp, 2x 100gp, and 500gp); 4 pieces of jewellery (silver ring, 400gp; platinum locket, 500gp; gold medallion, 700gp; and a gold necklace, 900gp); 2x *potions of extra healing*; a scroll of *ward of water elementals*; a *ring of telekinesis*; and the butt-end of the *rod of rulership*.

B. A feral vampire (38hp) and a **wraith** (AC 4; HD 5+3, 32hp; D 1d6 + level drain).

Treasure: 8,000sp; 4,000ep; 1,000gp; a 500gp gem; a scroll of *ward of petrification*; a *ring of water walking*; a *belt of dwarfkind*; and a piece of the shaft of the *rod of rulership*.

C. 2 feral vampires (41hp each). These **vampires** are a married couple, joined eternally in undeath.

Treasure: 600pp; 13 gems (6x 50gp, 5x 100gp, 500gp); a *defender bastard sword*; a *dagger +3* with a ruby pommel (1,500gp) which sheds a red light, 10' radius; *gown of armour +8* (See Appendix E New Magic Items); and a piece of the shaft of the *rod of rulership*.





THE BAOBHAN SITH ETHME SHEE



THE VAMPIRE LORD ANDREI STRIGOI

D. A **baobhan sith** (AC 2; HD 7; 39hp; D 1d6/1d6/1d6 + blood drain and *charm*; SA). This is the bride of the **vampire lord Andrei Strigoi**. During their reign she was referred to as "The Queen"; **Strigoi** was the only one who knew her *true name*, which is **Ethme Shee**.

Treasure: 700pp; 15 gems (6x 10gp, 5x 50gp, 2x 100gp, 2x 500gp); her wedding jewellery (silver earrings, 600gp; silver necklace, 900gp; and a silver and diamond ring, 1,500gp); 3 potions (*extra healing*, *heroism*, and *speed*); a *broom of flying*; *stone salve* (5oz); a *cloak of the manta ray*; and a piece of the shaft of the *rod of rulership*.

E. A **feral vampire** (42hp) and a larger **hell hound** (AC 4; HD 6, 36hp; D 1d10, bite + 6hp, flame breath).

Treasure: 5,000cp; 3,000ep; 2,000gp; 13 gems (5x 10gp, 4x 50gp, 3x 100gp, 500gp); a *potion of super-heroism*; mage scroll (3/3/2/2; GM's choice of spells); *plate mail* +3, a *luckblade cutlass* (See Appendix E); and a piece of the shaft of the *rod of rulership*.

F. A **feral vampire** (43hp) and a **mummy** (AC 3; HD 6+3, 38hp; D 1d12 + *fear* and rotting disease).

Treasure: 3,000ep; 2,000gp; 500pp; *boots of speed*; a *holy mace*; a suit of *leather armour* +2; a *shield* (1) +3; and a piece of the shaft of the *rod of rulership*.

G. 2 **feral vampires** (44hp each). These **vampires** are fraternal twins, one male and one female. They were **dark elf** assassins in the employ of **Andrei Strigoi**.

When **Strigoi** decided to become a **vampire**, they chose to stay in his service and make the transition with him.

Treasure: 12,000cp; 2,000gp; 300pp; 500gp gem; 4 pieces of jewellery (silver pendant, 400gp; silver brooch, 500gp; 2 gold statuettes, 1,000gp); a *morning star* +2; a *short sword* +2; 2 matching suits of *elfin chain mail* +2; and a piece of the shaft of the *rod of rulership*.

H. The **vampire lord Andrei Strigoi** (AC 1; HD 8+3; 50hp; D 1d6+4 + level drain, *charm* or by weapon type). The **vampire lord** is an extremely powerful specimen of undead. As the former ruler of these lands it still views itself as nobility and it will be quite condescending toward the players.

While haughty and vain, its initial response is not to attack, as it is amused by the party, but if threatened it responds with lethal force and fights until destroyed. It will instead seek to parlay with the party initially, but only so that it might attempt to *charm* one or more players, turning them into allies to increase its chances of survival.

Treasure: 11,000sp; 2,000gp; 400pp; cleric scroll (4/3/2/1; GM's choice of spells); a *wand of fear*; a *folding boat*; and the head of the *rod of rulership*. **Strigoi** wears its family's ancestral blade, a *vampiric longsword*, which it may choose to wield in combat (D 1d8+2, plus level drain on a natural 20). It is adorned with its regalia of office: a golden chalice (500gp), a golden necklace and pendant (800gp), and a gold and ruby crown (1,500gp).

If the party examines the **vampire lord's** burial chamber they find the walls of his are intricately carved: the images tell the story of his reign, and that of his forebears, going back hundreds of years. While not of monetary value, this find is incredibly important to the history of this region. If the players were to inform the historians at the court of the **Lord of Dùn Bhriste** of their discovery, they would certainly gain much favour with that court.

