

FIVE CATAclysms

Wall-Top Lair

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An Adventure for Mid-Level Characters

With Conversion instructions for old school versions of the original fantasy Role-Playing Game



Wall-top Lair

The carcass of a dead city is to many, a ruin. But to others, it is an opportunity. Where tens of thousands of still bodies lay, necromancers and their ilk shall flock. This is the way of things. The perimeter of this city, like many of the great cities of old, has a wall. Atop this wall are two towers. Day and night, an ominous green glow emanates from the larger tower, where an undead animator toils away, creating horrors for its master.

This is the lair of an undead reanimator known only as 'Father'. He is hard at work raising an army of monstrous necromantic constructs for his master. Father has made this long-abandoned gate-house his lair. The gatehouse formerly served as a small fortress to house the garrison that guarded the walls. It is comprised of two towers, with bridges between. The left tower is 100' tall, and the right tower is 150' tall with a green glass dome on top.

This is a mid-level dungeon, and is more combat focused. Players will fight all sorts of bizarre enemies, and may employ strategies for dealing with unique and never-before-seen creatures.

Possible Lead-in Quest

People have been going missing. The cause was unknown for weeks until a man heard a window break. He went to investigate only to discover his wife being dragged away by several skeletons. He managed to slay one of the skeletons and chase the others off, but it was too late; his wife was dead. A local cleric was able to interrogate the fallen undead, who revealed to him thus: A lich named 'Father' has made the southern gate-fort its lair, and is collecting bodies for its evil work.

The local militia has their hands full with stirge mating season in full-swing, thus the Mayor has implored the adventuring population to slay this lich, promising a reward of 15,000gp directly from his estate, along with a life-time supply of tobacco.

The mission is clear: Slay Father.

HOW TO USE THIS KEY

Preparation: None required! Any interconnections in the dungeon arise out of interaction, so you can go in just as blind as your players.

Room Keys: Any text not italicized or (parenthesized) may be read aloud to the players. (Parenthesized text is for DM eyes only, typically explaining an unseen item or function.) **Bold** text will refer to deeper explanations provided outside of this paragraph, for example:

Bold – (The bolded item would be described here.)

In addition, you may use the ctrl-f feature to find any room by typing the room # and a ‘:’ such as ‘05:’

Monster Keys: Listed within each room key, and codified as per the terms below:

HD – Hit dice. Determines attack bonus, hp, and saving throw. For example, an HD3+2 Monster has (3d6+2) hit points; +3 to attack rolls, and a saving throw of (18-3=15).

Hp – A creature with an Hp value has a set Hp total, and an attack bonus of 0 unless otherwise specified.

Aim – A creature without HD will have an ‘Aim’ value that is the # to add to d20 attack rolls.

AC – Armor Class. Attacks must match or exceed this value to hit. Monster touch AC is reliant upon AC source. Armored targets have touch AC of 10, but a dodgy bat with an AC of 14 will have touch AC of 14.

SPD – Indicates the Speed of the creature. If not listed, assume speed is 12. 12 is considered unencumbered.

ATT# – The number of attack rolls a creature may make.

Xtra1dmg – Deals one extra damage on attack.

“SvSpells” Means “Save versus spells”

CONVERSION FOR OTHER SYSTEMS

If you’re not using the Five Cataclysms rule set, that’s fine. The module works well with any od&d or whitebox editions, and should work for the most part with d&d 5e. All HD values are d6, but you may change these as you see fit. All AC values match the creatures thematically, so you may adjust them accordingly.

Armor Class is Ascending

Armor Class starts at 10 (typically)

Attack Bonus = Monster HD

Save = 18 minus Monster HD

Speed of 12 is Human Average

Morale Checks are rolled using 2d6; rolling above 6 means failure.

