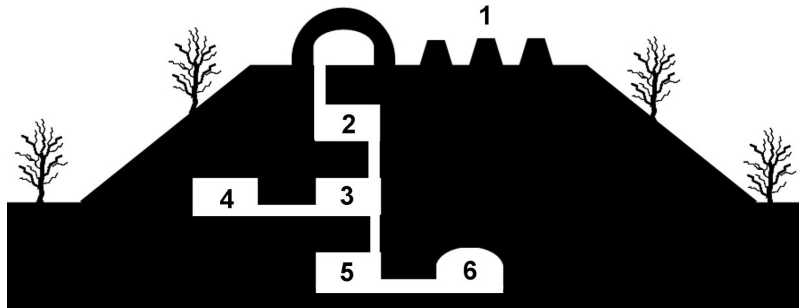


THE DØDSBAKKEN

A one-page dungeon for characters of level 1-2, by Bard
[<http://clashofspearonshield.blogspot.com/>]

Introduction: It is the dead of winter. Villagers disappear in the night. Eerie noises are heard and the *aurora borealis*, even in daylight, funnels down onto the nearby *Dødsbakken* (*), barrow hill of King Ivar the Boneless.



GM Notes: Allow PCs to recruit villagers if needed; stats are *recommendations*; both descending AC and [ascending AC] are given. All downward shafts are spiral staircases.

- 1. Guardian Stones.** Semi-circle of six stones, each with a rune corresponding to an attribute STR, INT, etc.). The aurora pours into the stones making them glow. At the open end of the semi-circle is the barrow mound proper, entrance ajar. To enter roll $3d6 \leq$ a random attribute or take energy blast for 1d6 damage. The stones cannot be broken, destroyed or harmed.
- 2. Undead Bodyguard.** Six **skeletons** (AC: 7 [12], MV: 12, HD: 1, AT: 1, D: 1d6, SP: pierce/slash half damage; sleep, charm, hold, cold have no effect) guard the far stairs; each wears a helm with a 50gp gem and carries a spear.
- 3. Transformation Room.** Bodies of six villagers, pale and rigid. Runes in blood at their feet read: "*Lifeless, deathless, flesh and bone, bound by ancient glowing stone.*" Aurora light surrounds, shields, holds them. They cannot be touched or moved until the stone (room 6) is deactivated.
- 4. Altar Chamber.** An altar stands in the center, with six candle stubs and an open book on it. The ink is invisible, readable by "read magic." The page describes a rite for transforming a shade into a specter with six sacrificial victims (room 3) and a hexagonal shaped magic stone (room 6). A good PC touching the book causes it to burst into flame, dealing 1d6 damage and destroying the book.
- 5. Ivar's Tomb.** A sepulcher stands in the center, stone lid askew. Inside is chainmail, a crown with six gems (500 gp) and a sword, configured as if worn by a buried body, but there are no bones or remains of any sort. The **shadow** (AC: 7 [12], MV: 12, HD: 3+3, D: 1d4+1, SP: strength drain; sleep, charm, hold, cold have no effect) of King Ivar attacks anyone approaching the sepulcher.
- 6. Ritual Room.** Aurora energy pours from the ceiling to a large hexagon-cut blue-green gem in a socket in the center of the floor. Runes describing death, chaos, and Ivar, as a servant of darkness, surround it. A dead shaman, badly burned, lies nearby. Touching the stone causes 1d6 damage. The stone is deactivated by simply knocking it out of its socket. Deactivation frees and revives the villagers (room 3), but causes the appearance of six **lesser spectral minions** (new monster, AC: 8 [11], MV: 9, HD: 1, D: 1d6, SP: none) who attack the party and try to replace the stone.

Link to an existing campaign: The dead mage (room 6) wears a talisman bearing the symbol of some individual or group in the existing campaign.

(*)Name given by locals to the barrow hill near the village.