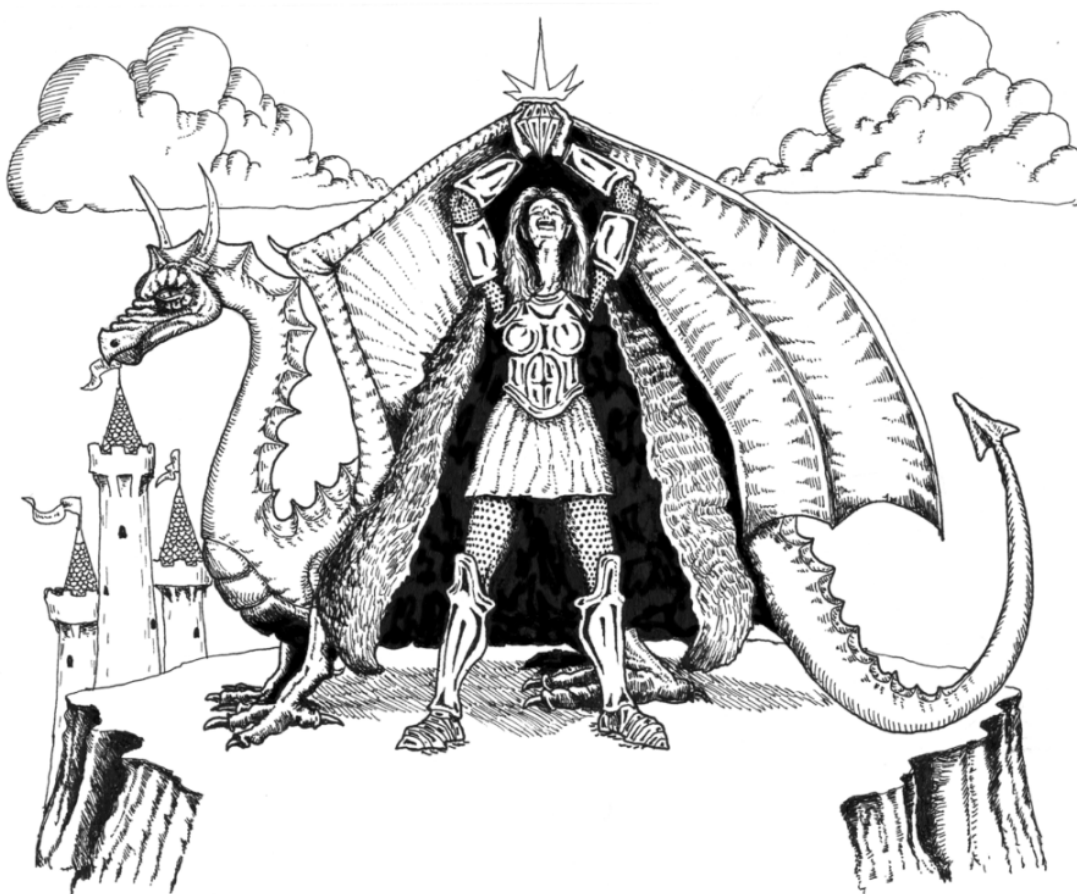


BF2

Fortress, Tomb and Tower

The Glain Campaign

By Chris Gonnerman



make mine

A Basic Fantasy Role-Playing Game Adventure
For 4 to 8 Characters, Levels 2 to 8



BASIC

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A Basic Fantasy Role-Playing Game Adventure
For 4 to 8 Player Characters, Levels 2 to 8

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Credits

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Introduction

Fortress, Tomb, and Tower: The Glain Campaign is an adventure series for the **Basic Fantasy Role-Playing Game**. The adventures herein are intended for 4 to 8 player characters. The levels of ability vary, and are noted below. This module includes:

Fortress of the Iron Duke: The valley of Freestead was once green and pleasant, and the humans and dwarves who lived there revered their leader, Duke Vadarin. He was betrothed to the beautiful Lady Kyleen the Courageous, who arrived in Freestead on the back of a white dragon. On the day before their wedding, an explosion engulfed the Palace, and almost overnight the valley fell into ruin. *An adventure for characters of level 2-4.*

Tomb of Karsma Megalos: The proud Serenhai people were ruled long ago by a seemingly

immortal hero, Karsma Megalos. He disappeared in the Cataclysm, and not long after his people were defeated by armies from the north. No one knew where the hero was buried... until now. *An adventure for characters of level 5-8.*

Crooked Rock Tower:

These adventures were all created for use in my campaign world, Glain, and in particular in the nation of Enterone. You can find more information about Glain here:

<http://tower.newcenturycomputers.net/glain/>

Of course, you may wish to use the adventures herein with a different campaign world; there is no reason they can't be made to fit well into any Basic Fantasy RPG campaign.

*If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

Fortress of the Iron Duke

Player's Background

The DM should read or paraphrase the bold text below to the players to start the adventure. The account given is told by a refugee from the valley.

Everyone knows the story of Freestead... how the small mountain barony was nearly overrun by humanoids in an incursion twelve years ago, when Baron Vadarin the Strong moved swiftly, forging an alliance with the dwarven delve in the nearby mountains and forming a combined force of men and dwarves to rid the valley of the humanoid menace. Vadarin was thus appointed by the Regency Council to replace the ineffectual Duke Margrave, who by neglect had allowed the duchy's defenses to become weak.

With the coming of peace and security, new settlers began to arrive, and soon the whole duchy was again prosperous. The people of the duchy called their leader the Iron Duke, and he ruled them with a firm but fair hand.

A bit more than a month ago, the dwarven miners discovered a giant emerald, said to be the size of a man's fist and completely flawless (which is unheard of even by dwarves). Calling it "Freestead's Glory," they presented it to the Duke. He was so pleased with the gift that he decreed a special celebration to be held at month's end.

As preparations were being made for the celebration, a beautiful adventuress in silver armor arrived in the kingdom, riding a white dragon. Her name was Lady Kylene the Courageous, a knight from the distant kingdom of Alambar. As soon as Duke Vadarin heard about her, he invited her to his fortress, and not long after that he announced he would marry her during the festival.

The day before the wedding, an explosion was heard coming from the fortress, and smoke seen rising. By the time any of the local militia reached the fortress, it was surrounded by a

green glowing field which burned those who touched it.

Before nightfall monsters began moving into the valley. The militia and those of the Duke's forces who were outside the fortress tried to hold them back, but they were too few in number and were defeated.

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

GM's Information

This adventure is set in the northeastern region of Enterone in my campaign world of Glain. You are, of course, free to set it wherever you like. The player's background will need to be amended in this event.

Lady Kylene the Courageous is no knight, and her dragon "steed" is actually her master. The dragon is named Gravarthan, and he both speaks and casts spells. When he learned of the great emerald "Freestead's Glory" he quickly schemed to steal it.

Kylene is the last survivor of a group of adventurers sent to slay Gravarthan. He charmed her and has kept her as his pet ever since. The silver armor and sword came from Gravarthan's own hoard.

Kylene actually escaped the charm some time ago, but has hid this fact from her master. She knows she is in danger being the "pet" of a dragon, but so far he has been good to her.

Of course, Kylene also schemes to steal Gravarthan's treasure.

Duke Vadarin fell for Kylene right away, for she is charismatic as well as beautiful and knows just what to say to a man. He saw her true colors only when he caught her stealing the emerald.

Surprised, she dropped it, and it cracked (but did not shatter). Unbeknownst to anyone up until that time, the great jewel was in fact a prison for a demonic monster called Khaadk (elongate the

double-a's when pronouncing). Khaadk is a servant of Syn-Cheron, god of hate; when Khaadk was imprisoned by mortal mages his master was displeased, and decided a few millenia of imprisonment was a fit punishment for his failure.

The crack allowed the monster to extend his mental powers into the material plane. The rush of his power into the world turned many of the inhabitants of the fortress to stone (including the Duke and Kylene, freezing them in the moment of their confrontation). Monsters, including evil clerics and humanoids, have been attracted to the fortress; as they began to arrive, Khaadk altered the green glow to allow entry but not exit, though none of Vadarin's remaining men have discovered this.

