

Key to the Crypts under Eldburrow

The basement under the Eldburrow Ballroom is a stone chamber, 40' square, with smooth gray walls constructed by the same ancient barrow-builders who made the "Ballroom" chamber above and the crypts below. At present, it is cluttered with crates, barrels, and kegs—mostly food, tobacco, ale, and wine—which conceal the secret passage down to the crypt.

- The passages and chambers are rough-hewn and crudely carved. The columns and most walls inside rooms are carved with elaborate Nordic swirls and knotting.
- The dungeon is cold, musty, and damp. All doors are wood, and several have been swollen stuck by moisture (requiring an Athletics skill roll or the combined effort of at least two characters with a total of 5 Athletics ranks between them to force).
- Wandering monsters are encountered in the crypt with the usual 1-in-6 chance every second turn:

1d8	Encounter	1d8	Encounter
1	1d10 Drybones	5	1d2 Skeletons
2	1d8 Shambling Dead	6	1d10 Giant Rats
3	1d6 Rotting Dead	7	2d4 Giant Centipedes (1')
4	1d3 Ghouls	8	1d6 Spitting Cobras

1. At the bottom of the stairs, a green-glowing **apparition** of a bearded tribal human manifests, looks threatening, silently warns intruders away, then vanishes.

2. The side-passage to the east is concealed by **thick cobwebs** coating the passageway here. Giant rat and snake skeletons dangle from the webs.

3. **Four stone sarcophagi**, carved with Nordic knotwork. All hold crumbling skeletons that animate and then at once disintegrate if disturbed; disembodied angry moans follow the party for the next 1d6 turns per skeleton so disturbed, causing wandering monster checks *every* turn. A **catch** in the bottom of one of the sarcophagi unlocks the stone door to 4.

4. Low-ceilinged passageway to a cramped vault containing **six large clay urns**, sealed with wax. Most hold ashes and bone-fragments; one contains **111 copper erns** and a **flammable gas** under pressure that will ignite at once if exposed to flame (e.g. a torch), causing 2d6 damage in a 10' radius, save for half.

5. **Scummy puddle** in the middle of the room, **burial niches** in all the walls. The puddle makes the floor here slick; the niches contain **7 drybones** (2 hp) and **4 shamblers** (3 hp) that all take 2 rounds to crawl free. They animate and attack the moment the room is disturbed. South door is stuck.

6. Basalt **statue** of a huntress and two hounds.

7. Thick **cobwebs**, dangling with desiccated small animal carcasses; two **stone slabs with mummified bodies** atop them that will jerk and move if the webs or bodies are disturbed—because they conceal a nest of **4 huge wood spiders** (7 hp). One of the slabs has a hidden compartment holding **117 copper erns**.

8. Crude wooden bed, table, chair; **unlit funeral pyre** of dry pine boughs and maple branches. A single **ghoul** (8 hp) sleeps in this chamber, clinging to the ceiling; the party has a 4-in-6 chance to surprise the ghoul, but the ghoul has a 4-in-6 chance to surprise the party as well if the players don't say they look up.

9. Square columns, granite **statue** of an eagle-headed man in the north alcove, green-striated gneiss **altar** flanked by two stone brazier-bowls holding **flammable red powder** to the south. If the powder in both bowls is ignited, fumes force everyone within 30' to save or hallucinate that the statue animates and dances around the hall to the rhythm of deep, tribal chanting for 1 turn. If this happens, every time the party returns to this room, there is a 50% chance that the statue is standing in the alcove and a 50% chance that it is seated on the altar.

10. This spherical chamber is the rainbow, crystalline interior of an enormous **geode**. A small (1' tall) red sandstone **altar**, carved with stylized animal imagery (bear, wolf, eagle, serpent) sits at the nadir of the chamber. This is a place of beauty and peace; anyone who prays to the gods at this altar is blessed, +1 on

attacks and saves during their next combat encounter (but this can only happen once—returning here and praying again has no effect, even for those who didn't receive the blessing previously).

11. Stuck door. A crude stone-lined **well**, 30' deep, with frigid water 15' down. Leaky bucket and frayed hemp rope nearby on the floor. The well is haunted by an insane **gremlin** (4 hp) which will try to stay out of sight and then tail the party after they leave.

12. Bronze-reinforced wooden doors in the north wall, both stuck. Dozens of **stone pots, clay urns** (some broken: ashes and bone-chips scattered everywhere). **Secret door** in the west wall turns on a central vertical pivot.

13. Round stone **columns**, a **sunlight-petrified troll** (little more than a big, ugly statue now). The **false door** at (a) is locked and opens to reveal nothing but a stone wall chiseled with an inverted pentagram, the mark of Mórgrundel; (b) is a marble **statue** of a beardless man in a toga.

