

# CRYPT OF THE HONORED DEAD

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With inspiration from: Dyson Logos' map and accompanying notes, Barrowmaze Barrow Mound Random Crypt Generator by Greg Gillespie, Raging Swan Press Blog by Creighton Broadhurst, DCC RPG Core Rules, Labyrinth Lord Core Rules

## Introduction

A low-level Barrowmoor crypt for use with Barrowmaze or as a small set-piece in your campaign or hexcrawl. Stats are given for use with the DCC RPG, but can be easily adapted to your system of choice.

## 1 Crypt Entrance

Sealed with large **coverstone** (2 turns of work with sledgehammer and spikes). **Wooden crypt door is locked**. In the wall behind the door is a **stone bowl on a pillar** filled with strange **dark water**. A character washing their hands or their face gets +1 on all saving throws while in this crypt. Drinking the water has the same effect, but requires a DC13 Fort save or causes stomach cramps for 1d12 hours (-1 on all rolls that are not saving throws). The doors to 2 and 3 are both open.

## 2 Plundered Tomb

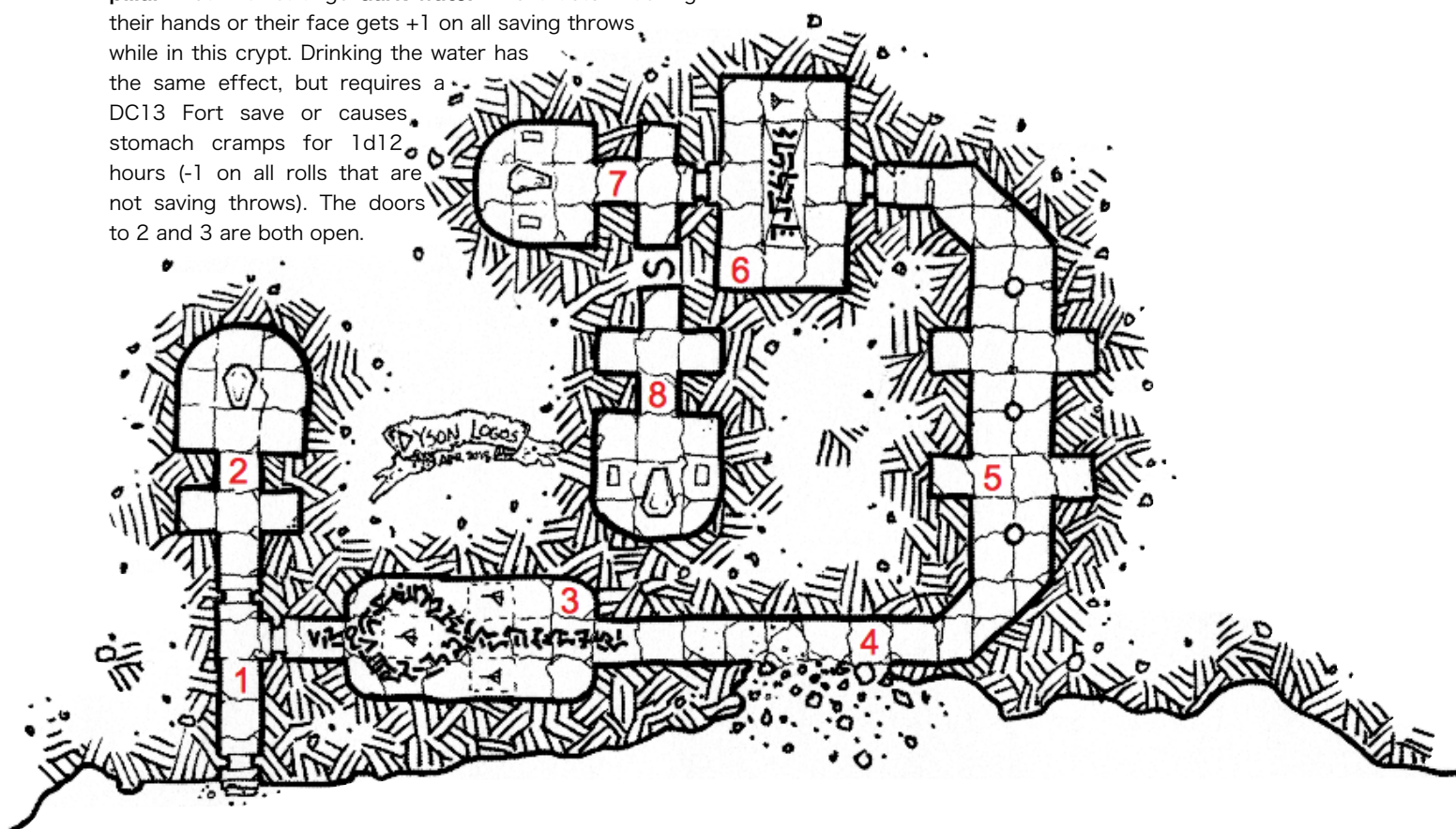
The **door** is **open**. The **coffin** is **open** and **empty**. The former occupant, now risen by the powers of the Tablet of Chaos, is currently at the end of the hallway in room 5. The walls of the **alcoves** are filled with **prayers for the dead** in ancient common.

