

The Thedron Barrows

By Tad Davis

Introduction

Cresting the northern peaks of the Thildish Highlands is a series of Barrows, forever enshrouded in mist. Entombed within lie the remains of the Magearchs of Thedron, great sorcerers of a bygone age. For decades after its discovery the barrows served as one of Thild's hottest adventuring destinations. Songs are still sung of the riches of the mage lords. What's more, scholars and sages agree that Thedron was home to one of the great lost Demon-swords of old. Interest in the Barrows, however, declined sharply after surrounding townships were hit with a plague of ghoul fever that transformed the citizenry into undead cannibals. Of late the Barrows have become a place of interest for diabolists seeking to unearth forbidden knowledge, as well as a troupe of bandits hiding from the law. Yet the lure of untold wealth and relics continues to draw the occasional stalwart adventuring party to this hilltop necropolis.

The Thedron Barrows is a system-neutral, medium sized dungeoncrawl adventure appropriate for a party that has a few levels under its belt. As the party explores the Barrows they will encounter an array of undead creatures, discover a wealth of riches and interact with fearful goblins, cutthroat bandits and diabolical warlocks.

This dungeon crawl was designed as a keyed location (Hex 1104) for the *Isles of Mist* Hexcrawl Adventure. However it can easily serve as a standalone adventure that can be dropped into any region of remote moorland. Feel free to modify any details of this adventure to suit your needs.

Brief History

The Thedron Barrows are a relic from a long-ago age in which powerful arch-mages ruled the land. In those days Thedron was a powerful city-state in what was then known as Taldir. The magocracy was itself born out of a struggle to usurp the demon lords that reigned over the peoples of the north with an iron claw.

Among mortals there arose a few possessed of tremendous arcane skill. Together these mages forged the great Demon Swords, powerful relics capable of smiting the mightiest of the Demon Lords. These weapons were used to great effect in the uprisings that followed until at last the scourge of the demons was purged from the land.

In the days that followed those that lead the uprisings seized the reins of power within the north. Thus was born the Magocracy of Taldir, a federation of city states each ruled by a council of magearchs. Each of these cities within the magedom was interconnected by magical gateways.

For nearly two millennia the magearchs ruled the northern realm, ushering in an unparalleled era of arcane discovery. Arcane knowledge was shared among the city-states and innovations to agriculture, production and transportation arts brought prosperity to the magedom.

For a time there was peace. Yet in its later years the city states grew decadent and Mage Lords laid waste rival cities in contests of power. Barbarian hordes descended upon the crumbling city states, plundered their wealth and destroyed what remained of Taldic civilization. Time passed and new nations rose and fell, but legends of the Taldic Mage Lords continue to exert a powerful force in folk memory.

Most of the great demon swords have been lost to antiquity, and those few that survive are highly coveted. According to Bards and Sages one such weapon was buried with a mage lord of Thedron. So it was that the discovery of the barrows of Thedron several decades back sparked an influx of adventurers to the region.

At first the villages and hamlets surrounding the highlands prospered from the flow of newly unearthed Taldic treasure into their economies. That was before a careless expedition led to an outbreak of ghoul fever that decimated the region. Most people today avoid treading near the Barrows. Yet recently, for widely different reasons, a gang of bandits and an evil cult have each taken up residence in the barrows.

The Thedron Barrows

Factions of the Barrows

The Red Warlocks

Are a cult of diabolists seeking to unlock the secrets of the magearchs. They believe that hidden somewhere within the necropolis lies the key to mastery over Demonkind. The diabolists have bound a few minor demons to do their bidding. With the aid of these thralls the Red Warlocks have launched an expedition into the Thedron Barrows. However they have had several violent run-ins with Captain Kelby and his men. They grow weary of these attacks and plan on dealing with them once and for all.

Bandits

Having earned the enmity of Baron Vek Thrasken due to an embezzling racket the former captain and crew of the *Grey Griffon* turned to a life of banditry. Upon fleeing to the barrows the bandits began to make their livelihood from robbing tombs, warlocks and the occasional adventurer. However their numbers have been dwindling due both to the appetites of trolls and to attrition from warlock human sacrifice. Because of this they are both willing and eager to recruit, rather than merely rob, any willing adventurers.

Trolls

A mated pair of trolls hunts the surface level of the barrows, looking for goblins or adventurers to scarf. On occasion they have been known to spare adventuring parties that have proven capable of bringing them more tasty morsels.

Fangle-Tooth Goblin Tribe

The fangle-tooth goblin tribe made their home in the belly of the Barrows many generations ago. They are cowardly and fear the magic of the cultists, the claws of the troll, and the undead creatures that lurk in dark places. They would be willing to work with a capable adventuring party if doing so means vanquishing any of their other foes.

The Undead

The Magearchs were entombed with their entire household, retainers and servants. An unending expanse between life and death has caused them to become weary of the outside world. In truth, they wish nothing more than to be left to themselves, and they exercise swift and terrible vengeance upon any that trespass upon their domain.

Rumors

Some of the following rumors are more or less true. Others are mere stories or exaggerations at best. For any rumors whose truth value is in question feel free to determine for your own campaign which is which.

“Used to be a lot o’ little villages up in thon hills, till one day adventurers like yourself began’ta venture where they wasn’ta welcome. Now they’re full of walk’n corpses. Best to leave well enough alone. Nothing good has ever come from the barrows. The dead guard their secrets.”

“I’ve heard tell a Gargoyle prowls the Barrows. Likely it was put there to guard the barrows of the dead. The skin of a Gargoyle is difficult to pierce, except by magic. However his eyes are a treasure well worth the perils of doing melee with the beast.”

“Folks say trolls have taken up in thon hills. They feast on travelers and those foolish enough to go wandering the halls of the dead.”

“It’s been said that thon magic portals of the Mage Lords are a rift between our world and the demon realm”

“The captain and crew of the Grey Griffon went missing last winter. Some say that the Baron was about to hang them all after discovering that they had been filching a sizeable portion of the taxes they collected.

“I’ve heard tell that there be warlocks in thon barrows. No doubt they’re up to all manner of unnatural sorcery. I’d not step foot a hundred leagues of that place if I were you.”

“Legend has it the north was once ruled by demons. T’was the demon swords of the Magearchs that drove’em out of the land. Powerful relics those were. Not many of’em left in the world. But some say one was buried with a mage lord somewhere up’n thon barrows.”

“Used to be that folks that wanted to make their mark on the world would try raiding a barrow. That all changed the day someone awoke a powerful dead mage. They say the mage took the man’s head and made the head watch as he hunted down and killed every person the man had held dear. These days most folks leave well enough alone.”

How to Use This Module

Style of Play

The Thedron Barrows was designed to model an earlier era of table-top role playing. There is no overarching narrative plot directing the flow of events. Rather the party is free to explore the dungeon and interact with (or avoid interactions with) its denizens as they see fit. There are a multitude of possible paths for traversing the dungeon, including a series of magical portals. The difficulty of the encounters tends to increase the deeper the party delves into the dungeon, but then so too do the magnitude of the rewards (although there are areas even in the upper levels where the difficulty level spikes). While opportunities for combat abound, it is also possible to interact with the various factions of Thedron in a more diplomatic fashion. There are puzzles and riddles to be solved, traps to be eluded, curiosities to be explored and treasures to be won. Creative problem solving, caution, resource management, and attention to detail are all skills that tend to be rewarded by this module, while their reverse can easily lead to death of one or more party members.

Reading the Dungeon Key

The Thedron Barrows is divided into three levels, a surface level and two subterranean levels. A map for each has been provided with a random encounter table and series of keyed entries for that dungeon below it. The top line of each entry begins with a letter or number corresponding to the location letter or number appearing on the map, followed by the name of the location. Just below this is a brief description of what is immediately visible to the players upon entering the locale. Following this description are listed on the one hand, any creatures, traps, tricks or treasure appearing in the room, and on the other, a fuller description of some of the features of the room listed in the initial description (both of which are **Bolded** for ease of reference).

The idea here (*inspiration* for which came from Courtney Campbell) is that the initial description combined with any reference to visible creatures, comprise the player's "at first glance" observations. Should the party examine the room's features more closely they gain additional insights about them. This is important since quite often clues about tricks, traps, treasure and other curiosities can be gleaned only by attending to these details. Also note that whenever items such as traps and treasure are tied to features of the locale, these will be listed within the descriptions of these features.

Missing Mechanical Details

Many details regarding monster stats, target numbers for skill checks and saving throws and the like are absent from the dungeon key. The reason for this is that this is intended as a system-neutral module and these details are left blank to facilitate different rule-sets. However, I have included a "Difficulty Class" (DC) rating of 1 through 35 for certain skill checks and saving throws to give an idea the relative difficulty of a task, which can be adjusted to suite your rules set of choice. Also, an appendix has been included in the back of this module which offers ideas for how to adapt new items and monsters to a different rules format.

Magic Portals & their Keys

The magearchs made extensive use of magical portals in the designs of both their cities and their crypts. Twelve such magical portals are spread throughout the Thedron Barrows, allowing those that access them to travel to other parts of the dungeon. The portals are accessed by means of twelve keys, each of which is linked to a specific portal. The keys are pearlescent egg-shaped orbs each of which faintly glows with its own distinct hue. When placed within the center of one of the eleven other portals the key causes the all creatures standing upon the portal to be transported to the portal to which the key is linked. The keys are as follows (note that duplicates of certain keys have been placed in different locations, including on various individuals):

Key Color	Leads To	Key Locations
<i>Crimson</i>	Room 20	Room 83
<i>Scarlet</i>	Room 65	Rooms 83, 103 & Kalder
<i>Vermillion</i>	Room 76	Room 83 & Kelby
<i>Flame</i>	Room 82.a	Room 83 & Kelby
<i>Amber</i>	Room 82.b	Rooms 19.e, 84 & 110
<i>Aureolin</i>	Room 83	Rooms 84 & 19
<i>Citrine</i>	Room 84	Room 100
<i>Turquoise</i>	Room 89	Rooms 74 & 84
<i>Azure</i>	Room 98	Rooms 74 & 119
<i>Indigo</i>	Room 99	Lich
<i>Violet</i>	Room 103	Rooms 104, 110 & Kalder
<i>Plum</i>	Unknown*	Lich

* This locale has intentionally been left blank. It could represent a room to another dungeon level (if you wish to continue build upon this module), another Barrow or somewhere else entirely. Use your own discretion.

The Thedron Barrows

Barrow Entrances and Doorways

The Barrows were originally each sealed with a reinforced wooden door. However these have all rotted away over the years. Still some entranceways have since become blocked by debris from cave-ins or, more recently, resealed by local townships in a failed attempt to seal known ghoulish warrens. Unearthing these entryways is both a difficult and time-consuming task. Many of the doors in the dungeon levels of the Barrows remain more or less intact. These have been fashioned from different types of materials (if not otherwise stated treat these as simple wooden doors). Some however, have become stuck. Entering through a stuck door typically requires either a feat of strength to open the door (a crowbar or similar instrument can aid any such checks) or smashing or hacking the door to bits, which may attract the attention of other denizens of the Barrows (see below).

Random Encounters

The “wandering monster” was an indispensable feature of the dungeon crawls of yesteryear. Its roll was to underscore the importance of proceeding with caution and to force the party to make non-trivial decisions about how best to utilize their time, energy and resources within the dungeon. If the party made too much noise or spent too long in any given location attempting to discover treasure or solve a puzzle they risked provoking random encounters, which invariably ate up valuable resources. In keeping with this early game structure a random encounter table has been given for each level of the Barrows. Checks should be made at regular intervals (once per 10 minute “turn” is a rather handy rule of thumb), and any time the party engages in an activity that is likely to draw the attention of nearby creatures. There is a 25% chance that an encounter is triggered each turn, or whenever appropriate (or consult your system of choice for rules on random encounters). If an encounter is triggered roll on the appropriate table to determine its nature.

Sarcophagi Encounters

The Thedron Barrows are filled with Sarcophagi. Some of these are empty, having been previously looted. Others contain the lifeless remains of former Taldic mage lords. Still others contain wights. If not otherwise specified there is a 25% chance that contained within any sarcophagus is a wight. Treat such wights as universally hostile.

