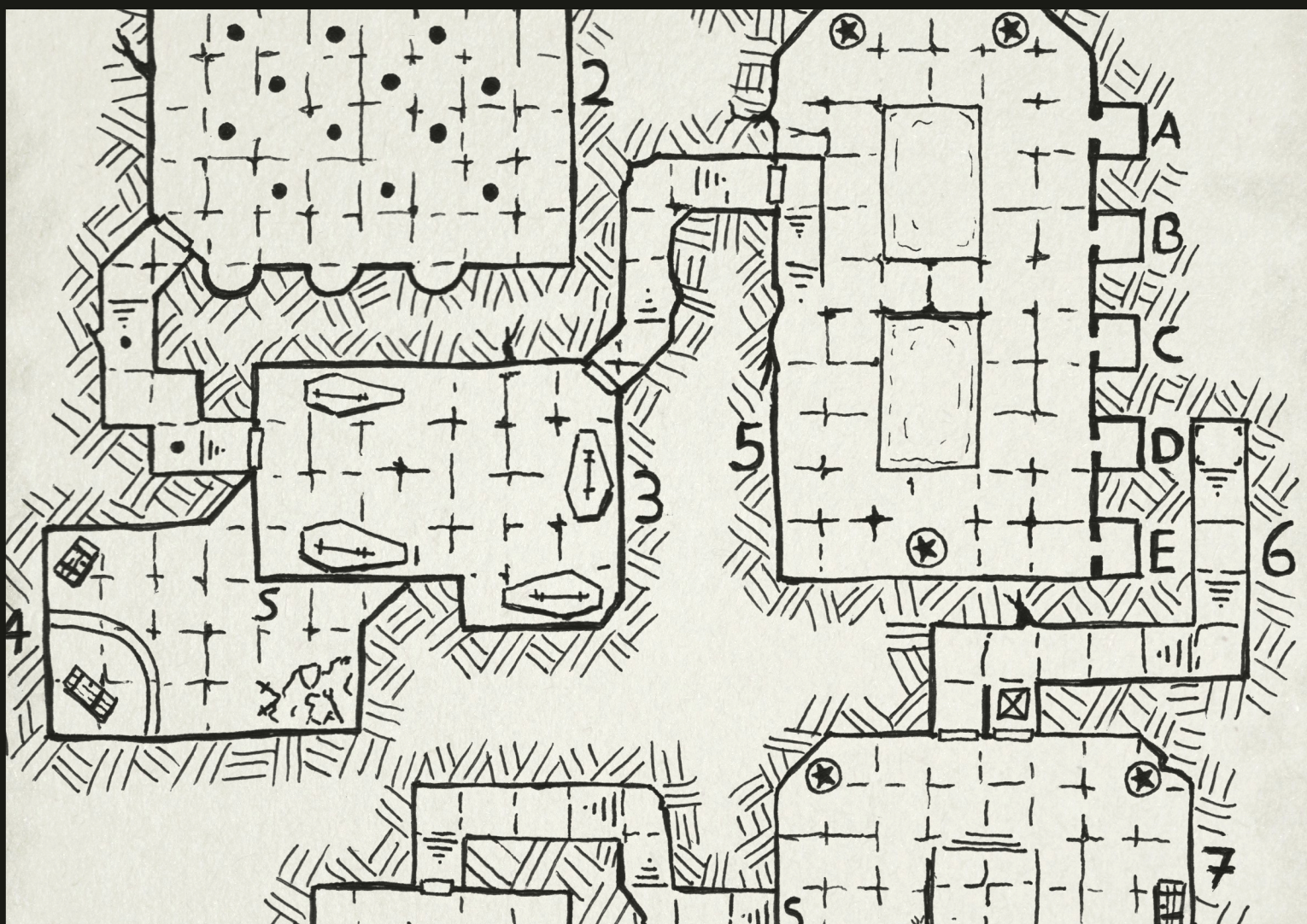


DRAGON DROP MINI-ADVENTURES 5E

The Depths of Barrow Hall



For Level 3 Adventurers

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GAMES** 

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Dragon Drop Mini-Adventures are created to be easy to use mini-adventures that a DM can simply drop into their campaign. Dragon Drop Mini-Adventures are designed to be played in a single session, and with minimal tweaking can fit easily into your campaign and setting. These mini-adventures are designed to only require a small amount of preplanning, aside from reading the document.

