



The Barrow



Introduction

The game master for this adventure should use the monsters and items listed as placeholders to be substituted for those appropriate to the player characters taking part in the session.

Background

Rumors tell of an ancient site where a powerful cult leader was buried. Coross is said to have demanded to be buried with both his treasures and his servants so that they can stand guard while he awaits his resurrection.

Adventure Hooks

- The party is hired to locate a missing scholar who was researching the Cult of Coross.
- The party finds the entrance to a cave deep in the woods. On closer inspection, they learn that this was a previously sealed entrance to an underground complex.

1. Main Hallway

A long corridor leads to the east. A section of the northern wall has collapsed revealing a rubble-filled tunnel. Across from this hall is a secret door to another passage.

2. Antechamber

The hall opens into a room containing 4 lit torches and a large set of stone double doors. The doors are magically locked and have no obvious way of opening them.

3. Annexes

There are two annexes at the rear (eastern end) of the barrow temple. Within these rooms, chests, bookcases, and cabinets contain Coross' wealth and treasures. Among them the party may find: a **protective robe**, **magic scrolls**, and an assortment of coins and gems worth 6d6 x 100 gold. The treasure is split between the two rooms and should only be rewarded in its entirety if the party explores both rooms.

4. Burial Chambers

To the north and south of the temple lie the burial chambers of Coross' guards. Four of his followers are interred in each of the rooms. Anyone entering the room causes the **Undead** guards to animate and attack.

5. Temple of Coross

The central room of the barrow is a hexagonal chamber. Torches and statues of winged humanoids mark the walls without doors. In the center of the room is an altar topped by a horned statue. Before the statue is a man performing

what appears to be a ritual.

The man is the missing scholar. He sought out the barrow to awaken Coross. The party may use stealth to move along the edges of the room but drawing the scholar's attention results in battling this **cultist** and the **living statue** of Coross.

Escaping the Collapse

Upon the statue's defeat, the ceiling of the temple will begin to collapse. The large stone doors to the antechamber fall from their hinges, leaving the way clear. The party can choose to flee or take refuge in one of the other rooms until the collapse is complete.