Restocking the Dungeon

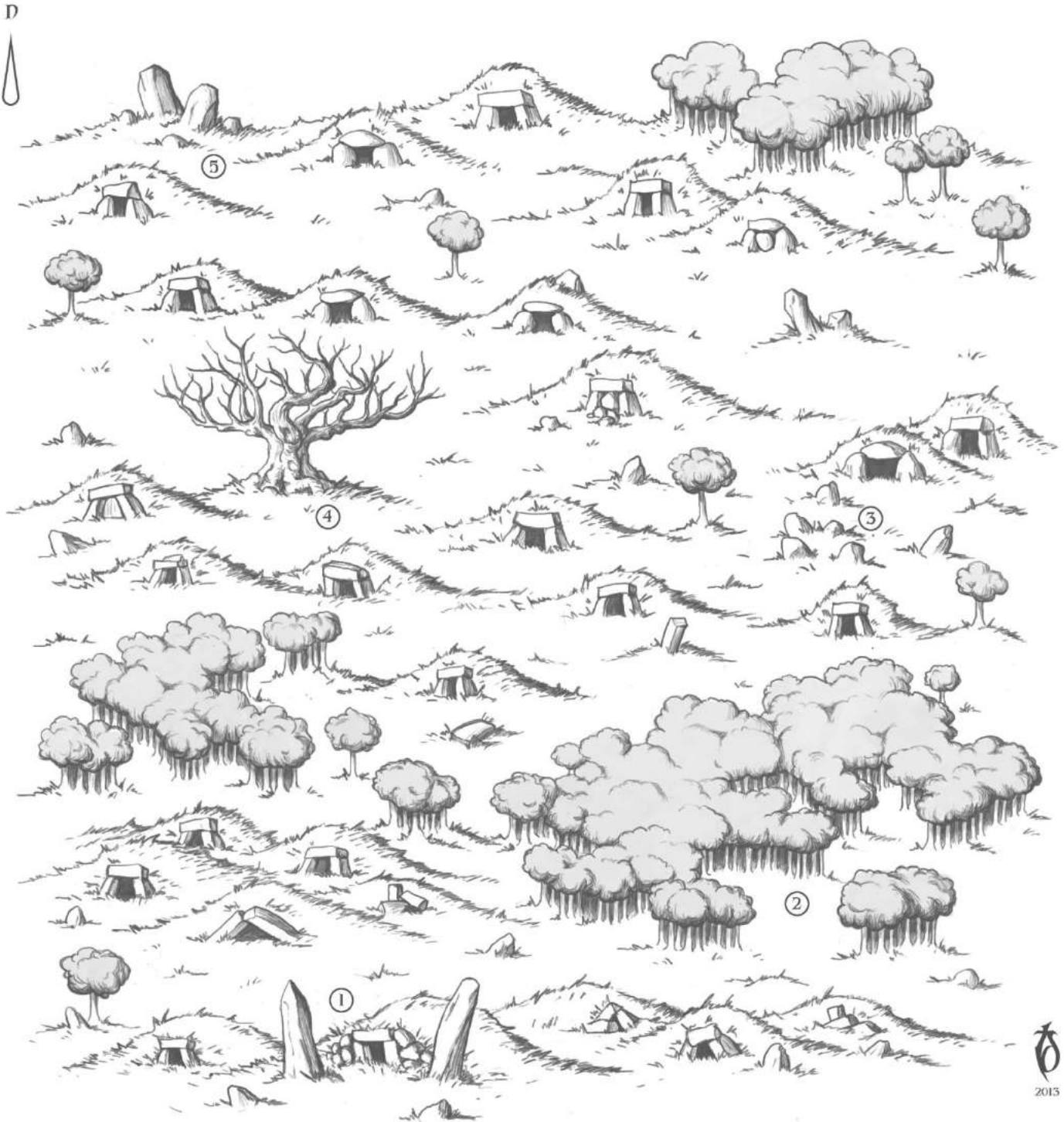
The Thedron Barrows is a dynamic complex. Creatures are continuously wandering through its corridors or taking up residence in its unoccupied chambers. Both to preserve this sense of dynamism and to keep the party on its toes it is recommended that the dungeon be periodically repopulated. For each week that passes there is a 25% chance that any previously explored (and cleared) dungeon rooms will have come to be occupied by another creature. These creatures can be drawn directly from the random encounter tables or can represent new creatures that have only recently come to inhabit the dungeon (they might even represent entirely new factions with their own agendas). Also consider adding additional traps and treasure troves to previously explored rooms to account for the activity of these new creatures.

Dungeon Hazards

Due to seismic activity certain areas within the dungeon levels have become unstable over the centuries. Cave-ins have been known to occur. Locations where cave-ins are immanent have been indicated in the dungeon key below. Any time the party (or other creatures, such as wandering monsters) traverses these areas there is a 5% chance that the ceiling will collapse upon them, dealing 7d6 damage and potentially burring them and/or knocking them unconscious (consult your system of preference for rules on cave-ins). Also, anytime the party or nearby creatures act in way that might destabilize an area (e.g. smashing load bearing walls or columns) consider making a cave-in check.

Magic Items & Other Treasure

In my homebrew campaign setting magic is rare, and most economies around the world operate on a silver rather than a gold standard. As such you may find that the amount of treasure to be found in this dungeon is much lower than it ought to be given the dangers that lurk within. Feel free to supplement the treasure awards listed here as needed.



The Old Barrows

Map Key



Small Grove



Barrow Mound

Locations of Interest

1. The Great Barrow - Leads to the Decropolis
2. The Troll Groves - home to some ferocious trolls
3. The Sleepless Loadstones - The dead rise here each night
4. The Old Oak - An evil spirit haunts this oak
5. The Whispering Rocks - Some hear voices in the rocks

The Thedron Barrows

Surface Level

Dr12	Surface Level Encounter Table
1	1d4 Bandits.
2	1d12 Fire Beetles.
3	Cave Fisher.
4	Assassin Vine.
5	1d12 Skeletons.
6	1d4 Ghouls.
7	Violet Fungus.
8	Wight.
9	Spider Colony of 1d12 Giant Spiders.
10	Skeletal Champion.
11	Gargoyle.
12	1d2 Trolls.

A. The Great Barrow

A large green hill stretches ahead. Two tall obelisks jut out of the earth, marking the entrance to the great barrow. The entryway is a 10ft wide shaft cut directly into the hillside. The door to the shaft has long since eroded away, but finely worked flagstone, weathered with age, frames the entryway and spans along the side of the hill, forming a remarkably straight wall. Silent darkness greets you from within, and a dank musty odor fills your nostrils.

B. The Troll Grove

A thick grove rises out of a shallow hollow filled with oak, ash and evergreen trees. The call and answer of bird songs can be clearly heard from where you stand. A well trodden dirt path leads into the wood.

Troll Warren - the trolls dwell in a cave in the center of the grove. **Treasure:** 1 Carnelian, 2 Aquamarine; 1 Star Sapphire silver ring (15sp); 5gp; 27sp; 45cp.

D4	Troll Grove Encounter Table
1	Assassin Vine.
2	Badger.
3	Troll.
4	2 Trolls.

C. The Sleeping Loadstones

A circle of large black stones stands upon a small hill. Within the circle, a smaller series of black stones encircles a patch of bare earth at the center of the hill.

Creature – Each evening at midnight the hillside spawns 1d12 skeletons or 1d4 ghouls (50/50 chance of either). At any time there are 1d6 skeletons mulling about.

Event – the loadstones are magnetized. Any character wearing or carrying metal within 10 ft receives a -1 to attack and AC due to this magnetic attraction.

Treasure – 2sp; 25cp; heavy steel shield; studded leather.

D. The Old Oak

A massive grey oak looms lifelessly before you. Its trunk is a mass of ugly knots and holes. An old naked hag of a woman sits upon one of the Oak limbs, stroking a raven.

Creature – Undead Dryad

Tactics – If anyone comes within 50ft the dryad will leap into the tree and attempt to put them to sleep and then constrict their bodies in the roots of the oak.

E. The Whispering Rocks

Several large rocks stand upon a hill. When the wind rustles past it almost seems as if you hear voices uttering phrases in a tongue you are not familiar with.

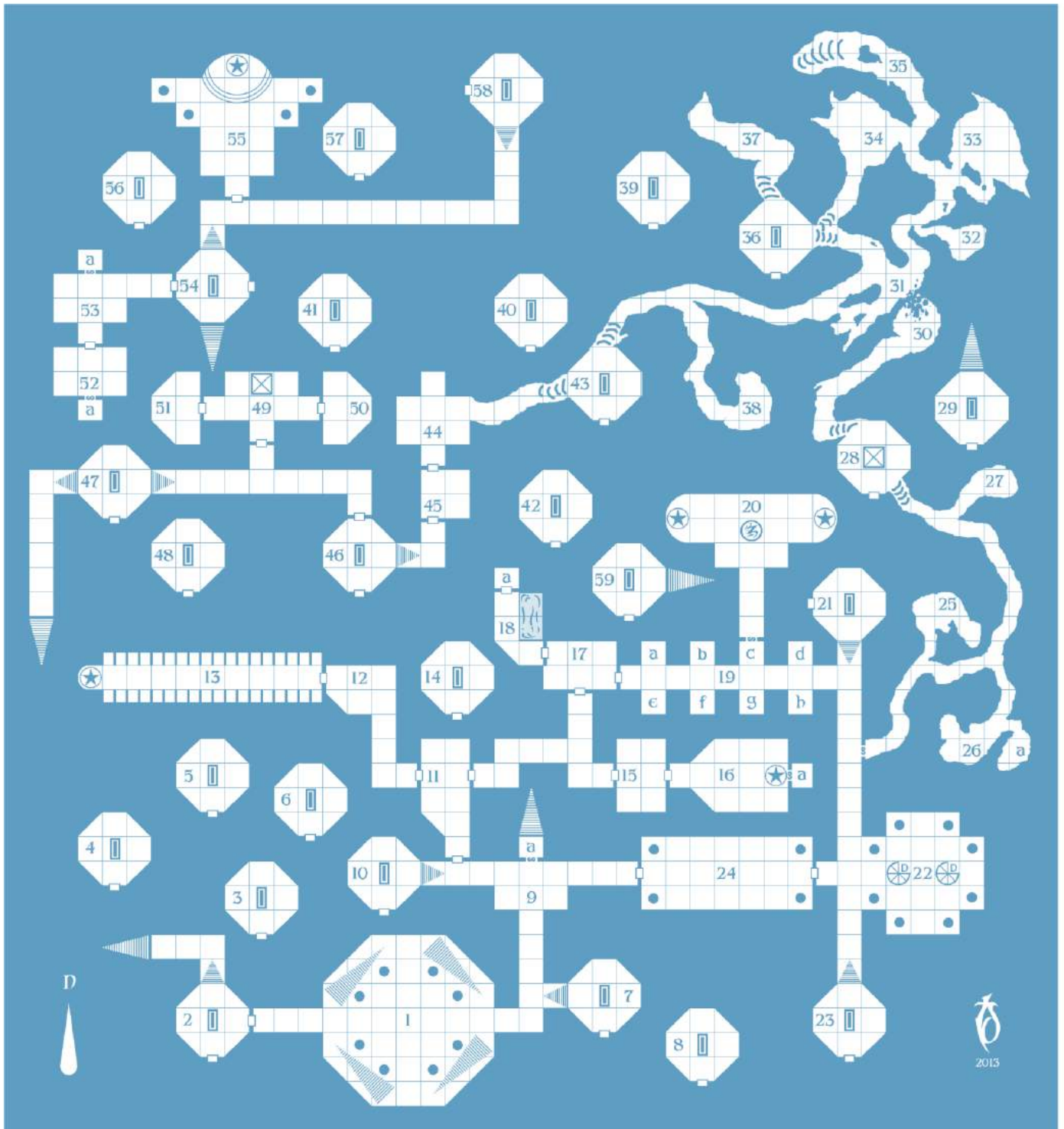
Creature – Ghost (remains invisible and does not attack)

Event – The ghost repeatedly whispers the phrase:

“Ima thek al dretarus, ir kendru di Avidiron kar tevron afron almorik. Verak indos im’evrel indos inoan vuakar”

The ghost is a cantor charged with warning passerbys not to enter the final resting place of the Mage Lords. The phrase it keeps repeating is in Old Taldic and translates to:

“Turn away oh wanderer, the Mage Lords are merciless. Their wrath falls on all who disturb them.”



Theedron Level I

Map key



Random Encounter Table

- | | |
|----------------------------|-------------------------|
| 1. Group of Cultists - 2d6 | 6. Rust Monsters - 1d3 |
| 2. Gelatinous Cube | 7. Moldy Skeleton |
| 3. Ghouls - 1d6 | 8. Wraith |
| 4. Ghosts - 1d3 | 9. Black Pudding |
| 5. Pair of Grieks | 10. Roll Twice on Table |

The Thedron Barrows

Level 1

DC	Level 1 Encounter Table
1	1d6 Cultists.
2	Gelatinous Cube.
3	Cave Fisher.
4	2d6 Oclid.
5	1d8 Ghouls.
6	1d4 Ghast.
7	1d3 Rust Monsters.
8	1d3 Wights.
9	Moldy Skeleton.
10	Wrath.
11	Black Pudding.
12	Roll twice on Table.

