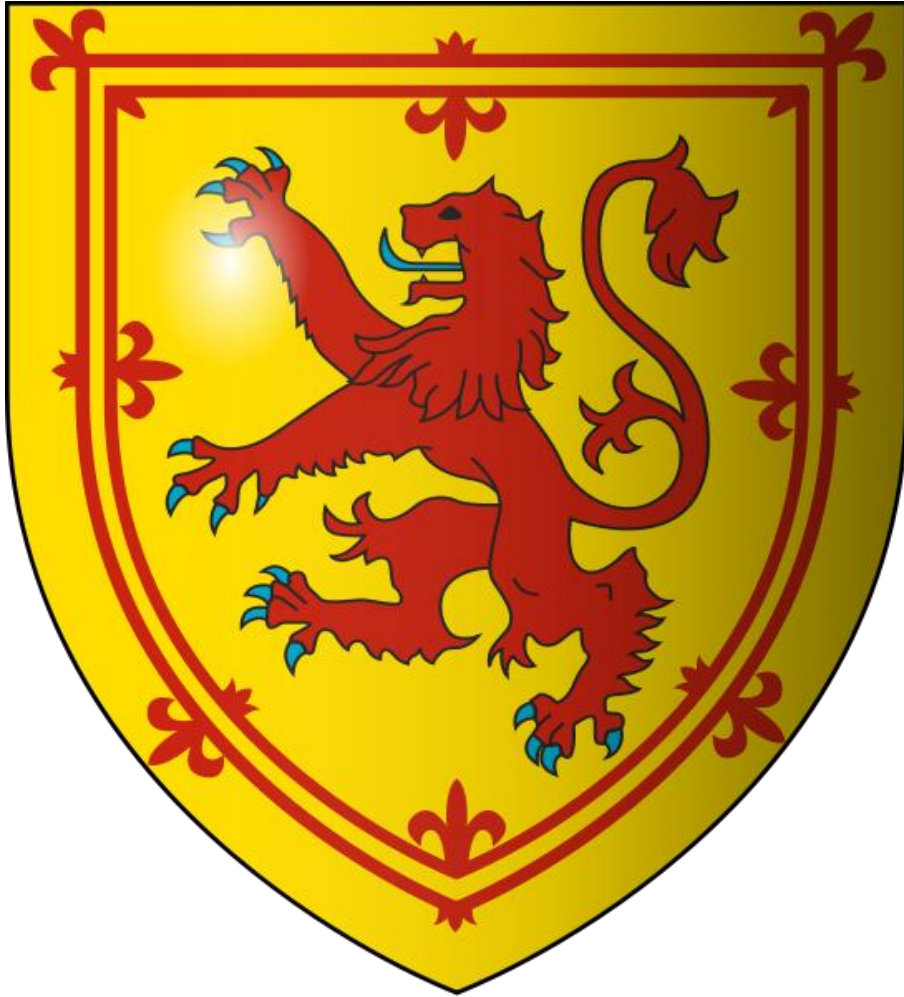


Adventure in Fílbar



F2 - Crypt of Kendall Furfoot

Crypt of Kendall Furfoot

Players Background:

Decades ago the Cleric Kendall Furfoot was a great and powerful healer in the region. He grew up from humble beginnings to become an ardent warrior of his holy faith. Kendall survived many adventures with several groups of adventurers and his fame and fortune grew as did his skill in the clerical arts. Kendall specialized in the creation of healing mixtures and made a habit of curing plague victims as his own parents succumbed to disease when he was very young. Many villagers owe their lives to Kendall's tireless pursuit to finding healing methods to diseases that afflicted the land. Kendall's quest to cure disease finally led him to the demise in a remote part of the Meltoss Forest. There among his comrades Kendall fell at an old dungeon complex. Out of respect the local gentry helped build his crypt to honor his memory. In the years that have past and humanoid incursions became more frequent taking over the land around the crypt. The humans of the area have moved on and as a result knowledge of its location has been lost to the ages.

DM Background:

Hidden among the high pine trees of the Meltoss Forest is a small stone structure dedicated to the Cleric Kendall Furfoot. Many years ago the great healer Kendall fell to the forces of evil as he was attempting to find a mighty healing pendant. The structure above ground is dedicated to the deceased cleric but it is not his crypt. The final resting place of the healer is below ground in the dungeon he was searching. His adventuring party hired a Dwarven stonemason to construct the visible 'tomb' to memorialize him for those visitors to give thanks.