The Depths of Barrow Hall is designed for a party of 4 3rd-level characters. If your party has more or fewer members, you can appropriately adjust the number of monsters present in each encounter, or reduce trap damage.

Adventure Background

It is rumoured that beneath a tall, and long ancient barrow, lies the tomb of the long dead Jarl Perkalay. Overflowing with treasures beyond imagination, this well trapped tomb also holds the spirits and bodies of the Jarl's guards. Buried here with him, they protect him, and his property, even in undeath. Many adventurers have entered. None have returned. Do you have the cunning, and skills, to survive The Depths of Barrow Hall?

Customising the Adventure

By design, any aspect of the adventure can be customised very easily to fit into your setting or campaign. I've included a few simple examples below.

Locations. The location of the former Jarl's Jarldom can be anywhere in your setting. It does not have to still exist. The Barrow Hall can fit anywhere in a setting, from the depths of a forest, to the valleys of a mountain range.

Difficulty. This is a deadly adventure. Full of traps, and vicious monsters, only the most experienced, well prepared, and luckiest

adventurers will survive to claim Jarl Perkalay's well guarded treasures.

Due to the extremely high chance of character death, we strongly advise against using this adventure with characters that your players are emotionally attached to.

Adventure Start

The adventurers have reached the Barrow Hall. Before them is a set of wide stairs descending 20 feet towards a pair of large, plain solid stone doors, apparently untouched for centuries.

A single human skeleton, long since picked clean of flesh by predators, is positioned facing away from the door. A DC 25 Medicine (Wisdom) check determines that the man died from incineration.

The eastern door is magically trapped. When touched by a human, it spouts magical fire in every direction.

A DC 20 Perception (Wisdom) check is required to spot the faint magical runes on the door.

When a human touches the trapped door, it releases a burst of magical fire, engulfing everything in a 15 radius. Each creature within the radius must make a DC 13 Dexterity saving throw, taking 18 (3d10) fire damage on a failed save, or half as much on a successful one.

Inside the Barrow Hall

Barrow Hall Features

Unless stated otherwise, the following is true for the entire inside of the Barrow Hall.

Ceilings. The ceilings are 20 feet above the floor.

Doors. The doors are all made of solid, heavy stone, 1 foot thick. None of the doors are locked.

Floors. Large grey stone, cracked tiles make up the floor. They are lightly covered in several places by vines or rubble.

Light. The Barrow Hall is not illuminated. Creatures that enter must provide their own light sources.

Walls. The walls are made from 5 feet thick stone brickwork. In several places, the walls have cracked, revealing the earth behind them.

Stairs. The stairs are made from well engineered stone, and each set of stairs descends 10 feet.

1. Entrance Hallway

If the players enter the hallway, and illuminate it, read the following:

“The twin doors open into a wide corridor made of plain grey stone. A few of the large tiles that cover the floor are decorated inlaid with black marble circles. The corridor heads south, before turning west.”

Following the path of the marble circles here will allow any creature to avoid the four pitfall traps concealed in the floor of this corridor.

Two sets of stairs each lead the party 10 feet deeper beneath the surface.