1. The Great Barrow Interior

Herein lies a large octagonal chamber 410ft wide. The air is cool and damp. The walls of this chamber are covered in dingy frescoes which have become cracked and faded with time. Eight large pillars are erected in the middle of the chamber, forming a series of arches along the ceiling that meet and run along the eight edges of the chamber. A mosaic pattern decorates the floor. Light streams forth onto the mosaic through a shaft in the center of the chamber ceiling. A portal on the south end of the chamber looks out onto rolling green hills. Hallways attach to both the east and west ends of the chamber. At each corner of the room there is a long stairwell leading downward.

Frescos – depict stages in the evolution of a magnificent city. In each scene a stoical robed figure stands aloof, holding a large pearl-like orb in their palm.

Pillars – the base of the pillars is a polished ring of stone (Tashmaran Jade) deep green in color with intertwining wave-like patterns of darker and lighter hews. The body of the pillars is black (obsidian).

Mosaic – the mosaic consists of a variety of intertwining geometrical patterns composed of various colored stone tiles. Tiles are missing. **Treasure:** some tiles are semi-precious (Lapis and Moonstone). Dislodging takes 1 minute and requires a DC 15 check if using thieves tools (or a DC 20 for other instrument).

2. Barrow

A faded fresco adorns the cracked wall. A sarcophagus sits atop a tattered rug in the center of the room. Skeletons are scattered on the dust covered floor.

Fresco – of a robed figure holding a snake in both hands.
Skeletons – Treasure: 1sp, 30cp, 1 pint of oil.

3. Barrow

A faded fresco adorns the dingy walls. A sarcophagus sits in the center of the octagonal room. A pile of clean white bones lies in one corner of the room.

Creature – 6 Ghouls

Fresco – depicts a robed figure casting a naked green humanoid with rams' horns off the side of a cliff.

Skeletons – Treasure: 1 gp; 10sp; 30cp; Lt Crossbow; Studded Leather; Hammer; Thieves Tools ; 50 ft Rope

4. Barrow

A fresco lined by two black columns frames the northern wall. A sarcophagus sits in the center of the room, on top of a tattered rug.

Trap – Magic Dart: CR 3; Type magical; Locate DC 20; Trigger touch (fresco); Reset automatic; Effect (2d4+2).

Fresco – of an armored figure standing over a pile of decapitated small red winged creatures adorns the northern wall. Two thin columns line the walls on either side of the painting. Some of the eyes of the red creatures in the painting appear to sparkle whenever light shines on them. **Trap. Treasure:** 10 sunstones.

Columns – thin ribbed obsidian columns. One small knob appears within the central rib of each column (the magic darts shoot from these knobs if triggered).

Sarcophagus – the stone lid has a sunken relief image of an armored figure holding up the heads of two horned creatures. The heads appear to be of inlaid obsidian. Pressing these heads *disables* the magic dart trap.

5. Barrow

A cracked fresco adorns the northern wall. A sarcophagus sits in the center of the octagonal room. A small pile of rubbish and debris lies beside it.

Fresco – a robed female figure holds flames in each hand.

Rubbish – appears to be the remains of a nest: 3 broken arrows; cracked flask; broken blade; straw; leaves and twigs; dried dung; decaying corpse of a large rat.

Treasure: 6 cp; Lapis Lazuli bead necklace (5sp).

6. Barrow

The air in this room is incredibly foul, smelling of carrion. A blood soaked sarcophagus sits in the center of the room. Bones lay strewn all about in piles of feces.

Creature – 2 Ghosts.

Walls – the walls of this room appear to have been repeatedly soaked in blood. Some portions are brown and faded. In other places the blood is fresher.

Bones – in one pile a tattered sack contains the following:

Treasure: 1 gp; 5sp; 50cp; small amber statuette of a robed figure holding a staff (25sp); 1 vial of antitoxin; 1 vial of healing tonic.

7. Barrow

A vibrantly colored fresco adorns the northern wall. A sarcophagus sits in the center of the room. A single skeletal figure lies next to it. Several strands of white filament hang from the ceiling and round balls of feces cover the floor.

Creature – 3 Cave Fishers (on ceiling)

Fresco – of a robed figure reading a scroll beneath an oak tree, a magnificent city in the background.

Ceiling – three cave fishers dwell in a large crack.

Skeleton – the skeleton holds a piece of parchment in its hands: **Treasure:** Scroll – *detect undead*.

8. Barrow

A faded fresco adorns the northern wall. A sarcophagus sits in the center of the room, on top of a faded tattered rug. The lid of the sarcophagus is cracked open.

Fresco – of a robed figure holding an owl.

Sarcophagus – a pile of skulls sits inside. Beneath them is a single scroll: **Treasure:** Scroll – *Magic Weapon*.

9. Corridor

You enter a chamber that is 30ft wide and 20ft deep. There are open corridors on the western, southern and eastern sides of the chamber. In the center of the northern wall of the chamber hangs a tattered tapestry.

Tapestry – of a beautiful city surrounded by what appear to be broken portals. **Secret Door:** Behind Tapestry.

9a. Hidden Stairwell

A 10ft wide room with stairs leading downward.

10. Barrow

A vibrant fresco adorns the northern wall. A sarcophagus sits in the center of the room, on top of a rug. A single skeleton covered in a yellow substance lies upon the floor.

Creature – Moldy Skeleton

Fresco – of a robed figure sitting upon an ivory throne.

Skeleton – the skeleton is covered in some kind of yellow fungus. Anyone coming within 5 feet of the skeleton causes it to animate. Anything coming in contact causes the mold to release its poison spores.

Sarcophagus – several belt pouches are stashed within.

Treasure: 1gp; 2sp; 5cp; 2 oz runic dust; 1 tonic.

11. Cultist Kitchen & Mess Hall

This room is dank and smells of rotted produce. The walls are covered in soot and the air is thick with ash. A small stream of water drips down the wall, forming a pool in the northwestern section of the room. A large cauldron sits in the northeastern section of the room, alongside several barrels and a wooden cabinet. Two long tables stand in the center of the room. Torches in sconces illuminate room.

Creatures – 1d6 cultists (or 50 at meal times)

Cauldron – porridge, soup, stew (depending on meal).

Barrels – **Treasure:** 1 barrel of wine (25sp); 1 barrel of rolled oats (3sp); 1 barrel of wheat (5sp); 1 barrel of apples (3sp). All barrels weigh 50lbs.

Cabinet – the cabinet is composed of finely crafted hard oak. It contains food stores, earthenware plates and iron utensils. **Treasure:** 50 jars of pickled vegetables; 17 hanging chickens; 5 cheese rounds; 5 loaves of bread; 4 legs of venison; 1lb of pepper; 1lb of cinnamon; ½ lb salt; 1lb sugar; 1lb tea; 1 bottle of apple brandy.

The Thedron Barrows

12. Catacombs Antechamber

A series of tapestries line the north wall of this chamber. A human sized statue sits perched within a large niche in the eastern wall. A stone doorway stands on the eastern wall.

Creature – Gargoyle (pseudo-statue)

Tapestries – each tapestry depicts scenes from an ancient battle. An army of humans appears to be attacking a smaller army of red horned humanoid creatures.

Door – basalt flecked with silver. The door is decorated with images (in bas relief) of human soldiers brutalizing horned humanoid creatures. The door swings on a central pivot, allowing only 1 person to squeeze through at a time. The door is currently stuck.

Statue – the statue is a humanoid with bat-like wings, crowned with the horns of a goat. The eyes of the statue are shut. **Treasure:** 2 rubies (Gargoyle eyes).

13. Catacombs

A long narrow crypt stretches before you. The ceiling is vaulted and thin columns line the southern and eastern walls appearing eerily like the ribs of a giant beast. Between each set of columns is a series of small recessed compartments containing aging corpses. At the far western end of the crypt stands a large statue.

Creatures – 2 Skeletal champions; 2d12 skeletons.

Statue – of a human warrior holding a sword in one hand and in the other, the head of a demonic horned creature.

Niches – it takes 1 round to explore each niche. A skull and pile of bones lies inside each niche. Each skull was buried here with their sword and a gold piece in each eye cavity, but due to past tomb raiding, currently only 16 skulls still have gold pieces intact (most of the swords are broken). Two niches (midway through the catacombs) are still intact and fully armored (these are the champions). **Treasure:** 32gp; Breastplate; Heavy Steel Shield; 110 Longswords (108 are broken).

Event: if any of the corpses are disturbed, 5 rounds later the skeletons will animate.

14. Barrow

A faded fresco adorns the northern wall. A sarcophagus sits in the center of the room. Cobwebs hang in tattered ribbons throughout the room. Several bones lay scattered about, and 3 cocoons lie beneath the fresco.

Creatures – 1d2 Giant spiders; spider swarm

Fresco – of a robed figure looking down upon a city from atop a bluff.

Cocoons – one cocoon looks to be old, the others look fresh. The old cocoon holds bare bones. The middle cocoon holds the naked mummified remains of a human male. It also contains the *spider swarm*. The cocoon closest to the sarcophagus contains a human male still wearing his gear. **Treasure:** 2gp; 7sp; 21cp; studded leather; Heavy wooden shield; longsword; 50ft rope; crowbar; 1 dose Linneras root; 1 dose of blue mold.

15. Cultist Dormitory

This room is musty and smells of unwashed bodies. The walls are white. Nearly two dozen wooden cots with hay mattresses line the walls. Two large wardrobes stand along the southern wall. A stone door stands in the center of the eastern wall. The room is well lit by light provided by torches set in sconces along each of the walls of the room.

Creatures – 2d6 cultists (48 at night time)

Wooden Cots – it takes 1 round to search each cot. These are made of cedar, have straw mattress and are covered in woolen blankets. There are chamber-pots underneath each. **Treasure:** there is a 10% chance that any given cot contains a flask of whisky.

Wardrobes – these are locked (DC 25 *pick*, 1d4 rounds; keys carried by Elder Brevek). The wardrobes contain the following: **Treasure:** 48 grey cotton vestments with scarlet trim; 2 silver censers (50sp each); fine wooden chest (25sp) containing sweet incense (25sp).

Walls – recently coated in lime.

Stone Door – (*locked* DC 25 *pick*; DC 38 *break*; Hierophant Kalder holds the key). Basalt flecked with silver. The door appears to have a deep relief that has been defaced. In the center of the door is a crudely chiseled image of a demonic looking humanoid with rams horns, bat wings and wreathed in flames. The hinges are located in the adjacent room.

16. Cultist Chantry

The room is thick with smoke and the smell of sickly sweet, spicy incense. Thin black columns line corners of the room, creating a high vaulted ceiling. The walls of this room are white. A small pedestal stands in the center of the eastern wall, a bronze idol is set upon it. In the center of the room is a black stone altar covered in burning candles. Iron braziers in the corners of the room provide additional light.

Creatures – 3 imps (25% chance that Hierophant Kalder or elder brevek will be inside with 1d4 cultists)

Bronze Idol – bears the form of a large winged humanoid creature with great bat-wings and three sets of horns. Dagger-like teeth jut from its mouth. Two red gems compose its eyes. It has three sets of arms. The first are upraised (a close inspection reveals seams along the shoulders). The Middle rip a humanoid figure asunder. The Bottom set wield a wicked looking great sword (a close inspection reveals that the sword is unattached). *Lever 1* – Lowering the first set of arms triggers the secret door behind it to open. *Lever 2* – removing the sword disables the **Trap** in area 16.a. **Treasure:** 2 andesine stones (Idol's eyes) (10sp each).

Altar – (onyx) is a polished 5ft by 5ft black slab. Leather cords with silver fastening devices attach to each of its corners. **Treasure** – MW ceremonial dagger. Curved blade, black onyx pommel, black leather grip (110 sp).

16.a. Hidden Alcove

A small alcove is hidden by a thin wall behind the idol.

Treasure – Kalder's spellbook. Spells: (1st) *Burning Hands; Command; Comprehend Languages; Feather Fall; Obscuring Mist; Shield*; (2nd) *Flame Blade; Flaming Sphere; Hold Creature; Mirror Image; Protection from Arrows; Resist Energy*; (3rd) *Dispelling Magic; Fireball; Invisibility*; (4th) *Flame Shield*.

Trap, Ceiling pendulum – CR 4; *Locate* DC 16; *Disable* DC 25; *Trigger lever; Reset automatic; Effect +15 Large Greataxe (1d10)*. The trap may be disabled by removing the sword from the idol in area 16.

17. Cultist Scriptorium

Desks line the walls of this white-washed room. A brazier in the center of the room and lamps atop each desk provide excellent lighting throughout the room. An ornate metal gong sits beside the brazier.