The actual final resting place of Kendall was constructed out of the old dungeon where Furfoot met his demise. This information of his crypt was a closely guarded secret and is unknown as the above ground tomb has never been disturbed. Two angel statues "guard" the marble crypt. The stonemason worked a locking mechanism into the tomb. The crypt can be unlocked by repositioning the angels to face the tomb.

Kendall Furfoot was a renowned healer for his time. While his skill was based a great deal on intelligence he also utilized a host of magical items to increase his skill as a doctor. One of his most cherished items was the Necklace of Tallis. This artifact allowed a healer to turn ordinary water into a healing potion that could cure most diseases. The artifact requires a golden chalice of high value to be filled with water and the necklace to be dipped into the chalice and kept there to create a magical elixir. The exact times and amounts were lost to history but Furfoot

was able to find one of the lost tomes and it also resides within the tomb. The Necklace of Tallis did him little good in the end as his wounds were too severe for him to operate the artifact.

The grounds of the tomb are currently the home of a large Cyclops. The creature has moved into the area with his herd of goats. While a difficult fit, he has nonetheless made the tomb his current abode. While this creature is quite formidable the party will have to discover a way around it to explore the Crypt of Kendall Furfoot.

A. Mortis the Cyclops

As you first approach the edge of the woods where the crypt is located you see a rather large goat herd feeding in a clearing. Also located in the clearing is the Crypt of Kendall Furfoot. The structure itself is made of stone and has a rectangular base with a rounded rooftop. The vale itself tilts on a slope over the course of approximately a 1/8th of a mile ending in a small cliff which drops approximately 50' into a small lake. The goat herd has spread itself out in this clearing under the watchful eye of its giant cycloptic master who roams throughout the area keeping an eye on his herd and armed with a very large knotty club.

DM: Mortis the Cyclops is a relative newcomer to the area having coming from the lower lands with his flock. The giant has been wandering for several months for a suitable area where he can reside. While he has only recently found the hidden glade he has claimed it as his own and enjoys the crypt as a shelter. Although it is cramped it does keep him out of the elements during inclement weather. Due to his size Mortis cannot explore the crypt area he does find it useful for his purposes. Mortis spends most of the time he is outside tending to his flock which is his food source and personal pleasure. Any party member which at least average intelligence should be able to determine that attacking the Cyclops is going to be a futile endeavor as he is a very powerful and highly aggressive creature. The only logical solution would be to distract the creature to gain entry to the crypt area. If the party insists on combat with Mortis he can be compared to a full hit pointed stone giant. This encounter is used to make the players come up with an innovative solution as opposed to a standard hack and slash approach. Worst case scenario Mortis has an AC 5 and 55 hp D 1-10 +2

B. Crypt of Kendall Furfoot

While the outside of the crypt is made of rough hewn granite the interior is completely different. The domed ceiling above the crypt is held up by four large columns constructed of the same rough hewn granite but the floor and accoutrements within the tomb are all constructed out of a white marble with gold veins throughout. An elaborate marble crypt stands in the middle of the floor with a decorative red pentagram below it. This area is raised approximately 2' off the floor so that all who enter have to gaze up out of reverence.

Two marble angels sit on either side of the crypt facing the entrance each armed with a sword pointed at the doorway. The angels are in a crouched, battle ready position and appear quite menacing as they hold protection over the crypt. The base of the crypt is decorated with bas relief eagles holding the platform up on their wings. Two spiral staircases in the back corners of the crypt that lead up to a viewing deck in the rotunda of the structure. Unlit brass braziers are throughout the crypt area.

The initial entrance to the crypt has dirt, debris, and a smattering of bones scattered throughout. This area is the location that Mortis utilizes as his bed chamber. While he keeps his valuables on him at all times the rotted remains of dinner are still present. This area is dirty but the remainder of the area is quite clean and undisturbed leading one to believe that the Cyclops hasn't ventured throughout the area.

DM: The Crypt of Kendall Furfoot is a beautiful place of striking beauty despite the initial entrance. Anyone venturing forth to the raised dais area will feel calm and at peace. The area was enchanted by a fellow cleric associate of Furfoot and has a protection from evil spell cast upon it the dais which Mortis has detected and avoids.