Khaadk wants full access to the material plane, but he does not know what he is imprisoned by nor where it is. The evil clerics are searching the fortress, trying to identify the prison, but unfortunately for Khaadk his rage is causing his minions to sometimes fight each other (thus slowing the search).

If the emerald is broken completely Khaadk gets what he wants: his freedom. Such a result would be a catastrophe. The players must find the emerald and decide what to do with it. Clues are provided in this module so that the players can discover a means to secure the emerald, but if they don't find them (or fail to understand them) a method is provided for the DM to give them this information.

Gravarthan was out hunting when the emerald was cracked, and upon his return was surprised by the green glow. When the players approach the fortress, Gravarthan will hide; and if they are successful, restoring the Duke and the others in the fortress to life, the dragon will leave the area. If the players find some way to leave without dealing with the emerald, the dragon will confront them outside the fortress and demand it (whether they have it or not). This may convince them to go back inside rather than being slaughtered.

Good Consequences

It should be obvious at this point that the player characters are expected to somehow secure the gemstone. What happens when this is accomplished depends a great deal on how they do it, and so you, the GM, must improvise. Here are some things to keep in mind:

If the gemstone is secured while still in the treasure room, then the player characters will see Vadarin and Kylene restored to life before them (assuming nothing has happened to them while they were stone). Remember that Vadarin has just caught his intended stealing his most valuable treasure... he's confused and hurt, and more importantly has no idea what's been going on around him after the cracking of the jewel.

Kylene will be understandably unhappy about the "sudden" appearance of the adventurers in the room, seeing them as some sort of magically summoned assistants to Vadarin. She might try to talk her way out of it with the Duke, but more likely she'll surrender immediately (trusting that some opportunity to escape will present itself later... this strategy has worked for her before).

The adventurers will have to explain to the Duke what happened. Though he initially might be unwilling to believe them, a quick look around his disheveled fortress will cause him to realize that they have saved him and his duchy. Of course, he will be saddened by the betrayal of Kylene, but his first thought will be of his people. Many of his troops who were based in the fortress are dead or missing, but he will call up his reserves as soon as he can to repel the humanoid invaders wandering about the duchy.

As a reward, the Duke will give each player character 1,000 gp and a medal of honor (worth 25 gp for its gold value, but worth potentially more if used as a sort of "letter of recommendation" in friendly territories).

Bad Consequences

What if something goes wrong? What if your player characters, whether intentionally or accidentally, break the emerald and free Khaadk? Here are some suggestions:

Accidental Breakage: You might decide, if they player characters were trying more or less intelligently to deal with the problem, to go easy on them. Khaadk appears in a flash of green fire, looking like an ogre-sized human with pointed ears (something like an efreeti, actually). The fire does 1d10 damage to all within a 20' radius, with no saving throw allowed. Khaadk laughs uproariously, then thanks the player characters with mock kindness: "Ah, at last you have set me free! As I promised, I will spare your pitiful lives... for now. But we may meet again!"

Intentional Breakage: So someone said, "I hit it with my warhammer!" I recommend you reward this "excellent" play with 1d100 damage to each character in a 20' radius (with special effects as described above). Roll separately for each character, but be sure to leave at least one player character alive to see Khaadk's triumphant appearance. He laughs, then speaks as described above.

At this point, if you don't wish to carry on further with Khaadk as a major villain in your campaign, he will disappear in a burst of foul-smelling greenish smoke. All those turned to stone within the fortress return to normal, but those killed stay dead.

But what if you think he'd make a good long-term villain? Read on:

The Rampage of Khaadk: Rather than leaving after speaking his piece (as given above), Khaadk strikes Duke Vadarin's stony form, smashing it into tiny pieces. Then he turns to Kylene, and with a wave of his hand he returns her to flesh. She's disoriented, of course, but Khaadk takes her face in his hand and makes her look at him. "My dear, a demon like myself cannot remain material for long. I need a body, and I like the looks of yours!" In an instant he turns to green vapor, which then enters Kylene's nose and mouth. She collapses to the floor, then arises surrounded by a green glow. "Ah..." she sighs, and then she walks out of the room. Her Armor Class at this point has been enhanced by Khaadk's chaotic magic, giving her an AC of 20, even though she is wearing only a gown. If any player characters oppose her, she will fight, attacking as a 10 Hit Die monster twice per round

for 1d10 points per hit (striking with her fists). Khaadk/Kylene has 49 Hit Points, but in all other ways has Kylene's statistics.

Khaadk knows all about Gravarthan and his relationship with Kylene, and upon leaving the fortress he will seek out the dragon, pretending to be her at first in order to get close. He will then give the dragon an ultimatum: serve Khaadk or die. Gravarthan, upon learning that Khaadk doesn't want any of his treasure, will agree to the terms given and become Khaadk's steed.

Khaadk will then rally all the humanoids in the area, sending them on intelligently planned but otherwise random missions of destruction, while he sets up his "household" in some nearby cliffside cave. He will make occasional forays as he sees fit, but will not fight in person if he can avoid it. Further adventuring of this sort is left to the individual GM's discretion.

Other Notes: Freeing Khaadk removes the green force field, just as repairing or securing the emerald does.

Major NPCs and Monsters

Duke Vadarin, Human Male Fighter 12

S16 I13 W14 D10 C11 Ch15 AB +7

HP 51 





Vadarin normally wears gold-colored **platemail +2** and uses a golden **longsword +2**, both of which were gifts from the dwarves of the nearby mountains. However, note that his armor and weapon have been taken by the evil NPCs (see below), and he is unarmored when first encountered in this adventure; hence the statistics above.

Lady Kylene, Human Female Thief 10

S13 I13 W9 D16 C12 Ch16 AB +5 AC 13

HP 37 



Attacks: **dagger +2** at AB +6 in melee for 1d4+3 damage, or at AB +7 as a missile doing 1d4+2 damage.

Kylene normally wears white **leather armor +1** and uses a silver **longsword +1, +3 vs. giants**, but

these items are not with her when she is first encountered in this adventure. She does have a slim **dagger +2** in a scabbard on her thigh, hidden beneath her gown.

Gravarthan, White Dragon

Armor Class	17
Hit Dice	8** (AB +8)
Hit Points	40 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
No. Attacks	2 claws/1 bite or breath/1 tail
Damage	1d4/1d4/2d8 or breath/1d4
Movement	30' Fly 80' (B)
Save As	F8
Morale	8

Gravarthan can cast these spells:

charm person
detect magic
ventriloquism
invisibility
phantasmal force.

The NPC Party

A group of evil NPCs are using rooms 33 and 34 (on the upper level) as a base of operations while looking for the "container" holding Khaadk. This group includes:

Melana Aurelius, Human Female Fighter 3, AC 17 (plate mail), AB +2, Attacks: **battle axe +1** (AB +5 for 1d10+3 damage) or one dagger (AB +2 thrown for 1d4 damage or AB +4 melee for 1d4+2 damage), Mv 20'

HP 20 □□□□ □□□□ □□□□ □□□□ □□□□

A not-so-bright but strong, brutal and cruel woman; Ezan hired her for protection after convincing her he was royalty.

Ezan Thane, Human Male Thief 3, AC 16 (**leather armor +1** with Dexterity bonus), AB +2, Attacks: **longsword +2** (AB +4 for 1d8+1 damage) or dagger (AB +2 in melee for 1d4 damage or AB +4 missile for 1d4 damage) or shortbow (AB +4 for 1d6 damage), Mv 40'

HP 12 □□□□ □□□□ □□□□

This man, a native of Roslane, the corrupt nation to the north, is of noble birth but was forced to

live on the streets after his family was slain and their lands taken by another nobleman. He imagines that he is cool, suave and a natural born leader but he is instead cowardly, sneaky and totally ruthless. His real name is Etan Turan. Note that the longsword he is wielding is the Duke's weapon, as described above.

Faylun, Human Male Magic-User 3, AC 12 (**ring of protection +1**), AB +1, Attacks: **dagger +1** (AB +2 in melee for 1d4+1 damage; will not throw this dagger) or thrown dagger (AB +1 for 1d4 damage), Mv 40'

Spells: **charm person, read languages, web**

HP 8 □□□□ □□□□

Faylun met Ezan and Melana while planning a burglary of another wizard's home; they successfully entered by stealth but then Melana killed the wizard in his sleep (because she wanted to) and they were forced to run from the city to avoid prosecution.