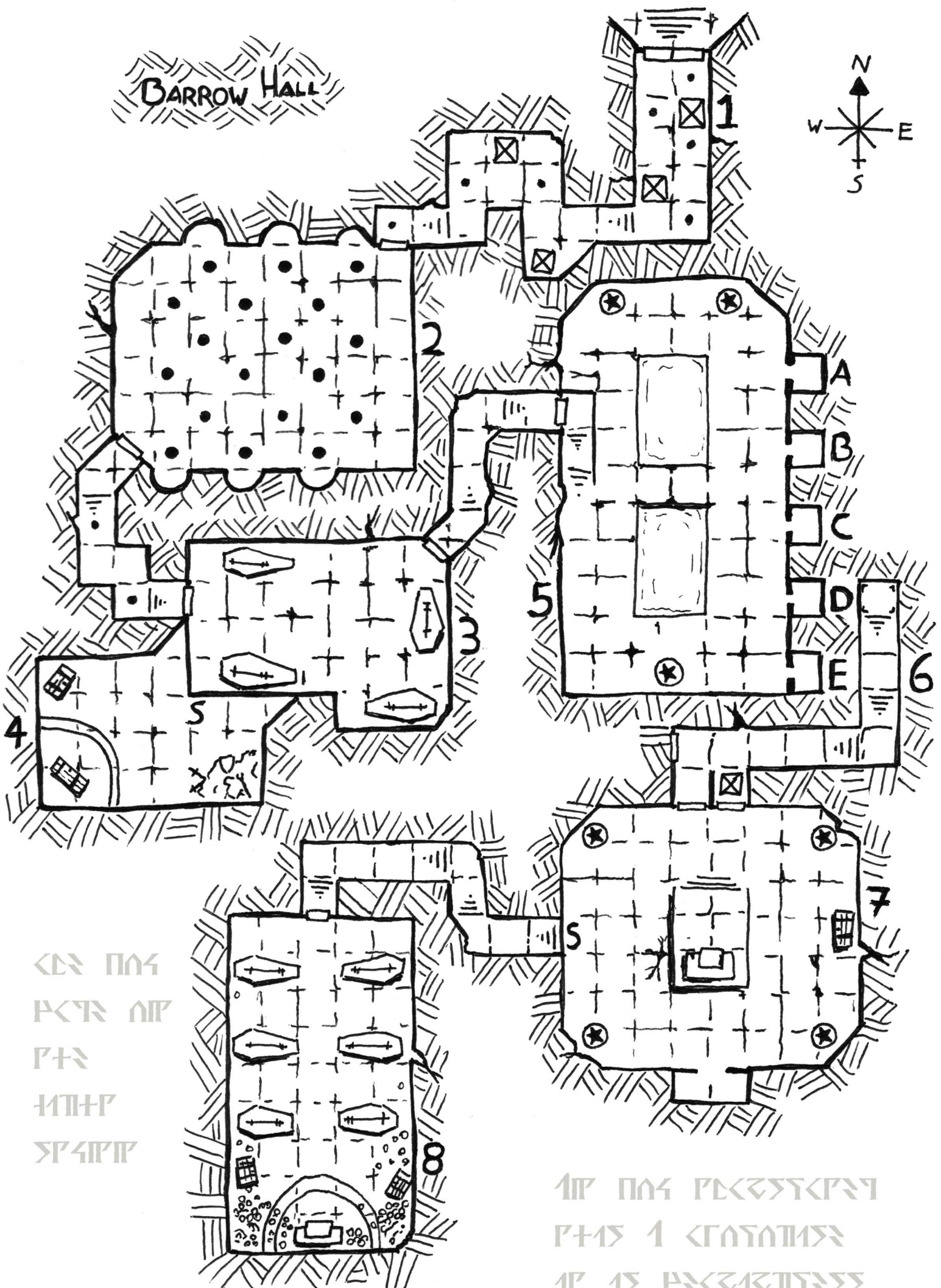
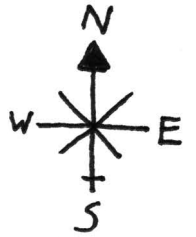
Pitfall Traps. Four pitfall traps are in this corridor, with a fifth appearing in area 6.

Each pit is 15 feet deep, and covered by a tile that appears almost identical to the others in the corridor.

A DC 20 Perception (Wisdom) check on the lid of the trap successfully reveals it.

If more than 50lbs of weight is placed on the trap, the counterweighted door swings open, dropping whatever was on it into a spike pit, before swinging closed again. Any creature that activates the trap must make a DC 15 Dexterity Saving throw or fall into the trap, taking 12 (2d10) piercing damage from the spikes at the bottom.

BARROW HALL



1. 2. 3.
 4. 5. 6.
 7. 8.

1. 2. 3.
 4. 5. 6.
 7. 8.

2. Checkerboard Floor

This large hall features a simple, yet deadly trap. Many careless adventurers have lost their lives in this room, and their skeletons inhabit it.

If the party illuminate, or can otherwise see this room, read the following:

“Alcoves decorated with frescos line the walls of this large room. The floor of this room has tiles laid in a checkerboard fashion, with alternating plain grey tiles, and tiles inset with black marble circles. In places skeletons, some clad in armour, others not, lay scattered about the floor.”