The façade of the crypt has served the structure well although the great cleric is buried within the ruins below. Upon inspection of the crypt party members will notice that the marble crypt appears to have a semblance of the great cleric lying upon a padded bed. If the crypt is examined no seams will be located and the item appears to be carved completely from a single piece of marble. In reality the Dwarven stone carver did such a fantastic job he was able to make it appear as a single marble piece. No amount of pulling, prying or tugging will lead the party to believe otherwise. The secret entrance is protected by the two angels who stand "guard" next to the tomb.

The angels are the unlocking mechanism to the crypt itself. As they stand when the party enters the angels have their marble swords pointed at the doors. The angels will need to be repositioned in order for the crypt to be opened. The angel to the left of the crypt must have the sword arm raised first then the body pivoted to the crypt. The angel on the right must be pivoted first then have the sword raised. Once both angels are "saluting" the crypt an audible "click" will be heard and the crypt will be unlocked. The lid can then be lifted lengthwise. Inside the crypt is a full set of cobwebs will be covering a set of steps down into dungeon below. The stone work is similar to rough hewn granite like the exterior as opposed to the classic marble of the interior of the building. The stairwell is standard size and there is little chance the Cyclops will be able to follow the party down. At the bottom of the stairs is a lever. If the lever is pulled the crypt will close and the party will be consumed in darkness unless they have taken reasonable precautions such as artificial illumination.

NOTE – if the party shuts the lid then returns to the surface with the Cyclops inside the crypt he will think the dead are rising and flee for several hours.

C. Dungeon of Kendall Furfoot

The dungeon below the crypt is constructed of old granite and bears marks of ancient construction. The walls have wrought iron, empty torch sconces with old burn scars on the walls. Clearly this dungeon has been around for many years and was once a secure structure. Currently cobwebs and dust appear to be the primary residents. Well below ground there is no ambient light and torches or lanterns will be required. It appears that no one has ventured into the depths since Kendall and his party "cleaned out" the dungeon.

1. Antechamber

This small chamber is blanketed in a thick coating of webs from floor to ceiling. The depth of the room cannot be determined through the thick curtain of webbing.

DM: This antechamber had a use at one time but until the webs are cleared out the faded frescoes on the wall will be unseen. The frescoes depict ordinary life at the time when the dungeon was part of a small keep. The years have not been kind to the frescoes and many pieces are missing but the general theme is apparent. The spider webs are from standard spiders that inhabit the dungeon areas.

2. Barracks

This room has several old broken bunk beds and piles of bones are in this room. From the way the bones are spread out it would appear that this area was the site of a battle but only four skulls are present. There are several piles of debris in the room. Several footlockers are present but appear to be devoid of any items. Rotted strips of cloth are also present and wrapped around some of the bones. The strips appear to have been sliced by an edged weapon of some kind. A broken sword blade is embedded into one of the piles of bones.

DM: This was one of two barracks rooms in the old dungeon complex. This room is part of the cursed grounds that Kendall and his party investigated. Monsters of humanoid descent had been present but whatever they were they are no longer of this life. There is nothing of value in this room.

3. Barracks

This room has several old broken bunk beds similar to area #2. This room also has several broken clay pots in it, the contents apparently lost to the sands of time.

Unlike the other room there do not appear to be any bones among the multiple piles of debris.

DM: This was a second barracks chamber used by the old inhabitants. Unlike the previous chamber there were no guardians lurking within this room. There is nothing of value in this chamber either.

4. Training Room

Empty weapons racks line the South wall and a large ogre-sized skeleton hangs on the west wall lined with bones. A faint outline of words can be seen on the wall if examined closely indicating where to strike an opponent. The skeleton hangs on the wall as a guide for these strikes.

DM: This chamber was formerly used as a training room for fighters. The skeleton was present before the fall of the castle and is an ancient relic. While the wall "decoration" won't animate it will shift suddenly due to atmospheric conditions at the most inopportune time such as when the party decides to leave. Aside from some non-violent training weapons there is nothing of value in this room.

5. Armory

Empty weapons racks are present but are overturned creating a large pile of debris throughout the room. Broken ancient weapons are also strewn about the room. A large wooden chest sits at the back of the room and appears unopened. The room is a general mess but it would appear that this was for weapons storage.

