

Haunt of the Barrow King

An OSE adventure for three to six
characters of 1st-3rd level



DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

HAUNT OF THE BARROW KING

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HAUNT OF THE BARROW KING

Haunt of the Barrow King is a short wilderness adventure for three to six characters of 1st-3rd level (about 10 levels total). The adventure involves a wilderness trek, an encounter with rival adventurers, and an undead menace. *Haunt of the Barrow King* contains a mixture of roleplaying, exploration, and combat. It takes place along a remote stretch of road and is designed to be dropped into any forested location.

Haunt of the Barrow King is an "event-based" adventure that is designed to be played in one or two sessions. It provides several opportunities for the characters to benefit from successful reaction rolls. This mechanic can be modified by various factors including good roleplaying, at the referee's discretion. A number of different opposing factions (both living and undead) are present in *Haunt of the Barrow King*, so the referee is encouraged to read through the adventure and become familiar with their motivations and goals before starting the session.

At the start of the adventure, the referee should read the following text to the players:

They call it the War Road, although no one living can remember any wars being fought upon it. Its winding path cuts through the forests of the Oldwood, connecting dozens of homesteads and villages along the way. The Oldwood was once home to Jaldtic barbarians until the tribes were wiped out by disease. The wilderness itself is littered with ancient ruins of a more civilized culture that predates even the Jaldts, although very little is known about this long-forgotten kingdom.

The War Road has always been perilous to traverse. Bandits are common and monsters dwell in the deep dark reaches of the woods. Lately, travelers have been disappearing along the road, never to be seen again. Is it bandits? Or is something more sinister lurking in the ancient forest?

ADVENTURE BACKGROUND

The Oldwood was once the seat of power for an ancient kingdom known as the Kingdom of Nine. This Kingdom was ruled by a collection of nine noble houses who constantly bickered and fought with one another. The Kingdom eventually fell to a more primitive tribe of barbarians known as the Jaldt, and the Jaldts occupied the region until a withering plague wiped them out.

Remnants of the two civilizations litter the Oldwood in the form of Jaldtic barrow mounds and rings of standing stones as well as ruined castles, bridges, and dungeons left over from the Kingdom of Nine.

A few weeks ago, an adventuring company named Legacy Flame came to the Oldwood to reestablish a shrine to St. Galwren—patron saint of one of the fallen noble houses of the Kingdom of Nine. They erected a stone shrine near a Jaldtic burial mound and the leader of Legacy Flame, a warrior-priest named Father Krembers, performed an ancient ritual to invoke the blessings of St. Galwren. This ritual awakened several undead creatures that had been laid to rest beneath the old barrow . . .

BEGINNING THE ADVENTURE

Haunt of the Barrow King is a “drop-in” adventure that only requires the characters to be traveling along the War Road. The referee can choose one of the following hooks to get the PCs involved.

- **Adventuring:** The PCs have come to explore the ancient ruins of the Oldwood in search of treasure.
- **Rescue:** Lord Tedric of Westberry has offered a 500 gp reward for the recovery of his son whose entourage went missing along the War Road several days ago. A 50 gp reward is offered for any bandit captured alive bearing Lord Westberry’s oakleaf-and-berry insignia.
- **Patrol:** The PCs are hired by a coalition of villages to patrol the War Road for bandits.
- **Guards:** The PCs are hired by a wandering merchant to escort his wagons safely from one village to the next.
- **Vision:** A cleric PC (or other PC with ties to religion and/or nature) receives a vision of unholy forces at work along the War Road.

CURRENT RUMORS

Talk of the Barrow King and other perils of the Oldwood have begun to circulate through local taverns and halls. Roll 1d20 for each character to see what they have heard. As is common, there is always a grain of truth in each rumor.

1. A band of orcs known as the Jaldtagar (Jaldt-Killers) roam the forests of the Oldwood. They have been known to attack travelers on the War Road.
2. The Withering disease that killed the Jaldtic barbarians has returned. Deep in the woods lives a family of undead, but they think and speak and live as you and I.
3. A gang of ruffians dressed all in red has been seen in the area recently. Their leader is an unpleasant woman who cheats at dice, but some members of the gang are more friendly.

4. The green dragon Myrrhalth sleeps beneath an ancient oak grove in the Oldwood. Only a fool would disturb her slumber.
5. Any stone construction in the Oldwood comes from an ancient time of knightly castles and untold treasures.
6. Beware the Barrow King's touch. It causes instant death.
7. The Barrow King has taken the eldest son of Lord Tedric of Westberry. Some say Lord Tedric is actually the Barrow King in disguise.
8. Jaldtic barbarians once ruled the Oldwood until they were cursed by a witch who turned them all into undead.
9. Jaldtic chieftains were buried in tall dirt mounds. Only a few of these mounds have been plundered, but most were inhabited by undead.
10. Oak groves, rings of toadstools, and still ponds are portals to the Faerie Realms. If you enter them, you will be unable to leave.
11. The Barrow King and his hound have been seen riding across the open countryside. If you run into travelers, try to make friends when you can. There is safety in numbers.
12. The Barrow King is an undead Jaldtic chieftain. Keep your campfires tall and bright. Undead are afraid of fire.
13. The undead are deceivers and some even walk among us. Look for the mark of their death. A cut throat, a bashed skull, an open wound that does not heal. These signs of death will reveal their true nature.
14. The Barrow King is an unholy devil who rides the War Road at night, taking travelers back with him to the Underworld.
15. The hound of the Barrow King breathes fire and poison gas. His mount can kill with a single hoof strike.
16. The cursed witch Marrion the Seer passed through here recently. The Barrow King appeared not long after.
17. The trees of the Oldwood are said to be filled with dark, unholy life. Cut them down at your own peril.
18. There is no Barrow King. It is simply bandits trying to keep the King's Guard off their trail.
19. Travelers along the War Road have always been few. Now even the farmers are afraid to go to market because of the Barrow King.
20. The Barrow King can be harmed by fire and normal weapons, but can only be truly killed inside his barrow.

WRECKED CAMPSITE

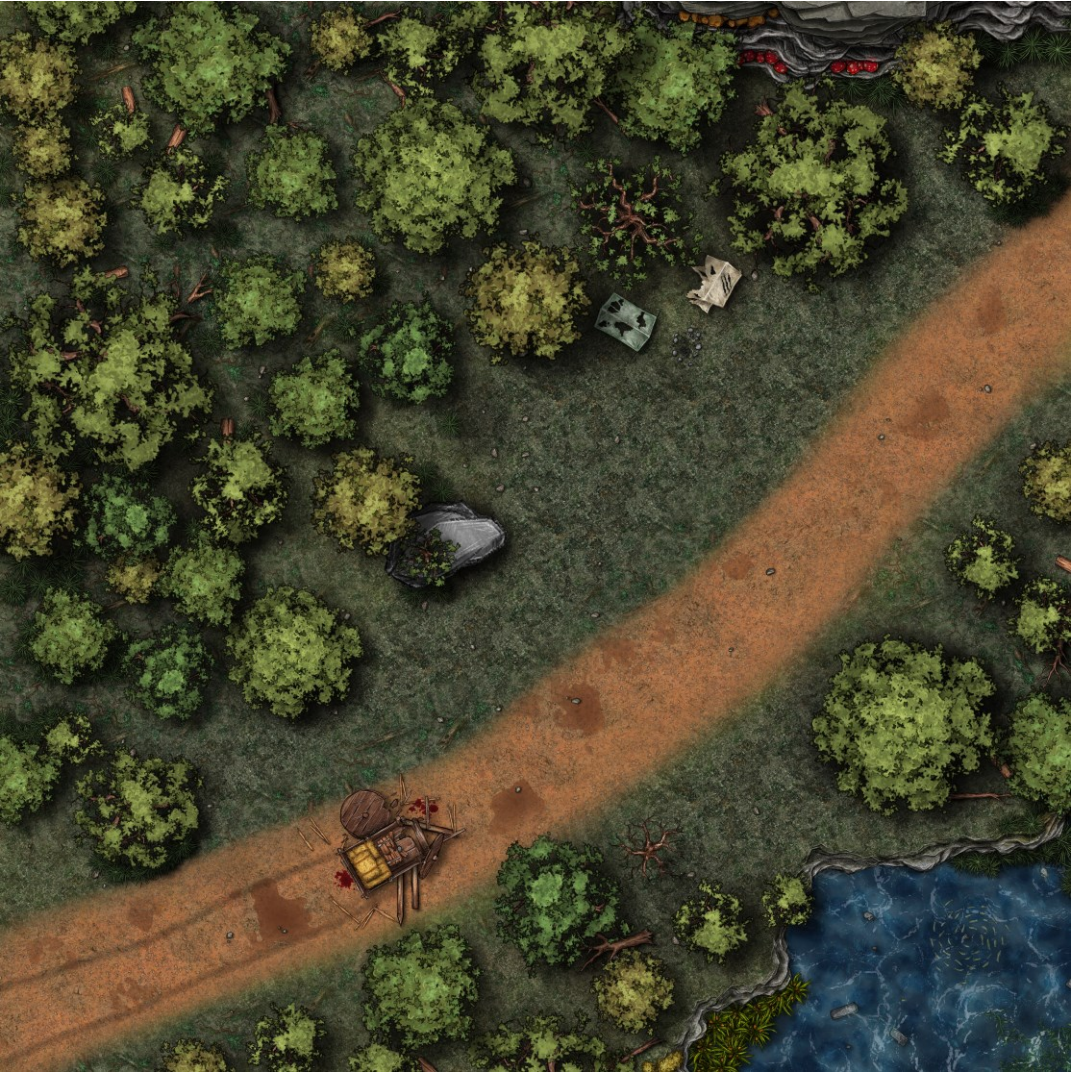
The characters are traveling along the War Road one morning when they come across a ruined wagon and a wrecked campsite. Six rough-looking bandits are

sifting through the camp, collecting armfuls of valuables (clothing, cookware, weapons, etc.). The bandits are preoccupied with their looting, so the PCs automatically achieve surprise if they attack.

