

Continuing the *High Bridge Road* adventures from my *Ashford Valley* Labyrinth Lord setting, I present the Burrow deep in the woods near *High Bridge Road*.

## THE DEAD WALK HERE

Either during the bandit adventure or after, the PCs may decide to investigate the burrow near *High Bridge Road*. They may have found it while wandering in the woods, or maybe one of the elves told them about it. Or they could have followed Bartleby to it (in the event that he escaped) or some of the other bandits may have used it as a bargaining chip for their lives. Of course everyone knows the burrow has treasure! That's what it's there for!

## DEAD KINGS AND KNIGHTS VALOROUS

A small cave opening on a hillside covered with ivy is all that is visible of the burrow. There are no tracks of animals in the area nor any sound. A chill of death and the dead permeate this area.

Location A: The entryway. The cave entrance is low, meaning that most humans will have to stoop to enter. Above the entrance is writing in an unknown tongue. Could it be a warning or simply the name or names of those buried here? Only the sages would know.

Location B: The first hall. Once the location of the treasures buried with the deceased, now it is a mute reminder of the thieves that came before. There is a freshly dead bandit in the corner, his broken sword lies by his side. Part of him has been eaten by something. Not an animal, maybe. Searching his body finds 1d6 coins (silver and copper), a torch and his armor. A loose stone on the wall hides a 10 gold piece gem missed by previous looters. An elf will detect the hidden location the same as for a secret door (1-2 on 1d6).

Location C: The burial chamber. There are two stone sarcophagi located in the burial chamber. One of the walls of the chamber has several rough hand-carved tunnels leading into darkness. The smells coming from those tunnels is disturbing. A save vs. Paralysis is required to enter the tunnels. Once made, no further action is required.

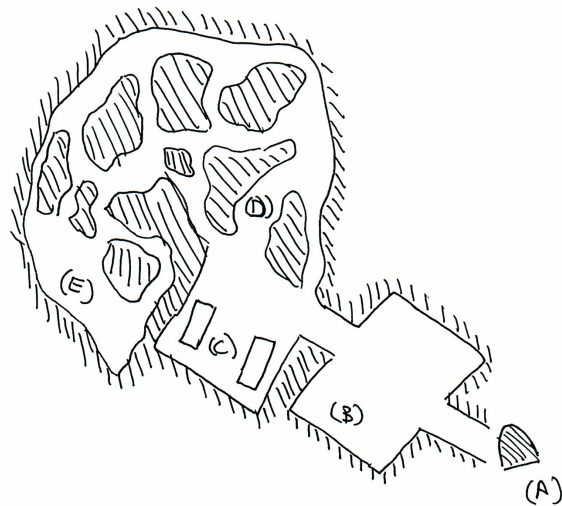
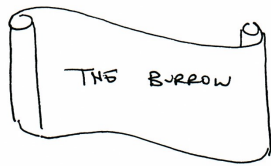
Each sarcophagi is occupied by a zombie, waiting to be disturbed. Both will leap out if either sarcophagi is opened.

Zombies; No. Encountered: 2; Alignment: Chaotic; Armor Class: 8; Hit Dice: 2d8, Hit Points: 9, 5; Attacks: fists (1d8); Save: F1, Morale: 12; Slow: attacks last each round.

Searching the sarcophagi result in several finds. Each contain one magic item and 2d10 gold coins worth double to a collector in *Ashford*. In the left sarcophagi is an Elven ring called Silque (literally "white light") that allows the wearer to cast the *Light* spell twice per day (three times per day for an elf). In the other is a longsword named "Kettle-basher" that does an extra 1d6 of damage to non-living, in-animate things (like kettles, doors, walls, etc.).

# THE TUNNELS BENEATH THE BURROW

Location D: The maze. Upon entering the maze, each character must make a save vs. Spells to avoid becoming confused and lost. This effect does not trouble anyone with an intelligence 6 or less, as they are too simple to understand the magic. Four dead bodies are located in the maze. Roll 1d6 for every turn spent lost and on a 1-2 a body is found. Searching the body results in the following (roll 1d8): 1. a +1 dagger named "Maze-killer" that allows the owner to not be confused by mazes (only found once), 2. a lantern, 3. 2d6 coins (gold or silver, 50%), 4. nothing, 5. a sword, 6. a useful piece of equipment (GMs choice), 7. a disease (GMs choice), 8. a silver medallion worth 5 gold pieces (only found once). After all four bodies are found, any further dead bodies found are the same ones with no treasure (if previously looted). Crawling around the maze are about a half dozen giant rats!



Giant Rats; No. Encountered: 1d6; Alignment: Neutral; Armor Class: 7; Hit Dice: 1d4, Hit Points: 4,3,2,2,2,1; Attacks: bite (1d3+disease, each bite a 1 in 20 chance of catching a disease, save vs. poison or die in 1d6 days, otherwise bedridden for 3d10 days with 1 in 4 chance of death); Save: F1, Morale: 8.

Location E: The Spider. A crypt spider lives here, hunting in the maze and sometimes outside it. The spider is not affected by the confusing power of the maze and can pass freely through it. It will listen for intruders and wait until one or two are separated from the party, then attack!

Crypt Spider; No. Encountered: 1; Alignment: Neutral; Armor Class: 7; Hit Dice: 2d8, Hit Points: 9; Attacks: bite (1d8+poison); Save: F1, Morale: 7.

The treasure found in the spider's nest consists of 48 gold coins worth double to a collector in *Ashford*, a potion of cure light wounds and a twin to the silver medallion from the maze (worth 5 gold pieces).

ISSUE: VII