CONCLUDING THE ADVENTURE: Once the players have defeated the foes in the barrow mound and discovered the fate of young **Olof Dubh Glas**, they will have successfully completed the first part of their primary objective. To complete the second part of the quest, they need to return to the **Dubh Glas farm** with **Olof's** corpse, with all due haste.

GM's note: As noted above, destroying all the undead in the barrow and recovering *the rod of rulership* are not the primary objective, but these side quests add a lot of excitement to this adventure. However, if your party is not that powerful or they are inexperienced, skipping that portion of the module might be advisable, with the players having the option to return at a later date, once they are more powerful.

Similarly, while returning the corpses of the two farmhands would be impractical given their state of dismemberment and decomposition, the party should be rewarded if they choose to give these men a proper burial. While it is not required, it would be the right and honourable thing to do as these brave folk died trying to save another person. The GM should award the party 500xp if they bury them.

Returning to the farm: The party's journey back to the **Dubh Glas farm** will be swift and uneventful. The trip should take no more than 2 hours, depending on the amount of loot the party is carrying. Tell the players they arrive safely back at the farmhouse, and read the following to the players:

As you come within sight of the **Dubh Glas farm** you see the **overseer** galloping towards you. He had folk watching for your return, and you can see people rushing back to the main house. As the **overseer** approaches he scans your group, looking for young **Olof**. As he pulls abreast of the party he catches sight of **Olof's** corpse; his face drops and tears well up in his eyes. He inquires about the two farmhands, and then shakes his head forlornly when he learns their fate.

As he rides the short distance to the main house with you, he appears not to hear anything you say as grief overcomes him.

By the time you arrive at the main house, a crowd of farmhands and their families have gathered. You ride through the group like a make-shift funeral procession. You see tears and anguish on their faces for the young squire and the two farmhands, all of whom were well liked in this small community.

Before you can even dismount, the **overseer** has leapt from the saddle and gently lifts **Olof's** body, carrying him the last few steps by himself. Just then, **Lord Artair** and **Lady Meghan** rush through the front door of their house, accompanied by an elderly man dressed in white robes.

Upon seeing **Olof's** lifeless form, **Lady Meghan** releases a cry of such intense pain it brings tears to the eyes of those assembled. **Lord Artair** comforts her as he averts his eyes from the sight of their son's dead body.

The older gentleman, meanwhile, moves swiftly and with purpose. As he approaches you see that despite his advanced age, he is quite spry and vigorous. His head is shaved and he wears robes of brilliant white, embroidered with the symbols of his faith. He instructs the **overseer** to lay the body before him and begins examining it. As he does so he addresses you, without looking up.

"Hello adventurers, I am **High Priest Ailbeart Dùghallach**, and I need to ask you a few questions about this boy's cause of death before I begin trying to bring him back." He pauses, only briefly, and then asks you a rapid series of questions.

The GM should ask the players questions about **Olof's** death, most of which they cannot answer (e.g. how long has he been dead, do you know if he was poisoned, was his life energy drained, was he frightened to death, was he turned to stone at any point, was he drowned, and so on). The GM should allow the party members to answer to the best of their knowledge and have the **High Priest** nod and make non-committal sounds. The GM should then read the following to the party.

Apparently satisfied with your answers, the **High Priest** falls silent. You see him place his hands on **Olof**, one over his heart and one on his head, and then he closes his eyes and begins to pray. You see a bright white light begin to form around him and it grows to encompass **Olof's** corpse. His prayers, which started quietly, increase in volume as his voice rises in an eerie keening wail which seems likely to wake the dead...which is exactly what it is intended to do.

There is shocked silence when the priest's incantation ceases. The light which had encompassed him and **Olof** seems to settle into **Olof's** corpse. Time seems to stand still as all assembled hold their breath, waiting for a sign that the prayer has been answered.

Then all of a sudden you can see **Olof's** rosy complexion returning. His chest starts to rhythmically rise and fall and then, with a shudder, **Olof** bolts upright, opens his eyes and emits a long, terrified scream, as if he'd just woken from a bad dream. Shaking his head, **Olof** looks around, smiles at everyone, and then falls backward; the priest catching him so he does not strike the ground. The assembled crowd lets out a shocked gasp at this miracle!

The **High Priest** checks **Olof's** heart and his formerly broken neck and smiles. He stands up and addresses the crowd. "He is going to be fine everyone, he survived the restoration and he will recover."