Creatures – Imp; 2d6 cultists

Desks – 14 nondescript cedar desks with two shelves and a solid wood easel. **Treasure:** 14 half empty vials of ink; 14 ink quills; 70 sheets of parchment; 14 common lamps; 28 flasks of oil; 38 oz of runic dust.

Gong – 3ft tall, 2.5ft wide. Ornate bronze frame with a suspended bronze disk (150sp; 50lbs). If struck the gong can be heard in rooms 11, 15, 18 and 19, even if the doors to these rooms are closed.

18. Cultist Bathroom & Sauna

This steam-filled room smells of lavender and minerals. The walls look to have recently been washed in white lime. A long narrow pool lines the eastern wall. Small niches have been carved into the south-western wall. A long stone bench lines the western wall. Torches held in sconces within the walls fully illuminate the room.

Pool – stone steps lead down into 3.5 feet pool of hot water (drawn from a local hot spring).

Niches – the niches contain 90 bouquets of lavender and 50 bars of soap.

18.a. Privy

The stench of decaying refuse fills your nostrils. Two trenches have been dug along the eastern and western walls. A stream of sewage fills each. The room is lit by two torches set within sconces on the northern wall.

Creatures – Rot Grub Swarm (attacks only if either of the streams of sewage is disturbed).

19. Cultist Prison

A long central passageway leading east and west is flanked by a series of cells, four to a side. Iron bars line each cell. The room reeks of refuse, decay and sweat.

Cells – the iron bars form the door of each cell. The hinges are located on the exterior. The latch is locked (simple lock (DC 20 *pick*); key held by Elder Brevek).

The Thedron Barrows

19.a. Empty Cell

A corpse hangs from shackles on the wall. Two rats gnaw on the rotting flesh still attached to one of his ankles.

19.b. Empty Cell

A rat sniffs at a fresh pile of dung.

19.c. Empty Cell

A skeleton slumps against the northern wall.

Secret Door – the northern wall is a door which slides into the eastern wall when a pressure plate in the wall is depressed. A close inspection reveals signs of wear on the corners of the northern and northeastern walls.

19.d. Cell

A mass of squeaking rats crawls over the carrion remains of an unfortunate former occupant.

Creature – Rat Swarm (only attacks if provoked).

19.e. Empty Cell

A bone lies here or there.

19.d. Cell

A man wearing only a loin cloth is shackled to the wall.

Creature – The man's name is Narrek Vell. He's one of Kellby's men. He's been in captivity for three days without food or water. He and another bandit were captured while tomb raiding. The cultists sacrificed his compatriot two days ago. Vell will do anything to escape. He's familiar with much of the first level, and some of the second level of the Barrow.

19.e. Empty Cell

The bones of a small humanoid are wedged between the bars of this cell.

Gate Key – Hidden beneath a burlap sack is a glowing egg-sized amber orb.

19.e. Empty Cell

Cockroaches scamper about, feeding on corroded refuse.

20. Portal Room

The air is stale and thin, and a thick layer of dust covers the stone floor. At either end of the room stand two statues.

Floor – in the center of the room a circular outline can just be seen through the layer of dust. Brushing the dust away reveals a sunken relief carving of interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal a magic aura. A DC 25 check reveals the runes to have the magical properties of teleportation.

Statues – Marble robed and hooded figures stand facing each other. The left hand of each is extended, palm forward. The right hand clutches a staff.

21. Barrow

A faded fresco adorns the northern wall. A sarcophagus sits in the center of the room. Along the southern wall is a hallway with a set of stairs leading downward.

Fresco – the fresco is too faded to make out any detail.

Sarcophagus – the lid has been knocked off and inside you find a pile of straw, tattered cloth, feathers, tiny bones and little brown droppings. There are three small grey-green leathery sacks the size and shape of a thumb (these are Shocker lizard eggs).

Stairs – the stairs descend 10ft down into darkness.

Trap: Trigger – the central stair is a pressure plate. When pressure is placed on it the stairs become a serrated shoot (2d6). A careful inspection reveals that one floor plate is slightly higher than the others.

22. Stairwell

Two spiral staircases leading downward sit in the center of a large chamber. Four Corinthian columns made of green marble line the walls and form a vaulted ceiling.

Stairs – Descend 20ft down to room 73 of Level 2.

23. Barrow

A strange oily odor permeates the room. A well preserved fresco adorns the northern wall. A sarcophagus sits in the center of the room. Along the northern wall is a hallway with a set of stairs leading downward.

Creatures – Black Pudding.

Fresco – a figure of a robed woman with intense green eyes holds the hilt of a two handed sword that is buried in the corpse of a giant red demon.

Stairs – the stairs descend 10ft down into darkness.

24. Embalming Room

This large rectangular room contains several stone tables lining the north and south walls. Black pillars line each corner of the room.

Creatures – 1d4 Ghast.

Tables – a handful of rusty knives, scalpels and saws, several broken pots and glass jars. **Treasure:** two vials are unbroken and contain oil of Myrrh (25sp each).

25. Rat Den

The cavern floor is filled with straw, in the center of which lie two small furry bodies. A carrion odor fills the room.

Creatures - 1d4 Stirges (in the rat corpses).

Floor – 2d6 copper.

26. Refuse Room

The stench of refuse is overpowering. Flies buzz all about, and maggots crawl upon filth on the ground.

Hidden Niche - A crack in the room hides a secret niche.

26.a. Hidden Niche

A crack in the wall hides a secret niche.

Treasure – A burlap sack containing a silver chocker necklace with a fat andesine stone in the center (30sp).

27. Centipede Den

A metallic rattle and alien chirping greet you.

Creatures – 1d4 giant centipedes.

28. Barrow

A faded fresco adorns the eastern wall, a small marble stand just in front of it. A sarcophagus sits in the center of the room, on a tattered carpet. Along the northern and southern walls is a hewn hallway with a set of stairs leading downward.

Fresco – a group of hooded figures stands before a clear pool in which several small demons are about to be devoured by some sort of tentacled aquatic creature.

Marble Stand – on top of the stand is a brass disc with a ring-like lip and five small holes in the center.

Sarcophagus – In the center of the lid is a ring shaped deep-relief engraving and five small struts in the center.

Trap: placing the brass disc in this engraving and turning clockwise will cause a trap door to release, causing anyone standing next to the sarcophagus to drop 20ft into a pool in room 66 of level 2.

29. Barrow

A badly cracked fresco adorns the eastern wall. An empty sarcophagus sits in the center of the room. A passage to the north descends down into the dark.

Fresco – a hooded figure stares out onto an empty plain.

30. Cave-In

The tunnel opens into a small cavern the northern face of which is covered in rubble.

Rubble – it appears that the roof collapsed just above the rubble. A pair of booted feet are stuck under the bottom of the pile (they belong to an unfortunate warlock).

Treasure – See the entry on Warlocks in Appendix B.

31. Cave-In

Several tunnels intersect here. The southern face of the tunnel is covered in rubble.

Hazard – there is a 5% chance of another cave-in.

Rubble – it appears that the roof collapsed just above the rubble. The hooded head of a humanoid creature is stuck under the bottom of the pile (they belong to an unfortunate warlock).

Treasure – See the entry on Warlocks in Appendix B.

The Thedron Barrows

32. Gothgrib the Rotting Seer

The air is filled with the scent of herbs. The cavern is cluttered with hanging dream-catchers, and covered in crude petroglyphs.

Creature – Gothgrib 3rd Lev Witch.

Search – An assortment of valuable herbs (30sp); A few ounces of Ash, an illicit narcotic (15sp); Potion of *Delay Poison* (1); Potion of *Cure Light Wounds* (2); quarts (2), amber (1), star sapphire (1), 1gp, 11sp, 34cp.

33. Goblin Warren

The sour stench of body odor wafts up from a large cavern. The hide of a large grizzly bear hangs like a tapestry on the eastern wall. Barrels and pots, some broken lay scattered about the cavern.

Creature – Gebrek the Goblin Chief; 6d6+12 goblins.

Barrels – food rations (2 months); goblin grog.

Sack – Gold 3; Silver 15; Copper 133.

34. Mushroom Farm

The floor of this large cavern is covered with large, grey fungi. Here and there slugs feast on the fungi.

Creatures – Fungus, Shrieker.

35. Hewn Stairway

A set of hewn steps curves downward.

Creatures – 2 goblins.

36. Barrow

A fresco adorns the western wall, it looks as if someone has taken creative license with it. An empty sarcophagus sits in the center of the room. Along the northern and eastern walls are hewn hallways with stairs leading downward.

Fresco – a large severe looking bald man appears to be strangling a demon to death. Someone has added to the fresco, making it appear as if the human and the demon are engaging in a lewd act. The rest of the fresco and the walls of the chamber are covered in glyphs

37. Goblin Privy

An overpowering foul odor wafts up from this cavern. The ground is slick with maggot infested muck, and flies flit about in thick clouds.

Hazard – there is a 5% chance of a cave-in.

Walls – are crisscrossed with deep cracks.

38. Rust Monster Lair

A strange metallic odor fills this cavern.

Creatures – 1d4 Rust Monsters

Treasure – Masterwork C. Longbow.

39. Barrow

A faded fresco adorns the northern wall, a small marble stand just in front of it. An empty sarcophagus sits in the center of the room.

Fresco – an armor-clad warrior chops down a demon.

40. Barrow

A faded fresco adorns the northern wall. A sarcophagus sits in the center of the room.

Fresco – a young robed figure smiles while holding an outstretched hand covered in red flame. The other hand carries a knife with blood on the tip.

Sarcophagus – In the center of the lid is an inscription written in old taldic which reads: “*I am the sanguine flame. Make the appropriate offering or be burned.*”

Trap: unless the sarcophagus is doused in blood, when touched a flaming sphere will erupt out of the center of the lid and attack whoever touched it (5 rounds). The lid is magically sealed and will only open when doused.

Treasure: inside is a *Wand of Flaming Sphere*.

41. Barrow

A faded fresco adorns the northern wall. An empty sarcophagus sits in the center of the room.

Creature: Badger.

Fresco – an old woman in a purple robe stands looking at a horned humanoid skull in her right hand.

42. Barrow

The walls and floors of this chamber are covered with a vile smelling yellow, sticky substance. A sarcophagus sits in the center of the room.

Creatures: 1d4 Oclid.

43. Barrow

A fresco adorns the eastern wall. An empty sarcophagus sits in the room's center. Hewn entryways with descending stairs can be found on both the northern and eastern wings.

Creature – Gelatinous cube.

Room – appears to be immaculately clean (due to the acid of the Gelatinous cube).

Fresco – an old robed man kicks a dead demon.

44. Mason's Workshop

The room is littered with partially worked stone. Rusted bits and pieces of iron lie scattered about. Two pillars lie broken in the center of the room.

Hazard – there is a 5% chance of a cave-in.

Pillars – these were weight bearing and there are cracks in the ceiling where the beams once stood.

45. Mason's Storeroom

The room contains stacked hewn and worked stones.

Creature – Rotting Skeleton.

46. Barrow

A faded fresco adorns the western wall, a small marble stand just in front of it. A sarcophagus sits in the center of the room atop a threadbare carpet.

Fresco – a beautiful woman with fierce green eyes and outspread arms stands atop a pile of demons.

Stand – a star shaped brass key lies atop.

Sarcophagus – In the center of the lid is an inlaid brass disc with a star shaped hole. The lid is mechanically locked. **Treasure:** inside are 4d6gp and 10d6sp.

47. Barrow

A faded fresco adorns the northern wall, two sconces set on either side of it. A sarcophagus sits in room's center. Two stairwells descending downward are situated in the eastern and western sides of the room.

Fresco – a withered old crone with a torch stoops over the body of a demon. An inscription at the bottom of the fresco in old taldic reads: "Until the sacred fire is lit, dangers untold lie in wait."

Sarcophagus – on the lid is an inlaid ring in the center of which is a carved brass flame. There are small vents in the sides of the sarcophagus. **Trap:** unless both of the sconces are lit lifting the lid will trigger poisoned gas to pour out of vents (DC 18 save or 2d4 ability damage).

Treasure: inside are 5 scrolls (3 1st lev, 2 2nd Lev).

48. Barrow

A fresco adorns the western wall. An empty sarcophagus sits in the center of the room.

Creature – 1 Ghast and 1d4 Ghouls.

Fresco – a child with eerie green-grey eyes tears apart a large demon with a hail of ice spurting from his palm.

49. Columbarium Entry Hall

Hundreds of niches containing urns line the walls. In the center of the northern wall is a large alcove containing an ivory urn. Small antechambers with stone doors sit on the western, southern and eastern walls of the chamber.