Carborius, Human Male Cleric: This demon-priest is cursed after having failed his master three times. His curse is a badly deformed leg, reducing his movement rate by half. He has decided to seek another demon master, and the call of Khaadk led him here. He fell in with the other NPCs when they were cornered by hobgoblins, and his magic turned the tide in their favor. He has become the party leader by sheer force of personality, but his control over the others is shaky at best.

Note that the armor Carborius is wearing is the Duke's armor, as described above.

If there are more than five members in the player character party, consider adding 1-3 men at arms. They need not be named, but will be human male fighters of level 1, fanatically loyal to Melana.

Man at Arms, Fighter 1, AC 15 (chain mail), AB +1, Attacks: longsword (1d8 damage) or spear (1d6 damage), Mv 20'

HP 4 □□□□

5 □□□□ □

6 □□□□ □□

Key to the Lower Level

1. ENTRANCE:

The entrance to the fortress is carved into the side of the mountain itself. It's about thirty feet wide and perhaps fifty feet deep, and closed by a single large portcullis on the outside and two smaller ones inside. The green glow covers the outer bars. You notice that something really strong has bent the outer bars enough that you may enter one at a time, if you dare to brave the green glow.

The green glow, which blankets the entire fortress, does no harm to those passing through it from the outside in (though it may make those entering feel as if insects were crawling over their skin). However, anyone attempting to leave will be prevented from doing so (by a force field) and further will suffer 1d4 damage on each attempt.

Assuming that the party enters (and this will be a short adventure if they don't), read the following:

The entry hall is empty, save for dead leaves and a couple of stains that look suspiciously like blood. There are two portcullises ahead of you, one to the right and one to the left, with hallways visible beyond. There are also a pair of heavy, oak-bound doors with peepholes in them, one in the right wall and the other in the left.

The door to the west room is barred from the inside, requiring an exceptional roll to open it; a 1 in 10 chance is recommended, with the character's Strength bonus added to the odds (so a character with a +2 Strength would need 1-3 on 1d10). The one to the east room is slightly ajar. Opening either portcullis can be done with a roll of 1 on 1d20, again adjusting for Strength bonus; if two characters try to work together, add their Strength bonuses together.

The portcullises can also be opened by the levers in the east and west rooms.

2. WEST ROOM:

You see an armored guard wearing the livery of the Duke sitting on a bench beside a large lever

protruding from the far wall. As you open the door, he raises his eyes to you, and you see a dagger hilt protruding from his right eye socket. He grins horribly and stands, slowly lifting his sword.

This room is empty save for the zombie (the former gate guard) and the bench and lever, as described.

If the lever in this room and the one in the east room, below, are both lowered, the two portcullises will open.

Zombie: AC 12, HD 2, MV 20', #At 1, Dam 1-8, SV F1, ML 12

HP 8 □□□□ □□□□

3. EAST ROOM:

Lying on the floor of this room is the dead body of one of the Duke's guards, being eaten by giant rats!

After the fight has been resolved, read the following to any survivors:

Now that you have a chance to look around, you see a bench against the far wall, with a lever protruding from the wall above it.

If the lever in this room and the one in the west room, above, are both lowered, the two portcullises will open.

Giant Rats: AC 13, HD ½, MV 40', #At 1, Dam 1d3 + disease, SV F1, ML 8

HP 4 □□□□

1 □

3 □□□

4. SECRET HALLWAY: This hallway runs from one obvious secret door (obvious from the inside) to another. Each is opened from the outside by pressing a "loose" stone, or from the inside by turning a handle, and each has a tiny peephole that can be used from the inside to see the hallway outside.

Another "loose stone" (detected as a secret door) in the east side wall near each secret door may be pressed to disable both pit traps. Otherwise, each pit opens when at least 200 pounds (2000 cn) of weight is placed upon it, dropping those on the trap door 20' to a hard floor below. Each character who might have been on a trapdoor when it opened gets a save vs. Death to avoid falling; the DM may allow the players to add any Dexterity bonus when making this roll, but if this is done the DM should also require anyone with a Dexterity penalty to apply it also.

Note again that the disarming devices for the pits work on both pits at the same time. This hallway represents a "rabbit hole" down which one or more defenders may flee, so disarming one pit automatically disarms the other. Each pit resets itself after 5 rounds, and the disarming device does the same.

5. GREEN SLIME:

This room appears to be some sort of storeroom. A number of smashed crates and barrels may be seen. There is also a shiny green puddle of liquid on the floor near the wreckage.

Green Slime: AC nil, HD 2*, MV 1', #At 1, Dam special, SV F1, ML 12
HP 12 □□□□ □□□□ □□□□

6. STOREROOM:

This room appears to be a storeroom for ammunition. Crates marked "Arrows, Shortbow," "Arrows, Longbow," "Bolts, Heavy," and "Bolts, Light" are piled up against the side and back walls. Just inside the room, beside the door, is a mop, a scrub brush and a wooden bucket.

7. WARRIOR TRAINING ROOM:

This room appears to have been used for warrior training; weapon racks line the walls, and a variety of large mats are visible on the floor. In the far right-hand corner, someone has piled up weapon racks and benches to form a sort of barricade, and you think you see eyes looking out at you from behind it.

There are several kobolds here, survivors of a tribe decimated by the Duke's men. They were drawn to the fortress by Khaadk's call, but now are fearful of all the larger, tougher monsters in the dungeon.

The kobolds won't attack those who enter the room right away; rather they will wait until someone approaches the barricade within 20', at which time they will throw their daggers (at the usual -2 to hit) and then draw their shortwords and prepare for battle.

Regular Kobolds: AC 13, HD ½, MV 20', #At 1, Dam 1d4 dagger, 1d6-1 shortsword, SV NM, ML 6
HP 4 □□□□
1 □
3 □□□

Kobold Guards: AC 14, HD 1, MV 20', #At 1, Dam 1d4 dagger, 1d6 shortsword, SV F1, ML 8
HP 8 □□□□ □□□□
4 □□□□

Kobold Chieftain: AC 15, HD 2, MV 20', #At 1, Dam 1d4 dagger, 1d6+1 shortsword, SV F2, ML 8, HP 9 □□□□ □□□□ □

8. PANTRY:

Five small, ugly humanoids are in this cluttered room, apparently eating preserved meats and fruits from jars they have broken open. They look at you with obvious malice...

This is a small raiding party of goblins drawn in by Khaadk's call. They just arrived, and don't know anything important. A fight is probably inevitable; don't forget to check for surprise on both sides. After the battle is over, read the following to the survivors:

This room appears to be a pantry; shelves line the walls and are loaded down with various foodstuffs.

Goblins: AC 14, HD 1-1, MV 20', #At 1, Dam 1d6, SV NM, ML 7

HP 2□□ 2□□
5□□□□ □ 7□□□□ □□□
6□□□□ □□

9. KITCHEN:

You are pretty sure this was the kitchen. Amazingly lifelike statues of one male and two female cooks are posed as if preparing a meal, and foodstuffs, apparently real, are arranged appropriately. The stoves and ovens appear cold, however, and vermin appear to have spoiled the food.

The statues were, of course, the real cooking staff, turned to stone by Khaadk's magic.

A spitting cobra is in the room, having followed the trail of several rats here. It hides beneath one of the tables; a thorough search will almost certainly disturb it, but if it can flee without a fight it will do so.

Spitting Cobra: AC 13, HD 1*, MV 30', #At 1 bite or 1 spit, Dam 1d3 + poison or save vs. poison or be blinded, SV F1, ML 7

HP 7□□□□ □□□

10. DINING HALL:

This appears to be a dining room. A large table dominates the room, and arrayed around it are statues of noble men and women apparently eating dinner. There is real food on the table, though it appears to have been spoiled by some vermin. You notice that there are several seats left empty, including the seat at the head of the table as well as the seat to the right of the head.

A tentacle worm is hiding beneath the table. It will try to surprise any living creatures which enter the room.