With that the crowd cheers, while the **overseer** draws the **High Priest** into a bear hug. Everyone begins hugging one another and clapping each other on the back. You all get your fair share of praise and your own bear hug from the **overseer!**

While **Lord Artair** and **Lady Meghan** see to the removal of their now living son to a comfortable room in the house, the community begins celebrating as if it was a holiday! Tables and benches are brought out, and all manner of food and drink are served.

The **High Priest** wanders over to join you and, over drinks, he explains he is a cousin of **Lord Dubh Glas**. He was sent for the day **Olof** did not return, and arrived just after your party left. He offers to provide any healing service the party needs as personal payment for bringing his young cousin back. Afterwards, as he rises to leave, he tells you if you ever find yourself in the fair city of **Dùn Bhriste** he insists you call upon him there, as you have made a powerful ally today.

A short while later **Lord Artair** and **Lady Meghan** return. Seeking you out, they quietly and reverently thank you for bringing their son back to them. They say that you are always welcome in their home, and **Lord Artair** hands you a satchel heavy with coins. He tells you he is paying you 5,000gp, more than agreed, because of the swiftness in which you brought **Olof** back. The lord and lady suggest you spend the night again and enjoy their hospitality once more.

As the players drift off to sleep that night, they feel the pride of a job well done and joy at a life saved. As the party rides out the following morning the entire community shows up to send them off properly, cheering, "Hail, hail, all hail our heroes!"

Thank you for your custom!



I hope you and your players have enjoyed this "one-shot" adventure. I plan to release more of them, easily adaptable to any campaign, to help busy GMs run a night of delving enjoyment with minimal preparation.

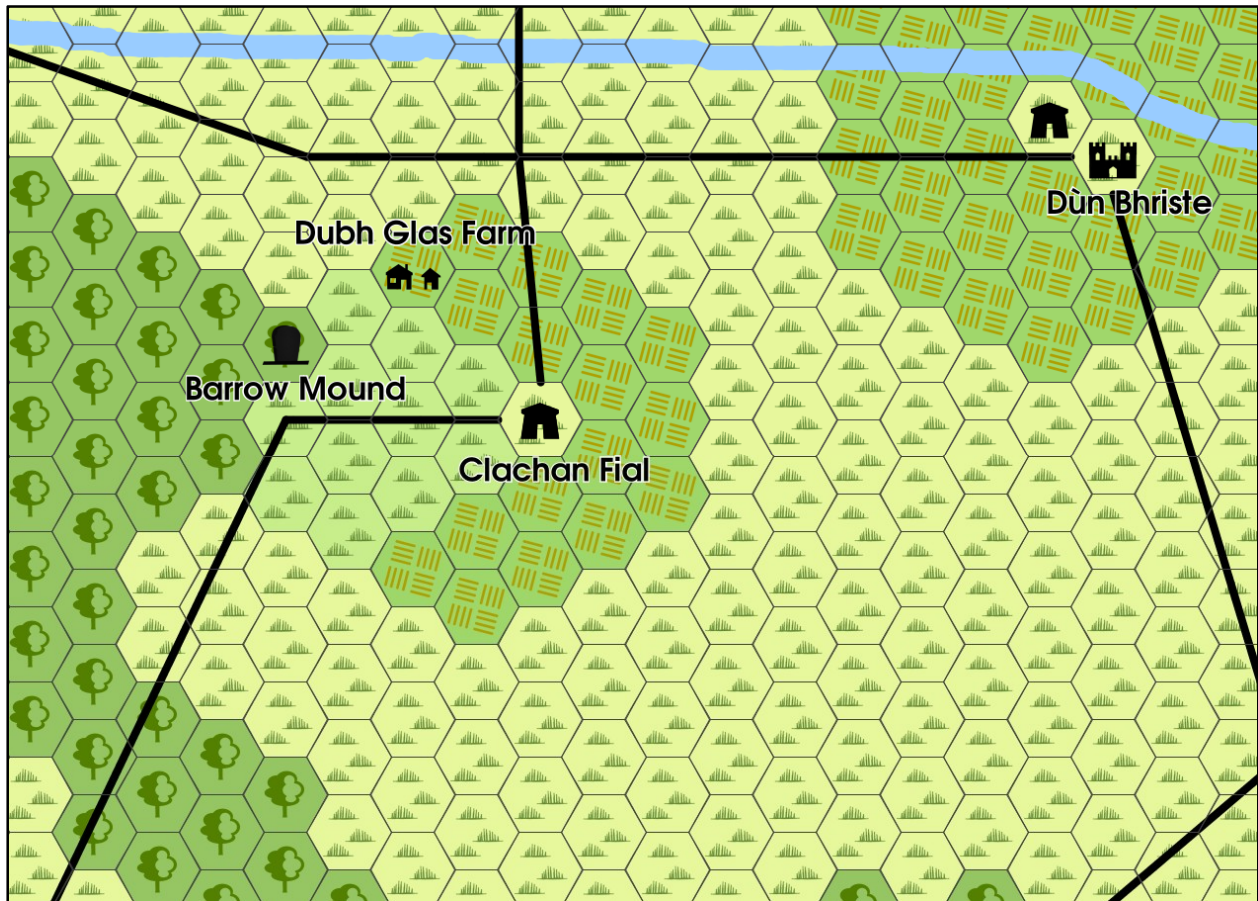
Once you've concluded the adventure in this supplement, the fun doesn't stop there! Peruse my store (starryknightpress.com) to find other exciting offerings I have for you and your players! I look forward to providing you further adventures in the days to come, and thank you, once again, on behalf of *Starry Knight Press*.