The skeletons in this room are former adventurers who have step on the trapped tiles, and been killed by the resulting poisoned darts.

Poison Dart Trap. Each marble inlaid tile conceals a pressure plate beneath it. Placing enough weight on the pressure plate will cause a poison dart to shoot from a pressurised tube hidden in the corresponding alcove.

The trap activates when more than 45lbs of weight is placed on the pressure plate, shooting three darts from the alcove in line with the plate towards the target.

Each dart makes a ranged attack with a +10 to hit against the first creature in a straight line from the alcove in which it was fired. A creature that is hit takes 2 (1d4) piercing damage and 6 (1d10) poison damage. The creature must make a DC 12 Constitution saving throw, or become poisoned for 1 hour.

Treasure. Looting the skeletons is difficult due to the Poison Dart Trap. On them, they have:

A Greataxe, three Longswords, four Handaxes, two Swordswords, three Shortbows, 120 arrows, and two Explorer’s packs, as well as 100gp and 800sp.

3. Crypt Room

The corridor leading to this room contains no traps or monsters. As in area 1. each set of stairs descends 10 feet.

“Four large sarcophagi sit in this room. A single door leads north east.”

Four **Shadows** (*Monster Manual*) lurk in this room, one behind each sarcophagi. They launch their attack as soon as a sarcophagi is touched by a creature.

All four sarcophagi appear empty at first glance. The northern two sarcophagi are in fact empty.

The southernmost two each contain a single concealed button roughly an inch in diameter (DC 20 Perception (Wisdom) check to find).

The south eastern button activates a poison dart trap (see Poison Dart Trap in area 2) launched from within the sarcophagi.

The south western button dissipates the illusion of a false wall, opening up area 4.

4. Secret Treasure Chamber

A large amount of treasure is stored in this hidden room.

Armour and Weapons. A large pile of weapons and armour lays in the south eastern corner. These are mostly mundane armours and weapons, however, anybody who takes the time to search through this pile will find a full set of *Mithril Plate Armour* (*Dungeon Master’s Guide*). If anybody touches the armour, the **Ghost** (*Monster Manual*) of the man who wore it rises from below the floor to attack them (See Ghost.)

This pile of items are from various time periods between the construction of the tomb, and present day.

This is where the armour and weapons of anybody who enters portal C in area 5 is teleported to.

Ghost. The Ghost here is of a former adventurer from the previous age. The skeleton found at the entrance, and the armour in this room is all that physically remains of this once great warrior. After centuries bound to the Barrow Hall, he has lost all sense of self and it now almost mindless.

Treasure. The two chests contain a combined 1200gp, 1500sp, 800cp, a Silver Crown (250gp), and an ornate silver ring set with a Ruby (250gp)

5. False Portals

This room is illuminated by the faint blue glow emanating from the portals in the eastern wall.

“You enter this room onto a platform 20 feet above the floor. Stairs lead down to the floor level. A large pool of murky water lays in the middle of this chamber, with a solid stone bridge crossing it. Statues of hideous creatures stand against two of the walls, two statues stand to the north, and one to the south.

The most eye catching visage in this room is that of five glowing portals, each set behind an archway set in the eastern wall.”

Lurking in the murky water are three **Ghouls** (**Monster Manual**) that will attack anybody who enters a square adjacent to the pool.

The pool here is 10 feet deep. At the bottom is a skeleton wearing *Ring of Water Walking* (*Dungeon Master's Guide*), as well as the entire equipment, and inventory of a halfling adventurer.

Above each portal is a single word written in **Abyssal**.

Portals.

- A. **“Escape”** This portal will transport whatever enters it directly to the center a random town or village, regardless of distance.
- B. **“Coin”** This portal transports all coinage and valuables that enter it to the hoard in area 8, including those being worn or carried. Everything else is transported to just outside the entrance to the Barrow Hall.
- C. **“Sword”** All weapons and armour, including this being carried or worn, that enters this portal is transported to the pile of weapons and armour in area 4. Everything else is transported to just outside the entrance to the Barrow Hall.
- D. **“Hall”** This portal transports everything that enters it to the northernmost square in area 6.
- E. **“Worship”** Any living matter, such as creatures, that enter this portal are transported to the base of the throne in area 8. Everything else is transported to the bottom of the pool in this room.