Urns – most vases are made of clay or stone (2cp) but five are made of brass (10sp), two are made of porcelain (20sp), one is crystal (15sp) and one is made of silver (50sp). Each urn contains ashes and weighs 5lbs.

Ivory urn – contains ashes. Encrusted with several small moonstones. Value: 200sp and weighs 20lbs. **Trap:** the floor in front of the alcove is a concealed 20ft pit trap that leads to room 107 of level 2.

50. Columbarium West Wing

The walls of this half hexagon chamber contain hundreds of niches in which urns sit.

Urns – most vases are made of clay (2cp) but one is made of brass (10sp), one is made of porcelain (20sp).

The Thedron Barrows

51. Columbarium East Wing

The walls of this half hexagon chamber contain hundreds of niches in which urns sit.

Urn – most vases are made of clay or stone (2cp) but one is made of crystal (15sp).

52. Kiln Room

Two deep hip high Kilns are built into the western wall. In front of them are two stone slabs.

Kilns – full of ashes.

Secret Door – a secret door on the southern wall leads to a small room (a careful search reveals that the flagstone in this area is slightly recessed).

52.a. Hidden Room

A small dusty room filled with sacks and tools.

Treasure – A burlap sack is buried in the back and contains a set of black opal silver earrings (60sp); a golden bracelet (15sp); and a silver necklace with 5 small orange sapphires (150sp).

53. Pottery Shop

Six pottery wheels sit in the center of the room. Heaps of dry cracked clay lies in the eastern side of the room.

Creature – Miniature (small) Clay Golem.

Secret Door – a secret door is built into the northern wall.

53.a. Hidden Room

A small dusty room containing small sparkling stones.

Treasure – an assortment of semi-precious gems (Lapis Lazuli (5); Obsidian (4); Amber (3) Amethyst (5); Carnelian (2); Citrine (6); Onyx (1).

54. Barrow

An empty sarcophagus sits in the center of the room. Two sets of stairs leading down lie on the north and south walls.

Creatures – 2 Bandits.

Stairwell – The southern stairwell descends 20ft to room 106 on the second level.

55. Memoriam

A large room containing two sets of green marble columns. In the northern wall stands a huge alcove perched upon a dais. On top of the dais is a large green marble statue of a robed figure with a staff and a longsword standing on top of a pile of slain demons.

Creatures – Captain Kelby and 2d6 bandits.

Statue – a bronze placard at the base of the statue has been engraved with the following verse in old Taldic:

*Chains of magic bound us to your will;
To labor in the mines and toil at the till;
From time immemorial we fought;
Till your destruction was wrought;
Damn all demons, damn all frauds;
We are the godless we are the gods.*

Treasure: In addition to the gear of each bandit, and that on Kelby, there is large wooden chest behind the statue containing: 20gp; 133sp; 104cp; Silver goblet with 4 amber stones (25sp); Brass statuette with eyes of jasper (5sp); silver ring (10sp); Gems: Onyx (1); Chrysoprase (1); Moonstones (2); Beryl (2); Peridot (1); Red Coral (2); Aquamarine (1); Fire Opal (1); Topaz (1); Tourmaline (1); Star Ruby (1); Antitoxin (4); Healing tonic (12 vials); *Potion of Heal Light Wounds* (4).

56. Barrow

A faded fresco adorns the eastern wall. An empty sarcophagus sits in the center of the room. Two sets of stairs leading down lie on the north and south walls.

Fresco – a morbidly obese robed man sits on the head of a demon, suffocating it, whilst eating a drumstick.

Sarcophagus – The sarcophagus looks to be not one, but two pieces joined together to widen it. **Treasure:** inside are a golden fork and spoon (20sp each), a golden saucer, and a golden goblet (50sp each).

57. Barrow

A faded fresco adorns the northern wall. An empty sarcophagus sits in the center of the room.

Fresco – a grinning naked man with crazed eyes appears to be urinating on a demon corpse.

58. Barrow

A faded fresco adorns the eastern wall. An empty sarcophagus sits in the center of the room. A set of stairs leading down lies on the south wall.

Creatures – 2 Bandits.

Fresco – a grim looking man looks out upon a raging sea at a ship being torn apart by a storm.

Sarcophagus – the lid is cracked and inside is a bunch of hay. This was the nest of a bunch of rats.

59. Barrow

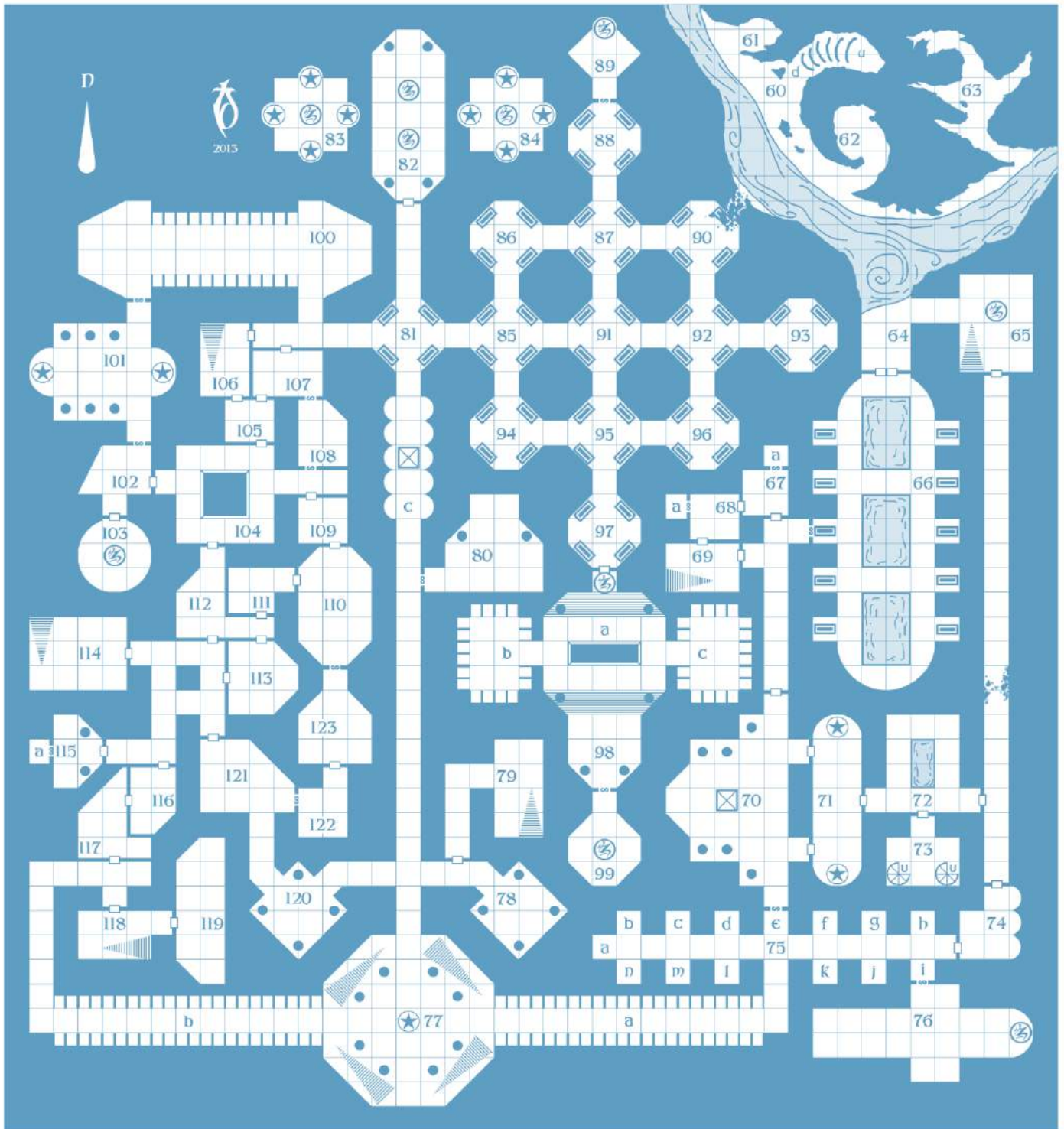
A faded fresco adorns the northern wall. An empty sarcophagus sits in the center of the room. A set of stairs leading down lies on the eastern wall.

Creatures – Two bandits and a wight.

Fresco – A caped warrior skewers two demons on the end of the same spear.

Stairs – these descend downward 20ft to room 69 of the second level.

Event – the two bandits are battling the wight.



Theedron Level 2

Map Key				
Magic Portal	Pit Trap	Spiral Staircase	Statue	Rubble
Stairs	Pillars	Sarcophagus	Door	Door Secret

Random Encounter Table

- | | |
|----------------------------|-------------------------|
| 1. Group of Cultists - 2d6 | 6. Rast Monsters - 1d3 |
| 2. Gelatinous Cube | 7. Moldy Skeleton |
| 3. Ghouls - 1d6 | 8. Wraith |
| 4. Ghosts - 1d3 | 9. Black Pudding |
| 5. Pair of Gricks | 10. Roll Twice on Table |

Level 2

Dr2	Level 2 Encounter Table
1	1d6 Bandits.
2	Ochre Jelly.
3	Shriven.
4	2d6 Oclid.
5	1d8 Ghouls.
6	1d4 Ghasts.
7	1d3 Grick.
8	1d3 Wights.
9	Shambling Dead.
10	Shadow.
11	Black Pudding.
12	Roll Twice on Table.

60. Hewn Stairway

A fresco adorns the northern wall. An empty sarcophagus sits in the center of the room. A set of stairs leading down lies on the eastern wall.

Boat – a small two person boat lies behind a large rock by the river. It contains an oar.

61. Fisherman's Cove

A small cavern in the center of which several rocks have been piled in a circle.

Rocks – driftwood and ash fill the rocks. There are also a bunch of fish bones and bits and pieces of carapace from some creature scattered here and there. Four spears are set against the side of the cave wall.

62. Ulmog's Five and Dime

Several damaged wooden crates and barrels have been nailed together against a rusty portcullis to form a sort of makeshift store front. A sign with a glyph is nailed to the front. A burly, furry, scarred looking creature with sharp teeth, yellow cat-like eyes and ears like that of a bear stands on the opposite side of the store front.

Creature – Ulmog (enterprising bugbear)

Goods – Ulmog deals in hocked adventure loot. Most of his wares are cheap or poor quality gear, but he does carry a small selection of decent goods. He sells all of these at 50% above retail, and will purchase or trade adventure gear for a quarter of its actual value.

Treasure: 2gp, 25sp; 152cp; Morning Star; short bow with 20 arrows (a bunch of mundane equipment).

63. Giant Centipede Lair

Several small caverns joined by a central cave.

Creatures – 1d8 giant centipedes.

64. Pool Room Antechamber

A small rectangular worked stone hallway. To the north it ends in a subterranean river overlooking a large cavern. A small hallway leads east to another chamber. A large set of double doors encloses the south end.

Double doors – composed of basalt with flacks of silver.

A bas relief image is carved into the door depicting ten warriors waging combat against a great winged demon. The demon's eyes are hollow, almost as if something has been removed from them. There is a central lock. The door is locked (*Break* DC 38; *Pick* DC 22). **Trap:** the locking mechanism is trapped. If the trap is not disarmed (DC 25) once the door is opened eight large javelins will fire from holes in the far wall on the other side of the door (Attack +12, 1d6 each).

The Thedron Barrows

65. Portal Room

A large room with stairway ascending upward, on the southern wall, a stone door on the south wall, a hallway on the western wall, and an inlaid circular pattern in the center of the floor.

Circular Pattern – a carving of interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal a magic aura. A DC 25 check reveals the runes to have the magical properties of teleportation

66. Pool Room

A large oval room with 4 giant square columns rising to form a vaulted ceiling. Between each column sits a sarcophagus. In the center of the room are three pools.

Creatures – 3 Shafnaran (pools) 10 Wraiths (sarcophagi).

Pools – the water in the pools is a dark grey-green murky color. A translucent creature that resembles the spawn of an octopus and a giant jellyfish floats in the water. DC 15 check is required to spot it.

Sarcophagi – circular symbols have been engraved onto each of sarcophagus. A ring surrounds a four sided star, the northern tip of which is longer than the other sides.

Creature: each sarcophagus contains a wraith. Behind the middle sarcophagus on the eastern wall is a **Secret Door**. The wall contains seams where the doorway lies which are detectable upon examination. **Treasure:** 2gp lie at the bottom of each Sarcophagus; the demon sword *Arthilliad* rests in sarcophagus next to the secret door. This bastard sword is skillfully worked. Set within the crossguard of the blade is a large black opal with flecks of scarlet. Four thorn-like quillons are attached to the crossguard. The grip is crafted from black drake's hide. The Pommel bears the image of a horned demon. It glows faintly violet when demons are within 100ft.