Louis "sirlou" Kahn
January 2018

APPENDIX B: Map of Dùn Bhriste: The Dubh Glas Farm

This map depicts the location of the **Dubh Glas farm** in the nation of **Dùn Bhriste**, in the author's campaign world. The farm is located near the village of **Clachan Fial**, just south of the well traveled trade road between this region's capitol city of **Dùn Bhriste** (ruled by the **Lord of Dùn Bhriste**) and **Baile Átha Quinith**, the capital city of the neighboring nation, **The Red Eagle Barony**. It is the setting for the **Starry Knight Press** module **S02 Clash at Fort Valour** and the adventure **Lair of the Toad**, in supplement **SRI Zero Level Player Rules**. The maps indicate geography, local settlements, defenses, and areas for further exploration. A map legend is included for reference: each hex equals 3 miles.

The Dubh Glas Farm and Environs



MAP LEGEND

	Light Forest		Castle
	Grassland		Village
	Grazing Land		Farmstead
	Farmland		Barrow Mound
	River		Road

APPENDIX C: Runic Octahedron Lock Puzzle

Olof Dubh Glas' Journal: In the **crypt** (Area 7) the players come upon an octagonal room with eight locked doors. Each of the doors has a strange rune on it, and may only be opened via the **runic octahedron lock** located in that room. The lock is comprised of a red octahedron gem floating 5' off the ground, within an arcane circle, pulsing with an inner light. The solution to this puzzle was discovered by **Olof Dubh Glas**, who described its operation in his journal, the relevant page of which is set forth below. The GM should provide a copy of this journal page to the players.

I'm certain that the information I have discovered is accurate and reliable. I've done my background reasearch on this and it all makes sense!

The undead tyrant Andrei Strigoï had a magical sceptre which he used to control people's minds! Based on everything I have learned, it has GOT to be hidden in the barrow mound's inner crypt.

I found an ancient account of the final battle that describes how the rune lock was used. I know how to open the crypt doors now! I'm going to get that sceptre! The clues are pretty straight forward...