Tentacle Worm: AC 13, HD 3*, MV 40', #At 6 tentacles, Dam Paralysis, SV F3, ML 9
HP 18□□□□ □□□□ □□□□ □□□□ □□

11. ANTEROOM:

This strangely-shaped room is empty save for a mosaic-tiled alcove containing a pair of crystalline statues.

The statues are animated, of course.

Living Crystal Statues: AC 16, HD 3, MV 30', #At 2, Dam 1d6/1d6, SV F3, ML 11

HP 8 □□□□ □□□□
11 □□□□ □□□□ □□□

12. FOUNTAIN ROOM:

This room contains a small fountain centered along the west wall. To the left and right of the fountain hang tapestries; the one on the right depicts Duke Vadarin, sitting on his throne in his full ducal regalia holding a large emerald in his right hand. He appears to be regarding it thoughtfully. The other depicts a woman in silver plate mail armor riding a white dragon; Kyleen the Courageous, no doubt.

Other than the things described above, the room is empty. The fountain is entirely ordinary, and contains cold, clean water fit for drinking.

13. BARRACKS:

This room appears to be a barracks. Beds and lockers line the walls to the left and right; all are in perfect order except for the last one on the left.

Hiding behind the last bed on the left is one of the Duke's guards, Jaref, who has been driven insane by Khaadk's magic. He will attack if approached; if the party leaves without investigating his unmade bed, he will try to sneak up behind them (though he is hardly a thief and is wearing platemail armor).

Jaref the Mad: AC 17, HD 1, MV 30', #At 1, Dam 1d8+1, SV F1, ML 11, HP 2□□

14. SCHOOLROOM: Empty.**15. LIBRARY:**

This room is a small library, containing a single library table and bookshelves lining the walls. The books are all common educational works; none appear to be magical in nature.

A giant crab spider is hanging from the ceiling above the west door to the room. It will attempt to attack with surprise as soon as any characters enter the room.

Giant Crab Spider: AC 13, HD 2*, MV 40', #At 1, Dam 1d8 + poison (save at +2), SV F1, ML 7
HP 7 □□□□ □□□

16. FITTING ROOM:

This room has a tile floor covered with a large rug. The walls of the room are covered with filmy translucent fabric that moves with the slight breeze caused by opening the door. In the middle of the room is a curtain made of the same fabric; through the translucent fabric you can see a manlike figure that appears to have no head!

The figure is a dressmaker's dummy, which is "wearing" the wedding dress made for Lady Kyleenne. When the player characters finally discover this, they will likely be relieved.

1d4 rounds later, the wedding dress will rise up from the dummy and attack!

Enchanted Wedding Dress: AC 11, HD ½, MV Fly 40', #At 1, Dam 1d2, SV M5, ML 12
HP 3 □□□

17. BUTCHER:

Giant Rats: AC 13, HD ½, MV 40', #At 1, Dam 1d3 + disease, SV F1, ML 8
HP 1 □ 3 □□□
2 □□ 3 □□□
2 □□ 2 □□
2 □□ 1 □

18. SCULPTOR'S WORKROOM:

The walls and floor of this room are covered in heavy canvas. In the middle of the room are two statues, one of a large, bald man wearing only trousers and boots, the other of a beautiful woman wearing platemail armor. The statue of the man faces away from you; you can see that it holds a hammer in its right hand and a chisel in its left.

On the floor, stone chips are scattered around randomly, and a pile of chips has been swept into the far corner. There is a table in another corner with papers scattered on it; some of the papers have fallen to the floor.

The statue of the bald man is the famous sculptor Lirekos, who was turned to stone just as he finished carving a statue of Lady Kyleenne. The papers on the table are sketches of Lady Kyleenne; if the PCs look they will find a charcoal drawing stick on the table also.

There are no monsters or treasure here.

19. SKELETON CLOSET:

Skeletons: AC 13 (½ damage from edged weapons), HD 1, MV 40', #At 1, Dam 1d8, SV F1, ML 12

HP 6 □□□□ □□	4 □□□□
4 □□□□	7 □□□□ □□□
6 □□□□ □□	7 □□□□ □□□
6 □□□□ □□	3 □□□
7 □□□□ □□□	3 □□□

20. BARRACKS:**Hobgoblins:****21. BARRACKS:**

Female thieves, Sasha and Garalia.

HP 3 □□□
2 □□

22. HALLWAY:**26. SUNKEN BATH:****23. STEAM ROOM:****27. YELLOW PEDESTAL:****24. TOWEL ROOM:****28. CAVERN TEMPLE:****25. MOSAIC ROOM:****Giant Centipedes:** AC

HD ½,

HP 2, 2, 1, 4,

Key to the Upper Level**29. WASHROOM:** Empty.**30. GREAT HALL:**

This room is filled with round tables and chairs. Each table and chair set is in a slightly different style, and each has an area rug underneath it; each rug is also unique, some being rectangular and others circular, and each having a distinct pattern.

At the far end of the room is a large fireplace, with a fire blazing within it; that end of the room appears to be illuminated magically, while the near end has no illumination of its own. Sitting around a table near the fireplace is an unlikely group: three women, two men, and three ugly, piglike humanoids. One of the men is standing up and holding out a wineglass, which one of the humanoids is filling from a wine bottle, while the other humanoids are drinking from their own glasses.

In fact, the humans in the room are petrified; the man standing was holding forth on some subject or another when Khaadk's magic was released. The orcs are drinking the wine the people left on the table and making fun of them, but when they notice the adventurers, they'll pick up their spears and attack.

The orcs have an uneasy truce with the urgoblin in room 31, below, but if the urgoblin hears them fighting adventurers, he'll try to sneak up behind them and attack, fighting on the orc's side for as

long as the adventurers last (or until the orcs fail a morale check).

Orcs: AC 14, HD 1, MV 40', #At 1 spear, Dam 1d6, SV F1, ML 8,

HP 6 □□□□ □□

5 □□□□ □

4 □□□□

31. LOUNGE:

In this room you see a large, ugly humanoid sitting in an easy chair, apparently asleep, with a longsword laying across its lap.

The humanoid is an urgoblin; remember that they look just like hobgoblins, so if the adventurers have met hobgoblins before they will almost certainly think they are facing one.

And it's not really asleep. The chair is in the far corner of the room, and a large circular rug covers the floor of the middle of the room. As soon as any adventurer is on the rug, the urgoblin will grab it and pull; it is very strong, so even if there are several adventurers on the rug, it can probably still pull the rug out from under them. Those who have the rug pulled from under them must save vs. Death Ray (with Dexterity bonus applied) or fall down; no damage is done, but those who fall cannot fight in the first round, and the urgoblin gets a bonus of +2 to hit any character who has fallen.

After pulling the rug, the urgoblin will begin to fight with its sword; if the orcs in room 30 have not

been encountered yet, they will hear the fight immediately and will join the fight two rounds later (on the urgoblin's side, though they are not friendly otherwise).

Urgoblin: AC 14, HD 2*, MV 30', #At 1 weapon, Dam 1d8, SV F3, ML 10, HP 21 □□□□ □□□□ □□□□ □□□□ □□□□ □

32. GARDEN:

You see before you a garden, overgrown and unkempt looking. There is no ceiling in this room; rather, the open sky is visible. You can see the green glow above you, barring your exit in that direction.

A narrow pathway of rounded river rock leads away into the overgrowth.

The "bushy" areas on the map represent various wildly-growing flowering plants. Many are thorny, and all are very dense, making movement through them slow and difficult.

There are several encounter areas in this room, marked with letters:

32a. Hidden Pathway:

32b. Blood Rose:

32c. Fountain:

32d. Hangman Trees:

32e. Lover's Retreat:

33. SITTING ROOM:

The NPC party is using this room, and room 34, below, as a base of operations. See the "NPC Party" section for details.

34. BEDROOM: NPCs here.

35. VAULT:

In this room you see statues of a man and woman, facing each other. Both are dressed in fine clothing, the sort which would be appropriate to wear to a noble's wedding feast. The man is near you, facing away, while the woman is on the far side of the room, facing

you; she is bent forward with a look of loss on her face.

On the floor between them lies a huge, glowing emerald. The jewel has a crack in it, and from the crack a glowing greenish mist is streaming like the smoke from a candle.