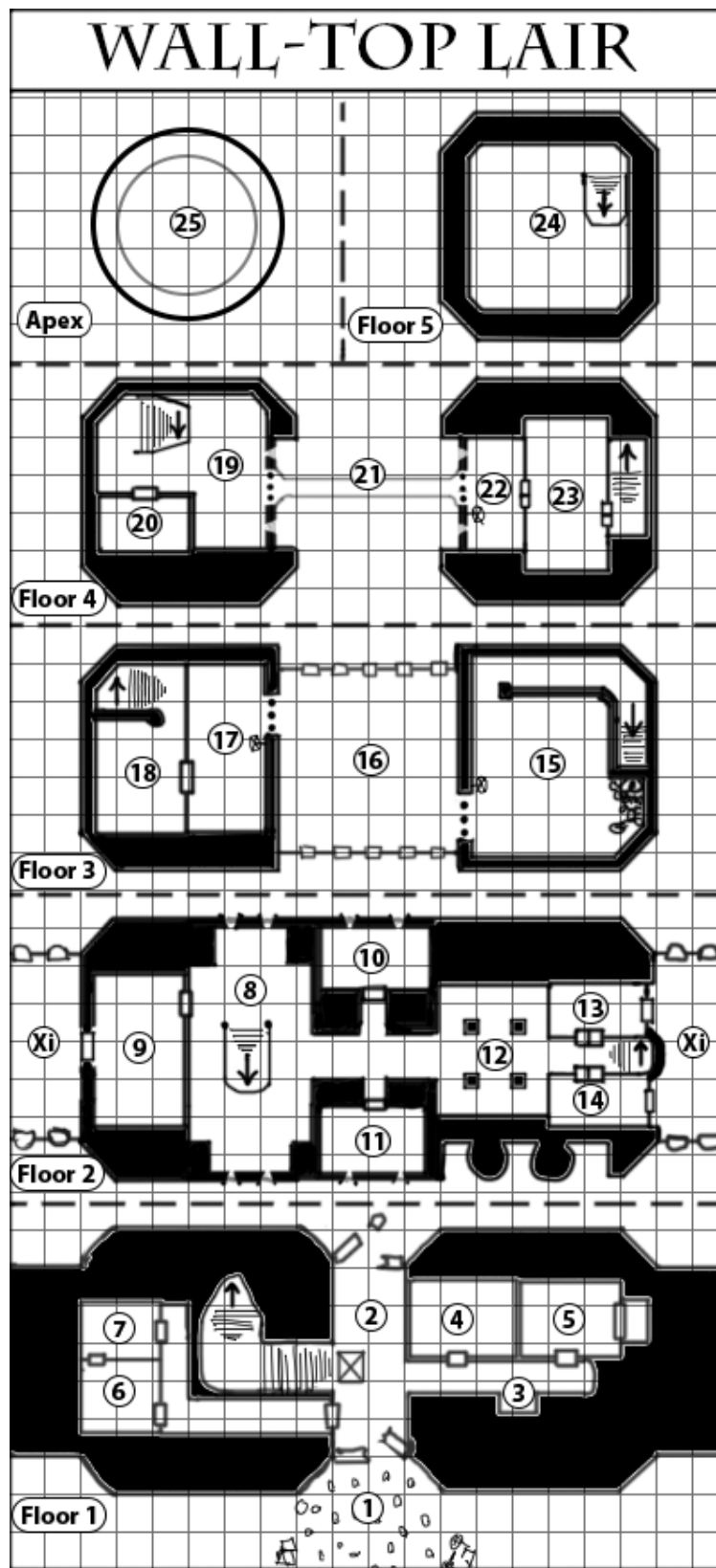
A Turn is about 10 minutes, a combat round is anywhere between 10 seconds and 1 minute.

Always remember that as a Dungeon Master you have the power to change whatever you want; the contents of this module are merely suggestions. If a combat is too easy/hard for your liking, tweak it. Have an idea that’ll make a room even more fun? Put it in! Do whatever you need for you and your players to have fun!

EXP HOW

This module is designed for a treasure-as-exp system. EXP is rewarded 1 point per each gold-piece worth of treasure extracted from the dungeon. This way, avoiding or tricking monsters is just as viable as murdering them.

For any feedback, please send an email to FiveCataclysms@gmail.com We’d love to hear from you!



Xi: These areas are the surrounding perimeter walls. They are vacant, with the exception of occasional wandering monsters. Ranged Wandering Monsters are more likely here, so roll on the Wandering Monster Table twice and take the more appropriate result.

WANDERING MONSTERS

For wandering monster checks, roll a d10 every turn (or ten minutes). On a result of 1, roll a d8 for the table to determine what monster appears. If no monster appears, increase the threshold for the d10 from 1 to 2, 2 to 3, etc. making wandering monsters more likely to appear as time passes.

Be sure to reduce the population counter on the right as monsters are destroyed. If an entire population is slain, remove that monster from the list. If subsequent checks roll an empty result, no wandering monster shows up.

Alert: In the Wall-Top Lair, if Wandering Monsters are able to escape, they will put the dungeon on 'High Alert' which sets the wandering monster check to a d6 instead of a d10.