- If confronted without being attacked, the bandits claim the camp was attacked by the Barrow King. They describe the Barrow King as an undead barbarian horseman and his devil dog who roam the land at night attacking travelers along the War Road.
- Have the PC with the highest CHA modifier make a **reaction roll**. On a result of hostile or unfriendly, the bandits overcome their initial surprise and attack. On a roll of neutral, the bandits claim the camp as their own and tell the PCs to move on. On a roll of indifferent or friendly, the bandits tell the PCs of a knightly order that has camped near the old burial mound that is the lair of the Barrow King. These knights are said to be wandering up and down the road, protecting lost travelers.
- If the PCs try to stop the bandits from looting the camp, the bandits attack. Four of the bandits engage the characters in melee combat, while two hang back and fire arrows. If two or more bandits are killed, the rest must make a **Morale Check** every round to avoid fleeing or surrendering.

Bandit (6): AC 7 [12] (piecemeal armor); HD 1 (4 hp); #Att 1; Att spear (1d6) or hand axe (1d6) or dagger (1d4); **THACO 19; MV 120'** (40'); **ST D13 W14 P13 B16 S15 (Thief 1); SA** Trickery, Leader, Hoard; **ML 7; AL C; XP 10.** Piecemeal armor, spear or hand axe, dagger, 1d6 gp, 1d10 sp each.

- **Rumors:** Each captured bandit can provide one of the **Current Rumors** listed above.
- Once the bandits are dispatched, it should be obvious that the camp was attacked by monsters, not bandits. Jagged hoof and claw marks are trampled into the ground and blood is spattered all over. There is no sign of any human remains, but the hoofprints, pawprints, and strange drag marks clearly lead down the road. The drag marks were made by dead and/or *paralyzed* travelers being carried along in the Barrow King's wake (see **Ride of the Barrow King**). If followed, the trail leads back to the **Chieftain's Barrow**.
- If the characters loot the camp for valuables, they recover assorted farmer's tools (rake, hoe, trowel, etc.), pouch containing 5 gp and 8 sp, barrel of fine beer (worth 25 gp), short bow, quiver with 12 arrows, war club with silver studs (1d6 damage, useful against werewolves), assorted vegetables (worth 10 sp at market). Hidden in the hay wagon is a short sword with a small garnet embedded in the pommel worth 135 gp.



CHIEFTAIN'S BARROW ENVIRONS

The following locations may be explored near the Chieftain's Barrow.

1. The War Road

The War Road winds through the Oldwood. It was once the primary avenue of transportation (and war) between the strongholds of the Kingdom of Nine and later put to use by the Jaldtic tribes. The War Road is made of hardpacked earth, with patches of stone construction and crumbling stone bridges along its path. If the PCs explore the War Road, they encounter several older looted campsites including one bearing the oakleaf-berry standard of the Lord of Westberry.

2. Chieftain's Barrow

The Chieftain's Barrow is visible from the War Road. This tiered mound was the final resting place of the Jaldtic chieftain Traegarn "First-Blood", built upon the former site of Castle Galwren as a monument to Traegarn's victory. It is an imposing sight that no one has been brave enough yet to try to plunder. A large stone blocks its entrance and an ancient, rune-covered standing stone (**area a.**) stands atop the mound. If deciphered, the runes read: "Chief Traegarn "First-Blood", Greatest of the Jaldts, Conqueror of the Kingdom of Nine".

Anyone who succeeds at a **search for secret doors** notices the standing stone is partially displaced. A combined STR of 36 is needed to topple the stone, revealing a narrow, 10' deep dirt shaft that opens in the ceiling of the **Guard Post** (see **Chieftain's Barrow**, area 2.). The putrid smell of decay wafts up from the depths of the hole. If the shaft is opened during the day, the PCs clearly hear the sounds of the battle between the Corpse Knight and the Chieftain's Horde.

The **Chieftain's Barrow** and its interior are described in more detail later in this adventure. Anyone standing atop the barrow can see the clearings with the **Quiet Pond** (area 3.) and the **Legacy Flame Campsite** (area 4.).

3. Quiet Pond

This peaceful freshwater pond is covered with lily pads. It was once a fountain shrine to St. Galwren, similar to the broken fountain shrine found in the burial chamber crypts. Remnants of the old stone fountain carved with St. Galwren's hawk-and-sword standard can be located in the water with the same chance as a **search for secret doors**.

A **red ruby** mounted on the ruined fountain is imbued with magic. It flickers with a faint red light and glows if a *detect magic* spell is cast in its vicinity. Any

character who touches the stone is instantly *teleported* to the **Fountain Shrine** (see **Chieftain's Barrow**, area 6.).

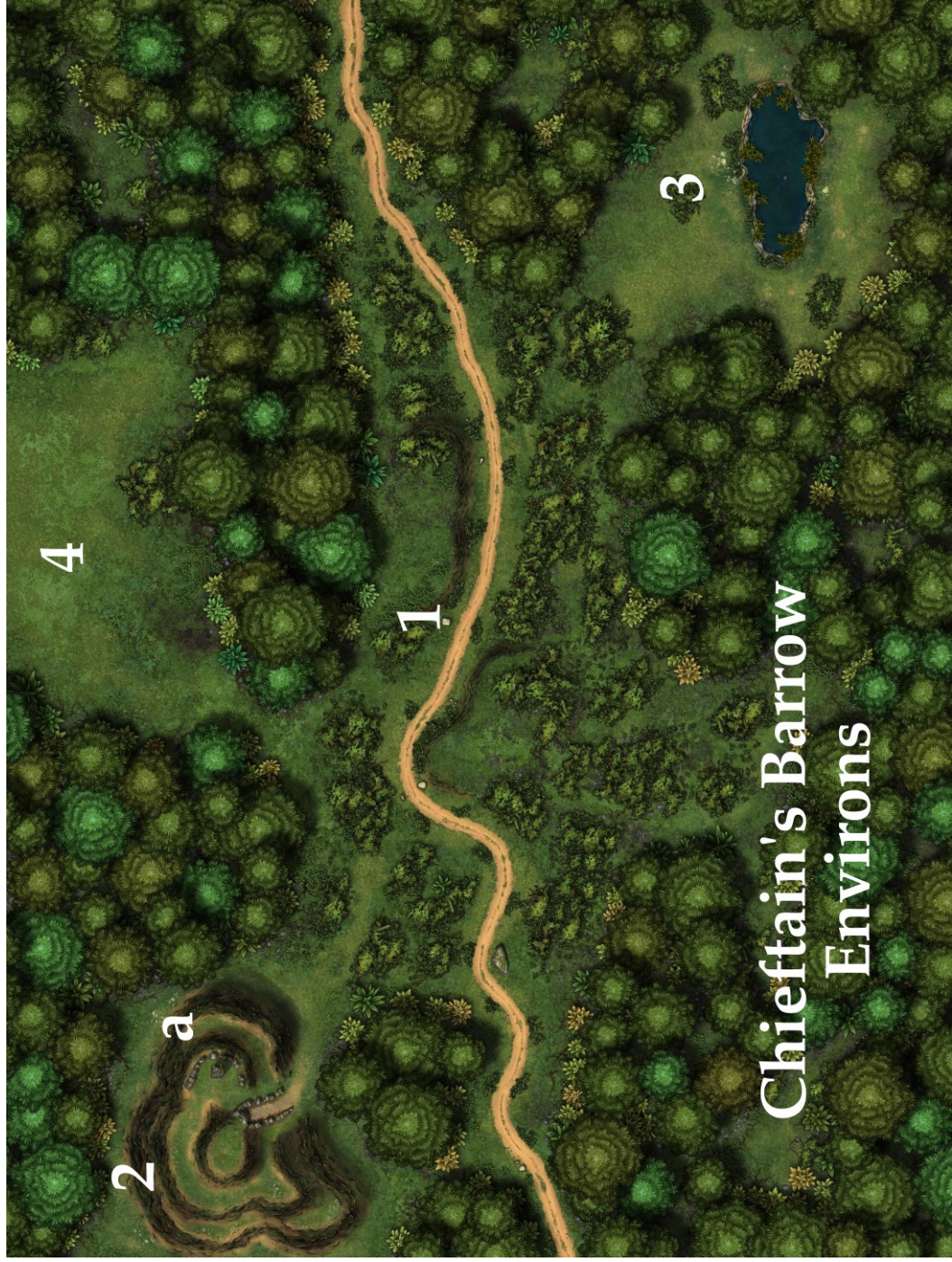
Two giant freshwater frogs reside in the pond. They attack anyone searching the pond.