Behind the female statue are several chests of various sizes, piled against the wall. One is open, and within it you see sacks that appear to be bulging with coins.

The statues are the petrified forms of Duke Vadarin and Kylene, of course. If any character inspects Vadarin's stony form, he will be seen to be scowling in angry surprise.

Three rounds after the first adventurer enters the room, they will hear a voice:

Suddenly the emerald begins to glow more strongly, and you hear a haughty voice: "At last you have come! Free me and I will reward you! Free me, I beg you!"

The voice is Khaadk, of course, and freeing him would be a mistake. See the GM's Information section, above, for details of the consequences.

The treasure in the room is the property of Duke Vadarin, of course; anyone taking treasure from this room might well be treated as a criminal if Duke Vadarin is restored.

The Duke's Treasure:

Small Chest (open): Small sack containing 200 gp, one necklace worth 3,000 gp, one necklace worth 1,000 gp.

Small Chest: Small sack containing 200 gp, two pearls worth 100 gp each.

Small Chest: Small sack containing 200 gp, three large amber jewels worth 500 gp each.

Large Chest: Three small sacks containing 200 gp each, large sack containing 400 gp, large sack containing 400 gp, small sack containing 32 assorted gems worth an average 100 gp each.

Large Chest: Large sack containing 400 gp, small sack containing 200 pp, large sack containing 400 cp, and a **potion of gaseous form**.

36. THRONE ROOM: Extra monsters?

37. GUARD ROOM:

Wight: AC 15, HD 3*, MV 30', #At 1, Dam energy drain, SV F3, ML 12, HP 10 □□□□ □□□□ □□

38. ALE ROOM:

39. GUARD STATION:

40. DUKE'S BEDROOM:

41. SITTING ROOM:

The first thing you notice about this room is the sound of music... though you can't identify the source, you can plainly hear stringed instruments playing a stately march.

This room is furnished as a sitting room, with several comfortable chairs, a small table with a book lying on it, a large rug, and a variety of paintings and wall hangings. In addition, you see a pair of statues depicting a curly-haired little girl playing with a hound dog.

The statues are a girl, Shiali, daughter of the sculptor Lirekos, and one of the Duke's hunting dogs, who were turned to stone by Khaadk's magic.

The music is coming from an enchanted painting of string quartet that plays when you clap and say "Play" and stops when you clap and say "Stop;" it's been playing since the occupants were turned to stone. The instructions for starting and stopping the music are written on a piece of paper glued to the back of the painting.

The book on the table is a romance novel, of no particular value to the adventurers.

42. BATHING ROOM:

This room appears to be a bath. A pair of folding screens divide the room in two, and you can see that a large tub is positioned on the other side. The nearer side of the room contains towel racks with towels still on them as well as an armoire.

If the adventurers proceed past the folding screen, they see:

The large tub contains statues of two nude women, positioned as if bathing. The tub is full of water.

The statues are Corena, wife of the sculptor Lirekos, and Saril, her attendant. The water is cold.

Trick.

43. WATCHTOWER: Empty.

44. LABORATORY:

Iron Living Statue: AC 18, HD 4, MV 10', #At 2, Dam 1d8/1d8 + special, SV F4, ML 11, HP 26 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

45. STOREROOM: Empty.

46. WIZARD'S ROOM:

This is the room of Stephan DeSant, the Duke's wizard-in-residence. The puppy is his familiar; it wears a magical collar that allows it to transform into a dire wolf, which it will do if anyone attempts to approach Stephan's chest or touch any of his belongings (including the furniture). Once it transforms, it will fight to the death so long as anyone remains in the room, but if all interlopers leave the room it will return to puppy form.

Dire Wolf: AC 14, HD 4+1, MV 50', #At 1, Dam 2d4, SV F2, ML 8, HP 22 □□□□ □□□□ □□□□ □□□□ □□□□ □□

47. WASHROOM:**48. STUDY:**

Trap.

49. ALCHEMIST'S ROOM:

This room appears to be an alchemical laboratory; worktables laden with alchemical gear line the walls, except for the diagonal wall where you see a bed, a footlocker and an armoire. The alchemist himself is here, working at one of the far tables. He turns toward you and says, "Welcome! I was afraid I was the only man left alive in this place!"

The "alchemist" is actually a doppelganger. The real alchemist is dead, having been killed by the doppelganger and stuffed in his own footlocker. He's begun to smell, and any Elves or Halflings in the party have a chance equal to 1 on 1d10 to notice a foul smell of rotting meat in the room; if the locker is opened, the stench will be obvious to all.

The doppelganger will do all he can to convince the party he is actually the alchemist, H Marcus; he didn't study his subject for very long, but as the player characters don't know H Marcus personally, they are unlikely to figure out he's been replaced. The doppelganger will pretend to be more than willing to help, and will share what little he knows (somewhere in the fortress is a demon-prison with the powerful demon Khaadk in it; the prison is

weakening and Khaadk's power is leaking out) in hopes that the party will tell him what they know... or that he will be able to read what they know from their minds. He wants to release Khaadk, as do most of the monsters in the fortress, but he's willing to bide his time and even pretend to be helping contain the demon in order to get the chance to free him.

50. SANCTUARY:

Painted statues.

51. CHAPEL:

Bugbears: AC 15, HD 3+1, MV 30', #At 1, Dam 1d8+1, SV F3, ML 9,

HP 13 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

12 ☐☐☐☐ ☐☐☐☐

20 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

13 ☐☐☐☐ ☐☐☐☐

16 ☐☐☐☐ ☐☐☐☐

19 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

52. SECRET CLOSET:

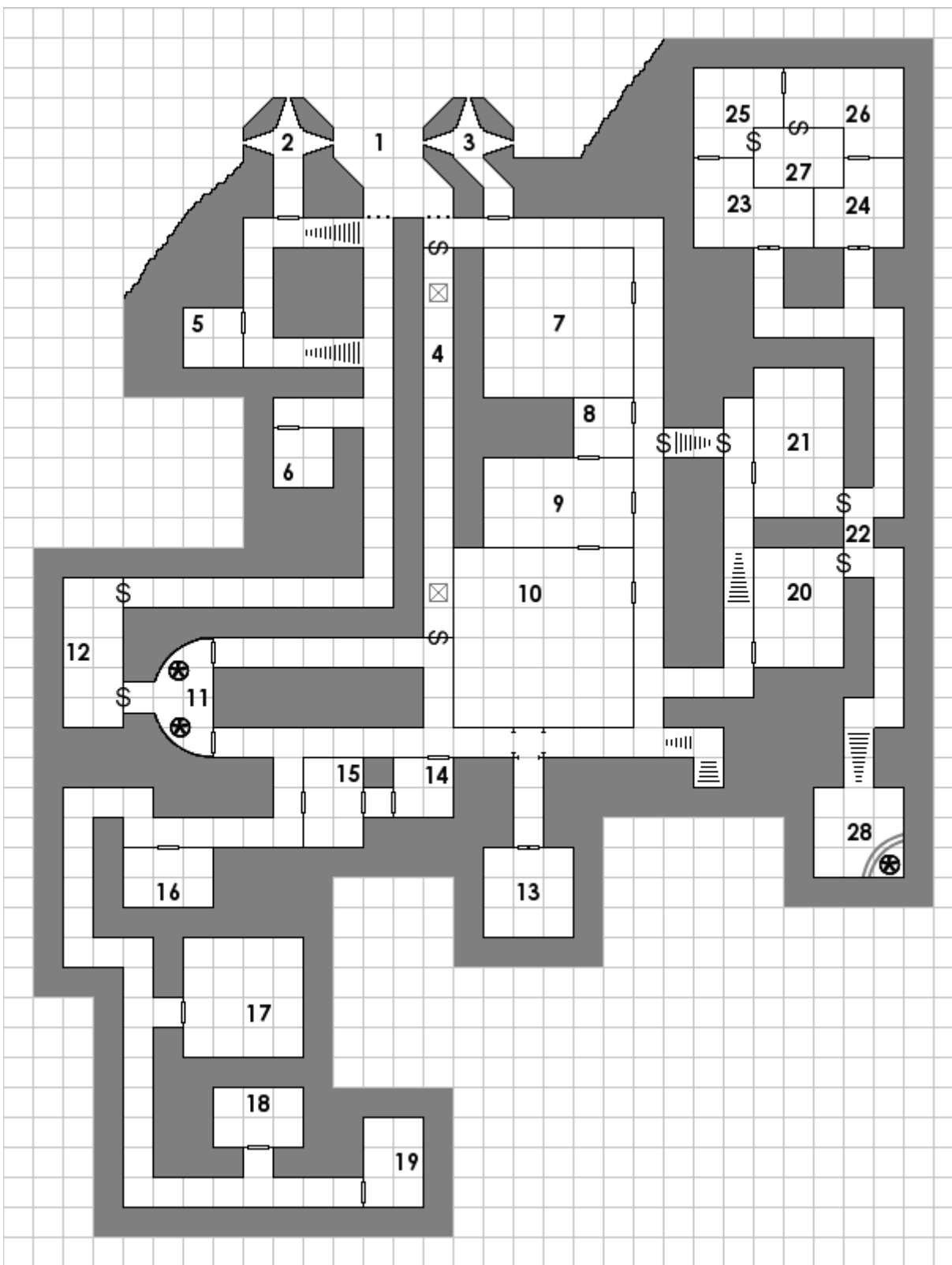
Treasure.