DM: This chamber was the old armory but the weapons are old and broken. The chest at the back is empty but it will have to be opened in order to make that determination. Once the party enters and begins to make its way to the chest they will notice full skeletons on the floor. As they notice them one of the characters will most likely kick a skeleton giving it the impression that they are animating.

6. Waterfall Room

This chamber has a cobblestone pillar in middle of the room. Water steadily pours down the pillar and empties into a grate. The water is at a constant flow and may have been the water source for the dungeon. The water glistens off the well worn stones and is cool to the touch.

DM: This chamber served two purposes the first being a washroom for the dungeon. The second function of this area is a secret door in the back of the pillar leads down

to the next level of the crypt. The secret door will require a successful location check. There are no opponents in this chamber. This was the entrance that Kendall and his party never located.

7. Minor Chapel

This large circular chamber has all the adornments of a chapel setting. Religious frescoes and rows of skulls decorate the walls. Also on the walls are six skeletal monks holding ceremonial scythes. The monks keep a silent vigil over the altar which is made of an obsidian stone frame.

DM: This chamber was a minor chapel for the dungeon and has been looted of valuables by Furfoot's group. Signs of the deity this chapel was dedicated to are now lost to history. The skulls on the wall seem to have been present since the dawn of time. The brown cloaked monks stand on the wall to protect their temple from intruders. The skeletal monks have been present so long that they are about to fall which should serve to scare the PC's during the investigation. For game enhancement one of the skeletons can fall <intact> on to a PC investigating them.

8. Library

Bookshelves and books line the walls of this chamber. Numerous books are on the floor and loose paper litters the floor. This section is obviously an old library.

DM: This section is the ancient library and only a few books present are written in the common language. Most of the books are written in a long dead language. If the party searches for longer than 3 turns they will discover an ancient tome explaining a workout regimen that, if followed for thirty days, will increase a fighter's constitution by one point. The drawback to this book is that it is written in a very old language and will have to be deciphered first. The drawings however are enough to determine it is a workout book. An old scroll trapped against the bookshelf should contain information on the Pendant of Alimar which was what Kendall and his group were searching for. The pendant is a healing device similar to the Necklace of Tallis that Kendall had but the pendant will cure the zombie curse while the necklace will not. Instructions on its use are written in an ancient druidic language.

9. Crypt of Kendall Furfoot

In the middle of this room is a glass coffin containing a lich adorned in gemstone encrusted garments. The item rests on a marble table with the words "Kendall Furfoot" etched in the side of the dais. Five faded murals decorate the sides of the

chamber and indicate that Furfoot was looking for a pendant in the ruins when he met his demise. Upon closer inspection the murals depict the following:

- A young cleric <Furfoot> witnessing cultists killing his family
- Furfoot with his adventuring party
- Furfoot and party posing with a dead green dragon
- Furfoot healing peasants
- Furfoot meeting his demise in the dungeon...electrical damage

DM: This is the crypt of Kendall Furfoot and the “lich” is the deceased cleric. Within the coffin is the cleric wearing his gem studded attire. Next to his body are a silver holy symbol and a broken footman’s mace which was his preferred weapon of choice. The Necklace of Tallis is under his surcoat and still functional. The total value of the gemstones is 350gp if separated and sold off. The mace was magical but was broken during his last fight and is thereby worthless. The glass can be lifted up to get to the cleric or smashed if so desired. The necklace can be dunked into a golden goblet to create a potion of cure serious wounds <5 portions> and has five more “uses” afterwards it is only a standard pendant worth 350gp. This item will NOT be able to cure zombie curse.

Lower Crypt Level

The lower portion of the old dungeon was never breeched by Furfoot or his companions as they were unable to locate the secret entrance in area #6. The stonework is much the same although skulls are prevalent everywhere. The floor is dotted with inlaid skulls and the stonework has streaks of rust or blood on the walls...it is difficult to say which it is. There are no cobwebs, no wind, and no noise. The entire area is eerily quiet. This area was an evil shrine and as such those characters of good temperament will find it uneasy to remain in the lower level and suffer -1 to “hit” rolls. Turning of the undead will not function either. It is also pitch black with no light sources whatsoever.