Event: once the first sarcophagus has been opened, each round there is a 25% chance that another shall open. This continues until all sarcophagi have been opened.

67. Textile Workshop East

This room contains 4 stone tables on which are several rusty needles and some moldy fabric.

Secret Door – searching the northeast wall reveals that a rectangular section of the wall appears to be set back a centimeter from the main wall. **Treasure:** inside are three wooden spools. One holds 6 yards of silk, another 10 yards of cashmere and another with 12 yards of satin.

68. Textile Workshop West

This room contains 4 stone tables on which several rusty needles and some moldy fabric.

Secret Door – a search of the northwest wall reveals that a large rectangular section of the wall appears to be set back a centimeter from the rest of the wall. **Treasure:** inside are two MW sewing kits.

69. Stairwell

A long stairwell ascends up into darkness.

Creature – 1 oclid and 1d6 skeletons.

70. Trophy Room

A large room with six green marble columns which direct the eye to a central location. In the center of the eastern wall is what appears to be a winged demon completely encased in glass. On the wall above are several heads of various different kinds of demons.

Creatures – Succubus (in glass)

Demon – a stunningly beautiful creature with pink skin, flaming red hair, two small goat like horns protruding from her forehead, and giant grey-brown wings that wrap about her body like a cloak. A brass placard at the base of the glass written in Old Taldic reads: *“Oh fallen masters, your slaves have become your doom.”*

Floor – examining the floor in front of the demon reveals that it is loose. **Pit Trap:** Anyone stepping upon this square will fall 10ft onto a bed of spikes (1d6 falling; 1d8 piercing DC 20 avoids).

Secret Door – a close examination of the southern wall reveals that there are seams to either side of the wall and above it. Also, a small chain is concealed under the ledge above the door. Pulling it draws the door up.

71. Memorial

A long oval chamber at the northern and southern ends of which are two large defaced statues.

Creatures – Barbazu.

Statues – the statues are of robed figures each of which carries a sword and staff. The heads of the statues have been cut off and the faces bashed in. It looks and smells like something has defecated on them.

72. Pool of Imreth

A pristine pool sits in the center of this room. A gentle ripple of water arises from its center.

Creatures – Nereid.

Pool – the Nereid weeps silently due to her captivity. The pool is filled with her tears. Imreth (for that is her name) remains invisible, but will reveal herself to any elf or fae creature that enters the room, pleading to be set free. **Treasure:** a pool full of Nereid tears.

73. Stairwell

Two spiral staircases ascend upwards.

Treasure – A discarded pouch with 10oz of runic dust.

74. The Ageless Guardians

This room contains three alcoves in which stand three stone statues of spear clad warriors.

Creatures – 3 Stone Guardians.

Statues – a close inspection reveals that the statues have creases at the joints. The statues will animate if the orb is taken and will only cease fighting when destroyed or when the orb is restored to its place in the alcove.

Niche – opposite the statues is a small niche in the wall.

Gate Key: a glowing turquoise orb the size of an egg sits upon a stone stand in the alcove.

75. Demon Museum

A long central passageway leading east and west is flanked by a series of small open rooms, each containing what appears to be a stuffed demon.

75.a. Stuffed Balor

A large red demon with ox like horns protruding from its forehead and bat-like wings jutting from its back. A brass placard in front of it written in Old Taldic reads “Balor”.

75.b. Stuffed Marilith

A large green skinned demon with six arms and a torso ending in a long coiled snake tail. A brass placard in front of it written in Old Taldic reads “Marilith”.

75.c. Stuffed Succubus

A stunningly beautiful demon with pink skin, flaming red hair, two small goat like horns protruding from her forehead, and giant grey-brown wings. A brass placard in front of it written in Old Taldic reads “Succubus”.

75.d. Stuffed Erinyes

A handsome grey demon with wings like a hawk. A brass placard written in Old Taldic reads “Erinyes”.

75.e. Stuffed Lamashtu

A grotesque grey globular mass of flesh and hair with dozens of mutated heads. A brass placard in front of it written in Old Taldic reads “Lamashtu”.

Hidden Door – a close examination of the northern wall reveals that there are seams to either side of the wall and above it. Also, a small chain is concealed on the roof. Pulling the chain draws the door up.

75.f-h. Stuffed Barbazu

A monstrous looking red demon with a bristly black mane and protruding jaw filled with large sharp teeth. A brass placard written in Old Taldic reads “Barbazu”.

75.i-n. Stuffed Imp

A small red demon with razor sharp teeth, red bat-like wings and a scorpion’s tale. A brass placard in front of it written in Old Taldic reads “Imp”.

Hidden Door – a close examination of the southern wall of room 75i reveals that there are seams to either side of the wall and above it. Also, a small chain is concealed on the roof. Pulling the chain draws the door up, providing access to room 76.

The Thedron Barrows

76. Portal Room

A long cruciform room ends in a semicircle at its east end. A thick layer of dust covers the floor.

Floor – in the semicircle a circular outline can just be seen through the layer of dust. Brushing the dust away reveals a sunken relief carving of interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal a magic aura. A DC 25 check reveals the runes to contain the magical properties of teleportation.

Chest – Treasure: at the west end of the room is a small lapis lazuli jewelry box (35sp). Inside are six vials of potion: *Invisibility Potion; Neutralize Poison Potion; Beastshape II Potion; Protection from Fire Potion; See Invisibility Potion; Cure Serious Wounds Potion.*

77. The Great Barrow Level 2

A large octagonal chamber 410ft wide. The walls of this chamber are covered in dingy frescoes which have become cracked and faded with time. Eight large black pillars are erected in the middle of the chamber. On the chamber floor there is some sort of mosaic pattern. A large statue stands erect in the center of the chamber. Hallways attach to both the east and west ends of the chamber. At each corner of the room there is a long stairwell leading upward.

Creature – Shambling Dead.

Frescos – depict scenes from a great battle with demons.

Pillars – the base of the pillars are polished rings of deep green stone (Tashmaran Jade). The pillars are obsidian.

Mosaic – is an intertwining geometrical pattern composed of colored stone tiles. Some are missing. **Treasure:** some tiles are semi-precious (Lapis and Moonstone). Dislodging takes 1 minute each and requires a DC 15 check if using thieves tools (or DC 20 otherwise).

Statue – A large demon with great oxen horns and the wings of a bat howls into the sky in agony as he is being run through by a much smaller human.

77.a. Catacombs East Wing

A long hallway flanked on each side by rows of niches. It takes 1 round to explore each niche. A skull and pile of bones lies inside each niche.

Treasure: Each skull was buried here with their sword and a silver piece in each eye cavity, but due to past tomb raiding, currently only 27 skulls still have silver pieces intact. **Event:** If disturbed the skulls will begin animating at a rate of 1 skeleton per round.

77.b. Catacombs West Wing

A long hallway flanked on each side by rows of deep niches. It takes 1 round to explore each niche. A skull and bones lies inside each niche.

Treasure: Each skull was buried here with their sword and a silver piece in each eye cavity, but due to past tomb raiding, currently only 22 skulls still have silver pieces intact. **Event:** If disturbed the skulls will begin animating at a rate of 1 skeleton per round.

77.c. The Long Hallway

A long hallway stretches northward.

Secret Door: a close inspection reveals a secret door on the right side of the hall that leads to room 80 (the stones have deeper seams between them than do the other stones). Toward the end of the hall are several alcoves each of which features a life size bass relief carving of a beautiful nude woman pouring water from a jug into a small pool. This water is actually a potion of *Restoration Lesser* (which loses its effect the moment it is bottled). **Trap:** a 20ft concealed pit trap lies in the center of these alcoves (2d6 falling and 1d8 piercing damage; DC 20 avoids). Careful inspection reveals that the underside of the tile is hollow.

78. Remembrance Room East Wing

Each of the walls of this chamber has been carved with life-sized bass relief imagery. Two large pillars stand within the chamber. Another two lie broken along the eastern portion of the room. A mosaic covers the floor.

Hazard – there is a 5% chance of a cave-in.

Pillars – these were weight bearing and there are cracks in the ceiling where the beams once stood.

Bass-Relief – the carved walls depict three events. One is the crowning of twelve robed figures in a grand hall. A second depicts a demon stepping out of a large circular portal at the moment that two robed figures destroy the portal. A third is of a stately banquet room in which twelve figures dine while tiny dragons flit about.

Pillars – the base of the pillars are polished rings of deep green stone (Tashmaran Jade). The pillars are obsidian.

Mosaic – is an intertwining geometrical pattern composed of colored stone tiles. Some are missing. **Treasure:** some tiles are semi-precious (Lapis and Moonstone). Dislodging takes 1 minute each and requires a DC 15 check if using thieves tools (or DC 20 otherwise).

79. Stairwell

A stairway ascends 20ft up into darkness.

Treasure: A rotting corpse of a human lies at the base of the steps. The corpse has a belt purse containing: 1gp, 12sp and 45cp. She also carries a scroll case containing a *Scroll of Entangle* and a *Scroll of Faerie Fire*.

80. Hall of the Sacred Ring

A stone pedestal sits in the center of this room. On the north side between two columns stands a large brutish stone statue with somewhat clumsy features.

Creature: Stone Gollum.

Statue: Stone Gollum.

Treasure: A *Ring of Command Demons* sits upon an obsidian pedestal in the center of the room. A thin chain of hammered steel connects the ring to the pedestal (*Break* DC 28; HP 40). Touching the ring, awakens the Gollum.

81. Crypt Entry

An octagon dome shaped room that is the intersection of four passageways. The walls and ceiling are adorned with mosaics. Set against each of the room's four walls are a series of sarcophagi.

Mosaics – these are arranged in interlocking geometric forms. The stones are not valuable.

Sarcophagi – a desiccated corpse lies in each, a gold coin is lodged within each eye cavity.

82. Portal Room

A large room with four pillars, two at the north and two at the south end that form a vaulted ceiling. The floor is covered in a thick shroud of dust.

Door – the stone door bears a carved bass relief image of a ring, in the center of which are interweaving knot patterns. Locked (DC 30 *pick*, DC 40 *break*).

Floor – in the center of the chamber, two outlines can just be seen through the layer of dust. Brushing the dust away reveals two sunken relief carving of rings with interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal a magic aura. A DC 25 check reveals the runes to the magical properties of teleportation.

83. Portal Room

A square room with and alcove on each wall that houses a large statue. The floor is covered in dust.

Statues – four large robed figures with grim faces. In each of their left hands is a staff. Their right hands are extended palm forward. Each contains an egg sized, pearlescent orb glowing with a faint light of a different hue. **Gate Key:** Crimson; Scarlet; Vermillion; Flame.

Floor – in the center of the chamber an outline can just be seen through the layer of dust. Brushing the dust away reveals a sunken relief carving of rings with interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal a magic aura. A DC 25 check reveals the runes to have the magical properties of teleportation.

The Thedron Barrows

84. Portal Room

A square room with an alcove on each wall that houses a large statue. The floor is covered in dust.

Statues – four large robed figures with grim faces. In each of their left hands is a staff. Their right hands are extended palm forward. Each contains an egg sized, pearlescent orb glowing with a faint light of a different hue. **Gate Key:** Amber; Aureolin; Turquoise; Azure.

Floor – in the center of the chamber an outline can just be seen through the layer of dust. Brushing the dust away reveals a sunken relief carving of rings with interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal a magic aura. A DC 35 check reveals the runes to have the magical properties of teleportation.

85-97. Crypt

A series of interconnected octagon dome shaped rooms with shared intersecting passageways. The walls and ceiling are adorned with mosaics. Set against each of the room's four walls are a series of sarcophagi.

Mosaics – these are arranged in interlocking geometric forms. The stones are not valuable.

Sarcophagi – a desiccated corpse lies in each, a gold coin is lodged within each eye cavity.

88. Secret Door

On the north wall to a small chamber. A careful search reveals that the wall appears to recede further back than the other walls of the chamber leading to room 89.

89. Portal Room

In the center of the chamber an outline can just be seen through the layer of dust. Brushing the dust away reveals a sunken relief carving of rings with interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow.

Portal – *detect magic* will reveal that the portal has a magic aura. A DC 25 check reveals the runes to have the magical properties of teleportation.

90. Cave-In

Rubble has fallen onto the sarcophagus along this wall. On the other side runs a cavernous subterranean river.

97. Locked Door

A stone door which contains a bas relief carving of a single robed figure adorned with a crown and sitting upon a throne. The door is magically locked (DC 35 *pick*).

98. Tomb of the Archmage

A large room with three wings. Etched into the floor of the entranceway is a ring of interlocking geometric patterns. A row of stairs descend 10ft to the center of the room. Here lies a 5ft wide, 15ft long open pit. Another row of stairs on the opposite side of the room ascend 10ft to a raised dais. An ornately carved ivory throne sits in the center of the dais. Six columns line the room creating a vaulted ceiling.

