

# The Barrow of Calimendil

by Tom Robinson

## Overview

This area was once a pleasant cemetery. Time has all but forgotten it. The village that supported it has long since been demolished by bands of goblins and gnolls, even they are forgotten.

Digging in any other mounds but Calimendil's will produce only bones and bits of rotted clothing. The remains of a small shack are found at the edge of the cemetery; this was once the caretakers storage shed.

Small trails are still discernible (animal and inhabitants) crisscrossing the area. A Ranger can easily distinguish humanoid and animal footprints throughout the area. Also present are strange design/indentations (bones). If any prints other than the animals are followed, they aimlessly lead nowhere and will end abruptly at a mound of freshly turned earth.

## 1. The Opening

On a slight rise, near the western end of the burial mounds, is the barrow of Calimendil. The entrance to the barrow is through a hole dug into the side of the many mounds. Grasses and moss form a spongy layer overhanging the hole, looking like a mouth of some ominous creature.

## 2. Grave Marker and Inscription

The marker is still readable. It is in an ancient tongue (RK2 in an ancient tongue required; or if a character reads elvish, they be able to decipher it—add “read elvish” RK to PC = %).

The marker reads “Here lies a great lord—Calimendil of Munrich. Defender and protector of the people and land. May the gods grant him eternal peace.”

## 3. Entryway

This narrow tunnel extends 12' into the mound. Humans must crouch as the ceiling is only 5'2" tall. A small nest of fire ants have made their home along one wall (35% to disturb nest).

Fire Ants (Nest [%x3])				RK	IV	SC%	DM	U
PS	1	FT	0	— bite	23	24	2*	C
MD	0	PC	11					
AG	12	PB	2	*if rolled is > PRO, DM=2; ants dislike oil, and if placed along their path, they will go around it.				
EN	1	TMR	3					
MA	0	DEF	12%					
WP	5	PRO	0					

If their is “dug out”, discovered will be a grave too close to the tunnel. There are the bones of a woman, her burial clothes long-since rotted away. Around her neck will be a wrought gold necklace (500 sp value) carved with dolphins.

This is the body of a long-lost heir from one of the noble houses in Seagate. If worn in the court there, someone will take notice and eventually the wearer will be mistaken for a long-lost heir; the player will surely be caught up in the “game of houses”.

1xPC to notice bones along the ants' nest.

*Reminder: Roll for infection if necessary*

## 4. Door

This is a simple, non-descript door, approximately 1' thick, made of stone. In order to gain entrance to the chamber beyond, the mortar sealing around the door will need to be broken and scraped away, then the stone itself will need to be pried open. There are no hinges. Removing the mortar takes little

skill, but the removal of the door will require a Mechanician of at least RK3 or a dwarf\* (a dwarfs' success should be 1/3 of the Mechanicians). The door should be considered a RK6 trap for these purposes. (*Note: the door will open out into the hallway.*)

\*If the dwarf is a Mechanician, increase success by +25%.

## 5. Trap

Just inside the door is a 4" high trip cord stretching across the hallway. A dagger is buried, point up, so that a falling human will be impaled in the heart. This trap should be considered a RK5 trap with a SC = 57%, DM +2 (if the character impaled is not wearing armor, consider all "damage directly affecting endurance" as "grievous injury").

*Reminder: Roll for infection if necessary*

## 6. Inside the Tomb\*

The ceiling is the same height as in the hallway. The air smells heady (earthy), but dry. The floor is uneven, but the flagstones are unbroken; only a few have fallen from the walls and ceiling.

The most prominent feature in this cramped room is a large stone sepulcher bathed in a reddish glow (see D).

