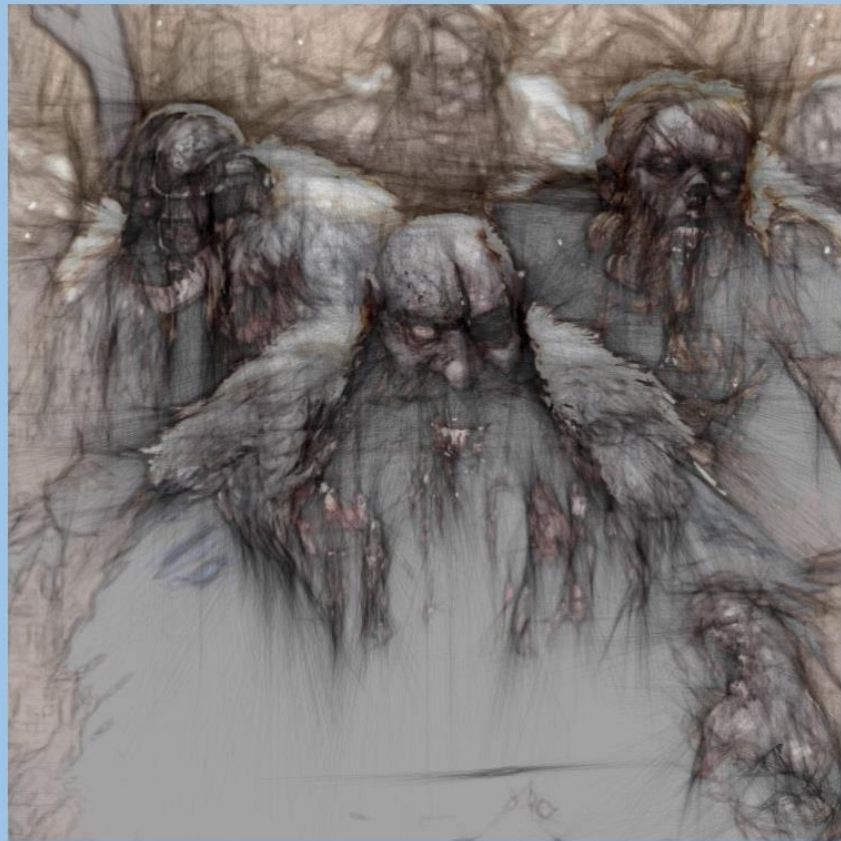


FOR USE WITH 1E AD&D OR OSR—CHARACTERS LV 1-5

Thor's Rest

A DUNGEON CRAWL ADVENTURE
BY CHUCK GREEN



A powerful undead presence has taken over the stronghold of Thor's Rest. Your group must simply cleanse this ancient keep, and restore it to its former sanctity.



Welcome to the adventure of Thor's Rest

Here in a world of magic, wizards, knights, dungeons, and dragons, comes an adventure set in the high mountains where a stronghold has been taken over by a dread undead presence.

After being approached by a wizened old dwarf, you have been hired to travel to this ancient keep, paid a considerable sum of gold (half now, half after), and remove the sinister undead creatures who now inhabit it. The task will not be easy. The old dwarf, a former soldier stationed there named Durhelm, has informed you that the keep is riddled with traps, pit falls, and poisoned barbs.

So grab your weapons, your holy symbols, and some cleaning supplies, and let's go undead slaying!



Arriving at the stronghold you see...

1 – Front Entrance of the Keep “Kellum’s Door”

Carved into the mountain itself, is the great stronghold of Thor's Rest. Solid granite, the structure includes a wide two-story tower, a front gate known as “Kellum’s Door”, and thick stone

offshoot walls to deter attackers from bypassing the front gate.

All seems quiet at the moment. A wide stone ramp leads up to the gates themselves. The gates are not locked, but a combined strength roll of 21 is required to open them.

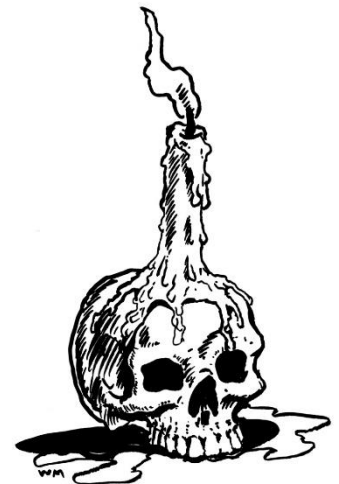
2 – Tower Main Floor “Thor’s Middle Finger”

Through the gates, you find yourselves in a massive round tower that is some 55 feet wide. The ceiling is roughly 20 feet high. Centered across the floor tiles is a large glyph that resembles a “D”. Forward and to the left is a stone staircase winding up to the second floor. Directly ahead, a large archway leads you from the tower and into the courtyard.