Creature – Lich (on throne). **Treasure:** two pearlescent, faintly glowing orbs, one indigo and the other plum.

Floor – this is a portal.

Pillars – the base of the pillars is a polished ring of stone (Tashmaran Jade) deep green in color with intertwining wave-like patterns of darker and lighter hues. The body of the pillars is black (obsidian).

Throne – **Treasure:** is valued at 1,500sp (250lbs).

Secret Door – close inspection reveals that between the pillars of the south wall there is an inset archway. The wall is all of one piece. The door is magically sealed and may only be opened by uttering the Lich's name.

98.a. Hall East Wing

A set of catacombs with niches containing the desiccated bodies of dead warrior.

Treasure: Each body was buried here with their sword and a gold piece in each eye. **Event:** If disturbed the wights will begin animating at a rate of 1 per round.

98.b. Hall West Wing

A set of catacombs with niches containing the desiccated bodies of dead warrior.

Treasure: Each body was buried here with their sword and a gold piece in each eye. **Event:** If disturbed the wights will begin animating at a rate of 1 per round.

99. Portal Room

An octagon room. The floor is covered in dust.

Floor – in the center of the chamber an outline can just be seen through the layer of dust. This is a sunken relief carving of rings with interweaving geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal that the portal has a magic aura. A DC 25 check reveals the runes to have the magical properties of teleportation.

100. Catacombs

A long double axe-head shaped room. The ceiling is vaulted and thin columns line the southern and northern walls appearing eerily like the ribs of a giant beast. Between the sets of columns are a series of small recessed compartments containing aging corpses. At the eastern and western wings are two empty rooms full of more recent corpses.

Creatures – 2 Shambling dead.

Corpses – **Treasure:** one of the corpses lying on the ground carries a serviceable leather satchel with six scrolls: *Scroll of Obscuring Mist*; *Scroll of Mage Armor*; *Scroll of Color Spray*; *Scroll of Resist Energy*; *Scroll of Remove Paralysis*; *Scroll of grease*. Another corpse has a MW shortbow and 1d4 *Undead-Bane Arrow*. Also within the satchel is a pouch sack with 6oz of runic dust.

Niches – it takes 1 round to explore each niche. A skull and pile of bones lies inside each niche. Each skull was buried here with a silver piece in each eye. **Treasure:** 48sp; **Gate Key:** Citrine (located in the northeastern most niche). **Event:** if any corpse is disturbed, 5 rounds later the skeletons will begin to crawl into a massive pile forming the shambling dead and attack anyone lingering in the room.

Wall – on the southwestern wall there is a **Secret Door**. Careful inspection reveals that the stones of this door are of a lighter hue than adjacent stones (DC 25 *spot*).

101. Memorial

A square room with large alcoves in the eastern and western walls containing two large statues. Six large columns flank the northern and southern walls.

Statues – the statue in the eastern alcove is a beautiful woman in a silken blouse holding a sword in her right hand, and the head of a demon in her left. The statue in the right alcove depicts a stocky robed man with a giant staff with two elk horns grafted onto the top.

Event: the demon head is a real head that has been petrified. However it is conscious and can foretell the future. It is very knowledgeable and will answer any one question about the present or future.

102. Portal Room Antechamber

The floor of this room is covered in large rock tiles that are arranged in a swirling pattern emanating from the center of the room. Stone doors are located at both the eastern and southern ends of the room.

Creatures – 1d4 Rust Monsters.

Doors – the southern door has a shallow bass relieve image of a ring inside of which are geometric knot patterns, in the center of which is a shallow circular hollow. The door is magically sealed. Placing a silver or gold Taldic coin inside the central hollow will open the door (*Break* DC 38; 120 HP).

Secret Door – along the northern wall. The stonework on this door appears slightly cleaner than that of the surrounding wall.

103. Portal Room

A circular domed room. The floor is covered in dust. A skeleton lies upon the floor by the doorway.

Floor – in the center of the chamber an outline can just be seen through the layer of dust. Brushing the dust away reveals a sunken relief carving of rings with geometric knot patterns and obscure text. At its center is a round egg-sized hollow. **Portal:** *detect magic* will reveal that the portal has a magic aura. A DC 25 check reveals the runes to have the magical properties of teleportation.

Skeleton – **Treasure:** the skeleton clutches a pearlescent egg sized scarlet orb in its right hand. In addition, a spilled belt purse reveals 5gp; 24sp and 12cp.

The Thedron Barrows

104. Pit Chute Corridor

A hallway is divided by a large pit. A walkway surrounds the four sides of this pit. On the eastern and western sides of the hall are two chains attached to some sort of mechanical pulley system. There are several sets of doors set along the hallway.

Floor – the walkway surrounding the pit appears to be smoother than the flagstone floor of the rest of the hallway. There are also seams running from each of the corners of the pit to the surrounding walls.

Trap – the walkway is a chute which is triggered when more than 300 lbs of pressure is placed upon it. The pit is 30ft deep (3d6 falling damage). A DC 25 check must be made to prevent sliding into the pit (the save must be made each round; a DC 30 check is needed to move 5ft per round). The trap can be temporarily disabled (for 10 minutes) by pulling either of the chains. **Gate Key:** at the bottom of the pit is a skeleton with a pearlescent egg sized violet orb.

105. Tomb of the Twin Lovers

On the eastern wall of this room stand two coffins that vaguely resemble the shape of a human. On the western wall is a cracked fresco.

Fresco – depicts a robed man and woman sitting upon two white thrones holding hands. The court in which they sit is full of men and women clad in armor and dark blue shirts with a gold symbol of ring inside of which are geometric knot patterns.

Coffins – these are made of stone which has been painted in hues of gold, brown, blue and crimson, to resemble a male and a female human garbed in royal attire. Each contains the remains of one of the lovers. **Creatures:** 2 Vampires. **Treasure:** a blue sapphire necklace (150sp) and two matching blue sapphire earrings (150sp). Two golden diamond rings (350sp each). *The Trinilien* – two silver bracelets that allow their wearers to communicate with each other as if by a *Whispering Wind* spell.

106. Stairwell

Along the western side of the wall a long stairway ascends up into the darkness. A niche on the southern wall holds a single skull and bones.

Creature – Skeleton

Skull and Bones – the skeleton is animated, though it never leaves its burial niche. It is in fact, quite mad and cackles loudly. Occasionally it speaks in riddles. If a PC answers a riddle correctly and is courteous to it, the skeleton may answer a single question, though the answer may well come in the form of a riddle.

Stairs – lead up to room 54 on level 1.

107. The Insect Room

The floor of this room is alive with crawling insects of various shapes and sizes. A narrow bass relief carving cuts along the center of the four walls of the room.

Creatures – Giant Centipedes 3; Spider Swarm (3).

Bass Relief – depicting scenes in which robed figures feed hapless victims to insects. One insect looms larger than the rest, a giant centipede stretching from ceiling to the floor. Its head and beady eyes just out of the wall.

Wall – there is a **Secret Door** along the southeast wall where the giant centipede bass relief is carved. Pressing upon the head of the centipede opens the door.

108. Jewel of the Archmage

The floor and bottom of the walls of this room shimmer like gold. A thin band of pearlescent tile runs along the walls dividing the lower wall from the stone above. A small niche in the northwestern wall houses a fine wooden chest.

Floor and Walls – the floors and walls appear golden because they were painted with a thin coat of gold leaf. The tiles are mother of pearl. Neither the gold nor the tiles can be removed without destroying the valuables.

Chest – **Treasure:** gold inlay studded with aquamarines (50sp). Inside are 8d4 5cp Gems; 4d4 2sp Gems; 2d4 5sp Gems; 32gp; 530sp; 280cp.

Alcove – the alcove is composed of ornately carved white marble. It rests upon a slightly upraised white marble stand. A close inspection reveals small seams between the stand and the alcove. **Trap:** if the chest is removed a block of stone will fall from the ceiling above onto the square, dealing 3d6 points of bludgeoning damage.

109. The Bone Mill

An unadorned square room with a door on the north and on the south end, and four chains hanging from the ceiling at each of the corners of the room.

Doors – are not locked when entering the room, but are locked on the inside. Each door has a large, thick set of steel, hinges and a concave steel dome in the center with what appears to be a steel ship wheel built in. Turning the wheel clockwise will cause the other door to slam shut and lock. Each door unlocks if the wheels of each are turned counter clockwise at the same time.

Chains – pulling any one of the chains causes the ceiling to fall 1ft. Pulling all 4 at the same time causes the ceiling to reset to its original position and the doors to unlock. The ceiling is 10ft tall.

110. Tomb of the Drakes

The smell of fetid flesh hangs thick in the air. A long fresco curves along the walls of the room.

Creatures – Two Drake Ghouls

Fresco – depicts various scenes of life in a palace. Each scene features two human sized white lizard creatures attending various robed figures in the palace.

Drakes – **Treasure:** each Ghoul Drake has a silver collar in which is set a pearlescent egg shaped orb which gently glows (amber and violet **Gate Keys**). The collars themselves are worth 25sp apiece.

111. Memorial

The walls of this room are smooth and are filled from floor to ceiling with small beveled text.

Walls – the walls have been sanded smooth and then polished. The text records the names of soldiers. There are thousands of names recorded.

112. The Hall of the Weeping Archmage

The room is musty with the smell of mildew. The splashes of tiny drops of water reverberate throughout the room. A tattered tapestry hangs along the northwestern wall.

Tapestry – the tapestry is damp and full of mildew. The background is burgundy and in the center is a picture of a robed woman holding the lifeless body of a small child. The face of the woman is captured in a moment of agony. Tears roll down her eyes. A close inspection reveals that the tears actually move slowly downward, eventually turning to actual water. The bottom of the tapestry is soaked in the tears which drip to the floor.

113. The Chamber of Mirrors

The room is covered from floor to ceiling with a variety of mirrors in different sizes and shapes. The eastern wall is entirely taken up by a single large mirror with an ornate cast iron frame.

Creature – Ghost.

Mirrors – anyone looking into the mirrors will catch glimpses of a child moving quickly about the room. The child is pale and has pupil-less white eyes.

Large Eastern Mirror – anyone looking into this mirror will not see their own appearance but that of the child staring vacantly back at them. After a moment the person will no longer see the child, but will be looking back into the room at themselves. **Event:** at this point the character must make a DC 18 save or be caught in a trance for 1d10 minutes. When they awake they will be haunted by the child. They will periodically here the child crying, or see him out of the corner of their eyes. They will begin to be plagued by nightmares of the child, and will begin to sleepwalk.

114. Stairwell

A long staircase along the eastern wall ascends upward. The walls of this room are completely translucent, and behind it are hundreds of stacked skulls.

Walls – the skulls are encased in a thick layer of glass.

The Thedron Barrows

115. Memorial

Two large columns flank the entryway. A large tapestry hangs along the eastern wall.

Creature – Shadow.

Tapestry – a knight in dark grey armor stands atop a cliff looking down at a magnificent city. **Secret Door:** behind the tapestry is a door leading to 115a.

115.a. Tiny Vault

This small compartment holds a suite of armor.

Treasure – A suit of breastplate, a heavy shield and a longsword all of masterwork quality and composed of cold iron.

Event – If anyone touches the armor or longsword the Shadow in room 115 will attack.

116. Closet

Moldy garments and rotted wooden shelves lay scattered about. In the center of the room are three recent corpses.

Corpses – Two dwarves and a human were recently slain here in a battle with a shriven. **Treasure:** *Wand of Cure Light Wounds* (19 charges); *Scroll of Animate Rope*; *Scroll of Disguise Self*; *Scroll of Obscuring Mist*; *Scroll of Bull's Strength*; *Scroll of Scorching Ray*; *Scroll of Invisibility*; MW Breastplate; MW Dwarven Axe; MW Heavy Steel Shield; 177gp; 190sp; 28cp.

117. Privy

Moss grows along the northwestern wall. A small trickle of water slides down it. A small channel has been carved into base of this wall that gently slopes down to a hole in the southwestern corner of the room. There is a small stone bench in the southeastern corner of the room with a small deep hole beneath it.

Moss – **Treasure:** 12 doses of Blue Moss (will heal one point of ability damage per dose).

118. Stairwell

A long staircase ascends upward along the southern wall. A vivid mosaic has been painted along the western wall. Several fresh corpses lie about the room.

Mosaic – depicts the sun rising over a mountain range. Dragons fly about the sky. A robed figure raises his arms to the sky, as if beckoning the dragons to him.

Corpses – five human males wearing dark grey cloaks with scarlet trim. They appear to have died from deep lacerations and puncture wounds. Their belt purses and backpacks are completely empty.

