

(14) A Blocked, Water Filled Corridor

Initial Die Rolls: None.

First Glance: This 3 meter wide hall is blocked off about half-way down its length with large, heavy boulders. It is blocked in such a way that there is no room to climb over the rockpile. It will take approximately four man hours to remove enough rock for one person of size 12 or larger to crawl through. It will then be apparent that the corridor is 35 meters long and the ceiling is 2 meters high.

Closer Looks: The corridor takes a turn northward and ends at another pair of corroded bronze doors. The walls may have had frescoes or other paintings inscribed on them. The water has damaged them beyond all recognition now. The bronze doors are not as badly corroded as the ones in Room 13. To open, divide a character's Strength by 2 and roll as a percentage.

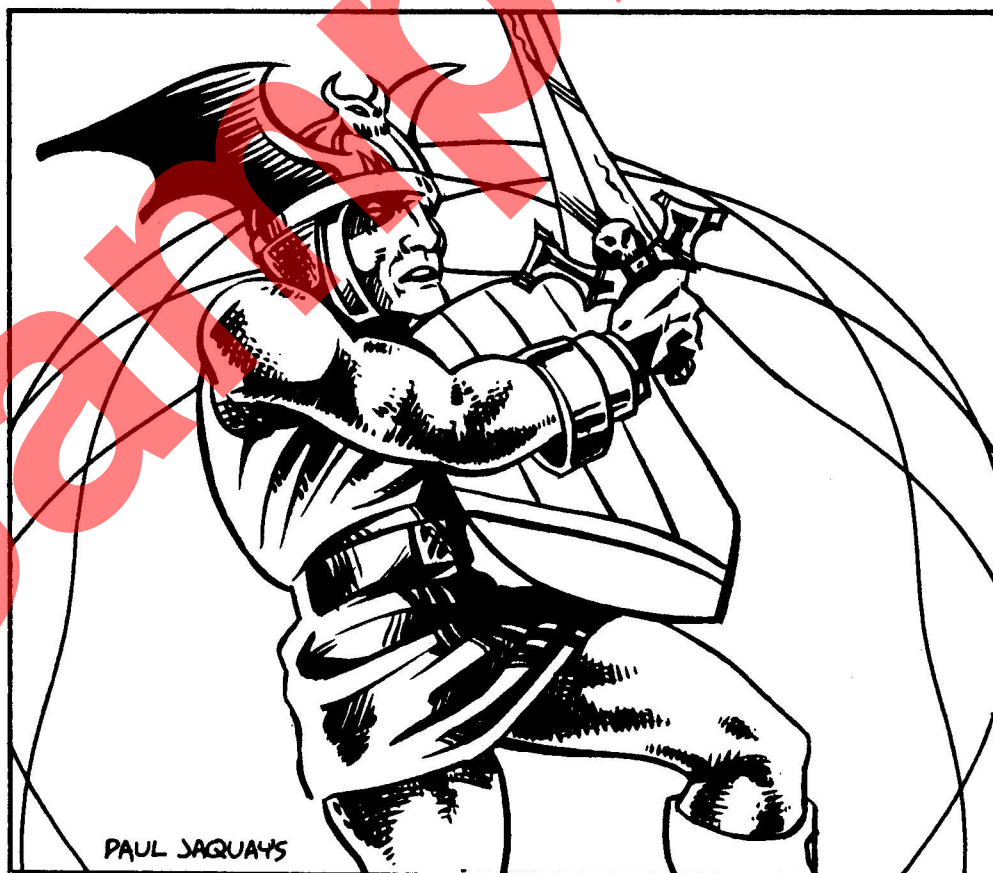
Exits: North into Room 15 via bronze doors and east into Room 13 via another pair of bronze doors.

Hidden Spots: None.

Traps: Drinking water will give "wasting disease".

Denizens: None.

Treasure: None.



(15) The Burial Vault of the Hero, Hrothmir

Initial Die Rolls: None.