The tower seems eerily quiet but now there seems to be a slight odor wafting in the air. The smell of death or maybe decomposition.

3 – Tower Second Floor

Ascending the stone staircase, you leave the main floor of the tower, and enter into an open circular room. Small thin windows adorn the room, as well as a well-stocked book shelf, a large rectangular oak table, and several wooden crates. Centered near the far side of the room are 3 standing dwarf skeletons armed with ornate hammers. The sockets of their eyes glow



with a fierce green light as well as a small talisman hanging from both of their necks. Their desiccated skulls still wear their proud beards, though they are thinner than they were in life. If anyone steps more than 2 paces from the staircase, the skeletons seem to activate, and attack immediately!

(3) Dwarf Skeleton: MV 12", AC 7, HD 1, HP 8,8,8, Thac0 19, #ATK 1, DMG 1-6, SD immune to sleep, charm, hold, and cold-based spells, half damage versus slashing and piercing weapons, SZ S (4' tall).

The small talisman that each skeleton is wearing renders them immune to the effects of turning. If a skeleton is destroyed, its talisman turns to dust.

Upon the book shelf, aside from moldy books and scrolls, is a spell ring and 3 silver spikes. The ring has 1 charge and contains the spell *Identify*.

On the table are 3 vials of holy water. 1 of the crates contains a suit of dwarven +1 chain mail.

4 – Courtyard of the Hammer (Left Side)

Exciting the tower and entering the large courtyard, you see that part of it wraps to the left and part to the right. Centered just ahead is a grand statue in the likeness of Thor himself. Hammer lifted to the sky, the statue stands some 20 feet high, but is covered in vegetation and algae. Rubble and other stone debris is also seen throughout the courtyard, some are very large boulders. Just behind the statue can be seen a narrow but tall door allowing access into the mountain itself. The smell of death is stronger here, especially to the left of the courtyard.

A quick search of this area reveals a grizzly sight as dozens of body parts, pools of dark blood, and torn clothing and armor have been rudely stacked here. A thin trail of blood can be seen traveling

from the pile of offal to the door leading into the mountain. Flies and maggots cover most of the pile, but the smell is suffocating.

If a thorough search of the pile is made, those searching suffer a temporary loss of 5 hit points (returned after

leaving the area for 2-8 rounds) but find 4 gold coins and a serviceable long sword.



5 – Courtyard of the Hammer (Right Side)

Searching the right side of the courtyard, it is confirmed that the trail of blood leads to the door in the mountainside. The door itself is an 8-inch-thick oak door, bound in iron, and locked via a traditional keyhole bolt lock (it can be picked or unlocked).

While the party reaches or searches the door or statue, from behind a large boulder to the right side of the courtyard, rises a formidable ogre. The blank look in its oozing eyes, and the way that its flesh seems to be flaking off of its body leads you to believe that it is some form of

zombie. It shuffles forward, opens its mouth wide, starving, and attacks!

Ogre Zombie: MV 8", AC 5, HD 4, HP 27, Thac0 16, #ATK 1, DMG 1-10, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ L (9' tall).

6 – Columned Entry Room

Coming through the mountain door, you find yourselves in a small 15x25 room. The ceiling here, and elsewhere unless otherwise mentioned, is 10 feet high. Four stone columns carved in the likeness of a dwarven mace decorate the room, as well as an open archway straight ahead, and another oak door on the right side of the room. This door is thinner than the previous door but locked in the same way. The trail of blood from the courtyard trails through the room and under this door.

7 – Square Stair Room

This unique room has scenes of battle engraved onto all 4 walls depicting dwarves fighting orcs. The carvings are done very life like and the details are astounding! The floor is covered in a thick layer of dust, the far wall reveals a wide stone staircase leading down. Cool air (though not freakishly cold) seeps from the stairs and into the room.