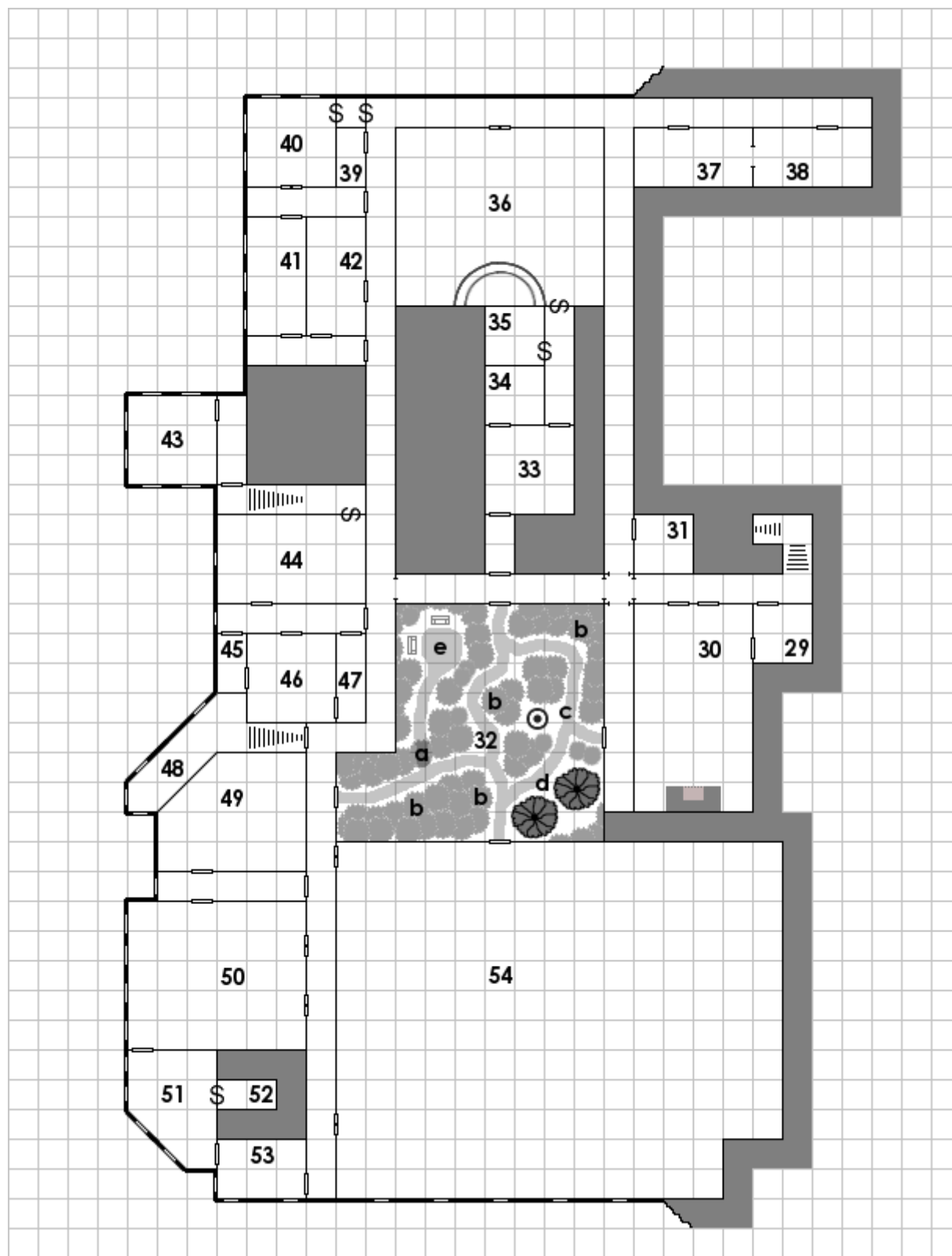
53. GAME ROOM:

Unknown map.

54. BALLROOM:

Ghostly dancers (actually illusions).

Lower Level Map

Upper Level Map

Tomb of Karsma Megalos

Player's Background

The GM should read or paraphrase the information below to the players. Ideally, this information should be given to the players a few adventures/sessions in advance. (The GM will, of course, need to amend this information for his or her campaign.)

Long ago, explorers and missionaries from the great Thanamoran Empire landed on the shores of the region now known as Enterone. The native Serenhai people were happy to trade with the newcomers, but as the explorers and missionaries were slowly replaced by colonists the natives became less friendly.

Finally the Serenhai rose up against the colonists. The Thanamoran Emperor was quick to dispatch troops to the region to protect the colonists, and the uprising became a full-fledged war.

The Serenhai outnumbered the colonists at first, but the Thanamoran troops were far better trained and outfitted, having the most advanced equipment (i.e. swords and chainmail armor). The unarmored Serenhai spearmen stood little chance in direct conflict.

The tribes of the Serenhai had always been fiercely independent, but their common enemy forced them to unite. They chose a young but accomplished chieftain named Karsma and made him their Great Chief.

Karsma knew as well as anyone that their cause was lost, and it is said that he made a pact with the dark powers to ensure his people's freedom. Just a month after his coronation, he led his troops into their first victory, and under his leadership they became invincible; it is said that he knew the enemy's next move before they did. The Thanamorans called him "Karsma Megalos" (which means "Karsma the Great").

When the Serenhai finally drove the Thanamorans back to their seaside citadels, the

Thanamorans sued for peace. Karsma agreed to let them retain their fortresses and enough land to support small trading centers, and after prisoners were exchanged, peace was declared.

The rule of Karsma for the next few years was relatively uneventful; though there were occasional skirmishes between opposing patrols, no battles of any consequence occurred. Karsma began to make fewer and fewer personal appearances, delegating much of his authority to his chief mage Canas, granting him the title Chief-Regent. After perhaps thirty years of rulership Karsma was seen only during the three days of Festival, when the beginning of the new year is celebrated. Where he went and what he did the rest of the time is unknown, but he ruled in that fashion for more than 1,600 years, aging with amazing slowness. Canas lived a normal lifespan, and his male descendents took his place as Chief-Regent after him.

Karsma is believed to have died in the great Cataclysm, when the ground shook and fire fell from the sky. The magic which protected the people of the Serenhai apparently died with him, for within a few decades they had been conquered by the army of Oberon, who founded the nation of Enterone on land formerly held by the Serenhai.

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

GM's Information

On the night of Karsma's coronation, he retired to his tent early to consider the terrible challenges awaiting him. He called his chief mage, Canas, who had fought beside him in many battles, to counsel him.

In his tent Karsma found a stranger, an old man who claimed to be a priest of Syn-Cheron, god of hate. The old man, speaking with the god's voice, bargained with Karsma, offering him the

promise of freedom for his people for so long as Karsma ruled them. Naturally, the dark god expected repayment, in the form of Karsma's soul, and the souls of his children for the next three generations.