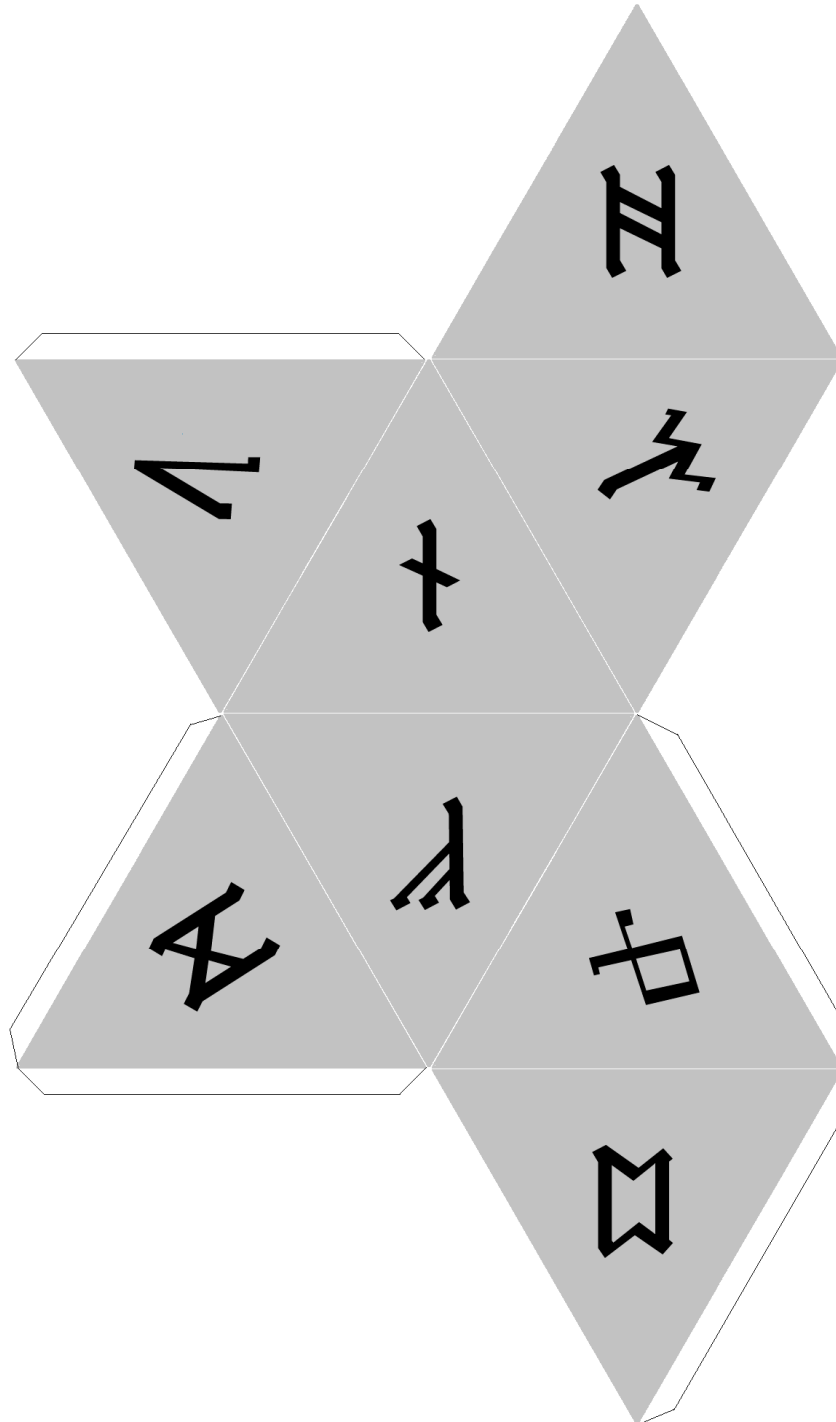
The instructions state you "activate" the lock by pressing the rune on a door and then touching the same rune on the octahedron gem, and a beam of golden light shoots out of the gem and strikes the rune on the door, causing the door to open. It seems simple, but the trick appears to be that you have to open the doors in a specific order, which is based on a set of short poems I discovered. I've made a chart to help me remember how to do this, as I read that if you enter the wrong runes you get shocked...badly!

Rune	Phrase
†	Need
M	Human
N	cattle
F	Wealth
H	Hail
S	Homeland
T	Earth
Q	Stone

I believe this is meant as a warning about the vampires imprisoned here, who feed on the blood of the living! To them we are just cattle!

I'm fairly sure that this was celebrating the victory of the living folk over their undead oppressors.

Runic Octahedron Lock Model: In addition to a page from **Olof Dub Glas'** journal, the GM should provide their players with the paper-craft model of the octahedron gem at the heart of the magical lock in the **crypt** (Area 7), which is provided below. The GM should printed out this model, assemble it, and then provide it to the players at the appropriate time to use as a visual play aid to help them solve this puzzle. For best results, print this paper-craft model out on thick, cardstock paper. For your reference, the "†" rune is located in the position where the "1" is on a standard eight-sided die.



APPENDIX D: New Monsters



BAOBHAN SITH

Frequency:	Very rare
No. encountered:	1
Size:	Medium
Move:	120 ft
Armour class:	2
Hit dice:	7
Attacks:	3 or 1 (blood drain)
Damage:	1d6/1d6/1d6 (claw, claw, bite)
Special Attacks:	hypnotic dance, blood drain, <i>entangle</i> , <i>trip</i>
Special Defenses:	<i>Faerie</i> portal ability
Magic Resistance:	50%
Lair probability:	90%
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	7/2,834 + 10/hp

Baobhan sith are evil vampiric female creatures from the land of Faerie. Like all vampiric monsters, they survive on the blood of the living, but the **baobhan sith** are truly fey creatures and not undead, and thus they are not susceptible to the same weaknesses as negative plane undead beings, i.e. they cannot be turned and they do not have the same spell resistances. They are, however, members of the **sidhe** and are therefore subject to their own sets of weakness, e.g. cold iron, an obsession with making deals, and the inability to break a deal once it has been struck.

The **baobhan sith** are rather striking in appearance, and look like very attractive women possessed of almost otherworldly beauty. They are medium in size, standing

roughly 5' tall, and slim of build. Their long, flowing locks of hair fall to their waist, and may be of any hue. Their eyes are generally an iridescent green. Their skin is a uniformly pale white, although their mouths and lips are stained a deep crimson red. The **baobhan sith** wears flowing, loose-fitting robes or tunics of white, often tied at the waist with a scarf of red or black.