- **Frog, Giant (2):** AC 8 [11] (natural); **HD** 1+1 (6 hp); **#Att** 1 (bite); Att 1d4 (bite); **THACO** 19; MV 90' (30')/90' (30') swimming; **ST** D12 W13 P14 B15 S16 (1); **SA** Surprise, Sticky Tongue; **ML** 6; **AL** N; **XP** 15.
 - **Surprise:** On a 1–3, in forests or dark dungeons, due to the ability to change color to match their surroundings.
 - **Sticky Tongue:** Attack up to 15' away. On a hit, prey (up to halfling size) is dragged to the mouth and bitten.

4. Legacy Flame Campsite

Legacy Flame is camped in a clearing just northeast of the **Chieftain's Barrow**. The campsite is visible from the War Road. It consists of a campfire, three tents, and several wagons arranged in a defensible position. The largest tent contains a small shrine to St. Galwren. A red banner bearing Legacy Flame's standard hangs from the tent and scraps of red cloth and clothing are hung about the camp to flutter in the breeze.

- **Shrine:** The shrine to St. Galwren consists of a crudely chiseled stone statue of a hawk clutching a sword in its talons. A **red ruby** worth 250 gp is embedded in the hawk's stone breast. The ruby flickers with a faint red light at night and the statue radiates magic to a *detect magic* spell. Father Krembers instantly becomes aware if the stone is pried out or the shrine otherwise defiled. He sounds the alarm and he and the rest of Legacy Flame attack the vandals. If defaced, the shrine loses its power to keep the Barrow King at bay.
- **Treasure:** Legacy Flame has collected a fair amount of valuables from travelers abducted or killed by the Barrow King.
 - Five riding horses (worth 75 gp each), two oxen (worth 35 gp each), two wagons (worth 150 gp each)
 - one suit of chainmail armor (scaled for a dwarf), two suits of leather armor, three shields, two crossbows, six spears, three swords, one mace, one two-handed sword
 - rope (100'), assorted clothing (some of it bloody), pair of fine leather boots (worth 25 gp), full length mirror (worth 10 gp), five bundles of 6 torches (1 gp per bundle)
 - two brass candlesticks and brazier (worth 25 gp each or 100 gp as a set), plush velvet chair (worth 60 gp), roll of rough fabric (worth 20 gp), roll of fine fabric (worth 75 gp),
 - six barrels of beer (worth 10 gp each), one small cask of wine (worth 25 gp), assorted eggs and produce (worth 10 gp at market)



Chieftain's Barrow Environs

LEGACY FLAME

Legacy Flame is an adventuring company that has sworn to “ignite the fires of the past” and restore the lost glory of the Knights of Galwren. Legacy Flame is made up of former cutthroats and mercenaries. They are led by a fanatic warrior-priest named Father Krembers. Their standard is the stylized sword-and-hawk symbol of the Knights of Galwren encased in a red flame. All of its members wear gaudy pieces of red clothing or paint their armor and weapons red in honor of St. Galwren.

Father Krembers

Krembers was a mercenary sellsword who was severely wounded during a conflict between two warring guilds. Left for dead on the battlefield, Krembers had a vision of a hawk wielding a sword as it circled high above the battlefield. After recovering from his wounds, he sought out the wizardess known as Marrion the Seer to get her to interpret the vision and she introduced him to the hawk-and-sword standard of the Knights of Galwren. Father Krembers believes that he has been chosen by St. Galwren to revive the order.

Father Krembers is a gaunt, distasteful-looking man with patchy hair, a scarred face, and an oily demeanor. He is passionate to the point of fanaticism and this passion has attracted followers searching for a higher purpose. The other members of Legacy Flame treat Father Krembers like a holy man, although he possesses no true clerical powers. Father Krembers suffers from insomnia and seldom sleeps.

Note: If anyone ever questions Father Krembers’s vision of a hawk wielding a sword, his mood immediately sours and he begins to view that person as an enemy of St. Galwren. Nothing the person says or does can change his mind after this, and he eventually orders Legacy Flame to attack that person.

- **Father Krembers (F2):** AC 5 [14] (chainmail); HD 2 (11 hp); #Att 1 (weapon); Att 1d8 (sword) or 1d6 (hand axe) or 1d4 (dagger); THACO 19; MV 120' (40'); ST D12 W13 P14 B15 S16 (Fighter 2); SA none; ML 9; AL N; XP 50. Ruby ring (worth 500 gp), 115 gp, 77 sp, 30 cp.
- **Oration:** Spend one round of combat uttering a battle prayer to St. Galwren, granting the members of Legacy Flame a +1 bonus to all attack and damage rolls for the next round.

Rath of Hillsburg

Rath was a bandit lord who terrorized the countryside near Hillsburg until he was caught and hanged. Rath managed to free himself from the noose as the mob of villagers were ambushed by orcs. Rath became inspired to become a Knight of Galwren after hearing one of Father Krembers’s speeches. Rath is gruff, unfriendly, and speaks with a raspy whisper. His neck is heavily scarred from the hangman’s rope. He is fanatically loyal to Father Krembers.

- **Rath of Hillsburg (F1):** AC 7 [12] (leather armor); HD 1 (8 hp); #Att 1 (weapon); Att 1d8+2 (sword + STR) or 1d4+2 (club/torch + STR) or 1d6

(crossbow) or 1d4+2 (dagger + STR); **THACO** 19; **MV** 120' (40'); **ST** D12 W13 P14 B15 S16 (Fighter 1); **SA** STR 16 (+2); **ML** 9; **AL** C; **XP** 25. Pouch with magic beans (actually normal beans with a *continual light* spell cast on them), three silver and gold rings (worth 25 gp each), 85 gp, 130 sp, 61 cp.

"Wild Eyed" Jandela

Jandela is an attractive cutpurse known for her "wild eyes" and volatile nature. Jandela is an avid gambler and tries to engage others in a game of dice. She is extremely possessive of her lovers and would rather see them dead than leave her for someone else. Jandela has become infatuated by the charismatic Father Krembers and may take deadly offense if she thinks he is showing someone else too much interest.

- **"Wild Eyed" Jandela (T2):** **AC** 6 [13] (leather armor + DEX); **HD** 2 (6 hp); **#Att** 1 (weapon); Att 1d8 (sword) or 1d6 (short bow) or 1d4 (dagger); **THACO** 19; **MV** 120' (40'); **ST** D13 W14 P13 B16 S15 (Thief 2); **SA** DEX 16 (+2), CHA 13 (+1), Back-Stab (+4 bonus to attack roll/damage x2), Thief Skills (CS88 TR15 HN1-2 HS15 MS25 OL20 PP25); **ML** 7; **AL** C; **XP** 50. *Potion of poison*, thieves' tools, loaded dice, four gold hoop earrings (worth 10 gp each), six gold rings (worth 25 gp each), silver belt buckle in shape of a dragon with hidden knife blade (worth 125 gp), 350 gp, 210 sp, 111 cp.

Marrion the Seer

Marrion was kidnapped as a child by an elderly magic-user named the Wolflord and forced to serve in his tower. Marrion began teaching herself the ways of magic and eventually killed her captor. Marrion was chased from the wizard's tower by the Wolflord's apprentice and forced to hide in a swamp where she lived in a hut, doing card readings and selling love potions and luck charms to the superstitious villagers. Marrion is well versed in local history. It was she who taught Father Krembers the prayers to St. Galwren. However, **she got the prayer wrong**, and this is what ultimately **awakened the Corpse Knight**.

- **Marrion the Seer (MU3):** **AC** 8 [11] (DEX); **HD** 3 (8 hp); **#Att** 1 (weapon or spell); Att 1d6 (staff) or spell; **THACO** 19; **MV** 120' (40'); **ST** D13 W14 P13 B16 S15 (Magic-User 3); **SA** DEX 13 (+1), INT 15 (+1), Spells (two 1st/one 2nd); **ML** 7; **AL** N; **XP** 100. Quarterstaff carved with arcane symbols (worth 100 gp), spellbook, crystal ball, deck of Tarot cards, bag of finger bones, bag of rune stones, parchment and quill, 60 gp, 13 sp, 44 cp.