#	# of Enemies	Monster Description	Population
1	1d6+1 Arbalests	SKELETAL ARBALEST – <i>On constant patrol, ready to slay the living, or raise the alarm. Wear Plate armor, wield crossbow & shortsword</i> HD1 AC16 Ranged: Crossbow, deals 1 extra damage. Melee: Deals d6 damage as normal.	25 remain
2	1d3 Chitinous Scorpion	CHITINOUS SCORPID – <i>It seems that chitin has similar magical properties to bone.</i> HD2 AC15 Poison: On successful stinger hit, deal regular damage and target must SvPoison. On fail, they become stunned for 1d6 turns.	8 remain
3	A Horse-Wight	HORSE WIGHT – <i>The result of an experiment to give a horse the life-draining properties of a Wight. Though it is always hungry. Outfitted with chain mail, and its teeth are filed to a point.</i> HD2+4 AC14 SPD18 Life Drain: Damage dealt by its bite attack also reduces the target's maximum Hp value by the same amount. If someone has 5 out of 10 Hp and they take 4 damage, they will now have 1 out of 6 Hp. Skittish: Will flee at half health. Unable to raise alarm.	1 remains
4	2d6 Skeletal Berserkers	SKELETAL BERSERKERS – <i>Leather-clad, axe wielding barbarians in undead form. Horns grafted directly onto their skulls.</i> HD1+1 AC12 Melee: Battleaxe deals 1d6+1 damage. Ranged: Throwing axes deal 1d6 damage.	25 remain
5	A "Tax" Collecting Wraith	"TAX" COLLECTOR – <i>A ghastly figure who seeks more to collect his toll than to slay the living. He prefers gold, but will settle for living essence. Only vulnerable to silver weapons or magic.</i> HD9 AC14 SPD12Flying ATT#3 xtra1Dmg Life Drain: Damage dealt by its attack also reduces the target's maximum Hp value by the same amount. If someone has 5 out of 10 Hp and they take 4 damage, they will now have 1 out of 6 Hp. Collection: Will demand 500gp worth of 'stuff'. This 'stuff' will be deposited in room 25 for safe keeping. This can be gold, gems, armor, weapons, etc. If the party does not have sufficient wealth: Will ask for a volunteer whose life he shall drain 2d6 points. Doing this increases the Tax Collector's Hp by 1d6, no cap.	1 remains
6	1d3+1 Triplex Skeletons	TRIPLEX SKELETON – <i>3 heads, 6 arms, 6 legs... three times as many ribs. It's as if 3 skeletons were fused together into one terrifying creature.</i> HD3 AC13 SPD15 ATT#3	12 remain
7	A Bone Ballista	BONE BALLISTA – <i>It's alive, it's mobile, and it is deadly. Walks on crab-legs and launches sharpened bone at high velocity.</i> HD6 AC14 deals 3d6dmg SPD9 Range 80'	4 remain
8	1d6 Exploding Ghouls	EXPLODING GHOULS – <i>Bloated, reek of oil, hideous. They cannot self destruct. When struck in combat, a fluid spurts out of them which bursts into flame upon contact with air.</i> HD2 AC10 SPD6 Upon Death, will explode dealing 1d6 fire damage to everything nearby. Can cause chain reactions with other nearby ghouls.	12 remain

DUNGEON ROOM KEYS

01: Before you stands two towers erected upon an old gatehouse. Rotten, broken-down **wagons** litter the edges of the pitted cobble road, leading up to two large oaken doors in the gatehouse that appear to have been smashed in long ago.

Broken arrows litter the area.

Broken Arrows – (Skeletal Marksmen upon the battlements of room 16 will rain arrows down upon the party if they are noisy or obvious in their encroachment. Ten will be able to attack.)

Wagons – (Serve as excellent cover! When cowering behind one, the Marksmen will not be able to hit. If leaning out from behind, should provide +2 AC.)

SKELETAL MARKSMAN – *They stand at eternal vigil over this forlorn gate, seeking to end the lives of all who trespass. Wear leather armor, wield long-bows and daggers.*

HD1+1 AC12 ATT#2(with bow)

Cover: If attacked from the ground, the battlements & height increase AC to 16.

02: A blackened blood smear runs across the stone floor and up the **stairs**. A **lever** is attached to the eastern wall. The opposite north gate has also been smashed open, long ago.

Lever – (Pulling this lever deactivates the **pit trap** in front of the Western stairs. Does not reveal presence of **pit trap**.)