Although they prefer to dwell in out of the way locales, such as abandoned ruins, untrammelled forest, fallen towers and the like, they must maintain a close enough distance to civilized lands to provide a steady food source. While primarily solitary creatures, they may on occasion work with more powerful and like-minded creatures, such as powerful **vampire lords** or **liches**.

When a **baobhan sith** is encountered, they will at first feign a non-threatening countenance, and parley with the players while beginning to move and sway to a rhythm only they seem to hear. This *hypnotic dance* is their primary attack routine, and once they begin the dance it will grow more elaborate and entrancing as time passes. This dance functions similar to the **vampire's charming gaze**; all beings that view the dance must save vs. spell at -2 or be dazed and unable to move or attack (although they may still defend themselves). Once the dance has started, the **baobhan sith** may continue it while taking other actions, including combat, which is simply incorporated into the flowing moves of her dance.

Once her dance has ensnared at least one victim, the **baobhan sith** moves in to attack; she will strike with her long powerful claws (D 1d6 per hand), eager to draw blood, and then attempt to clamp onto the victim with her powerful, razor sharp bite (D 1d6). Once the creature has successfully sunk her teeth into a victim, she will automatically drain blood (D 1d6) on each successive round until the victim is slain, or she disengages or perishes. As with true **vampires**, if a victim is slain by this blood drain ability they may rise in 1d8 days as a **baobhan sith**, except that this only happens to elven or human female victims. Victims of other races or genders are merely slain.

If pressed in combat (e.g. at ¼ of her hit points or less) the **baobhan sith** will attempt to escape by using her *entangle* and *trip* abilities (per the druid spell, useable once a day), and then opening a portal to **Faerie** and escaping to that realm. This transition takes 1 segment.

If unable to escape they will attempt to surrender and, like all true **sidhe**, attempt to bargain to save their life, perhaps offering information on a nearby treasure or intelligence on a potential foe. Although they must stick to any bargain they make, the bargains will almost certainly be to their eventual benefit and the wording will be made as vague as possible to allow for their "aggressive interpretation" of their obligations. Players would be wise to observe the adage *caveat emptor* before striking any such bargain. If players are not interested in bargaining with the **baobhan sith**, they will fight tooth and claw to the death.

Treasure: 3d6x100pp (30%), 4d10 gems, 1d10 jewellery, 1d4 potions (75%), and 2 miscellaneous magic items.



FERAL VAMPIRE

(turn as type 11)

Frequency:	Rare
No. encountered:	2d4
Size:	Medium
Move:	150 ft/Leap, 60 ft
Armour class:	3
Hit dice:	6+6
Attacks:	1
Damage:	2d4 + level drain
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Lair probability:	25%
Intelligence:	Animal
Alignment:	Chaotic Evil
Level/XP:	7/1,800 +6/hp

Feral vampires are ravenous, mindless undead beings which have been driven insane and beyond reason by their insatiable and unsatisfied bloodlust. Standard **vampires** devolve into **feral vampires** when they are deprived of that which fuels them: blood.

If enough time passes without a **vampire** consuming blood, they will begin to lose all semblance of the urbane, civilized and subtle nature for which their kind are known, and they become the slaving beast which dwells within every **vampire**. In this state, **vampires** lose their higher functioning and revert to the mindless hunting machines which they are at their core: they will attack any creature they can find to drink their blood.

However, the lack of blood leaves **feral vampires** in a weakened state, resulting in their lower hit dice. Because of their hunger they will blindly *charge* into combat (+2 to hit), seeking only to slake their thirst. Their blows in this state are weakened in both damage caused (D 2d4) and in the levels drained (1 level per successful attack). They also *regenerate* slower, at the rate of 1hp/round.

Moreover, in this feral state they are also much more animalistic, often going about on all fours, and they lose most of their spell-like abilities, although they gain other combat-centric abilities. **Feral vampires** cannot use their *charm gaze* attack; cannot summon bats, rats or wolves; and they are unable to *shape change*. However, they gain a *spider climb* ability, allowing them to come barreling toward foes from any angle, and a *jump* ability, which enables them to leap up to 60' and attack in the same combat round. In addition, because of their insane blood lust it is more difficult to *turn* them, and such attempts are done as if they were *type 11* undead.

In all other respects they are like standard **vampires**, and they share the same magic and spell resistances, weaknesses, and may be destroyed in the same manner. (The GM should refer to the OSRIC manual or their reference guide of choice.)