Spells (in Spellbook):

1st-level: *detect magic*, *hold portal*, **magic missile*, *read magic*, **sleep*; 2nd-level: *detect evil*, *ESP*, **invisibility*; 3rd-level: *clairvoyance*

*denotes memorized spell

Ladonnagan "Donnie" of Riverbend

Ladonnagan ("everyone calls me Donnie") is an idealistic young woodcutter from the town of Riverbend. Ladonnagan became smitten by Father Krembers's stories of valiant knights fighting against the forces of evil. He joined Legacy Flame

to become a knight, but has begun to question the integrity of his traveling companions. Ladonnagan is ready to attack the Barrow King in its lair, but cannot get past the stone blocking the entrance.

- **Ladonnagan "Donnie" of Riverbend (F1):** **AC** 7 [12] (leather armor + DEX); **HD** 1 (6 hp); **#Att** 1 (weapon); Att 1d8 (sword) or 1d6 (hand axe) or 1d6 (short bow) or 1d4 (dagger); **THACO** 19; **MV** 120' (40'); **ST** D12 W13 P14 B15 S16 (Fighter 1); **SA** STR 13 (+1), DEX 13 (+1); **ML** 8; **AL** L; **XP** 25. 5 gp.



MEETING LEGACY FLAME

Assuming the PCs do not attack Legacy Flame, Father Krembers greets the characters with a gap-toothed smile as they approach the campsite:

"Hail travelers! We are but humble souls come to restore the lost order of St. Galwren, whose grace and glory are much needed in these dark times when evil stalks the land and the unholy Barrow King rides forth at night to murder good folk. Have you come to join us? If so, kneel before me and be knighted in the blessed light of St. Galwren."

Father Krembers draws his sword and "knight" any PC who kneels before him. The PC is given a red scarf crudely embroidered with the Legacy Flame standard and is treated as a member of Legacy Flame. This **knighting ceremony is important** later in the adventure if the PCs meet Aengus son of Aengvar or the Corpse Knight.

If the PCs decline the offer to be knighted, Father Krembers invites the characters to the sanctuary of the camp, claiming the shrine offers the only protection against the depredations of the Barrow King.

The Story from Father Krembers

Father Krembers claims that long ago, this land belonged to the followers of St. Galwren and he believes the Barrow King has risen from the dead to stop the Knights of Galwren from returning. He shows the PCs the shrine to St. Galwren he erected a few weeks ago and claims its power keeps the Barrow King away from the camp at night.

Father Krembers knows that the Barrow King dwells beneath the **Chieftain's Barrow** and is planning to enter the mound and destroy it, but is waiting on a sign from St. Galwren. Father Krembers does not know when the sign will come or what form it will take.

If the PCs offer to enter the mound, Father Krembers tells them it would be unwise to attack the Barrow King without the full blessing of St. Galwren. Instead, he invites them to join his followers and wait for the sign. He does not attempt to stop the characters if they decline but warns them that it is dangerous to go against the will of St. Galwren.

Neither Father Krembers nor the members of Legacy Flame know anything about the ruined crypt beneath the barrow or the undead Corpse Knight.

LEGACY FLAME'S ROUTINE

The members of Legacy Flame have adopted daily and nightly routines as they wait for a sign from St. Galwren. If befriended, the PCs are welcome to contribute to these routines and interact with the NPCs.

Daily Routine

During the day, Father Krembers tends the shrine while the other members of Legacy Flame spend the morning riding up and down the War Road to collect whatever wagons, horses, and treasure they can from travelers killed by the Barrow King. They return before noon and Jandela sorts through the belongings while Marrion sits on a plush chair and reads an old history book. Rath and Ladonnagan head out to hunt and return in a few hours with a freshly killed deer or boar. The meat is cooked for dinner along with foraged vegetables and fruit, and eaten after a prayer is made to St. Galwren.

The occasional muffled scream and the clang of sword on shield are heard during the day. If asked, Father Krembers says these are simply the impotent cries of the Barrow King as it trembles at the might of St. Galwren. These sounds are actually coming from the Guard Post deep beneath the barrow where the Chieftain's Horde engages in an endless battle against the awakened Corpse Knight (see **Chieftain's Barrow: Guard Post**, area 2.).

Nightly Routine

At night, Father Krembers stays awake and tends the fire until dawn. Rath sharpens his blades while Marrion tells (mostly made-up) stories of the Knights of Galwren and Jandela fleeces Ladonnagan in a game of dice. They retire to their bedrolls around midnight, leaving only Father Krembers awake.

The hoofbeats of the Barrow King's undead horse can sometimes be heard ranging up and down the War Road until dawn. The Barrow King may actually make an appearance, riding around the perimeter of the camp. If this happens, Father Krembers rouses the other members of Legacy Flame and they pray and stand guard until the Barrow King rides off in search of other victims.

If anyone leaves the protection of the shrine at night, the Barrow King arrives in one turn and attacks. (see **Ride of the Barrow King**)

INTERACTING WITH LEGACY FLAME

The PCs might benefit from interacting with the members of Legacy Flame. If a character approaches a specific member of the group, have the PC make a **reaction roll**. On a roll of 9 or better, the NPC provides information or assistance, as described below. The character applies their CHA modifier to the roll. The PC may also add their level as a bonus if they possess the NPC's favored Class (noted in parentheses).

Father Krembers (Cleric): Father Krembers talks mainly of his plans for building a castle on this site and reestablishing the Knights of Galwren. He is happy to speak about his near-death experience and how his vision led him to Marrion the Seer.

- *Benefit:* Father Krembers believes the PCs are a force for good in the world. He gives the character a *potion of healing* to aid them in their fight against evil.

Rath (Fighter or Dwarf): Rath seldom talks to anyone, but when he does it is usually to another fighter and only about killing.

- *Benefit:* Rath has been practicing swordplay with a torch in his free hand. Rath tells the PC that only fire can harm the Barrow King.

Jandela (Thief or Halfling): Jandela flirts with the PCs and tries to get them to gamble with her. If she loses too much, she may become enraged and try to poison the PC who beat her.

- *Benefit:* Jandela tells the PCs that the Barrow King takes the living and the dead into the barrow each night. She has heard muffled screams coming from beneath the standing stone atop the **Chieftain's Barrow** (see **Chieftain's Barrow Environs**, area 2.a.) and believes they belong to the living trapped inside the barrow.

Marrion (Magic-User or Elf): Marrion is standoffish and mysterious. She answers any questions with obscure riddles and tries to seem more powerful in magic than she actually is.

- *Benefit:* Marrion tells the PCs that only magic or weapons made of silver can harm the Barrow King.

Ladonnagan (Fighter or Elf): Ladonnagan is the friendliest member of Legacy Flame. He does not like taking the belongings of murdered travelers and wants to enter the burial mound to kill the Barrow King. At the referee's discretion (especially if the characters are short on fighter-types), he may offer to accompany the PCs into the mound. This angers Father Krembers who then begins to view the PCs as servants of evil.

- *Benefit:* Ladonnagan gives the PCs a short, curved sword of elven design that he looted from a destroyed wagon. The sword acts as a *short sword+1, +3 vs. orcs*. The elvish word for "light" is written on the blade, but the character must know the elvish language or be taught by someone who does in order to pronounce it properly.

If the word is spoken while grasping the sword's hilt, the area around the wielder is illuminated in a 30' radius for the next 6 turns. The light moves with the sword. Although not written on the hilt, the sword wielder may extinguish the light before the duration has finished by grasping the hilt and speaking the elvish word for "darkness".

LEGACY FLAME IN COMBAT

In combat, the members of Legacy Flame do their best to protect Father Krembers from harm.

- Rath and Ladonnagan engage the enemy in melee.
- Jandela tries to slip around for a back-stab attempt. If this is not possible, Jandela hangs back and fires arrows.
- Marrion uses her *magic missile* spell first, followed by *sleep*. If fighting continues into the third round, Marrion casts *invisibility* on herself and withdraws from the fight.

- Father Krembers spends the first round of combat uttering a battle prayer to St. Galwren, granting the members of Legacy Flame a +1 bonus to all attack and damage rolls for the next round. Father Krembers then enters melee combat himself.

If the characters surrender or are incapacitated (such as by Marrion's *sleep* spell), they are tied up and taken prisoner. Father Krembers labels them unholy and unworthy of the protection of St. Galwren. The PCs are stripped of all valuables and kept under guard all day. Just before nightfall, they are loaded onto a wagon and dumped off at the burial mound with their hands and feet still bound. Father Krembers and his minions then retreat back to the camp and the protection of the shrine.

The PCs can make a single **Dexterity Check** to unbind their hands. After one turn, the Barrow King erupts from the barrow's entrance and attacks. See **Ride of the Barrow King** for more details.

CHIEFTAIN'S BARROW

The Chieftain's Barrow consists of two earthen burial chambers connected by a winding tunnel. The mound was built atop the ruins of a castle belonging to the noble house of Galwren. A stone crypt containing the entombed remains of several Knights of Galwren also lies beneath the mound, but the Jaldts did not know of the crypt when they built the mound and buried their chieftain. Some of the room descriptions given below may change depending on when the PCs enter the barrow (day or night).