## 3 A Way of Honoring the Dead

The **walls** of this room are full of **small round holes** (crossbow-bolt-sized). **Runes** in ancient common are chiseled into the floor. They form a **branching path** through the room and if read (DC13 Int) form a prayer that honors the dead. Walking on the path is safe. Stepping away from the path triggers **crossbow bolt traps** at the indicated spaces (roll a ranged attack +2 vs. the character for 1d6 damage; each of the 3 triggers has 1d6 bolts remaining). The door to 1 is open.

## 4 New Entrance

A part of the mound has crumbled and formed a new entrance into this corridor.



## 5 Wide Hallway

**Scraping sounds** (like bone on stone) can be heard coming from the very end of the hallway from an unknown source. A **large amphora** is standing at the far wall of this hallway (inscribed with prayers in ancient common, empty, worth 100gp). Walking through the area between the alcoves triggers two separate **swinging ball traps** (2d6 damage, DC13 Ref save for half).

The source of the scraping sounds is a **skeleton** that is steadily walking against the closed door leading to room 6. It will ignore everything unless it is attacked. It tries to get re-united with the remains of its former lover in the sarcophagus in room 8. If the door is opened, it will walk straight through room 6 (note that it is too lightweight to trigger the trap door) and walk against the door to room 7. If that door is also opened, it will walk straight to the secret door to room 8, making it easy to find for the characters.

**Skeleton:** Init +0; Atk claw +0 melee (1d3); AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

## 6 Antechamber

**Large runes** in the middle of the room spell the words **NO PLACE FOR THE LIVING** in ancient common (DC13 Int to decipher). Walking over these words opens a **20' deep pit full of Yellow Mold** (4d8 hp, can only be harmed by fire). Falling into the pit causes 2d6 falling damage, plus 1d6 acidic damage from the mold, plus spores filling the pit (after 6 rounds in the pit, DC13 Fort save or suffocate and die). Walking around the runes on the **northern side** triggers a **crossbow bolt trap** through a small hole in the wall (roll a ranged attack +2 vs. the character for 1d6 damage; 6 bolts total are available to be shot).

## 7 False Tomb

The **coffin** is nailed shut and filled with ancient **human remains**. There are **two chests** marked with a white skull on the lid. One contains a **necklace** with a **white ivory skull** (25gp), a holy symbol of Nergal, God of Death (neutral clerics gain 1 point of disapproval when touching it, lawful clerics gain 3 points). The second chest contains a **Clockwork Spider**. The walls of the alcoves are filled with prayers for the dead in ancient common. Pressing the brick with the words translating as "open the way" in the southern alcove opens the secret door to room 8.

**Clockwork Spider:** Init +0; Atk bite +0 melee (1d3 and DC14 Fort save vs. lingering poison); AC 16; HD 1d10; MV 40'; Act 1d20; SP lingering poison deals an additional 1d3 damage and requires another save, until a save is successful; SV Fort +2, Ref +0, Will +0; AL N.

## 8 Secret Tomb

1d6 **Skull Centipedes** (1' long) live here. The **stone sarcophagus** is inscribed with a **rune of forgetfulness** (DC13 Will save or the character doesn't see the sarcophagus). Inside are ancient **human remains** and a **brooch** worth 200gp. There are **two chests** marked with a white skull on the lid. One contains a **silver goblet** (300gp), the other contains a matching **golden goblet** (400gp). The walls of the alcoves are filled with prayers for the dead in ancient common.

If the skeleton gets here, it will open the sarcophagus, climb in, and close it again. Characters who fail their save against the rune of forgetfulness will simply see the skeleton vanish.

**Skull Centipedes** (1d6): Init +0; Atk bite +0 melee (no damage but DC13 Fort save or get poisoned); AC 10; HD 1d4; MV 20'; Act 1d20; SP poison makes you sick for 1d10 days (-1 on all rolls and lose half speed) ; SV Fort +1, Ref +0, Will +0; AL N.