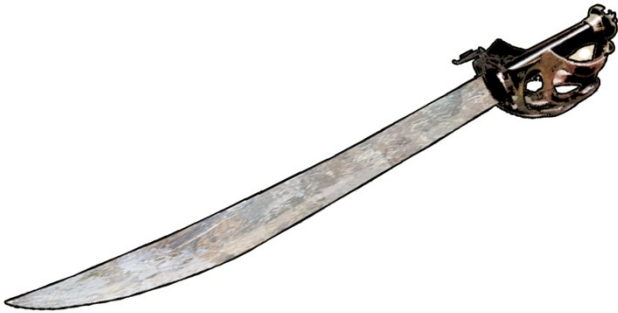
As with standard **vampires**, victims drained of life levels by a **feral vampire** will return as a **vampire** and remain enslaved to the beast that killed them, until their master is destroyed.

Treasure: 1d20x1,000sp (10%); 1d12x1,000ep (10%); 1d10x1,000gp (40%); 1d8x100pp (35%); 3d10 gems (20%); 1d10 jewellery (10%); and 3 magic items (30%).

APPENDIX E: New Magic Items

CUTLASS

A broad-bladed saber weapon, the *cutlass* is common among pirates and naval warriors. It is valued for its ability to cut through heavy ropes, canvas, leather, and wood, and because it is short enough to be effective in close quarters combat aboard ship. The *cutlass* is useable by any class which may use a short sword, including thieves. Magic cutlasses may have a bonus of from +1 to +5.



Weapon	Damage vs. S/M	Damage vs. L	Weight	Cost
Cutlass	1d6	1d8	4	12gp

In this module the players may recover a *luckblade cutlass*. This *cutlass* is a +1 blade for hit and damage purposes (D 1d6+1); it provides a +1 to AC; and it grants the owner 4 *wishes* (per the mage spell). It functions identical to the magical sword of the same name.

GOWN OF ARMOUR

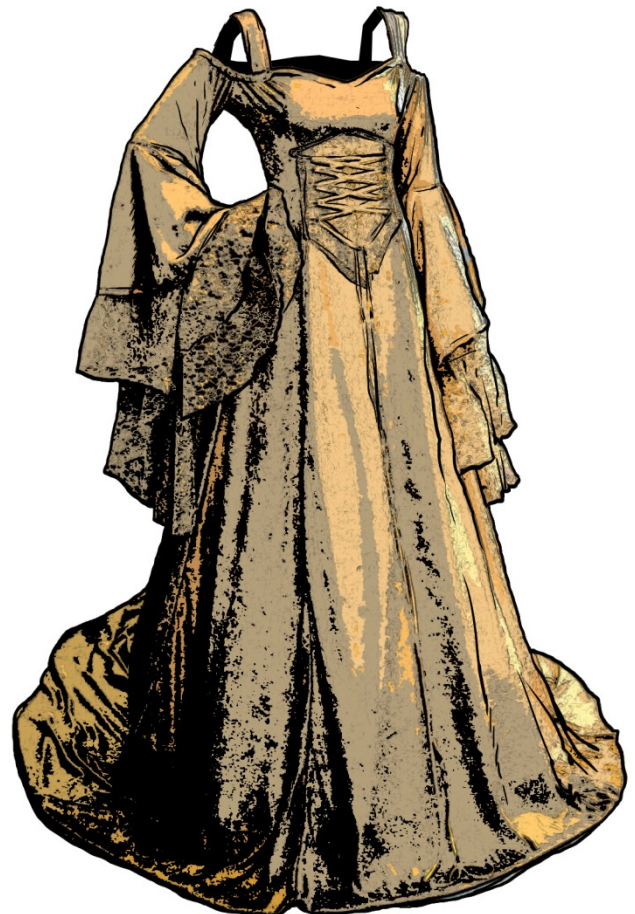
These magical items take the form of beautiful and extravagant dresses, such as those worn by courtiers and courtesans throughout the Realm. Each of these items is unique; an original one of a kind piece of couture. As such the actual style and look of these items will vary greatly from one to the next.

There are, however, certain hallmarks: the cut and tailoring of the gown is exquisite; it is manufactured to highly exacting standards; and it is made with the finest and rarest of materials (e.g. silk cloth, magical thread, leather from enchanted beasts, feathers from rare monstrous birds, monstrous spider's silk, and so on). Once completed, these gowns have a form of *permanency* spell cast on them so they will not age or decompose over time. Like all magical armour, they adjust to fit the wearer.

In addition to their beauty, these gowns are highly prized as they are ensorcelled to provide protection equivalent to most types of armour. These gowns offer a range of protection from +1 (equivalent to cloth armour) all the way up to +9 (equivalent to full plate armour).

