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Scenario Goals

Unknown at this time.

Introduction

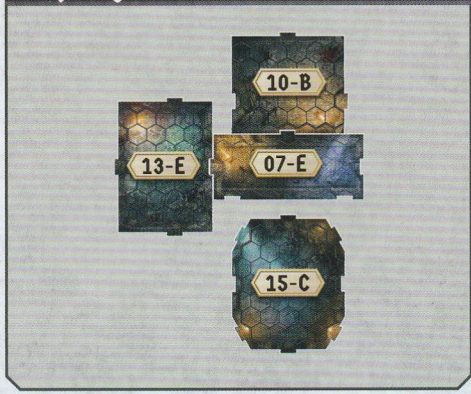
The road is treacherous, heading south through the pass and then winding around the south side of the Copperneck Mountains, but you finally arrive at your destination: the Black Barrow. It stands lonesome against the dark sky, an ancient hill studded with decrepit gravestones and stunted grass. Exploring the perimeter of the mound, you discover an embedded entrance to a crypt, covered in vines and old sigils. Scuffed footprints indicate you're not the crypt's only recent visitors.

Inside, nets of cobwebs and rusted gravedigger tools greet you. At first, it seems empty, and you wonder if Kefra led you wrong. But then, out of the gloom emerge little faces: pointed noses, pointed ears. Chittering uneasily, the Vermlings scurry in and out of the shadows, hissing at your entrance. They're wary, and they won't let you pass.

Section Links

When door 1 is opened, read 115.2.







Map Layout



Scenario Key

- Polar Bear 
- Steel Automaton 
- Vermling Priest 
- Vermling Scout 
- Dungeon Door  2
- Dark Pit  2
- and Trap  2
- Large Debris  2
- Sarcophagus  3

Loot

-  x9
-  x3
-  x3
-  x2
-  x1
-  x1