

Barrow of the Two Brothers

A single-session adventure for a Level 1-2 party.

Hook: A foolish, young man (Anders) went seeking treasure in a local barrow. His distraught parents have offered 50gp to those who find him.

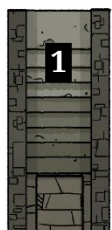
Outline: Anders entered the barrow but was crushed to death in a trap.

- Two long-dead brothers, Ethelred and Olaf, are buried in the barrow.
- In life, they fought and murdered each other over their dying Mother's crown.
- As a final punishment they were interred together; their spirits still haunt the barrow.

Inside the Barrow it is pitch black and silent. The stale air is unnaturally cold and reeks of decay.

Barrow of Ethelred the Coward

1. Recently excavated entrance. Salt scattered over the stairs.
2. Three undead skeletons attack intruders. **Anders Corpse** crushed under a slab. *The Tale of the Two Brothers* is in his diary.



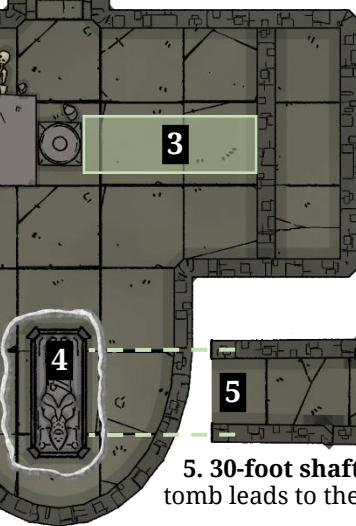
3. **Trap.** If a PC passes through this area, a stone slab falls (2d8 dmg, DC12 Dex save for half) releasing 3 undead skeletons from the alcove.



6. **Tomb of the Traitors.** Three skeletons and two ghouls attack, each wears a silver torc inscribed with 'Traitor' (10gp each). A sense of dread fills the room. PCs who have committed treachery in the past see visions of their evil deeds and have **disadvantage** on ability checks and attack rolls.

7. **The Chamber of the Two Brothers** (see above). A thick line of salt is in the passageway.

4. Empty tomb of 'Ethelred the Coward' encircled with salt. Effigy holds a silver dagger (20gp), which cannot be removed, nor lid opened, unless the salt circle is broken. Inside, a shaft heads down.

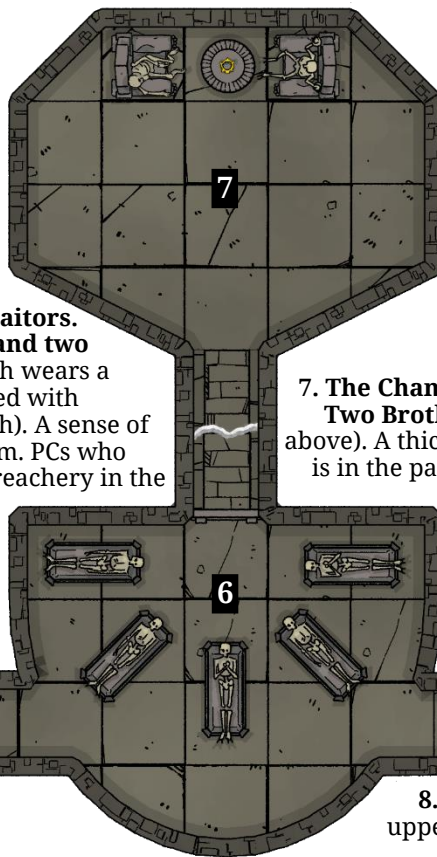


5. **30-foot shaft** inside the tomb leads to the lower level.

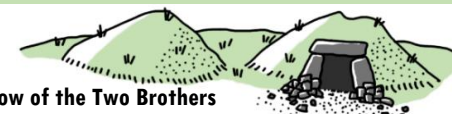
7. The Chamber of the Two Brothers

Ethelred and **Olaf's** skeletons sit on opposing thrones; a gold crown (300gp) rests between them. **Four skeleton** guards await orders. The spirits of the two brothers appear. Ethelred's spirit imperiously declares, '*Crown my remains and allow my spirit to rest. As the eldest, the crown is rightfully mine.*' Olaf demands, '*Crown me, I saved the kingdom from my brother's cowardice.*'

- If the PCs crown a brother his spirit will fade. Enraged, the other brother will attack (as a **Shadow**) and order the skeletons to attack.
- If the PCs crown neither, or try to steal the crown, then both brothers attack as **Shadows**.
- The spirits and the gold crown cannot cross unbroken salt lines.



The Tale of the Two Brothers



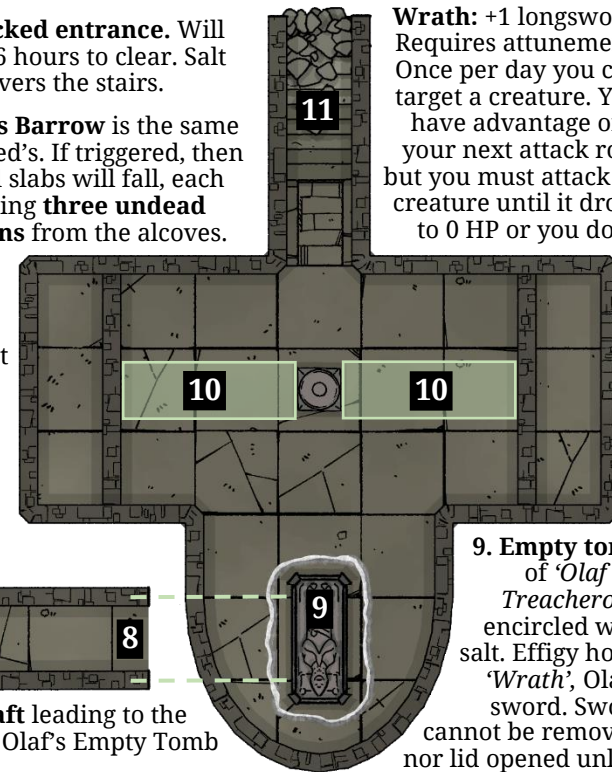
Barrow of the Two Brothers

The Queen had two sons. When invasion threatened the kingdom, the eldest son Ethelred led its defence. But the battle went badly, and the Queen was mortally wounded. Ethelred fled, leaving young Olaf to turn the tide of battle.

Olaf plotted to usurp the cowardly Ethelred. Ethelred plotted to assassinate the traitorous Olaf. The brothers fought - Olaf slew his brother with his enchanted sword but succumbed to Ethelred's poisoned dagger. In her despair, the dying Queen had the two brothers buried together and their co-conspirators executed.

Barrow of Olaf the Treacherous

11. **Blocked entrance.** Will take 1d6 hours to clear. Salt covers the stairs.
10. **Olaf's Barrow** is the same as Ethelred's. If triggered, then trapped slabs will fall, each releasing **three undead skeletons** from the alcoves.



- Wrath:** +1 longsword. Requires attunement. Once per day you can target a creature. You have advantage on your next attack roll but you must attack the creature until it drops to 0 HP or you do.

9. Empty tomb of 'Olaf the Treacherous' encircled with salt. Effigy holds 'Wrath', Olaf's sword. Sword cannot be removed, nor lid opened unless salt circle is broken.