14. Three inexplicably modern-looking, clean and well-kept **bedrooms**—(a) looks fancy and Victorian, with a frilly canopy bed (a diary under the mattress rambles on at length about two men named Bingley and Darcy); (b) is a child's room sporting a full toy-chest and a racecar bed; and (c) is a drab motel bedroom, complete with CRT television (unplugged), rotary telephone (dead), and Gideon Bible in the bedside table drawer.

15. Nine **stone benches**, each bearing a **mummified body** in a position of repose. The **portcullis** to the east requires a combined 6 Athletics ranks to lift; the chamber at (a) contains several clay **urns** and three knee-high stone **statuettes** of tribal warriors, one of which is jade-encrusted (weight 5 kg; value 235 erns). Faded linen **tapestries** depicting ancient tribal warriors and hunters hang across the south wall, concealing the passageway there.

16. Damp cavern, **ghostly moaning wind** blowing in a different random direction each time the party comes through here. Faded **linen tapestries** hang from the walls in the cavern and down the north, east, and west tunnels.

17. A spiteful **skeleton** (13 hp) waits in this room, muttering curses to himself and guarding the treasure here: **4,680 iron alms** in a padlocked wooden chest. The slightest provocation will draw the skeleton into a fight, during which he hurls barely-comprehensible insults in an extremely ancient Yevinnic dialect—*"Thu eart an eald gealdson!—Thu fustig dalcop!—Ich haevde thine modor!—Thu unweod hecge-swin!"* Insulting the skeleton back will cause him to put up his sword, yield the fight, and wander away laughing uproariously to himself.

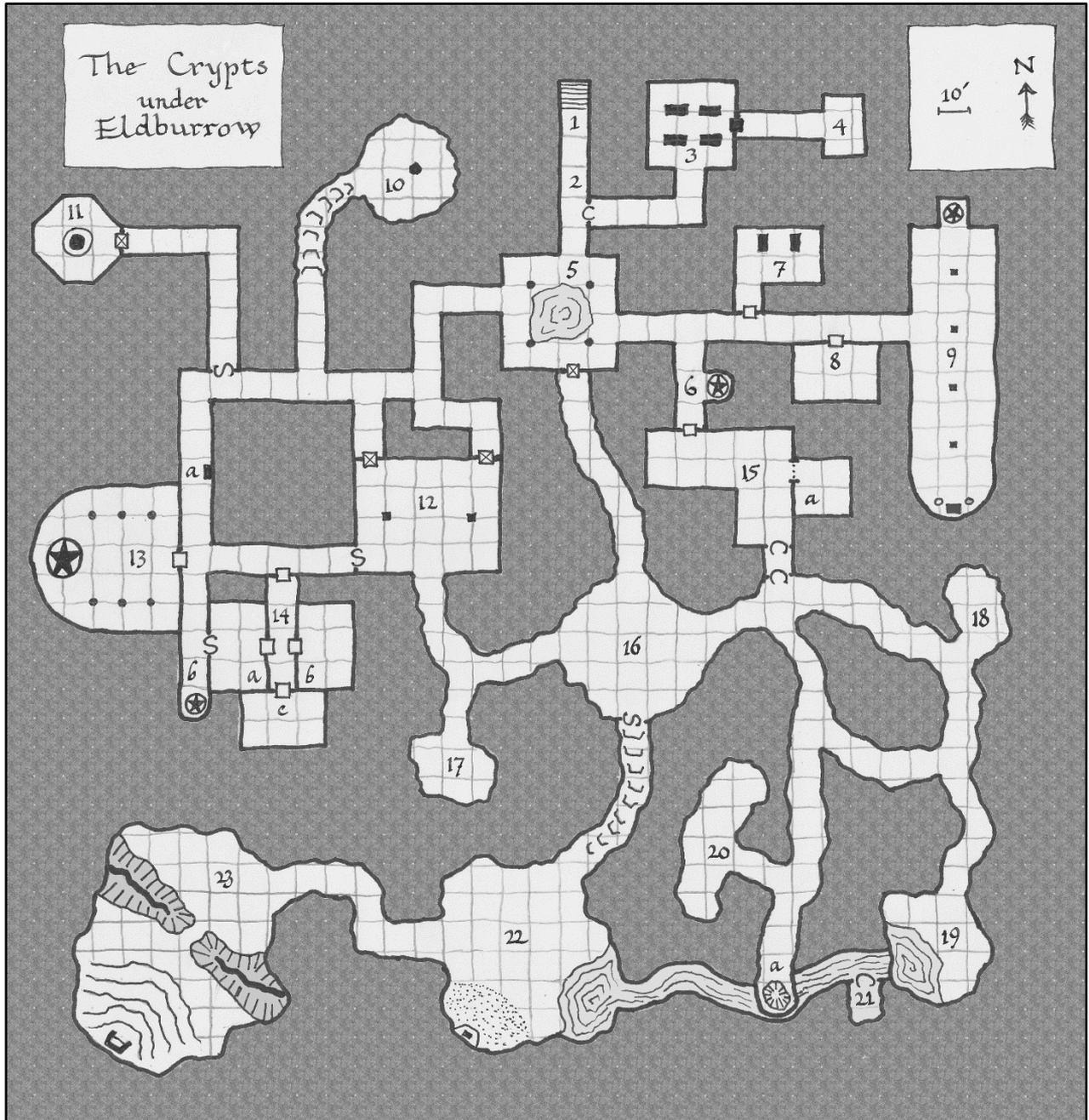
18. A precarious-looking (but stable and quite harmless) **pile of boulders**, pebbles, and dust.