6. Forbidden Hallway

“This hallway is heavily cobwebbed, and has thick dust on the floor. It appears that no other adventuring party has gotten this far.”

This area is constructed 50 feet below the level of area 5. A single pitfall trap (see area 1) sits in front of the easternmost door leading to area 7.

False Door. The door leading west is actually a false door concealing a spear trap. When the door is opened, a poison tipped spear is shot from behind the door, using a similar mechanism to the darts in other parts of the Barrow Hall.

The spear has a range of 20 feet and makes a ranged attack with a +10. A creature that is hit takes 5 (1d8) piercing damage and

12 (2d10) poison damage. The creature must make a DC 15 Constitution saving throw, or become poisoned for 1 hour.

7. *False Lair*

This grandiose room serves as a false burial chamber for the Jarl. A last line of defense against looters, this room is designed to convince any surviving looters that they have taken all that can be taken.

“A statue stands in each corner of this large, square room. Each statue has their right hand extended, and holds a glowing blue crystal the size of a fist. The light from these four crystals bathes the room in a brilliant blue glow.

Sat upon a throne, on a raised platform in the center of the room is a thing creature wrapped in bands of rotten cloth, a crown upon its head..”

The creature is a **Mummy** (*Monster Manual*) posing as the Jarl. The Mummy will immediately become hostile towards anybody who enters the room.

On the southern wall stands a portal that transports anything that enters it to directly outside the entrance to the Barrow Hall.

Gem Trap. The gems are each large Rubies worth 100gp, and are protected by a powerful spell. A *Detect Magic* spell will reveal a strong aura of abjuration around the gems and ceiling.

If any of the gems are removed from their statues, the roof of the room will crack and collapse.

Any creature within the room at the time must make a DC 20 Dexterity saving throw or take 22 (4d10) bludgeoning damage, and be knocked prone, taking half as much on a successful save.

Treasure. The crown is made of a combination of animal horns and gold (500gp). The chest

contains 430gp, 800sp, and 1200cp, as well as a Zircon (50gp)

If your players believe that this rather simple and easy fight is the true end of the dungeon and adventure, congratulate them on a job well done.

Secret Door. The secret door is well concealed and requires anybody inspecting the western wall to succeed on a DC 20 Perception (Wisdom) check to locate it.

8. *Real Lair*

A permanent casting of *Major Image* surrounds the first square in this room. If anybody looks in, or enters the first square, read the following:

“The door opens to reveal an empty, square room, 5 feet wide on each side, and 10 feet tall.”

Entering the room, or discovering the fake image causes Jarl Perkalay to attack, and his guardians to rise from their uncovered sarcophagi.

As soon as Jarl Perkalay attacks, or somebody interacts with the *Major Image*, it dissipates, revealing the room for what it really is.

“The false image dissipates, revealing a long room. At the far end sits a throne upon a raised dais, surrounded by glittering coins and gems. Six ornate sarcophagi line the walls.”

Jarl Perkalay is a **Wight** (*Monster Manual*), and his six guardians are all **Zombies** (*Monster Manual*).

Treasure. The floor of the south part of the room is covered in treasure. Covering the floor is 3600gp and 1600sp in loose coins, three Diamonds (100gp), and twelve Rubies (50gp).

Between the two chests, there are two +1 *Longswords*, two *Mithril Chain Shirts*, and 1500gp in ancient gold coins, all stamped with the Jarl's image.

Cursed Gold. The 1500 gold pieces stamped with the Jarl's image are cursed. If removed from the tomb, those who removed them receive a -3 to their Constitution score. A casting of *Detect Magic* reveals that the gold glows faintly of Transmutation magic.

The only way to lift the curse is to return all the gold to this chamber.

Adventure Finish

The Depths of Barrow Hall is a tough adventure to run, and a very tough adventure to play. It is advised that players bring several characters to the table with them, in the event of a character death.

Any player that decides to enter the Jarl's barrow is a brave player indeed, and they should be thoroughly congratulated, regardless of outcome.

If your party manage to defeat the Jarl, steal his treasure, and escape the Barrow alive, you are in the minority, and you should be especially proud of your players.

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