119. The Open Grave

The beginnings of a long fresco has been painted along the eastern wall. The floor is littered with bones.

Creatures – Shriven, Skeletal Champion

Fresco – a layer of background colors has been painted on the wall. The ghostly dark brown shadows of several human figures have been added, though not detailed. The fresco remains unfinished.

Gate Keys –in addition to the treasure carried by each of the undead, two egg shaped pearlescent orbs are in the pockets of the shriven. One glows a faintly azure color and the other glows aureolin.

120. Remembrance Room West Wing

Each of the walls of this chamber has been carved with life-sized bass relief imagery. Four large pillars stand within the chamber. A mosaic covers the floor.

Creature – Shadow

Bass-Relief – the carved walls depict two events. One is the imprisoning of a massive dragon by robed figures with staffs. Another depicts exotic animals and opulent treasures being taken from ships to a beautiful palace.

Pillars – the base is a polished ring of deep green stone (Tashmaran Jade). The pillars are black (obsidian).

Mosaic – the mosaic consists in a variety of intertwining geometrical patterns composed of different colored stone tiles. Stones are missing. **Treasure:** some tiles are semi-precious (Carnelian and Azurite). Dislodging takes 1 minute and requires a DC 15 check if using thieves tools (or a DC 20 for other instrument). **Event:** if any attempt at disturbing the contents of the room is made, the shadow will attack.

121. The Gallery

The walls of this room are decorated in dozens of paintings, ranging wildly in size.

Creature: Ochre Jelly.

Paintings – almost all of the paintings are portraits of severe looking robed humans. One painting features two large white lizard looking creatures. Another life-size painting (along the eastern wall) depicts a woman peering through a doorway overlooking a garden veranda. **Secret Door:** just behind the painting is a door leading to room 122. **Treasure:** these paintings could be worth hundreds of silver to the right buyer, though they are cumbersome (the lightest painting weighs 5lbs, the heaviest 150lbs).

122. Columbarium

This square room contains dozens of niches in which urns of various sizes and shapes rest.

Urn – nearly all of the urns are plain clay pots, however one affords particular attention. The largest niche in the room is on the southern wall. In it sits an ornate silver urn with four geese figurines carved into its base. **Trap:** the urn is enchanted. Anyone touching it must make a DC 22 save or be balefully polymorphed into a goose. If they fail, they must, in addition, make a DC 22 save or lose their humanoid sentience.

123. Library

Shelves have been carved into the stone walls of this room. In them sit hundreds of books and scrolls, in various states of decay.

Books & Scrolls – while many of the books are in the late stages of decay, some are salvageable.

Treasure: There are about two dozen partially decayed books written in Old Taldic on subjects ranging from botany to cartography. Each would fetch at least 50sp to the right buyer (each weighs 10 pounds). In addition, there are about a hundred salvageable mundane scrolls. These are legal documents containing deeds, contracts, tax records, census information and so on. Each would fetch at least 5sp to the right buyer. There are also a dozen salvageable magical scrolls and one Spellbook. The scrolls are as follows: (1st Level) *Alarm; Calm Wind; Color Spray; Mount; Reduce Person;* (2nd Level) *Create food and Water; Darkness; Suggestion; Summon Swarm; Tree Shape;* (3rd Level) *Arcane Sight; Quench.* The Spell Book contains seventeen spells: (1st Level) *Animate Rope; Calm Animal; Command; Delay Poison; Erase; Sanctuary; Silent Image; Sleep; Wind* (2nd Level) *Alter Self; Bull's Strength; Continual Flame; Scorching Ray; Shatter; Touch of Idiocy; Web* (3rd Level) *Blink.*

Appendix A – New Magic Items

Due to the fact that magic tends to be rare in my homebrew campaign setting there are relatively few magic items to be found within the Thedron Barrows. Feel free to sprinkle a bit more magic items throughout the adventure if you are playing in a more traditional high fantasy setting. Besides the usual fare of potions, scrolls and wands there are a few unique magical items within this adventure.

Arthilliad “Demon Slayer”

A two-handed sword that is as beautiful as it is deadly. Set within the crossguard of the blade is a large black opal with flecks of scarlet. Four thorn-like quillons are attached to the crossguard. The grip is crafted from black drake’s hide. The Pommel bears the image of a horned demon. It glows faintly violet when demons are within 100ft.

A sword of legend, Arthilliad is one of the great lost demon swords. It bears the status of a minor relic. The sword has the following properties:

Material – the sword is constructed from Cold Iron.

Damage – the sword deals 1d10 damage (if using a system that grants bonuses to weapons treat this as a +3 weapon or as a weapon that grants an additional attack die).

Demons Bane – deals an additional 3d6 damage to demons or 1d6 damage to creatures with demonic blood lines.

Detect Demons – can sense the presence of demons and creatures with demonic bloodlines within 1 mile. When within 100ft of a demonic creature the sword will begin to glow dimly violet, and the intensity of this glow increases the closer in proximity Arthilliad is to the creature.

Protection from Demons – grants its bearer a resistance to the spells, spell-like abilities, poison and energy attacks of demonic creatures. Consult your preferred rules system for how resistance works.

Enmity – over time Arthilliad will attempt to influence its bearer, encouraging him or her to dedicate their lives to the slaying of demons. Also, whenever Arthilliad detects a demonic creature the sword will attempt to persuade its bearer to slay it. Treat this as equivalent to a *Suggestion* spell (and the Sword as a 10th level caster), or, if within 100ft of the demon, a *Dominate Person* spell.

Trinilien

Twin silver bracelets whose simple unadorned design belies magical properties which anything but ordinary.

The silver bracelets that comprise this magical item form a bond between the two different individuals wearing them that grants its bearers the following properties:

Converse – once per day allows its bearers to communicate with each other at a distance, as if by a *Whispering Wind* spell (treat the item as a 5th level caster).

Ring of Command Demons

A ring skillfully carved from black onyx, striated with thin layers of white chalcedony.

Ring of Command Demons has the following properties:

Command – as a persistent effect, the bearer of this ring may issue commands to a demon as if by a *Command* spell (treat the Ring as a 10th level caster).

Dominate – once per day the ring’s bearer may attempt to control a demon’s actions as if by a *Dominate Monster* spell (treat the Ring as a 10th level caster).

Appendix B – New Monsters

If you’ve taken the time to read through this module you will no doubt have noticed that there are quite a number of new monsters, not to mention named figures, none of which come with stat blocks. That’s because this is intended as a system neutral (albeit D&D’esque) module. Nonetheless below I provide some details on what these creatures are, what sorts of abilities they possess and how to adapt them to your game. When in doubt, fudge it.

Red Warlocks

Grim looking humanoids dressed in grey cotton vestments embroidered with scarlet cultic glyphs.

As the name implies these are warlocks or diabolists. They have made a pact with demons, who, in return for their service, have granted the warlocks pact magic. If your rule system of choice already had rules for warlocks, diabolists and pact magic go with that. You could also simply treat the warlocks as evil clerics. However here are some further ideas for new warlock abilities:

Bloodletting A warlock may cut herself in order to increase the number of spell points or spell slots she has access to.

Demonology Warlocks have an advantage to die rolls made on knowledge, summon and command checks related to demons and creatures with demon bloodlines.

Sacrifice A ritual in which a Warlock slays a creature and receives a temporary (24 hour) bonus to their spell casting ability (e.g. more daily spells) based upon the type, purity, or challenge rating of the creature being slain.

Summon A ritual allowing a Warlock to summon demons. The type of demon summoned ought to be proportional to the level of the Warlock, and the duration of this spell effect increases with warlock skill level as well.

Treasure: Dagger; *Scroll of Command*, 2sp, 10cp.

Hierophant Kalder

A tall somber looking older man with silver hair and green eyes that appear somehow both intelligent and crazed.

Kalder is a mid level (8th or thereabouts) warlock.

Treasure: Masterwork Ceremonial Dagger; potion of *Cure Moderate Wounds*; *Scroll of Dispel Magic*, *Scroll of Flame Blade*, *Scroll of Mirror Image*, *Scroll of Shield*, *Scroll of Obscuring Mist*, *Scroll of Command*; 5gp, 35sp.

Key: to the door of the Cultist dormitory (room 15).

Gate Keys: Scarlet and Violet.

Elder Brevek

CR 5 XP 60

A portly balding older man with pudgy jowls who talks in a pinched nasally voice and tends to wheeze when he breaths.

Brevek is low to mid level (5th or thereabouts) warlock.

Treasure: *Potion of Cure Wounds*; *Scroll of Flaming Sphere*, *Scroll of Hold Creature*, *Scroll of Feather Fall*, *Scroll of Shield*, *Scroll of Command*, 3gp, 10sp, 10cp.

Keys: to the wardrobe in the cultist dormitory (room 15) and to the cultist prison (room 19).

The Bandits

This band appears as nothing so much as a bunch of sailors away from the sea.

If your system has rules for bandits or pirates use these for the bandits. Otherwise just treat these as rogues or thieves.

Treasure: Two shortswords; chain shirt; three torches; 5 days worth of trail rations; 50ft rope; waterskin (½ full); wineskin (¼ full); 3sp, 35cp.

Captain Kelby

A grizzly looking fellow with a long thick brown beard that covers almost the entirety of his face.

Kelby is a mid level (8th or thereabouts) bandit.

Treasure: Twin masterwork short swords; masterwork chain shirt; Masterwork Thieves Tools; 10 days worth of trail rations; 100ft rope; waterskin (full); wineskin (full); *Potion Cure Moderate Wounds* (3); 10gp, 40sp.

Gate Keys: Flame and Vermilion.

The Thedron Barrows

Drake Ghoul

A rotting reptilian creature covered in horns and vaguely resembling a wingless dragon.

Use the stat block of a normal Drake (or dinosaur) but if desired augment the creature's abilities as follows:

Breath Weapon Once every 1d4 rounds a Drake Ghoul may vomit up a 30ft cone of filth, sickening all struck by it for 1d4 rounds (DC 19 saves).

Disease *Ghoul Fever* Bite or claw—injury; *save* DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d4 ability damage. A humanoid that dies of ghoul fever rises as a ghoul the following midnight.

Paralysis A Ghoul Drake secretes an anesthetizing saliva. Targets bit by a Ghoul must succeed on a DC 13 save or be paralyzed for 1d4 rounds.

Treasure: Silver Collar (valued at 25sp).

Gate Keys: (see the dungeon key for details).

Undead Dryad

A withered old crone with dead twigs and leaves braided throughout her hair.

Use the stat block of a normal Dryad but if desired augment the creature's abilities as follows:

Constrict anyone entangled by a Dryad's Entangle spell may be constricted by the roots of the tree.

Touch of Decay creatures taking damage from an undead dryad's claws, or which make direct physical contact with the Dryad, must succeed a DC 15 save or contract rot in the affected area, dealing 1d4 ability damage.

Shambling Dead

A large mass of corpses begins to coalesce into a mound that lumbers toward you.

Use the stat block of a Shambling Mound for this creature, only substitute its ability to absorb electricity with:

Bone Shrapnel If destroyed the Shambling Dead explodes, sending bone shards hurtling 20ft through the air. All within the effect area take 3d6 damage (DC 20 saves for ½) and must make a DC 15 save or contract Filth Fever.

Oclid

A walking corpse with maggots crawling from its nose, mouth and hollow eye cavities.

Oclid are essentially zombies but with a few more abilities:

Grapple Oclid may automatically attempt to grapple any creature struck by it. In subsequent turns they constrict the creature, dealing automatic damage.

Nausea When an Oclid constricts a creature, it forces open its mouth and vomits a putrid mass of maggots and decaying flesh into it. The creature must succeed a DC 17 save or be sickened for 1d6 rounds.

Vomit as an attack action an Oclid spews forth a line of maggot filled vomit upon a target that splashes upon all creatures within 5 ft. Affected creatures must make a DC 12 save or be sickened for 1 round.

Shriven

A finely robed skeletal figure with an unnatural blue light emanating from the hollows of its eye sockets.

A spell-casting skeleton similar to a Lich, only with ½ of its power and no phylactery. Like the Lich the Shriven also has a touch attack, albeit a different one:

Ghoul Touch As the spell.

Moldy Skeleton

A skeletal figure whose entire body appears to be covered in some sort of ochre colored powder.

This is a rank-and-file skeleton that just happens to be beset by yellow mold.

Yellow Mold This skeleton is covered in pockets of yellow mold. Anything touching the skeleton disturbs the mold causing it to release a 10ft burst of spores. All within 10ft of the skeleton must make a DC 15 save or take 1d2 points of ability damage. A new save is required once per round for five rounds after the initial burst. Each failure results in an additional 1d2 ability damage.