Pit Trap – (In front of Western stairs. 20' deep with spikes. If someone walks on it, they must SvBurst or take 20' of fall damage, and receive (5d6 minus AC) damage from spikes.

Stairs – (20' up are 3 **Skeletal Arbalests** standing behind a **barrel**. Will attack on sight, and if

anyone attempts climbing the stairs, they will push the **barrel** down the stairs at them. To dodge the barrel is a SvBurst, else it deals 1d6 damage and breaks open, releasing one of two things: A **Blood Ooze** or a dozen **undead monkeys**. Pick whichever you like more. Or both.)

3 x SKELETAL ARBALEST – *On constant patrol, ready to slay the living, or raise the alarm. Wear Plate armor, wield crossbow & shortsword*
HD1 AC16

Ranged: Crossbow, deals 1 extra damage.

Melee: Deals d6 damage as normal.

BLOOD OOZE – *Ah, what to do with this extra blood? Put it in a barrel and animate it, of course.*
HD3 AC13 SPD6

Suffocation: Attacks a target's touch AC to engulf them, forcing them to suffocate for 1d6 damage per round. Targets may escape by succeeding grapple against the blood ooze.

12 x UNDEAD MONKEY – *A barrel full of monkeys! Sort of. They're vicious.*

Hp1 Aim10 AC16

Deal 1 damage on hit. AC is due to evasion.

03: Within this niche is a small basin of darkened **water**. Beside it is a pewter cup.

Water - (Cursed water. It must be drank 5 times to reveal the **key** at the bottom. Each drink deals 1d6 damage to the drinker. Attempting to reach into the basin or to scoop out the key will be met with invisible resistance. Water will return to the basin if it is poured out. The **key** opens the locked metal door in room 5.)

04: (**Door is trapped**; If opened, a steel spike will swing with Aim 10 from the wall to impale the person for 3d6 damage. Can be detected before activating by the tension applied to the door.)

Four **skeletons** with four arms each who have hooks for hands hang from pegs on the wall, inanimate. There are beast heads and **fish** mounted on the walls, with a long table down the center and three **cupboards** along the walls. The table is smattered with long-dried blood.

Skeletons – (If anyone touches or fiddles with anything, their heads will swivel to the offender and begin to chatter. If the offender doesn't back off, the skeletons will hop down from the pegs and attack.)

Cupboards – (Contain dusty pewter tableware. One of them has a locked false bottom indicated by a keyhole. Within is a fragile crystal decanter holding some ancient vintage worth 1400gp. The key is in the hollowed out backside of a fish plaque.)

Fish – (The backside of a fish plaque holds a key on a peg. This key unlocks the false bottom in one of the **cupboards**.)

4 x HOOK-HANDS – *What makes skeletons deadlier? Extra arms and hooks for hands!*
HD2+2 AC10 ATT#2 xtra1Dmg

05: (**Door is trapped**; If opened, a steel spike will swing with Aim 10 from the wall to impale the person for 3d6 damage. Can be detected before activating by the tension applied to the door.)

The room is empty, except for a large metal **door** and a withered **corpse** sagging against it. The **door** has many small holes, and a keyhole. The **corpse** is naked, and holds a goblet.

Door – (Key is found in basin at 'room 3'. Attempting to force the door open by magical or

physical means will cause a noxious gas to emit from the small holes. SvBurst or take 1d6 damage and fall asleep for 1d6 turns, unable to wake. Beyond the door is **treasure**.

Corpse – (This is a weakened wight. If disturbed, will awaken slowly, taking a full round to stand up before attacking. Cannot surprise the party. Goblet does nothing.)

WEAKENED WIGHT – *Scrawny. He's got a goblet, for reasons unknown.*

HD1 AC10 SPD6

Life Drain: Deals 1d3 damage and drains the same amount from target's max Hp value.

Treasure – (Three chests, each weighs ten stones. Chest #1 contains silver jewelry worth 8000gp total, Chest #2 contains Gemstones worth 4,000gp total, and Chest #3 holds 1 scroll of fireball and a bunch of rocks.)

06: Sounds of bustling and clinking of metal can be heard from outside the door.

There are several **skeletons** crowded around workbenches and tables, hard at work refurbishing salvaged equipment for use. They are focused on their work, and do not appear to have noticed you. Weapon & **armor** racks line the edges of the room.

Skeletons – (If the party is noisy or disturbs the skeletons, the skeletons will be automatically surprised, and will attempt to flee to get help. They are effectively harmless on their own.)