- A. A small carved stone dais—flat—a few small candles, and melted wax over the surface. A clump of dried flowers (stems, leaves, petals, etc.) and small rocks are also on the surface.
- B. Supported on this rusted metal frame is a suit of bronze partial plate mail. The armor is damaged and currently has a protection rating of PRO=5. If repaired, (it will repair easily; [highly accented] "The armora, she a seemsa to bea aiding mya hammer!") Almost as if it is aiding in repairing itself.) it will provide full protection, PRO=7, and weigh 10% less and provide a +15% to wearers DEF rating.
- C. Partially rotted chest—nearly half of the chest's lid has rotted and fallen in on itself. Seen through the rotted timber is a moldy purple velvet cloth. The chest has a lock on it (rusted shut and now useless). The hinges on the lid are also rusted and non-functional (not that it matters with the hole in the lid).

Beneath the tattered cloth are three leather sacks:

- 1). 250 silver pennies. (These coins are minted with the symbol of a hawk. The symbol is of the house of Drakand.)
  - 2). Elegant clothing (long-since rotted). A shirt, hose, shoes, etc.
  - 3). Jewelry: three golden rings (50 sp value each) large enough to fit a "big man's" hand; one golden bracelet (250 sp value); and a golden circlet (500 sp value).
- D. Raised stone table\*\*—on this raised table rests the remains of Torin Calimendil. Some flesh still remain on the skeleton. He has an almost mummified look. Tattered shreds of once regal clothing all but hang off the skeleton. The eyeless skull smiles knowingly at the ceiling.

Resting almost completely inside the skeleton is a glowing red broadsword. A mailed-gloved right hand holds the bejeweled hilt while the left gently covers the middle of the broad blade. A bejeweled matching scabbard and matching gauntlet rest to the right of the skeleton.

This sword is the legendary "EVEL-ASTRON" [e-VEL asTRON] (translated: "evil star").

Due to the sword's power, and because it has lain in the enclosed space of the tomb for so many years, anyone entering this last room who is wounded, the wounds will automatically become infected after spending only 20 minutes in the room. All persons not wearing one of the gloves will become "ill of the stomach". After 45 minutes they will vomit and after an hour and a half, they will fall unconscious and ultimately die (if they remain in the room). Note that after only 5 minutes, all Adepts will begin to suffer headaches.

After the sword is removed from the tomb, the body will begin to decompose at a normal rate and fall into dust.

*When the sword is removed from the area, the ghouls and skeletons will cease to animate and the tomb will no longer be a high-mana area.*

\*This room should be considered a high-mana area (see D)

\*\*Note that magical and elven eyesight should fail inside the tomb.

Those whom Calimendil governed knew of his “cursed sword” that caused wounds to fester and rot, and sealed it away. Due to the sword’s “radioactive” nature, the metal mesh gauntlets are the only proof against its power.

### **EVEL-ASTRON (meteoritic broadsword)**

This broadsword is made from the ore of a meteorite. Due to the radioactive nature of the sword, any wound inflicted will automatically become infected (100%). This sword is 70% SC and +6 DM. Anyone who wields the sword or remains in its area of effect (70') for more than one week, will contract a disease (usually fatal). The only protection is to wear the gloves made of the same “ore”. The sword emits a 6' radius red glow. It provides the equivalent of an oil lamp. This “magical” light will foil Elvish and magical sight. Infravision is not able to detect this light (it does not emit heat). The scabbard is also proof against the harmful effects of the sword only when the sword is sheathed (but will not protect the wearer as the gloves when unsheathed).

### **Gloves of EVEL-ASTRON**

These mesh-like metal gauntlets are proof against the sword's power. The wearer of the gloves will be completely immune to its harmful effects (note that only one glove need be worn to receive this protection—the other was usually worn by a companion or servant). They are wearable by Humans and do not magically conform to fit any other hand.

## Encounters Around the Burial Mound

The Danger Level by day is “High” (frequency check is every 6 hours) with a 35% chance of an encounter. At night, the Danger Level is “Extreme” (frequency check is every 2 hours) with a 75% chance of an encounter.