1. Entrance Stone

This large stone requires a combined STR of 54 to move out of the way. In addition, every PC moving the stone must make a **Strength Check**. Failure means the character suffers muscle strain, imposing a -1 penalty to all attack rolls for the rest of the day or night. The stone magically crumbles and then reforms when the Barrow King and his retinue enters or leaves the burial mound.

2. Guard Post

The smell of rotting flesh greets the characters as they move down the tunnel towards the guard post. This chamber was the resting place of Aengus son of Aengvar. It is now littered with two dozen corpses in various states of decay. These were travelers who were forced to fight the Corpse Knight and defend the resting place of the Barrow King.

Aengus and the Chieftain's Horde rest in this chamber. The Chieftain's Horde currently consists of nine travelers collected along the War Road. Three are living; the remaining six are **zombies**.

The three living travelers are a farmer named **Kris Miller**, his wife **Lunda**, and a young nobleman's son named **Alfred of Westberry**. They are filthy, wounded, and have been driven nearly mad from their exposure to the undead. If spoken to, they furiously shake their heads and cover their ears. If given food, they eat like ravenous animals.

A *cure light wounds* spell cast on any of the living travelers heals their body and also restores their sanity. They tell the PCs what they know about the marauding Barrow King and the daily attacks of the Corpse Knight as they beg to be rescued.

The magic of the **red ruby** in the **Crypt of St. Galwren** (area 8.) keeps Aengus and the undead members of the Chieftain's Horde from entering the crypts. The PCs are free to enter or leave at will.

See **Meeting Aengus son of Aengvar** to determine what is happening when the PCs arrive at the Guard Post.

- **Aengus son of Aengvar:** **AC** 6 [13] (natural); **HD** 2 (12 hp); **#Att** 1 (weapon); **Att** 1d8 (battle axe) or 1d4+2 (*dagger*+2); **THACO** 18 [+1]; **MV** 90' (30'); **ST** D12 W13 P14 B15 S16 (2); **SA** Regeneration, Resistance (to Turn undead), Trapped, Undead, Withering Disease; **ML** 12; **AL** N; **XP** 50. Tattered cloak and tunic, battle axe, *dagger* +2, gold necklace with crudely carved bear pendant (worth 75 gp), leather braces with woodland designs and silver clasps (worth 50 gp), bearskin cloak (worth 50 gp), belt with knotwork design (50 gp).
 - **Regeneration:** A damaged Aengus gains 1 hit point at the start of each round, as long as he has not been reduced to 0 hp. Aengus **cannot regenerate damage from fire or magic** including magical weapons.
 - **Resistance (to Turn Undead):** Because Aengus's undead state was caused by the Withering disease, he is Turned as a 4 HD undead.
 - **Trapped:** Aengus is trapped in the Chieftain's Barrow and cannot leave.
 - **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
 - **Withering Disease:** There is a 5% chance that Aengus's touch transmits the Withering disease. This manifests as a loss of appetite and a cumulative -1 to STR and CON over the next six days. At the end of this time, the afflicted character must make a **saving throw vs death**. Failure means the character dies, only to be reborn as a sentient undead on the night of the next new moon. The Withering is not transmitted by weapon attacks.
- **Zombie (6):** **AC** 8 [11] (natural); **HD** 2 (6 hp); **#Att** 1 (weapon); **Att** 1d6 (spear) or 1d6 (hand axe); **THACO** 19; **MV** 90' (30'); **ST** D12 W13 P14 B15 S16 (1); **SA** Initiative, Undead; **ML** 12; **AL** C; **XP** 20. Assorted filthy clothing and pieces of armor. These zombies are part of the Chieftain's Horde.
 - **Initiative:** Always lose (no roll).
 - **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Human (3):** **AC** 9 [10]; **HD** 1/2 (2 hp); **#Att** 1 (weapon); **Att** 1d6 (spear) or 1d6 (hand axe) or 1d4 (*dagger*); **THACO** 20 [-1]; **MV** 120' (40'); **ST** D14 W15 P16 B17 S18 (NH); **SA** none; **ML** 6 (currently 12); **AL** L (currently N); **XP** 5. Spear or hand axe, *dagger*, filthy clothing. These humans are a farmer named Kris Miller, his wife Lunda, and a young nobleman's son named Alfred of Westberry. They are part of the Chieftain's Horde.

3. Burial Chamber

This is the burial chamber of Chief Traegarn "First-Blood".

At night, the chamber is empty as the Barrow King rides the War Road gathering new recruits to battle the Corpse Knight (see **Ride of the Barrow King** for details).

During the day, the skeletal body of Chief Traegarn lies atop the bed with the remains of his horse and hound lying on the dirt floor nearby.

If the remains are disturbed, the Barrow King awakens and attacks. Aengus son of Aengvar and the Chieftain's Horde arrive in one round to join the fight. Any *paralyzed* or unconscious PCs are taken to the **Guard Post** to await the coming of the Corpse Knight in the morning. Aengus does not stop them from returning to the Burial Chamber or trying to escape the Chieftain's Barrow altogether.

If the Barrow King is reduced to 0 hit points while inside the barrow, it is permanently destroyed and all zombies in the Chieftain's Horde collapse. Aengus son of Aengvar curses the PCs and fights to the death to avenge his fallen chieftain. See **Corpse Knight Rises** for details on what happens next.

Unlike Aengus, **the Barrow King is NOT a sentient undead creature** and therefore cannot be reasoned with or placated.

Squick Tunnel: Anyone searching the chamber automatically locates the **Squick Tunnel** (area 4.) and hears their chittering from inside.

- **Barrow King:** **AC** 6 [13] (natural); **HD** 3 (15 hp); **#Att** 1 (weapon); **Att** 1d6 + paralysis (hand axe) or 1d8 + paralysis (sword); **THACO** 17 [+2]; **MV** 120' (40'); **ST** D12 W13 P14 B15 S16 (3); **SA** Limited Immunity (to Turn Undead), Paralysis, Regeneration, Undead, Unholy Wake; **ML** 12; **AL** N; **XP** 100. Ornate sword with sapphire gems and gold mounts (500 gp), wolfskin cloak with emerald eyes (worth 350 gp), silver and gold bracers (200 gp), gold arm ring with dragon design (200 gp), knotwork belt with three sapphire gems (175 gp). Can only be permanently killed while inside the Chieftain's Barrow. See **Ride of the Barrow King** for more details.
- **Limited Immunity (to Turn Undead):** the Barrow King cannot be Turned while inside the Chieftain's Barrow.
- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After *paralyzing* a target, the Barrow King attacks others.
- **Regeneration:** A damaged Barrow King gains 1 hit point at the start of each round, as long as it has not been reduced to 0 hp. The Barrow King **cannot regenerate damage from fire or magic** including magical weapons.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Unholy Wake:** While on horseback, the Barrow King magically drags dead, unconscious, and *paralyzed* victims behind it back to the Chieftain's Barrow.
- **Undead Horse:** **AC** 7 [12] (natural); **HD** 2+2 (11 hp); **#Att** 2 (hoof); **Att** 1d4 + paralysis (hoof)/1d4 + paralysis (hoof); **THACO** 19; **MV** 240' (80'); **ST** D12 W13 P14 B15 S16 (1); **SA** Knockout, Limited Immunity (to Turn Undead), Paralysis, Revival, Undead; **ML** 12; **AL** N; **XP** 25. If a hoof attack is used, the Barrow King may not attack in the same round.

- **Knockout:** Anyone of human size or smaller who is reduced to 0 hit points by the undead horse's hoof attack is knocked unconscious for 1d4 turns. The Barrow King uses this **attack on elves** or other creatures immune to *paralysis*.
- **Limited Immunity (to Turn Undead):** the undead horse cannot be Turned while inside the Chieftain's Barrow.
- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After *paralyzing* a target, the undead horse attacks others.
- **Revival:** Collapses if reduced to 0 hit points but can be revived by the Barrow King in 1 round.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Undead Hound:** **AC** 7 [12] (natural); **HD** 2 (9 hp); **#Att** 1 (bite); **Att** 1d6 + paralysis (bite); **THACO** 17 [+2]; **MV** 180' (60'); **ST** D12 W13 P14 B15 S16 (1); **SA** Limited Immunity (to Turn Undead), Paralysis, Revival, Undead; **ML** 12; **AL** N; **XP** 25. Collapses if reduced to 0 hit points but can be revived by the Barrow King in 1 round.
 - **Limited Immunity (to Turn Undead):** the undead hound cannot be Turned while inside the Chieftain's Barrow.
 - **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After *paralyzing* a target, the undead hound attacks others.
 - **Revival:** Collapses if reduced to 0 hit points but can be revived by the Barrow King in 1 round.
 - **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

4. Squick Tunnel

Squicks are small, slimy, ratlike creatures with sharp teeth and pink, tentacled mouths. They are commonly found in burial grounds where they suckle on old bones.