SKELETAL ARTISAN – *Good at crafting, bad at fighting. Will attempt to flee.*

HD1 AC10

Armor – (Upon close inspection, the armor rack holds 1 suit of mastercraft quality chainmail, which grants 5 AC instead of 4.)

07: A heap of **weapons**, armor, and other equipment in bad, unusable shape.

Weapons – (In the depths of the heap is a rusty blade with a magical power. All non-magical metal it strikes with an attack instantly rusts, provided oxygen is available. Metal armor becomes useless, metal walls are weakened, etc. No bonus to attack/damage, but counts as a magic weapon.)

08: Along the south wall are 14 **barrels**. They are speckled with dried blood.

Barrels – (Each barrel contains a hostile **Blood Ooze**. These oozes are unable to escape the barrels, making it a reliable transport mechanism.)

BLOOD OOZE – *Ah, what to do with this extra blood? Put it in a barrel and animate it, of course.*
HD3 AC13 SPD6

Suffocation: Attacks a target's touch AC to engulf them, forcing them to suffocate for 1d6 damage per round. Targets may escape by succeeding grapple against the blood ooze.

09: There are 6 alcoves wherein stand black-armored **skeletons** who rest their hands on greatswords. They each have 2 citrines adorning their eye sockets (12 citrines total worth 1200gp.) They look as if they've been recently **oiled**.

Oiled – (Non-incendiary oil. 50% chance that after entering, an HD1 AC10 skeleton will enter the room with a pail of oil and a brush, he will be surprised and then attempt to flee to set the dungeon on high alert.)

Skeletons – (These are skeletal **champions** who've had their bones fused with armor. They are kept oiled to prevent them from growing brittle. Removing a citrine or attacking one will cause them to awaken and attack.)

6 x SKELETAL CHAMPION – *Bones fused with armor, heavy blades, and citrine eyes. They fight as a unit, seeking to focus attacks on the weakest targets first.*

HD4+4 AC17 ATT#2 xtra1Dmg

10: **Roll surprise.**

The room is stuffed full of **Skeletal Soldiers**, shoulder to shoulder. They move to attack.

53 x Skeletal Soldier – *Basic, boring infantry. At least undead forces require little in terms of lodging. Wear medium armor, sword & shield.*

HD1 AC16

*Can only fit 2 abreast in doorway while fighting.

"Master isn't satisfied with the basics anymore, hm? I guess I'll just shove 'em all in here and forget about them..."

11: *The stench of death.*

Human corpses, stacked like logs, the stack reaching chest height. Stripped of all gear & equipment, there must be at least 40 corpses here.

The most common cause of death is a slashed throat; they were likely taken in the night.

12: Heaps of bones clutter the room, with the exception of a path cleared down the middle. There are four square **pillars** supporting the chamber. A **Giant Armored Skeleton** with an ax stands before the far exit. He is not moving.

Pillars – (Upon close inspection, someone may see that the northwestern pillar has a loose brick. If pulled out, inside a cubby will be a piece of jewelry worth 2000gp.)

Giant Armored Skeleton – (He is aware of the intruders, but will not attack until they attempt to pass, or he is provoked by an attack or spellcast. Players may need to roll surprise if they're not expecting retaliation.)

GIANT AX-ETON – *He's big boned.*

HD8+8 AC14 ATT#2 2d6dmg

Sweep Attack: Melee attacks strike two targets if they are adjacent, allowing for a total of 4 hits a round.

13: A grotesque **tannery**. Human "**Hides**" rest on racks, on tables, in a shallow basin, in various stages of "completion". There is a small desk with a **lectern**.

Tannery – (Includes things you'd find in a tannery, including barrel of tannin powder, salt, scudding knives, etc.)

"Hides" - (32 total. Worth 100gp each to the right buyer, detailed by a note in the **lectern**.)

Lectern – (Inside is typical writing implements as well as a folded **letter**, penned by an entity interested in purchasing human leather.)

Letter - *"Dearest Father,
The samples you sent me were absolutely lovely.
The quality is excellent and the little faces bring
me immense joy. I have discovered an old
subterranean temple and now have ambitions to
renovate it, and I believe your product would be*

*the best choice for theme. Please send me as
many as you can, I shall pay 100gp per unit.
Sincerely, **Lugash***

Lugash – (A Lich interested in buying human skins. His location could be divined or interrogated from a local. Even so, if the players decide to sell the human leather, Lugash himself will not appear, instead sending a liaison to complete the transaction.)