8 – Hexagonal Stair Room

Once through the oak door, you step into a very large hexagonal shaped room. The walls here are also engraved from floor to ceiling with depictions of battle. Some are dwarves versus orcs, others include dragons, minotaur, and maybe gods, one

seems to be Thor himself fighting a massive wolf! There are four empty torch sconces bolted to the walls, and the blood trail leads through the room to a wide staircase on the far wall. 3 growling dwarf zombies stand in the center of the room, while a 4th stands on the first step of the stairs. They are dressed in chain and plate armor, but look freshly slain, blood still oozing from their wounds. A hungry ferocious look graces all 3 of their faces as they attack!

(4) Dwarf Zombie: MV 6", AC 8, HD 2, HP 9, 12, 13, 14, Thac0 18, #ATK 1, DMG 1-8, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ S (4' tall).



9 – Drûmwalds Burial Chamber (Part One)

Coming down the massive staircase, following the trail of blood, you descend into a massive "L" shaped room. More stone columns shaped like maces adorn the room, as well as another depiction of the letter "D" on the floor. You are immediately attacked by 2 more dwarf zombies hungry for your flesh!!

(2) Dwarf Zombie: MV 6", AC 8, HD 2, HP 11, 13, Thac0 18, #ATK 1, DMG 1-8, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ S (4' tall).

On the far wall, flanked by 2 large stone statues of dwarven warriors, is a stone sepulcher (labeled "I" on the map). The

crypt is covered in what may have been silver trim, but the trim is missing now.

Per the DMs map, this section contains 3 hinged pit traps directly in front of the sepulcher. A failure to find or disarm the trap, forces the victim to fall 25 feet to the bottom of the pit, suffering falling damage, while the lid of the pit reseats itself.

The walls here are devoid of engraving, and the air smells of old death. The area between the two halves of the chamber is where the blood trail ends, a few fingers, a leg bone, and scraps of clothing are all that are left of its victims.

I – Tomb of Drûmwald the Mighty

A look inside the crypt reveals that it is empty save old dust.

10 – Drûmwalds Burial Chamber (Part Two)

Coming past the large crypt and into the top half of the room, you see that it is long and only 30 feet wide. 2 dwarf skeletons armed with broadswords and glowing green eyes greet you by attacking! While in combat, 3 more freshly killed dwarf zombies shuffle to you from the far end of the room joining the fray. Their mouths drip with flowing blood!

As the DM, keep in mind that there are 2 more hinged pit traps here, marked on the DMs map. This could play a major role in the current combat....

(2) Dwarf Skeleton: MV 12", AC 7, HD 1, HP 8, 8, Thac0 19, #ATK 1, DMG 1-6, SD immune to sleep, charm, hold, and cold-based spells, half damage versus slashing and piercing weapons, SZ S (4' tall).

(3) Dwarf Zombie: MV 6", AC 8, HD 2, HP 15,15, 16, Thac0 18, #ATK 1, DMG 1-8, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ S (4' tall).

At the far end of the room is another crypt (marked "II" on the map), this one is not flanked by statues. The left side of the room contains a wooden door, banded in iron, but unlocked.

DMs be aware that there is a falling spikes trap near the crypt. Several shards of stone fall onto an unsuspecting victim causing 3-12 damage.

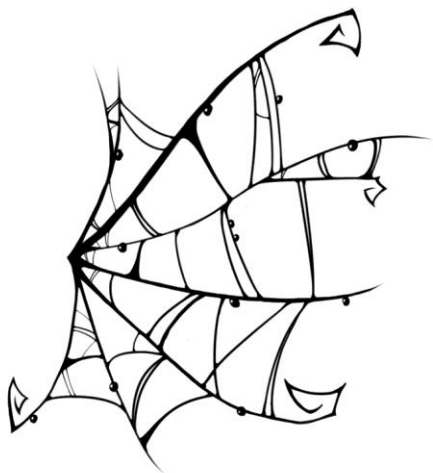
II – Tomb of Felwar the Fearless

This sepulcher is still adorned with silver trim while the lid portrays a warrior dwarf holding a battle axe. A look inside reveals the skeleton of a red haired and bearded dwarf, dressed in plate armor, and holding a battle axe. The axe is an enchanted mithral weapon granting its user a +2 to hit and to damage.

11 – Cobweb Antechamber

Exiting the main chamber, you find yourselves in a column decorated square room some 20x20. A wide archway on the far side of the room leads you deeper into the complex. The floor here is covered in a thin layer of dust, but shows some signs

of something traveling through it recently...



