



Three stone archways can barely be seen on the side of the barrow. They are covered by overgrown vines that, if cleared, reveal, etched but eroded by time, a rune on the keystone of each arch. Web covered corridors gently slope down into the darkness. **1.** Three 20' long downward ramps descend from South to North and corresponds to each of the alignments: a) Law, b) Neutrality and c) Chaos. If the runes on the keystone are traced with the finger by anyone of the same alignment, the rune briefly glows and that person doesn't suffer any damage while walking down the ramp. Anyone going through the sloping corridors without having traced the rune or having a different alignment suffers 1d10 hp every 5' in any direction. Tracing a rune of a different alignment doesn't deal any damage, but the person feels uneasy about the place. There is a rusty riveted metal door on the East wall. The door has no visible handles, locks, hinges or keyholes and has more runes etched on its surface. Dark brown stains fill the engraved symbols. Tracing the runes with blood will cause the magical seals to release the door. No amount of damage, physical or magical, will cause the door to budge. **2.** Torchlight reveals a series of 12" golden discs that panel the walls every 10'. The discs, 18 in total, are mounted on crystal frames magically attached to the wall. Each has a hole in the center and is engraved with a pattern of concentric circles. If any of them are removed, a 5" hole can be found behind. After a few seconds, something comes forward from the hole! **Trap:** Roll d5 on the table below to see what it is: 1. *Water.* A continuous stream of water flows from the hole and its level rises 1"/round. 2. *Fire.* A burst of fire deals 10d6 damage to anyone in a 10' radius from the hole. 3. *Gas.* A cloud of poisonous gas (DC 16 Fort save or die) starts filling the room at a rate of 10 cubic ft./round for 9 rounds, then dissipates. 4. *Acid.* A gush of acid erupts from the hole, dealing 10d6 damage to anyone in a 10' radius. 5. *Air.* A gust of freezing cold wind blows, dealing 10d6 damage to anyone in a 10' radius. The secret door on the East wall can be opened if any of the golden discs are placed upon it. As you cross its threshold, the powerful voice of Metal God Robhal screams from a *Magic Mouth* on the ceiling: "You have come this far to turn back? Push forward! The Lost Hymns await you. Be worthy of them!" **3.** In the center of this domed circular room, facing the secret door, is a 5' high obsidian pedestal with a 10' tall metallic statue of a massive muscular horned demon who sports a fanged snout and fiery eyes. The demon has a 5' length of chain wrapped around each wrist, each of which ends in a spiked ball. His clawed hands are making the sign of the horns. Between the statue's hooved feet the word 'OID' is engraved upon a metal plaque. The center of the room

stands 20' high and the dome above the statue depicts, all around its circumference, a horde of men and women charging towards the viewer. They are clad in black leather armor, adorned with spikes, chains and studs, and armed with a variety of edged weapons. Their faces show the tortured sneers of screaming and shouting. A ruined city wreathed in animated flames that illuminate the room stands behind the charging horde. There is a wooden door opposite the secret door. Passing by the statue without saluting it with the sign of the horns causes it to immediately animate and attack any disrespectful trespasser. **Demon (type II demon, Murrallsee or Murray):** Init +2; Atk +2 *flail of chaos* +6 melee (1d6+4 plus 1d4 against lawful creatures) or *claw* +6 melee (1d8+2) or *bite* +8 melee (1d10); AC 16; HD 4d12; MV 30'; Act 2d20; SP demon traits; SV Fort +4, Ref +3, Will +3; AL C. After combat an ooze comes out of the pedestal and cleans the place of blood and body parts. Any dead characters become new faces on the mural. **4.** Carved on the door are three runes warning of the danger that awaits ahead. It is a simple door that, if pushed, easily opens into a corridor. The walls are covered in green slime and water drips from the ceiling, forming small, murky ponds. The smell of rot, death and decay is so overwhelming that everyone has to make a DC 13 Fort save or be helpless for 1d3 rounds due to vomiting, coughing and retching. These sounds alert a gang (2d8+5) of Eddie-looking undead that rushes forward to attack. **Eddies:** Init -2; Atk bite +3 melee (1d4) or *slam* +3 (1d6); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C. The creatures can be appeased and bypassed by moshing, headbanging and singing any hymn of Miron Aiden, Ore's most lauded troupe of bards. There is a plain wooden door with rusty hinges, hanging handle and swollen boards on the other side of the room. The door has been left ajar. **5.** A 10' by 10' room with a metal door on the east wall. A 20' deep pit with spikes (**Trap:** 2d6 falling damage plus 1d4 from spikes) opens below the first character crossing and then closes. The trap can be detected with a DC 20 Search check. The metal door only opens if the trap is activated. **6.** Mosaic murals of four Metal Gods adorn each niche: a) Lemm, b) Bonscot, c) Hanne-Man and d) Mahnob. There is a pentagram drawn on the floor in front of each mural and a scroll case rests in the center of each pentagram. The scroll cases can be retrieved without harm by naming a famous song by the corresponding Metal God. Failure to do so will cause a pillar of pink light to strike the heathen, sending him to eternal damnation (J-Pop purgatory or Hip-Hop abyss.) For retrieving the Lost Hymns, the Metal Gods will grant the surviving characters one and only one of the following favors, all permanent: a) 1d4 Luck points, b) 1d4 Personality points, c) 1d4 Dexterity points or d) 1d4 Stamina points. After choosing the reward, the character is teleported outside the barrow. **Trick:** All surviving characters are under a *geas* spell. No save. The hymns must be taken to the secluded Monastery of Wack-en.

Note: All corridors and rooms are 10' wide, 10' tall and in total darkness except otherwise specified.

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