14: Piles of teeth, tissues, sinews, hooves, and **hair**, with bottles of bile lining the walls on shelves. It smells horrible.

Hair – (If disturbed, it will animate and attack. There are three individual '**Hair Monsters**'.)

HAIR MONSTER – *Attacks by shoving itself down
the target's throat, suffocating them. It becomes
more and more difficult to get it out.*

HD3 AC10

Suffocation Attack: Targets Touch AC. Target must SvParalysis or take 1d6 damage this round and every round hair is lodged in their throat. Each round, the victim may SvParalysis to pull the hair out, but each failure including the first puts a -2 penalty on the saving throw as the hair grows more and more entrenched.

15: 9 undead hounds and 1 Hound-Headed Horror attack immediately.

Aside from those ravenous skeletal dogs, there is a **metal wheel** is attached to the western wall, near the portcullis, and there is a pile of **rubble** in the southeast corner.

Metal Wheel – (Raises the portcullis. Can be locked into position. This is the only way to raise the portcullis. Portcullis is noisy so roll a wandering monster check, and nearby creatures cannot be surprised.)

Rubble – (This is the rubble from a stairway that was demolished. Nearby are freshly placed stone blocks, to seal off the ascending stairway. While solidly sealed off, it is possible to “dig up” at this location, skipping other rooms.)

9 x SKELETAL HOUND – *No longer man’s best friend.*

HD1 AC10 SPD15

HOUND-HEADED HORROR – *The heads of 5 individual hounds, and crafted from more bone than any hound has any right in having.*

Hp30 Aim1 AC12 ATT#5

16: 10 Skeletal Marksmen stand at attention, ready to gun down trespassers. There is a **crate** against the far wall.

Crate - (Holds a stash of 128 silver arrows).

SKELETAL MARKSMAN – *They stand at eternal vigil over this forlorn gate, seeking to end the lives of all who trespass. Wear leather armor, wield long-bows and daggers.*

HD1+1 AC12 ATT#2(with bow)

Cover: If attacked from the ground, the battlements & height increase AC to 16.

17: Entrance is blocked by portcullis: (Requires strength check with a -4 to open. Assistants add their strength mod. Only 3 may attempt from one side at once. However, the monsters within will interrupt this action.)

Five **Skeletal figures** glowing red float in the air without legs. In each of their 4 arms is held a **red crystal**. They hover above small rune circles, upon which lay five **bloodied corpses**. There is also a **metal wheel** beside the entrance.

Skeletal Figures – (These ‘Floaters’ will attack as soon as the invaders attempt to enter the room.)

Red Crystal – (Worth 50gp each. Each **Floater** carries 4, making for 1000gp worth of crystal.)

Bloodied Corpses – (Will animate sluggishly. They can join combat during round two, but may not be able to attack if portcullis is still closed.)

Metal Wheel – (Raises the portcullis. Can be locked into position. This is the only way to raise the portcullis. Portcullis is noisy so roll a wandering monster check, and nearby creatures cannot be surprised.)

5 x FLOATER – *Four arms, no legs, a red crystal in each hand. An ominous red glow, and a chant that bends blood.*

HD2 AC12

Spellcaster: Each round, casts ‘**bloodwarp**’ which lets the Floater control a target for 1d3 rounds if that target does not SvSpells. They will puppet this person to slay their allies, but can only control 1 target at a time.

5 x BLOODIED CORPSE – *Fresh meat, already eager to feast upon the living.*

HD1 AC10

18: In front of the door are deep grooves, as if something with powerful claws was dragged inside.

A terrible bone construct, seemingly half giant, half crab. Five legs, four massive steel-blade-arms. (**Attacks immediately if able**) There is a **pile of bones** in each corner.

CRABBISH-GIANTISH-THING – *It's a mess of limbs. Doesn't even have a head. Does it even deserve a name?*

HD8+8 AC13 ATT#4 xtra1Dmg

Pile of Bones – (If the northwestern pile of bones is examined, it may be noticed that some bones seem to be phasing through the wall. Turns out, the wall under the stairs is illusory, and within that small secret chamber under the stairs is a large chest that holds 2500gold pieces and a gold & emerald necklace worth 2000gp.)

19: Lumbering about the room seemingly quite unaware of your presence are 3 large skeletal **trolls**. Other than them, the southern heavy **metal door** is flanked by 4 spokes, upon which hang beautiful pieces of **head-worn jewelry** worth 2000gp each. Eastern wall has a mark where there must have been a metal wheel to control the **portcullis**, but it has been removed.