A family of **squicks** had taken up residence in the barrow before the Barrow King rose. The squicks retreated into one of their tunnels to avoid the undead. The tunnel is too narrow for an armored PC to crawl through. It leads to the **Crypt of Honor** (area 7.).

- **Squick (6):** **AC** 7 [12] (natural); **HD** 1/2 (2 hp); **#Att** 1 (bite); **Att** bite (1d3); **THACO** 19; **MV** 120' (40')/60' (20') climbing; **ST** D12 W13 P14 B15 S16 (1); **SA** Disease, Afraid of Fire, Attacking While Climbing; **ML** 8; **AL** N; **XP** 5.

- **Disease:** Bite has a 1-in-20 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.
- **Afraid of fire:** Will flee fire unless cornered.
- **Attacking While Climbing:** May attack without penalty; excellent climbers.

5. Entry Chamber

This entry chamber to the Tomb of House Galwren was where the devout prepared for worship at the fountain shrine in the next chamber. The chamber is empty at night. Just after dawn, the Corpse Knight arrives here from the **Lower Crypt** (area 7.) and tries to fight past Aengus and the Chieftain's Horde. (see the **Corpse Knight Rises**).

6. Fountain Shrine

This fountain shrine was dedicated to St. Galwren. The elaborate hawk-and-sword statue at the center of the fountain has crumbled and stagnant water fills the room to knee depth. A **red ruby** (worth 1,000 gp) in the rubble glimmers faintly with a flickering red light. The ruby radiates magic to a *detect magic* spell. Its power is tied to the ruby in the **Crypt of St. Galwren** (area 8.)

Sprung Trap: The archway in the north wall was trapped with an axe-blade trap that was triggered by a pressure plate in the stone floor. The trap has been sprung and the axe's shaft partially blocks the passageway. This sprung trap is meant to be a *clear* reminder to **check for traps**.

7. Crypt of Honor

This crypt is the resting place of six renowned Knights of Galwren.

Sarcophagi: The hawk-and-sword standard is carved into the lids of their elaborate stone sarcophagi and a **red ruby** (worth 500 gp) is mounted on each. The rubies flicker with a faint red light that radiates magic to a *detect magic* spell. Flickering red light emanating from a passageway to the north is enough to dimly light this entire chamber.

Mummified Knights: The sarcophagi contain the knights' mummified remains. They have been partially reanimated by the power of the ruby in the **Crypt of St. Galwren** (area 8.). Their eyes are open and dart from side to side, but they are so far unable to move. Each knight wears antiquated plate armor emblazoned with the hawk-and-sword standard and wields an ornate sword and shield studded with ruby chips. Each set of armor and sword are worth 1d6 times the normal value to a collector.

Corpse Knight Sarcophagus: One of the sarcophagi has been broken open from within. This sarcophagus contains the mummified remains of the Corpse Knight. At night, the Corpse Knight lays dormant with its eyes wide open. If disturbed, it rises and attacks. If killed, the Corpse Knight disintegrates and reforms back inside the sarcophagus. If disturbed again, it rises and attacks. The

Corpse Knight can only be permanently killed after defacing the ruby in the **Crypt of St. Galwren** (see area 8.).

- **Corpse Knight:** **AC** 3 [16] (plate armor); **HD** 5 (22 hp); **#Att** 1 (weapon); **Att** 1d8 (sword); **THACO** 15 [+4]; **MV** 90' (30'); **ST** D10 W11 P12 B13 S14 (5); **SA** Regeneration, Undead; **ML** 12; **AL** C; **XP** 450. Plate armor (worth 180 gp), ornate sword (worth 30 gp).
 - **Regeneration:** A damaged Corpse Knight gains 3 hit points at the start of each round, as long as it has not been reduced to 0 hp. The Corpse Knight **cannot regenerate damage from fire or magic** including magical weapons.
 - **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Squick Tunnel: Anyone searching the chamber automatically locates the **Squick Tunnel** (area 4.) and hears their chittering from inside.

Trapped Archway: The hallway in the north wall is trapped with a blade trap. The trap is triggered by a pressure plate. If the trap is sprung, three sword blades emerge from the wall. The lead character(s) must make a **saving throw vs. wands** or suffer 3d6 hit points damage from the blades. If more than one character is walking abreast, distribute the damage evenly between them unless one wants to heroically take all the damage. Let the players decide.

8. Crypt of St. Galwren

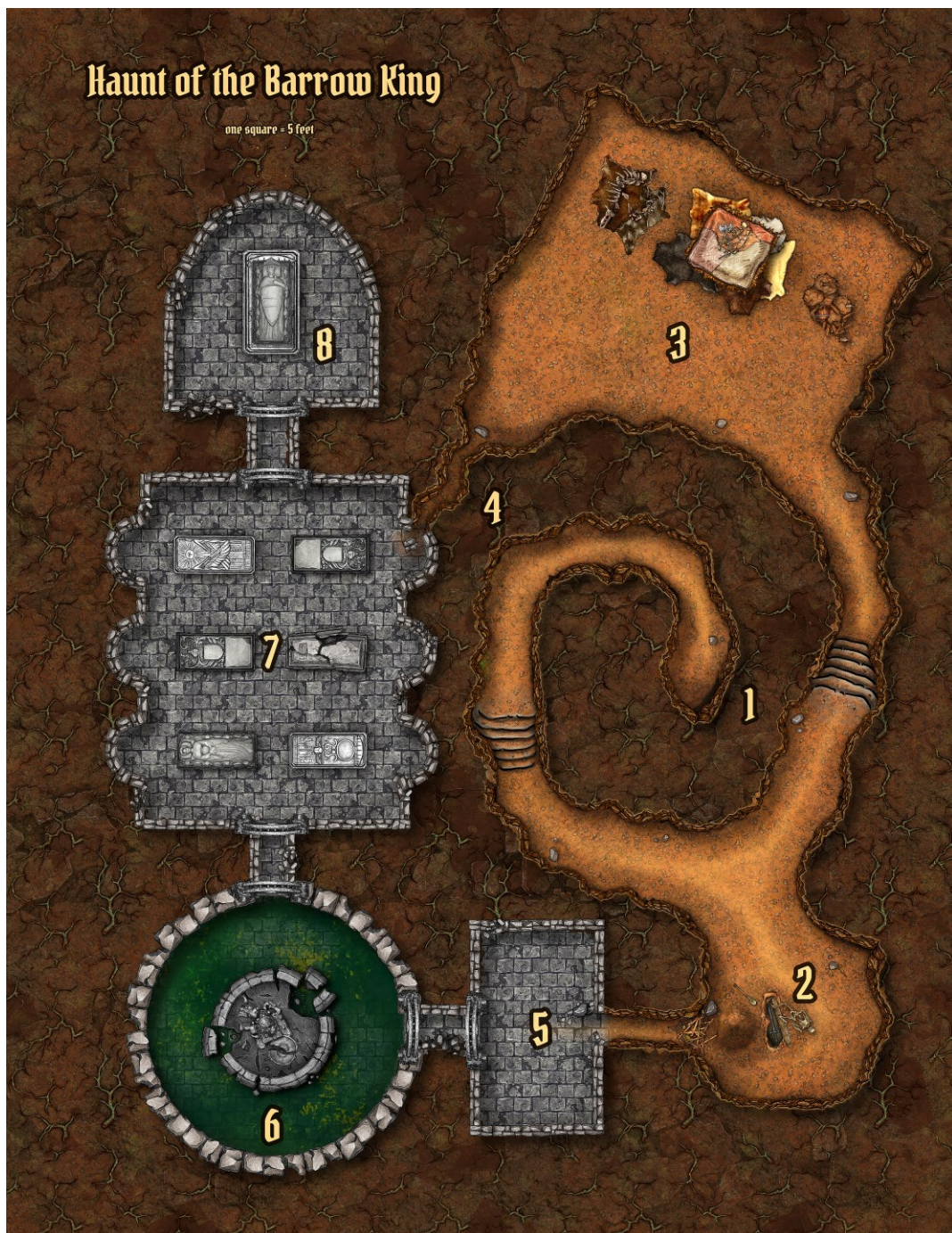
The sarcophagus in this chamber contains the mummified remains of the first Lord of Galwren, a knight who was later recognized as a saint by a long-forgotten church. The corpse's ornate plate armor and weapons are lined with gold and silver making them worth ten times the normal value.

The **red ruby** mounted on the sarcophagus is worth 1,000 gp. It glimmers with a flickering red light that illuminates the entire chamber. The ruby radiates magic to a *detect magic* spell and grows in power with each life the Corpse Knight takes. This means that the nightly depredations of the Barrow King have only been making the Corpse Knight stronger!

If the PCs begin to pry out or deface the ruby, the Corpse Knight in the **Crypt of the Honor** (area 7.) rises from its sarcophagus, enters the chamber, and attacks. If killed, it collapses in a heap and does not reform.

Haunt of the Barrow King

one square = 5 feet



CHIEFTAIN'S BARROW EVENTS

The following events occur inside the **Chieftain's Barrow**.