<b>Skeleton (D+2)</b>				<b>RK</b>	<b>IV</b>	<b>SC%</b>	<b>DM</b>	<b>U</b>	
PS	12	FT	8	—	bones (arms/legs)	28	46	-3	RMC
MD	16	PC	14	—	unarmed	28	44	-4	MC
AG	14	PB	2						
EN	10	TMR	3						
MA	0	DEF	14%						
WP	21	PRO	0						

\*unaffected by type A weapons

These skeletons are animated due to the magical nature of the sword in the barrow of Calimendil. When the sword is removed from the area, they will cease to animate.

They will be wearing tattered remains of their funereal clothing.

<b>Ghouls (D-4)</b>				<b>RK</b>	<b>IV</b>	<b>SC%</b>	<b>DM</b>	<b>U</b>	
PS	15	FT	27	—	claw	20	29	-4	MC
MD	9	PC	10	—	bite*	20	49	-4*	C
AG	10	PB	2						
EN	21	TMR	3						
MA	0	DEF	10%						
WP	23	PRO	0						

\*they make an attack 2x in Close only. If bitten, increase chance of infection by +20

These ghouls are the more recently dead. Their apparel is in much better shape. They possess nothing of value.

<b>Wolves (D+1)</b>				<b>RK</b>	<b>IV</b>	<b>SC%</b>	<b>DM</b>	<b>U</b>	
PS	11	FT	32	—	bite	40	79	+1	MC
MD	19	PC	21					(+3)	
AG	19	PB	7						
EN	18	TMR	8						
MA	0	DEF	19%						
WP	21	PRO	3 (fur)						

These wolves are out looking for a meal. Their pelts, entrails, etc. may be of use in the local markets.

<b>Small Fox (2)</b>				<b>RK</b>	<b>IV</b>	<b>SC%</b>	<b>DM</b>	<b>U</b>	
PS	4	FT	6	—	bite	26	47	-2	C
MD	7	PC	12						
AG	14	PB	10						
EN	8	TMR	5						
MA	0	DEF	14%						
WP	12	PRO	0						

This pair of foxes are trying not to become a meal. They would make an excellent catch for a Beastmaster. If slain, their pelts are worth 35 sp each.

<b>William Gulp—Merchant</b>				<b>RK</b>	<b>IV</b>	<b>SC%</b>	<b>DM</b>	<b>U</b>
PS	13	FT	20	— club	31	45	-1	RMC
MD	17	PC	18	4 short sword*	35	78	+3	M
AG	13	PB	12	5 dagger	36	94	D	RMC
EN†	18	TMR	5	4 unarmed	35	59	-5	MC
MA	12	DEF	13%					
WP	21	PRO	2 (ring)					

\*does not possess a short sword currently  
†EN is currently at 9 from recent injuries

William Gulp (or, as he prefers, “Wil’m”) is a Merchant RK6 specializing in Monster and Animal Products (wool gathering). He has recently been robbed of his merchandise by a group of bandits and is lost. He was smashed in the head with a club and left for dead. He found his way here but doesn’t know where “here” is. He found the remains of the bandits campsite and was able to retrieve some of his personal equipment (a sack or two of food that was discarded, a dented pan, etc.).

He will gladly reward any travelers who take him under their protection to the nearest town by giving them a sack of 35 gs. (He managed to retain a small amount of money in secreted pockets sewn in the lining of his coat.)

He has heard the howling of wolves in the area, and has seen their glowing eyes near his campfire. He is quite afraid of them, and will try to run away if they attack. He is in need of the ministrations of a Healer.

Currently, his possessions are as follows:

- Torn shirt and twig filled woolen vest (special hidden pockets in vest containing 35 gs and 24 sp)
- Small money sack on belt (containing 40 gs)
- Small knapsack with approx. 3 days rations (dried meat, hard biscuits, hunks of cheese)
- Waterskin (¾ filled)
- Walking shoes (the soles are wearing out)
- Dented pan

He promises that he will help those who help him (one day). He snores loudly, and will complain about any physical labor, otherwise he is a pleasant fellow to be around. He especially enjoys a Troubadors singing and stories.

He is knowledgeable of the roadways around Seagate and the surrounding towns.

***Here ends the adventure of The Barrow of Calimendil***