Trolls – (Are passive, but will defend themselves. Will attack anyone who removes the **jewelry** from the spokes flanking the **metal door**.)

Metal Door – (Detects as magic. Is locked, but will unlock if each piece of **jewelry** is removed from the spokes.)

Head-Worn Jewelry – (Cursed. Mildly painful to handle. If worn, will deal 10d6 damage per round to the wearer. When all are removed from the spokes, the **metal door** becomes unlocked. Jewelry is **worthless** if still cursed when trying to sell.)

Portcullis – (Strength check with -4 to open, assistants add their strength mod to the roll. Up to 3 people may attempt at once. Cannot be locked in place. Noisy, may cause wandering monster check.)

SKELETAL TROLL – *Turns out, its easier to animate bigger things instead of making bone constructs from smaller things.*

HD8 AC12 ATT#2 xtra1dmg

No health regeneration.

20: Nine **sealed jars** rest on low shelves. Each of these opaque vessels appear to be sealed airtight. They occasionally wobble ever so slightly. You feel a muted sense of intense hatred in the air.

Sealed Jars – (Within are **spectres**, and they are extremely aggressive and extremely angry.)

SPECTRE – *Pure hatred. Extremely dangerous. Extremely territorial. Fast and scary. The source of vast lamentation for the author.*

HD5 AC15 **only harmed by magic or holy water.**

Life Drain: Drain 2d6 max health on hit.

Spectral propagation: If they kill a person or any sapient creature, they pull a spectre out of them, creating a new monster. Once the living are ousted, the spectres will bicker for a time, to see who gets to keep the room. Spectres prefer to inhabit their deceased remains. Once their differences are settled, one spectre will find another room to haunt.

Hopefully the adventurers will not break the jars, but they can be weaponized by a clever group.

21: A narrow bridge spans the space between tower, a 20' drop on either side to the battlement below. Single-file only. The far **portcullis** is open, and it is flanked by two arrow slits.

Portcullis – (This is a trap. Once the party is $\frac{3}{4}$ across the bridge, the opposite portcullis will slam shut, and 4 **Skeleton Deadeye** will unleash a hail of arrows upon the trapped group. It is likely that the first portcullis fell closed, unless someone was wise enough to keep it held open. The opposite portcullis can be opened by strength check with a -4, but only 1 person can attempt it at a time due to narrow bridge. This may be tricky to solve.)

4 x SKELETAL DEADEYE – 2 from the arrow slits, 2 from the portcullis. The elite class of Skeletal marksmen. Longbows & shortwords.

HD5 AC13 ATT#3 (3 with bow, 2 with melee)

Cover: Deadeyes behind arrow slits gain +5AC, and Deadeyes behind the portcullis gain +2AC.

22: A **metal wheel** beside the portcullis, and a sturdy **oaken door** on the east wall.

Metal Wheel – (Raises the portcullis. Can be locked into position. This is the only way to raise the portcullis. Portcullis is noisy so roll a wandering monster check, and nearby creatures cannot be surprised.)

Oaken Door – (Barred from the other side. No apparent opening mechanism here. If an ax or other weapon is taken to it, it has 30Hp to break it down. The Beholder-Wight in the next room will attempt to launch a surprise attack upon the party as soon as it is able.)

23: Hovering in the air is a great mass of withered flesh, with a hole where perhaps a single giant eye once was, and rows of teeth exposed by lips pulled taught by the grasp of undeath. Withered tentacles hang from its bulk. It spreads its jaws, and hisses a black vapor.

BEHOLDER-WIGHT – *Eyeless, but still deadly.*

HD9+9 AC14 ATT#2 SPD12Flying

Life Drain: Damage dealt by its attacks also reduces the target's maximum Hp value by the same amount. If someone has 5 out of 10 Hp and they take 4 damage, they will now have 1 out of 6 Hp.

Necrotic Breath: Can use attack on first round, recharges after 1d4 rounds. Those in the 20' conical blast must SvBurst or lose 1d6 from their maximum hp value; if they succeed the save, they merely take 1d6 damage.

Upon death: A small note can be found sticking out of its backside, which reads: "*A loyal companion for your admirable service. -M*"

Exit - (The door to the next room is metal, barred from the inside. A cannon blast or knock spell can crack it open, but any lengthy excavation will give **Father** plenty of time to prepare his constructs for a fight.)

