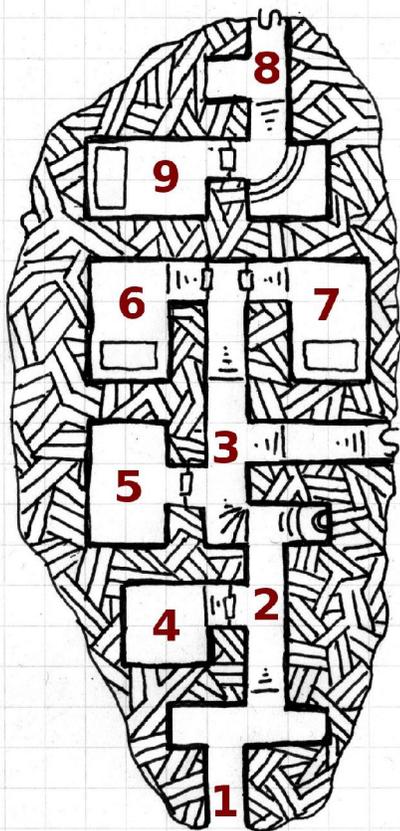


BURIAL MOUND OF ESUR THE RED

a level 2 adventure by Dyson Logos



In order to defeat a great evil that haunts the land, or to fend off invading armies, or a similar task of heroes, the characters have to find the Ring of Esur the Red.

Esur the Red was a powerful fighter, a noble son of a ducal family of the kingdom who went on to also become a great noble of the northern barbarian tribes. After his death, it is said that eight hundred of his tribesmen marched to the city gates demanding his body so they may bury it with the proper rites due his rank.

Of his legends, one item repeats in them all – the heavy black iron ring that he held his braided beard clasped in when walking into battle. With this ring, he is said to command the waves of any body of water within sight.

The party has been sent to his burial mound to return with the ring. But odds are they will end up on a long wild goose chase.

The map to the burial mound has to be found in the state library. Once it has been unearthed, finding the burial mound itself requires a seven day trip into the northlands followed by a day of digging around through what was once the lands of the northern tribes but that is now a mix of recently abandoned farmland and forests.

A clan of 7 **gnolls** has made their home in the particular section of forest near the mound. Their actual home is on the top of the mound, where they have pulled a large piece of canvas between three trees to work as a roof. At any time there are 3 gnolls on the mound, and the other 4 are out in a pair of hunting parties. There is a 1 in 6 chance every hour that a hunting party will return and then two other gnolls will head out. If the hunting party finds the homestead destroyed and/or the gnolls slain, they will wait until the second party returns, then will leave the area. Each gnoll carries **3d6 copper pieces**. There is a locked chest in the camp with **2,000 gp**. There are two keys to the chest, roll randomly to determine if the keys are present or out with a hunting gnoll.

- 1. Tomb Entrance** – The halls here are made of slabs of stone erected to hold the earthen mound at bay. A single **gnoll skeleton** stands in the West alcove (treat as a normal skeleton with 2 HD).
- 2. Trapped Passage** – Just at the bottom of the stairs there is a pressure plate that releases a large blade from the floor, sweeping upwards and then back down and resetting. Those triggering the trap take 1d10 damage. The door to room 4 is made of stone and is not locked, however pushing open the latch of the door triggers a bright flash of magical light. Anyone standing within 10 feet of the door must make a save versus dragon breath or be blind for 1d3+3 turns. Finally, the alcove at the North East end of the hall contains a dais and a small font. Anyone who climbs to the top of the dais without standing on each step for at least a minute before ascending to the next step will trigger the trap which sprays the oil from the font over those on the dais and the stairs to the West. If anyone has an open flame, the oil ignites dealing 1d6 to all caught in the blast.
- 3. Safe Passage** – The stone slabs supporting the hall here have been carved with the likenesses of an army of berserkers marching towards the main entrance from the doors at the bottom of the Northern stairs.
- 4. Empty Chamber** – This chamber was built to hold construction tools while the mound was being built. It is empty.
- 5. Honour Guard** – This large chamber holds the honour guard of the slain chieftain. **12 skeletons** wearing chainmail, with helmets of the 12 different clans stand on guard here, each armed with a two-handed sword (AC 5, 1d10 damage).
- 6. False Tomb 1** – The door to this tomb is made of stone and is sealed with mortar. Inside is a single large sarcophagus. As the door is forced, the sarcophagus grinds open also, and a wight with a long red beard and expensive chain mail steps out of the sarcophagus. At the same time, the wight in room 7 opens his sarcophagus and the next round opens his door to join in the fight. The wight is wearing a **1,000 gp golden necklace**, a **500 gp copper bracelet**, and a **600 gp silver bracer**. There is **7,000 cp** in a small locked coffer in the foot of the sarcophagus.
- 7. False Tomb 2** – This room is identical to room 6, and the resident of room 6 will awaken and attack if this room is opened first. The wight in this room is wearing a **1,100 gp electrum pendant**, a **600 gp gold ring**, and a **900 gp silver brooch**. There is **4,000 ep** and a false treasure map that leads to a large dungeon two days travel away (and claims the ring of Esur the Red was lost there) in a small locked coffer in the foot of the sarcophagus.
- 8. Secret Tomb Entrance** – The secret entrance to this tomb is very well concealed and has never been opened. Anyone who is not lawful who opens it is struck as if by a **curse** spell, causing him a reduction of his prime requisite by half until the curse is removed (unless he makes a successful saving throw). At the bottom of the stairs is a raised dais and shrine to the barbarian god of honor and loyalty. Anyone kneeling here gains the benefits of a **bless** spell.
- 9. Tomb** – The real tomb contains a heavy stone sarcophagus. Inside the sarcophagus is a skeleton of a man in ornate chain mail with the black **Ring of Esur the Red** on his chest. The ring is magical but can only be used by a member of Esur's family.