First Glance: This is a carved, circular room, 15 meters in diameter with a 4 meter ceiling. At the north end of the chamber is a 1.5 meter high pedestal. Upon the pedestal is a box. Standing about 6 meters in front of the pedestal is a tall, dark, stone statue of a massive, nude, muscular man wearing a bull-horned helmet. The statue is at least 3 meters tall. The room is a meter deep in water.

Closer Looks: The pedestal is roughly the size and shape of a sarcophagus and a good close look will reveal a lid. The box appears to be made of corroded bronze bound with rusted iron. There is a keyhole in what appears to be a lock on the lid of the box. The stone statue's eyes will begin to glow once the room is entered. If the room is not left immediately, it will begin to lumber forward to attack.

Exits: The only way in or out of the room is via the bronze doors in the south wall.

Hidden Spots: A spot hidden roll will reveal the location of a slim wooden rod stuck vertically into the floor along the dotted line on the map. There are four of them. One each against the east and west walls, one centrally located between them and the fourth against the north wall. They are the wands required for the "warding" rune spell. Unless searched for, they will not be seen. It will take 30 minutes to properly search the room.

Traps: Drinking the water will cause "wasting disease". The area of the sarcophagus is protected by a four point warding spell. Thus it will effectively work as a four point countermagic spell and as 4 x multi-spell disruption spell. There will be no warning noise.

Denizens: The Guardian!!

THE GUARDIAN

STR 24 CON - SIZ 29 INT 5 POW 19 DEX 5

MOVE 5

Fist (1D8+2D6) 50% SR 9 Parry (17) 25%

1-4	Right Leg	4/18
5-8	Left Leg	4/18
9-11	Abdomen	4/18
12	Chest	4/19
13-15	Right Arm	4/17
16-18	Left Arm	4/17
19-20	Head	4/18
Total Hit Points.		53

The guardian is actually a gift from Hrothmir's god to guard the mortal remains of the hero. It is a medium-sized gnome (earth elemental) entrapped in a stone statue and given ease of mobility by various motion spells. The gnome has the ability to walk and attack with its fists as if they were heavy maces. The statue will attack any creatures, living or unliving that enter the room and continue to attack until the opponent is destroyed or has left the room. Inscribed on the forehead of the creature is a combination of the magic and earth runes. To prevent its spells from being tampered with the monster is also protected by a counter-magic 3.

Treasure: The lock on the bronze and iron box contains the power portion of the spirit, Tumblerbane (see area 3, Treasure). The lock on the box has a difficulty of 4. Inside the box are many ancient coins which might be worth more than their face value to a collector. 80

Coppers, 27 Gold Pieces and a single Silver coin on a chain. Also there is a small box containing a single, small ruby, valued at 300 Silver coins. In the sarcophagus (roll Strength as a percentage to remove lid) is a crumbling skeleton of a tall man. He may have once been dressed in fine clothing. What remains is an iron bastard sword (worth 3000 Silvers alone) with a spirit trapping crystal on the hilt (power storage of 10), an iron helm with ivory horns and a spirit trapping crystal (power storage of 5) mounted on it. While worn, this helm will heal one point of damage per round as long as there is power to make it work. Normally it will take power from either stored power in the crystal or from a bound or allied spirit or finally it will drain power from the wearer. Known as Hrothmir's Helm, this magic item will be known by any who are familiar with the lore of Hrothmir. Stealing from tombs is never looked well upon and stealing from the tomb of a hero is tantamount to sacrilege. However, if the relic(s) are turned over to the cult that Hrothmir served, there might be a reward in order, since the items could be used for heroquesting. The final item in the crypt is a golden shield, set with opals and garnets worth 960 Silver coins. It too is a relic, but it is non-magical and was used only as a dress shield. It has no combat value.



JAQUAYS

Miscellaneous: The cult that Hrothmir served should probably be still in existence. It was a beast/earth cult. Like most legendary heroes, Hrothmir was never reputed to have died (even though he did). His place of burial was thought to be long lost. Many have sought to heroquest after the route of Hrothmir, but none have been truly successful. By use of the Hrothmir relics, it may be possible.