Armour	AC	Weight	Move	Cost
Gown of Armour	9 to 0	5	12"	1,500gp/AC point

In this module the players may recover a spectacular ancient *gown of armour +8*, the equivalent of field plate armour (AC 2). This gown was originally created for an elven princess who premiered it at a ball hundreds of years ago at the elven court in **Caisleán Sí**. It was created by elven master craftsman **Arradonis Glamrenthal**. It was one of the last pieces he ever made as he was tragically murdered by his young human protégé, who managed to escape justice for her crime. This young woman grew up to become the **anti-paladin** known as **Dahlia Jardean**. (See the **Starry Knight Press** book **SR2 The Anti-Paladin**)



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Blackie Carbon: p. i (mystic tentacles).

Gary Dupuis: p. 2 (human male bard).

Jeremy Hart: p. 19 (feral vampire).

Rick Hershey: p. 13 and 20 (Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games) (sword, cutlass, gown).

Bradley K. McDevitt: p. 18 and back cover (vampiric embrace, vampiric stare).

Brett Neufeld: p. 8 (rod).

Dean Spencer: p. 10 and 11 (Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.) (vampiric dagger, color; vampire girl; vampire lord).

Daniel F. Walthall: p. 23 (eye monster).

Louis "sirlou" Kahn: cover and frontispiece ("The Bloody Barrow"); 5 ("vampire mosaic"); 9 (Runic Octahedron, Both Sides); 16 (Olof Dubh Glas' Journal); 17 (Runic Octahedron Lock Model); and maps and legends (p. ii, compass, dungeon tile, mosaic, statue, grate, corpse, runic lock; 1, Figure 1: The Barrow Mound and Dubh Glas Farm (Detail); 15, Appendix B: Map of Dùn Bhriste: The Dubh Glas Farm, and Legend).

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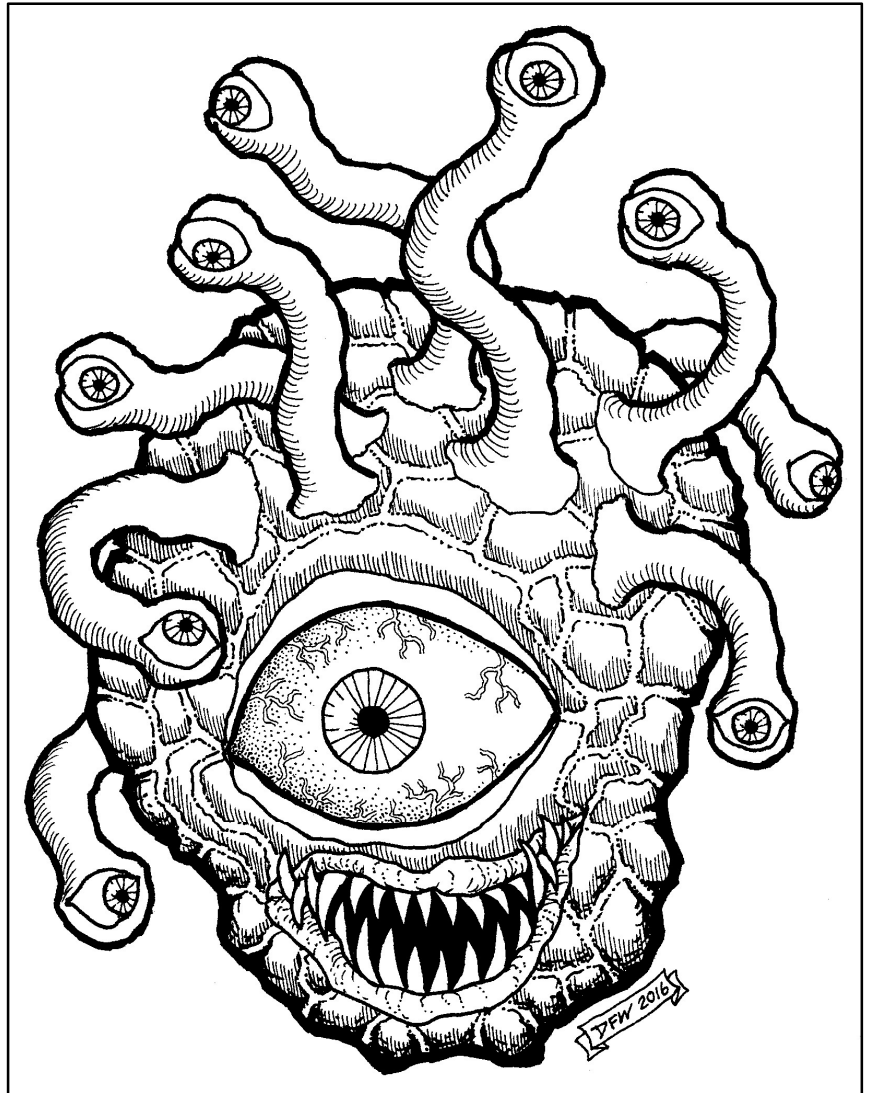
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