Karsma was deeply troubled by the nature of the bargain, but Canas told him to accept the offer for the good of his people. The deal was made, and the old man disappeared into the night.

The next morning Karsma awoke to find that he knew the locations and numbers of the Thanamoran troops. Each morning from that day onward Karsma awoke with fresh intelligence at the ready, and thus prepared he led his armies to victory after victory, just as it is told.

Karsma was married, but he never fathered any children; for his deal with Syn-Cheron meant that any child of his was doomed from birth.

Canas remained his chief lieutenant throughout the battles, and after peace was declared he hatched a new plan. Karsma knew that his death meant the end for his people, for they would no longer have advance knowledge of the Thanamoran's movements. Canas offered him an alternative.

Many years earlier, Canas had acquired a powerful unique magic item, a Medusa Amulet, which could be used three times each day to turn creatures to stone, or restore petrified creatures to life. Canas proposed that they create a secret, secure bunker, and place Karsma there in the form of a stone statue for most of each year. Karsma, though reluctant, agreed.

The bunker was built in the form of a tomb, placed within a densely forested area (for the plains-dwelling Serenhai fear such places). Canas hired dwarves to construct the tomb, and then warded it with powerful magic. Each year, Canas (or his descendant) rode to the tomb leading a spare horse, and left in Karsma's company; and three days later Karsma returned alone.

Canas, as Chief-Regent, was the de facto leader of the Serenhai, and his descendants also after

him. Karsma could be retrieved whenever needed to lead the fight against some opponent, but the rest of the time he was out of the way and Canas could rule as he wished.

Karsma did not perish in the Cataclysm, but the current Chief-Regent did, taking to his grave with him the knowledge of Karsma's secret bunker. When the Serenhai people finally realized that Karsma was gone for good, their alliance fell apart, and without him they could not stand before the armies of Oberon of Roslane.

Coming of the Dragon

At some time between the Cataclysm and the current day, a green dragon named Moldenarthan made a lair near the bunker. The dragon would like to have whatever treasure is within the "tomb" but cannot pass through the 10' corridors; so she has devised a plan to lure some adventurers to the tomb, drive them inside, and wait for them to bring out any treasure. Moldenarthan has already tried this plan twice – the first time, she accidentally killed the party, and the second time the party escaped without ever seeing the tomb. They told their tale to all who would listen, and since then no one has had the courage to enter the forest. Until now...

The Tomb

First and foremost, the GM should ensure that he or she keeps the true nature of the "tomb" secret, avoiding the use of the word "bunker" in any descriptions.

Moldenarthan is more than a match for the player characters; it is hoped that they will understand that running away is their only hope. Indeed, the dragon might even say such things as "flee, if you can, puny ants!" to encourage such a result. She doesn't want to kill or overly weaken the PC's before they enter the tomb, but if forced to she might breathe upon one or two of them to force them to reconsider.

The secret door in the first room must be kept secret at all costs, as should the similar secret door in the stairwell before room 11. These doors are the shortcuts used by Karsma and Canas (and Canas' descendants) to avoid the many traps.

Except where noted otherwise, all ceilings are twelve feet high on the ground level, and ten feet high on the dungeon level. All doors except those noted otherwise are oaken doors bound with iron; despite their extreme age they are still solid, probably an indication that magic was used to preserve them.

As this adventure is for characters with some experience under their belts, the boxed text simply calls most of the monsters by name rather than describing them.

Finally, note that there are no random encounters in this dungeon.

The Dragon

Moldenarthan, Green Dragon

Armor Class	19
Hit Dice	9** (AB +8)
Hit Points	49 
No. Attacks	2 claws/1 bite or breath/1 tail
Damage	1d6/1d6/3d8 or breath/1d6
Movement	30' Fly 80' (C)
Save As	F9
Morale	8

Moldenarthan speaks Common and Elvish in addition to Dragon, but does not cast spells.

The Traps

If you have already looked at the map you have noticed the large number of statues indicated. Most of the rooms marked this way contain similar traps, as follows:

First, the statues themselves are actually monsters turned to stone by the *Medusa Amulet*. Second, a programmed **dispel magic** effect will blanket the room when the first party member crosses the midpoint.

This **dispel magic** effect will always succeed in turning the petrified creatures back to flesh, and in general they will attack immediately (but see each room description for details). It is possible that the creatures may be surprised, so a normal surprise check should be applied. The player characters may also be surprised the first time they trip such a trap, but are unlikely to be surprised by these traps again.

However, you must **read the room descriptions carefully** as some of the traps are not exactly as described here!

The **dispel** will also affect the magic items of all the characters in the room. In general, roll 1d20 for each magic item; if the roll exceeds the caster level of the item, consider the *Dispel* successful.

A successful **dispel** against a potion or scroll destroys it. Spells or potions currently in effect on party members will be canceled, and permanent magic items (even those with charges) will be suppressed (useless) for 1d4 rounds.

Use the following caster levels for this purpose:

Scrolls.....	Minimum caster level +1
Wands.....	6
Staves.....	8
Other Items.....	10

Note that this effect is not the same as the normal **dispel magic** spell. This is a specialized effect created for this dungeon by those who built it.

The **dispel** effect fills the entire room, including any 10'x10' alcoves which may be present (at the entry or exit doors) but does not pass through any door into the adjacent room.

Those who are in the room when the effect is triggered feel as if a shock has gone through them, but are not damaged.

Ground Level Key

1. Entrance:

The entire building appears to be built of ordinary granite, generally gray in color and covered with vines and moss. The only opening in the entire construction is a pair of large, verdigris-covered bronze doors recessed into the south side.

The doors were once locked; any thief checking for traps or examining the lock will discover the marks left by another thief picking it. They are heavy but open relatively easily.

2. Grand Hall:

This large room has a twenty foot high ceiling and is dominated by a larger-than-life statue of a man armed with a spear. The statue stands on a dais two steps high in the center of the room, and depicts an older but still muscular man of Serenhai descent, wearing traditional garb and a simple band-like crown. The entire statue is made of black marble with very little veining, and is extremely well made.

The GM should be careful not to give away the presence of a secret door here. There is nothing special about the statue, nor is there anything dangerous in the room; however, note that the dragon can enter this space. Moldenarthan will give the player characters time to rest, a few hours or perhaps overnight, before entering the room to see if they have moved on into the next room; if they have not, the dragon will try to encourage them to flee in that direction.

3. Minotaurs:

A white stone statue of a minotaur stands in each corner of this room; they stand in aggressive poses facing inward. The room has a ceiling about twelve feet high, and the floor, walls and ceiling are all made of plain gray stone.

This is the first "standard" trap room of the dungeon, as described above; the **dispel** effect will strike when the first character crosses the center of the room. The minotaurs are as follows:

2 Minotaurs with Great Axes: AC 14, HD 6, #At 1 great axe, Dam 1d10+2, Mv 40', Sv F6, ML 11

HP 33  

21  

2 Unarmed Minotaurs: AC 14, HD 6, #At 1 gore/1 bite, Dam 1d6/1d6, Mv 40', Sv F6, ML 11

HP 29  

35  

4. Carnivorous Apes:

This room strongly resembles the last one, with white stone statues in each corner; however, these statues are of carnivorous apes, claws upraised and mouths open in silent screams of rage.

If your players are reasonably intelligent, they will be suspicious already... as well they should, because this room is another "standard" trap room as described above.

4 Carnivorous Apes: AC 14, HD 4, #At 2 claws, Dam 1d4/1d4, Mv 40', Sv F4, ML 7

HP 27  

23  

14 

17 

5. Zombie Room:

The outer walls of this room are lined with white statues of men in tattered clothing, their eyes closed.

This is a red herring; the "statues" are actually zombies that have been painted white. This is

why their eyes are closed, and that is also a clue that they aren't petrified. They will attack when the first party member crosses the center of the room, just as in the standard trap, but this room has no **dispel** effect.

7 Zombies: AC 12*, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, ML 12

HP 12 □□□□ □□□□ □□
 10 □□□□ □□□□
 15 □□□□ □□□□ □□□□
 9 □□□□ □□□□
 15 □□□□ □□□□ □□□□
 11 □□□□ □□□□ □
 9 □□□□ □□□□

6. False Path:

Three white stone statues of owlbeats, in poses of attack, line the left wall of this room.