MEETING AENGUS SON OF AENGVAR

If the PCs enter the Chieftain's Barrow during the day, they find Aengus and the Chieftain's Horde in the **Guard Post** (area 2.) locked in combat with the Corpse Knight. The characters may join the battle or continue on to the **Burial Chamber** (area 3.). Once the Corpse Knight is (temporarily) defeated, Aengus leads the Chieftain's Horde to confront the PCs and learn their intent.

If the PCs enter the Chieftain's Barrow at night, the nine living and undead members of the Chieftain's Horde are sitting or lying down in the **Guard Post** (area 2.), waiting for daybreak and the endless battle against the Corpse Knight.

Aengus son of Aengvar rises to meet the characters as they approach the Guard Post.

- If the **characters were "knighted" by Father Krembers**, wear an abundance of red, or bear any of the trappings of the Knights of Galwren, Aengus shouts in a gravelly voice:

"Defilers! By the blood of the Old Gods, you and your wretched knights will never desecrate the tomb of my chief! To arms, men of the forest. To arms! Remember your oaths! Defend the grave of Chief Traegarn "First-Blood"!"

The Chieftain's Horde rises from the pile of corpses and attacks the PCs. The battle is chaotic in the cramped quarters. However, any PC who makes a **Wisdom Check** realizes that some of the "corpses" are living beings and that a filthy young boy among them wears the tattered livery of House Westberry.

If five or more zombies are killed, Aengus joins the fray. Aengus and the Chieftain's Horde fight to the death but do not pursue the PCs outside of the barrow.

- If the **PCs are not mistaken for Knights of Galwren**, Aengus addresses the PCs in a gravelly voice:

"Welcome warriors. You have answered the call to defend our chieftain against the defilers. Your wait will not be long. When the sun rises, so comes the wretched corpse knight. We must keep him from despoiling the grave of Chief Traegarn "First-Blood"!"

Aengus believes his chieftain has "passed the war spear" among the tribes and that the nightly reinforcements have come willingly to join the fight. Nothing the PCs say can convince him otherwise. In fact, if the PCs persist, he may begin to believe they are in league with the knights.

Aengus tells the PCs to rest before the coming battle. The characters are free to explore the **Guard Post** and the **Burial Chamber**, but Aengus warns them not to disturb Chief Traegarn's rest. He does not stop them from moving the stone at the entrance and leaving the Chieftain's Barrow because he believes they will return.

- If the **PCs introduce themselves**, Aengus says:

"In life, I was the First Spear of Chief Traegarn "First-Blood". I was by his side when the great Jaldtic horde put the castles of the knights to the torch, and I was by his side when he fell in battle to the Elder Mongraff. When my chieftain was buried in this mound, I willingly followed him into death. I am Aengus son of Aengvar and I serve my chieftain still."

- If the **PCs ask Aengus about local history**, he says:

"I remember the might of the Jaldtic tribes when they brought down the castles of the silver knights. I remember the clang of iron on steel and the sounds of dying men. I remember the taste of wine and blood. The rest is but a fog."

Aengus neither knows nor cares about happenings in the world of men. He is focused on the upcoming battle with the Corpse Knight.

- If the **PCs ask Aengus about the Barrow King**, he says:

"The curse of the knights was uttered, and King Traegarn "First-Blood" arose to defend his realm. He ventures forth every night to gather more warriors for the fight. Together we will destroy the knights of the Kingdom once and for all."

- If the **PCs offer to bypass the barricade and kill the Corpse Knight**, Aengus says:

"Go forth with the blessing of the Old Gods. Chief Traegarn will know of your bravery!"

The magic of the **red ruby** in the **Crypt of St. Galwren** (area 8.) keeps Aengus and the undead members of the Chieftain's Horde from entering the crypts. The PCs are free to enter or leave at will.

RIDE OF THE BARROW KING (NIGHT)

Just after sunset, the interior of the barrow mound becomes shrouded in ghostly fog and the walls and ceiling seem to expand. The Barrow King's eyes fill his sockets and he clambers out of bed to mount his skeletal horse. With a clattering of hooves and a baying of his hound, he rides up the winding tunnel and bursts through the entrance.

The Barrow King attacks anyone within a few miles of the **Chieftain's Barrow**. Anyone killed or *paralyzed* or knocked unconscious by the Barrow King is brought back to the barrow and deposited in the **Burial Chamber** (area 3.). The Barrow King then rides out again to collect more warriors for the Chieftain's Horde.

If the Barrow King is reduced to 0 hit points while outside of the Chieftain's Barrow, its body is consumed by a ghostly blue flame that immediately streaks back to the Burial Chamber. Anyone that had been killed by the Barrow King rises

as a zombie and begins walking towards the Chieftain's Barrow. Anyone that had been *paralyzed* by the Barrow King is immediately freed from that *paralysis*.

If the Barrow King is reduced to 0 hit points while inside the Chieftain's Barrow, it screams in agony and disappears in a flash of blue light. All zombies in the Chieftain's Horde immediately collapse. Aengus son of Aengvar curses the PCs and fights to the death to avenge his fallen chieftain. See **Corpse Knight Rises** for details on what happens next.

Unlike Aengus, **the Barrow King is NOT a sentient undead creature** and therefore cannot be reasoned with or placated.

CORPSE KNIGHT RISES (DAY)

Just after dawn, the Corpse Knight awakens in its sarcophagus in the **Crypt of Honor** (see **Chieftain's Barrow**, area 7.). Red eyes gleaming, it sloshes through the stagnant waters of the **Fountain Shrine** (area 6.), proceeds to the **Entry Chamber** (area 5.), and tries to fight its way past the Chieftain's Horde at the **Guard Post** (area 2.).

If the Corpse Knight is reduced to 0 hit points, its body collapses and turns to dust. The Corpse Knight reforms in its sarcophagus and rises in six turns to return to the Entry Chamber and continue the fight. This fight lasts until sunset. If the Corpse Knight makes it into the **Burial Chamber** (area 3.), it slays the Barrow King in an epic battle.

The Corpse Knight can only be permanently destroyed by reducing it to 0 hit points after prying out or defacing the glowing **red ruby** in the **Crypt of St. Galwren** (see **Chieftain's Barrow**, area 8.).

Like the Barrow King, **the Corpse Knight is NOT a sentient undead creature** and therefore cannot be reasoned with or placated. This may change, however, if the power of the **red ruby** in the **Crypt of Galwren** (area 8.) ever reaches its full power.

CONCLUDING THE ADVENTURE

If all goes as planned, the characters kill the Corpse Knight and stop the depredations of the Barrow King.

If the PCs kill the Barrow King without killing the Corpse Knight, the Corpse Knight begins its own campaign of slaughter along the War Road. The power of the ruby in the Crypt of St. Galwren increases with each death until the other Corpse Knights and eventually St. Galwren himself awaken to establish a new undead knightly order.

If the PCs kill the Corpse Knight, the Barrow King ceases its nightly rides. The death of the Corpse Knight can only be achieved by defacing the burial crypt of St. Galwren. Father Krembers instantly becomes aware of the sacrilege and vows to kill the PCs. He spends some time trying (unsuccessfully) to restore the shrine of St. Galwren before gathering Legacy Flame to hunt down the PCs.

If the living members of the Chieftain's Horde are rescued, they are traumatized by the ordeal, but eventually recover. The Millers are extremely grateful and the PCs should receive bonuses to any **reaction rolls** made with the locals. Alfred's father, Lord Westberry, pays the 500 gp reward and may hire the PCs for other jobs in the future.

If Aengus son of Aengvar survives, the referee may bring him back as a recurring ally or villain, depending on how the adventure played out. If the characters slew the Barrow King, Aengus may try to call upon the power of the Old Gods to punish the PCs. He may even find a way to leave the Chieftain's Barrow and seek revenge himself, perhaps infecting the characters with the Withering disease. If the PCs slew the Corpse Knight without killing the Barrow King, Aengus may become a source of information that can direct them to other ancient dungeons and crypts scattered across the Oldwood.

And speaking of the Oldwood, its trackless forests are ripe for exploration and adventure. The characters can hunt monsters, fight bandits, or even uncover the ruins of cultures that existed before the Kingdom of Nine.

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered inside the Chieftain's Barrow.

Barrow King

Chief Traegarn "First-Blood" was one of the great Jaldtic chieftains who led the tribes in the sacking of the Kingdom of Nine. He was killed in a duel by a rival and buried with honors. As was the custom, his most loyal warrior (Aengus), his finest horse, and his most trusted hound were also slain to accompany him into the afterlife.

After Father Krembers's misspoken prayers awakened the Corpse Knight, Chief Traegarn arose as the undead Barrow King to once again rally the Jaldtic tribes and destroy the last remnants of the Kingdom of Nine. Each night, he emerges from the barrow with his undead horse and undead hound and attacks travelers along the War Road. Anyone *paralyzed*, knocked unconscious, or killed by the Barrow King is magically dragged along in his horse's wake and carried into the barrow to join the Chieftain's Horde and aid Aengus son of Aengvar in his battle against the Corpse Knight.