19. Sound of **rushing water**; feeling of **deep dread**. Water from the Nibel River spills through cracks in the wall here to fill a **dark pool**, where a **woman's corpse** floats supine, placid despite the churn of the water. Disturb the pool or the corpse, and she animates as a **geist** (16 hp), hovering into the air and threatening to swallow souls. A niche in the east wall concealed by a stone hides a pouch with **94 silver selds**. A submerged **tunnel** at the bottom of the pool connects to areas 21 and 22 (the water flows towards 22 with a gentle current, trivial to swim against).

20. **Burial niches** line the walls of this **unstable cavern**. Grave-goods (trinkets made of copper and jade) worth **1,880 copper erns** (and weighing 24 kg in total) can be found in the niches, but it takes 1 hour (6 turns) of thorough searching to find all of them. Each turn spent in this cavern risks a 1-in-6 chance of a minor cave-in, 1d10 damage (save for half) from falling rubble. There is a **gaping hole** in the floor of the tunnel at (a), with a 10' drop down to an underground stream with a gentle current flowing toward area 22.

21. A dry cavern, partially blocked-off from the underground stream by a curtain of mud and algae. Inside is the perfectly-preserved **corpse of a High Elf** in rusty mail, still clutching an **orb of healing** in his pale hands. Also among the remains are a **potion of invulnerability**, a **potion of water breathing**, and a **rune of protection vs. undead**.

22. A **damp**, muddy cave. A **pool** in the southeast corner hides an underwater **tunnel** leading to areas 19 and 21 (one must swim underwater against a gentle current to traverse the tunnel). A **stone coffer** rests on a ledge in the southwest corner of the cavern. The floor within 20' of the coffer looks like mud but is actually **quicksand**, 10' deep; anyone caught in the quicksand must save or go under, where they will drown if they remain under the surface for 10 consecutive rounds. The coffer contains **1,982 copper erns** and **175 silver selds**.



23. A large cavern with a yawning chasm (10' wide and 30' deep; jagged rocks at the bottom) spanned by a natural stone bridge (7' wide). Natural stone steps glisten with moisture and mineral-mud. At the top, a stone throne with a seated skeleton (13 hp) pretending to be an inert corpse. There are 2 ghouls (8 hp) hiding in the chasm, clinging to the underside of the bridge; they have a 4-in-6 chance of surprising any party that crosses the span without first shining a light underneath it. The skeleton wears a jeweled crown worth 7,517 ems.

Collected Monster Statistics

- **Apparition:** AC 5, MV 20' (fly), HD 1+2, hp 6, #AT 1, DG 1d2+stun; SA Slimy Touch, Scream; SQ Unkillable.
- **Centipede, Giant (1):** AC 10, MV 20', HD ½, hp 2, #AT 1, DG 1+poison.
- **Drybones:** AC 10, MV 20', HD ½, hp 2, #AT 1, DG 1d6; SQ Slow Moving.

- **Geist:** AC 6, MV 30' (levitate), HD 4, hp 16, #AT 1, DG 1d4+sleep; SA Burial Shroud, Spooky Gaze, The Barrow Curse; SQ Invulnerable.
- **Ghoul:** AC 8, MV 40', HD 2, hp 8, #AT 3, DG 1d3+paralyze+disease.
- **Gremlin:** AC 8, MV 40', HD 1, hp 4, #AT 3, DG 1+grease/1+grease/1d3; SA Chaotic Aura; SQ Vulnerable to Iron.
- **Rat, Giant:** AC 8, MV 40' (swim 20'), HD ½, hp 2, #AT 1, DG 1d3+disease.
- **Rotter:** AC 9, MV 20', HD ¾, hp 3, #AT 1, DG 1d8; SQ Slow Moving.
- **Shambler:** AC 9, MV 20', HD 1, hp 4, #AT 1, DG 1d8+disease; SQ Slow Moving.
- **Skeleton:** AC 7, MV 30', HD 3+1, hp 13, #AT 1, DG 1d10; SA Bone Toss, Spooky Gaze; SQ Regeneration, Extra +1 to Hit.
- **Spider, Huge Wood:** AC 7, AC 40', HD 1+3, hp 7, #AT 1, 1d6+poison; SQ Camouflage.
- **Spitting Cobra:** AC 8, MV 30', HD 1, hp 4, #AT 1, 1d3+poison; SA Spit.