This room is a little different than the standard trap; the owlbear statues are petrified creatures, but the **dispel** won't activate until the false door is opened. It opens easily, but on the other side is just a solid stone wall. This should draw more of the party into the room, allowing the **dispel** to affect more of them and also making more party members potential victims of the monsters.

3 Owlbeats: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, ML 9

HP 24 □□□□ □□□□ □□□□ □□□□
 □□□□
 18 □□□□ □□□□ □□□□ □□
 22 □□□□ □□□□ □□□□ □□□□
 □□

Dungeon Level Key

11. Gnolls:

7. Secret Room:

Four huge white stone statues of ogres dominate this room.

This is a standard trap room. Note that the lead character will be very close to two ogres at the moment he or she crosses the center of the room.

4 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, ML 10

HP 20 □□□□ □□□□ □□□□ □□□□
 19 □□□□ □□□□ □□□□ □□□□
 16 □□□□ □□□□ □□□□ □
 20 □□□□ □□□□ □□□□ □□□□

8. Hallway: ((Trick!))

9. Bugbears:

Five white stone statues of bugbears line the walls of this room.

Another standard trap room. These bugbears may not be as hostile as the petrified denizens of the earlier rooms, and might even be willing to parley, but the player characters must discover this for themselves.

5 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F2, ML 9

HP 20 □□□□ □□□□ □□□□ □□□□
 19 □□□□ □□□□ □□□□ □□□□
 16 □□□□ □□□□ □□□□ □
 19 □□□□ □□□□ □□□□ □□□□
 20 □□□□ □□□□ □□□□ □□□□

10. Secret Hallway:

8 Gnolls: AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F2, ML 8

HP 11 □□□□ □□□□ □

6 □□□□□ □

5 □□□□□

9 □□□□□ □□□□

5 □□□□□

5 □□□□□

6 □□□□□ □

12 □□□□□ □□□□□ □□

12. Trick Hallway: This hallway branches to the left and to the right; the right-hand branch leads to a door apparently clad with gold and engraved with a stylized crown. The other door is a plain, iron-bound wooden door like all the others in this dungeon.

Attempting to open the golden door results in the release of a reddish cloud of poison gas, which will fill the ten feet of hallway (two squares on the map) nearest the door in a single round and advance down the hallway ten more feet each round until the corner is reached, where the gas will stop advancing.

Each round, any character in an affected square after initiative number 3 has arrived (that is, halfway through the round) must save vs. Poison or take 1d12 points of damage.

13. Living Statues:

3 Living Stone Statues: AC 16, HD 5**, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12

HP 28 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□

16 □□□□□ □□□□□ □□□□□ □

20 □□□□□ □□□□□ □□□□□ □□□□□

14. Ordinary Statues:

This room is lined with statues, four on each side. The statues are of men, wearing archaic chainmail armor and armed with swords; all are in poses of readiness.

This room is another red herring; the statues are just ordinary statues, and the player characters

have nothing to fear here. But they don't know that, of course.

15. Doppelgangers:

6 Doppelgangers: AC 15, HD 4, #At 1, Dam 1d12, Mv 30', Sv F4, MI 10

HP 21 □□□□□ □□□□□ □□□□□ □□□□□
□

17 □□□□□ □□□□□ □□□□□ □□

22 □□□□□ □□□□□ □□□□□ □□□□□
□□

16 □□□□□ □□□□□ □□□□□ □

19 □□□□□ □□□□□ □□□□□ □□□□

19 □□□□□ □□□□□ □□□□□ □□□□

16. Wererats:

9 Wererats: AC 13, HD 3, #At 1 bite or 1 sword, Dam 1d4 or 1d8, Mv 40', Sv F3, MI 8

HP 14 □□□□□ □□□□□ □□□□□

9 □□□□□ □□□□□

10 □□□□□ □□□□□

10 □□□□□ □□□□□

17 □□□□□ □□□□□ □□□□□ □□

10 □□□□□ □□□□□

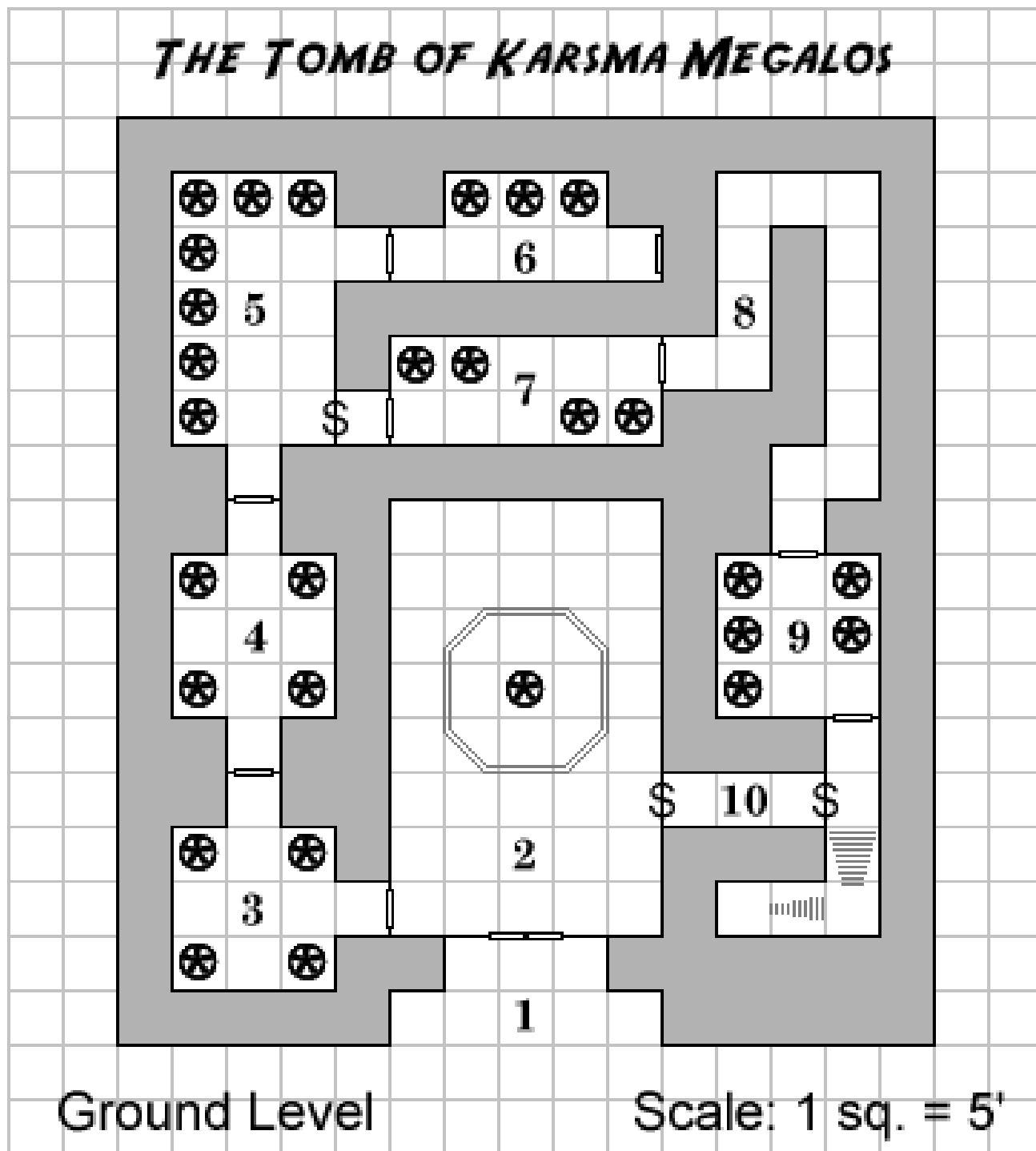
14 □□□□□ □□□□□ □□□□□

17 □□□□□ □□□□□ □□□□□ □□

8 □□□□□ □□□□□

17. Throne Room:

18. Secret Hallway:





Crooked Rock Tower

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