If the Barrow King is **Turned by a cleric** or reduced to 0 hit points while outside of the **Chieftain's Barrow**, its body is consumed by a ghostly blue flame that immediately streaks back to the **Burial Chamber** (see **Chieftain's Barrow**, area 3.). Anyone that had been killed by the Barrow King rises as a zombie and begins walking towards the Chieftain's Barrow. Anyone that had been *paralyzed* by the Barrow King is immediately freed from that *paralysis*.

If the Barrow King is reduced to 0 hit points while inside the Chieftain's Barrow, it screams in agony and disappears in a flash of blue light. All zombies in the Chieftain's Horde immediately collapse. Aengus son of Aengvar attacks the PCs as long as they remain in the barrow, fighting to the death to avenge his fallen chieftain.

- **Barrow King:** **AC** 6 [13] (natural); **HD** 3 (15 hp); **#Att** 1 (weapon); **Att** 1d6 + paralysis (hand axe) or 1d8 + paralysis (sword); **THACO** 17 [+2]; **MV** 120' (40'); **ST** D12 W13 P14 B15 S16 (3); **SA** Limited Immunity (to Turn Undead), Paralysis, Regeneration, Undead, Unholy Wake; **ML** 12; **AL** N; **XP** 100. Ornate sword with sapphire gems and gold mounts (500 gp), wolfskin cloak with emerald eyes (worth 350 gp), silver and gold bracers (200 gp), gold arm ring with dragon design (200 gp), knotwork belt with three sapphire gems (175 gp). Can only be permanently killed while inside the Chieftain's Barrow. See **Ride of the Barrow King** for more details.
- **Limited Immunity (to Turn Undead):** the Barrow King cannot be Turned while inside the Chieftain's Barrow.

- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After *paralyzing* a target, the Barrow King attacks others.
- **Regeneration:** A damaged Barrow King gains 1 hit point at the start of each round, as long as it has not been reduced to 0 hp. The Barrow King **cannot regenerate damage from fire or magic** including magical weapons.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Unholy Wake:** While on horseback, the Barrow King magically drags dead, unconscious, and *paralyzed* victims behind it back to the Chieftain's Barrow.
- **Undead Horse:** **AC** 7 [12] (natural); **HD** 2+2 (11 hp); **#Att** 2 (hoof); Att 1d4 + paralysis (hoof)/1d4 + paralysis (hoof); **THACO** 19; **MV** 240' (80'); **ST** D12 W13 P14 B15 S16 (1); **SA** Knockout, Limited Immunity (to Turn Undead), Paralysis, Revival, Undead; **ML** 12; **AL** N; **XP** 25. If a hoof attack is used, the Barrow King may not attack in the same round.
 - **Knockout:** Anyone of human size or smaller who is reduced to 0 hit points by the undead horse's hoof attack is knocked unconscious for 1d4 turns. The Barrow King uses this **attack on elves** or other creatures immune to *paralysis*.
 - **Limited Immunity (to Turn Undead):** the undead horse cannot be Turned while inside the Chieftain's Barrow.
 - **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After *paralyzing* a target, the undead horse attacks others.
 - **Revival:** Collapses if reduced to 0 hit points but can be revived by the Barrow King in 1 round.
 - **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Undead Hound:** **AC** 7 [12] (natural); **HD** 2 (9 hp); **#Att** 1 (bite); Att 1d6 + paralysis (bite); **THACO** 17 [+2]; **MV** 180' (60'); **ST** D12 W13 P14 B15 S16 (1); **SA** Limited Immunity (to Turn Undead), Paralysis, Revival, Undead; **ML** 12; **AL** N; **XP** 25. Collapses if reduced to 0 hit points but can be revived by the Barrow King in 1 round.
 - **Limited Immunity (to Turn Undead):** the undead hound cannot be Turned while inside the Chieftain's Barrow.
 - **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After *paralyzing* a target, the undead hound attacks others.

- **Revival:** Collapses if reduced to 0 hit points but can be revived by the Barrow King in 1 round.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Aengus son of Aengvar

In life, Aengus was the leader of the chieftain's personal bodyguard and treated like a brother to Chief Traegarn "First-Blood". He was ritually sacrificed and buried with Traegarn. However, at the time of Aengus's death he was already afflicted with the disease known as the Withering—a supernatural malady that sucks the life force from living creatures and eventually turns them into sentient undead. Aengus awoke as an undead creature not long after his burial but chose to remain by his chieftain's side to honor his duty.

Aengus lay dormant for years until Father Krembers's corrupted prayers to St. Galwren awakened the Corpse Knight. Aengus **called upon the power of the Old Gods to destroy the Corpse Knight** and his pleas awakened the Barrow King. The Barrow King now roams the War Road each night, collecting warriors to help fight against the Corpse Knight. These conscripts are known as the Chieftain's Horde (see the **Chieftain's Barrow: Guard Post**, area 2.).

- **Aengus son of Aengvar:** **AC** 6 [13] (natural); **HD** 2 (12 hp); **#Att** 1 (weapon); **Att** 1d8 (battle axe) or 1d4+2 (dagger+2); **THACO** 18 [+1]; **MV** 90' (30'); **ST** D12 W13 P14 B15 S16 (2); **SA** Regeneration, Resistance (to Turn undead), Trapped, Undead, Withering Disease; **ML** 12; **AL** N; **XP** 50. Tattered cloak and tunic, battle axe, dagger +2, gold necklace with crudely carved bear pendant (worth 75 gp), leather braces with woodland designs and silver clasps (worth 50 gp), bearskin cloak (worth 50 gp), belt with knotwork design (50 gp).
- **Regeneration:** A damaged Aengus gains 1 hit point at the start of each round, as long as he has not been reduced to 0 hp. Aengus **cannot regenerate damage from fire or magic** including magical weapons.
- **Resistance (to Turn Undead):** Because Aengus's undead state was caused by the Withering disease, he is Turned as a 4 HD undead.
- **Trapped:** Aengus is trapped in the Chieftain's Barrow and cannot leave.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Withering Disease:** There is a 5% chance that Aengus's touch transmits the Withering disease. This manifests as a loss of appetite and a cumulative -1 to STR and CON over the next six days. At the end of this time, the afflicted character must make a **saving throw vs death**. Failure means the character dies, only to be reborn as a sentient undead on the night of the next new moon. The Withering is not transmitted by weapon attacks.

Knights of Galwren

The Knights of Galwren were an ancient order of holy warriors and wizards sworn to protect House Galwren of the Kingdom of Nine. They were fanatics who had vowed to rid the world of evil. However, their definition of "evil" was fluid and often meant anyone or anything not loyal to House Galwren.

The Knights of Galwren were buried in a crypt that once lay beneath Castle Galwren. The castle was sacked and razed by Jaldtic warriors. Later, a burial mound was erected above the crypt and the Jaldtic chieftain Traegarn "First-Blood" was laid to rest inside the barrow. The Jaldts did not know about the crypts when they buried their chieftain.

Corpse Knight

The Corpse Knight is a former Knight of Galwren who was buried in the **Crypt of Honor** beneath Castle Galwren (see **Chieftain's Barrow**, area 7.). It has awakened as undead and is trying to exit the crypt and kill the Barrow King.

The Corpse Knight appears as a withered undead knight with glowing red eyes that shed light in a 15' radius. Its armor is emblazoned with the hawk-and-sword standard of St. Galwren.

If the Corpse Knight is **Turned by a cleric** or reduced to 0 hit points, its body collapses and turns to dust. The Corpse Knight reforms in its sarcophagus and rises in six turns to return to the **Entry Chamber** (area 5.) and continue the fight. This fight lasts until sunset. If the Corpse Knight makes it into the **Burial Chamber** (area 3.), it slays the Barrow King in an epic battle.

If any PC displays the hawk-and-sword standard of St. Galwren, the Corpse Knight must make a **saving throw vs. spells** in order to attack the character. Failure means the Corpse Knight attacks another enemy if one is available. If another enemy is not present, the Corpse Knight withholds its attack that round. If the PC attacks the Corpse Knight, it may attack the character normally.

The Corpse Knight can only be permanently destroyed after prying out or defacing the glowing ruby in the **Crypt of St. Galwren** (area 8.).

- **Corpse Knight:** AC 3 [16] (plate armor); HD 5 (22 hp); #Att 1 (weapon); Att 1d8 (sword); THACO 15 [+4]; MV 90' (30'); ST D10 W11 P12 B13 S14 (5); SA Regeneration, Undead; ML 12; AL C; XP 450. Plate armor (worth 180 gp), ornate sword (worth 30 gp).
- **Regeneration:** A damaged Corpse Knight gains 3 hit points at the start of each round, as long as it has not been reduced to 0 hp. The Corpse Knight **cannot regenerate damage from fire or magic** including magical weapons.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).