24: The air is dark and heavy. An enormous crystal hovers in the chamber above, filling the room with an eerie green glow. Purple lanterns mingle with the green. In the corners stand fear bone constructs, including an **Eight-Legged Mouth of Too many Fangs**, a **Five-Headed winged death elephant**, and the **hand of a true giant**. **Alchemy labs**, ritual circles, and bone piles are spread all about, but in the middle of it all is a **large green ritual circle** with a focus in the center, where stands a hunched robed figure beside a large skeleton whose armor and blade glimmer with magic. The cloaked figure, **Father**, speaks in a raspy yet strangely welcoming voice: *"I suppose if you surrender now, I can offer you some tea along with eternal life through undeath. I mean, look at how far you've come, you broke my damned tower. You've certainly earned my respect."*

If the offer is rejected: *"Ah well, I suppose it can't be helped. On with the mutual destruction then? Madness."*

Battle: If **Father** did not have advance warning to awaken the three bone sculptures, he will begin doing so, takes 1 spellcast per round. The **Guardian Skeleton** will attack, seeking to defend **Father**. Once animated, the **three constructs** will attack, seeking to crush the life from the living.

FATHER – *The Lich-Lord of this lair. More of a craftsman than a conqueror, is always looking for new apprentices. Prefers to make new friends, but is more than capable of murder. He draws power from the crystal above to fuel his magic.*

HD7+4 AC12

Available Spells (May cast multiple of the same spell):

Animate dead: Will awaken undead constructs, or create simple undead from bone piles.

Dark mending: heal friendly undead for 1d6+1 HP, which allows a slain undead to fight once more, provided it hasn't been totally destroyed.

Hold Skeleton: animate a person's skeleton, forcing them to do the necromancer's bidding.

They must make a saving throw every round, or be forced to act for the necromancer instead.

Inflict Wounds: Touch spell, deals 2d6+2 damage.

GUARDIAN – *Sword and armor glitter with magic. He protects Father wherever he goes.*

HD8+8 AC18 ATT#3 xtra3dmg

Magic Items dropped upon death: +1 Plate Armor, and a +1/+1 Sword. Boring, standard, effective.

EIGHT-LEGGED MOUTH OF TOO MANY FANGS – *It's like a giant spider with shark jaws!*

HD5+5 AC12 ATT#3 xtra2dmg

FIVE-HEADED WINGED DEATH ELEPHANT – *Its legs feel like bricks.*

HD8+8 AC14 ATT#5

HAND OF A TRUE GIANT – *No stitched-together bones here, these are the phalanges of a humanoid who must've been more than a hundred feet tall in life.*

HD10+10 ATT#3 xtra5dmg

Beneath a table is a quivering construct that resembles a failed attempt to build a skeletal centaur out of human bones.

Alchemy Labs: Looks like some potions are scattered about:

Brown, odorless: Grants a +3 strength mod for 1d6 turns.

Green, smells of marsh: Gives the imbiber the ability to move through liquids as if they were air for 1d6 turns.

Black, smells of tulips: Grants "Detect Life" which functions as Detect Magic but detects living entities instead. Lasts 1d6 turns.

Light blue, smells of almonds: A trap laid for the living by the necromancer. Causes instant death, if the imbiber fails a saving throw against death with a -4.

Dark Blue, smells of rain: Allows the imbiber to breathe a lightning spell at their enemies for a

total of 5d6 damage. Must be expelled within the same combat round or the imbiber will explode.

Large Green Ritual Circle: Standing in the center of this circle, spell casters will feel as though they can cast spells without expending them for the day. It is somehow connected to the crystal in the room above, seen through a hole in the ceiling.

25: This is the domed green glass chamber, and it is bathed in green light. The **green crystal** itself is a little larger than the size of a person. Surrounding the crystal is a ledge, upon which is piled a **hoard of treasure!**

Green Crystal – (This crystal and related rune circle allow a caster to cast a spell they have memorized without exhausting their use of it. However, only 95 charges remain for this crystal, and when expended it will shatter. It can be recharged with the ritual sacrifice of a living human or a more intelligent species. Worth 300gp per charge to the right buyer.)

Hoard of Treasure – 25,000 gold pieces, 40,000 silver pieces, 20 gems worth 500gp each, 4 pieces of jewelry worth 4000gp each, and a beautiful jeweled golden dragon statue half the size of a man and worth 50,000 gold. Aw, yeah.