10. Summoning Room

The door to this room is nothing but charred wood. This area has a broken circle of protection on the floor and the walls are charred. A broken podium lies on its side and is partially charred. A burned book is on the floor. Three blackened skeletons are on the floor. One of the skeletons is pointing at the podium.

DM: This area was used as a summoning chamber but as evidence shows the summoning went poorly and whatever was summoned wreaked havoc on the chamber and its occupants. It was at this moment that evil took a foothold in the dungeon and the inhabitants changed forever. The two charred skeletons will animate if the charred remains of the book of summoning is examined. The book is currently useless but will trigger the 'defense' of the room.

MONSTER: Skeletons (3) AC7 HD1 HP6 #AT1 D1-6 SD edged weapons do ½ damage

11. Main Crypt

This crypt area is similar to Furfoot's crypt area above except instead of painting burn marks and bloodstains decorate this chamber. A black obsidian coffin sits in the middle of the chamber. The name "Naius" is carved into the coffin and the symbol of a long forgotten deity is embossed on the coffin. On the walls hovering in silent vigil are five brown cloaked monks similar to area #7 on the upper level.

DM: Unlike area #7 these "monks" are animated skeletons and will attack when the party enters the crypt area. Once the skeletons are dealt with the crypt can be further examined. Once the lid is removed the contents of the crypt can be examined. Inside the obsidian tomb is an old cloak and nothing more. The cloak is dusty and trimmed in gold and was the burial cloak of Naius who is in area #14. The cloak is non-magical and won't inhibit the skeletons from attacking the party.

MONSTER: Skeletons (5) AC7 HD1 HP6 #AT1 D1-6 SD edged weapons do ½ damage

12. Evil Chapel

This round chamber has all the trappings of a chapel. As you enter from the hallway you can see multiple monks bowing their heads in unison to some unseen prayer. A large robed figure stands at the front of the chapel holding service. While the service is silent you recognize the religious movements. The altar trappings are made of gold and ivory and behind the altar is a giant four armed skeleton.

DM: The chapel of darkness is dedicated to the long lost gods of doom. The worshippers present are actually more animated skeletons. When the party enters a total of six skeletons will attack. Three will be the worshippers, one will be the cleric and the final one will be the giant four armed skeleton. These cursed monks will follow the party until they are destroyed and cannot be turned.

The altar trappings are neither good nor evil and are worth 500gp if melted down or sold as an antiquity. The powerful magic that once imbued the items has long since dissipated.

MONSTER: Skeletons (4) AC7 HD1 HP6 #AT1 D1-6 SD edged weapons do ½ damage

MONSTER: God-Skeleton AC7 HD4 HP12 #AT4 D1-6 SD edged weapons do ½ damage

13. Hall of History

This large chamber has suffered a cave in at the North end of the chamber. Painted frescoes line the hall showing a civilization that has been gone for several centuries. The various frescoes show daily life around a very large keep that this dungeon was built on.

DM: Aside from a history lesson this area has little of value. Many years ago the North end of the chamber fell in upon itself and it would take many weeks with a multitude of workers to dig through the collapse to several other areas of the dungeon.

14. Personal Chamber of Naius

This medium sized room has all the trappings of a personal residence. The furnishing of this room were probably quite expensive at the time but now show advanced age and use. A wardrobe sits on the North wall and is open revealing tattered remains of clothes. A bed on the South wall is filled with old blankets. A thick coat of dust is on all items inside this room.

DM: Once inside this room the sole occupant will burst from the bed. The ancient cleric Naius is now a Wight and hates all forms of life. Naius was once a good cleric but he and his fellow acolytes was victim to a foul curse by a witch. As a result they have been cursed to be undead until vanquished. They have suffered for almost two centuries. Naius/Wight will attack immediately when the party enters the room and will fight without hesitation. There is nothing of value in this room and the wardrobe hides a secret door leading to his treasure chamber.

MONSTER: Wight/Naius AC 5 HD 4+3 HP 22 #AT1 D1-4 SD energy drain but can be hit by standard weapons

15. Treasure Room

Once past the secret door you discover the personal treasure room of Naius. A small altar sits on the West wall and atop the marble altar is the Pendant of Alimar resting next to a golden chalice worth 300 gp. Two unlit candles sit on either side of the items. If the pendant is dunked into the chalice filled with holy water it can create a

potion of cure disease that would fix any disease including the zombie curse. It has three more uses that can cure up to thirty people total.