Hidden among the cobwebs near the ceiling and among the top halves of the stone columns hides a unique creature called a Living Web. As your party steps into the room, it attacks the weakest/smallest of the group!

Living Web: MV 6", AC 7, HD 3, HP 21, Thac0 18, #ATK 2, DMG 1-6/1-6, SA snag and capture on an 18, 19, or 20, SD immune to sleep, charm, hold, and cold-based spells, fire and fire-based spells cause double damage, SZ L (6-8' long). Captured victims suffer 1-6 strangulation damage each round until freed or can succeed in a bend bars attempt.

DMs the area between rooms 11 and 12 contain a pit trap and a falling spikes trap among the corridors themselves.

12 – Rōthgars Burial Chamber

Traveling through the corridors between the cobweb chamber and this chamber, aside from finding a collapsed hall, you

come to a large oak door banded in gold and platinum. This door is locked and is very difficult to pick. (I give it a 2 in 6 chance, or give the door 20 hit points.) Upon gaining entry, you find a circular room 30 feet across, ceiling 20 feet high, 4 stone columns carved in the likeness of ravens, and a great stone bier raised up some 10 feet off the ground (marked "III" on the map). The crypt is trimmed in gold and platinum. Immediately upon entering the room, a great stench hits you like a hammer, and a ogre zombie rises from the ground and attacks!

Ogre Zombie: MV 8", AC 5, HD 4, HP 30, Thac0 16, #ATK 1, DMG 1-10, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ L (9' tall).

III – Tomb of Rōthgar the Brave

This ornate crypt is sealed and trapped with a pressurized poison gas trap, that if not dis-armed victim must save versus poison or fall unconscious for 2-8 rounds. Inside the tomb, you find that it is empty save dust.

A secret door may be found on the far wall leading into room 13. A very hard to see stone must be pressed to access the door. (1 in 6 chance or 3 in 6 chance for dwarf.)

13 – Secret Chamber of Hodor

Coming through the secret door leads you into the hidden tomb of Hodor, a dwarf vampire. The room and the tomb (marked "IV" on the map) itself are mainly nondescript. Roll d100 to see if you encounter Hodor.

1-30 Hodor is sitting on the lid of the sepulcher, waiting for you.
31-75 Hodor is sleeping inside the tomb.
76-100 Hodor is elsewhere.

If the vampire lord is found sleeping, he will awaken in 1 round after the lid to his coffin is opened.

Hodor (Dwarf Vampire): MV 12"/18", AC 1, HD 8+3, 60 hp, Treasure F, Thac0 13, #ATK 1, 5-10 (1d6+4), SA level drain (2 levels), SD +1 or better weapon to hit, immune to sleep, charm, and hold spells, takes half damage from spells based on cold or electricity, very tough to kill, SZ S (4' tall).

This feisty bloodsucker is insane! He loves to summon a horde of rats first off, to confuse and distract his adversaries, and



will transform himself into gaseous form to try and escape if his hit points drop below 20.

If destroyed, on his body you will find a small ebony key in the strange shape of a crescent moon (opens the door leading into room 16).

IV – Tomb of Hodor

A nondescript crypt, the inside is draped in soft red silk. If Hodor has escaped, inside the coffin you find the crescent moon key.



14 – Dusty Chamber

Coming down the staircase from room 7, you find yourselves in a small chamber. An archway on the far wall leads you deeper into the complex.

DMs there is a hinged pit trap just inside the archway.

Traveling straight out of room 14, the corridor continues ahead or turns to the right. Straight ahead you find an ornate metal door bearing a symbol resembling 2 triangles/bases facing each other. The door is unlocked but heavy and feels cold to the touch.

15 – Pool of the Wisdom God

Passing by the metal door, taking the corridor to the right, brings you past a wide archway leading into a small hexagonal shaped room. Centered in the room is a large circular pool of clear water, and a granite statue of Odin, the God of Wisdom. At the base of the pool are what looks like the remains of two dwarf skeletons recently armed with hammers. They are lifeless now.

Drinking from the pool grants you a +1 to all of your to hit, damage, and save rolls for 3-12 rounds, and heals 2-8 hit points. Additional drinks have no added effects.

16 – Svendurms Burial Chamber

As you pass by the pool room, the corridor takes you past another metal door, this one has major scorch marks across its surface. The door is locked fast and has a unique keyhole shaped like a small crescent moon. It is also trapped with a poisoned barb trap: **failure to disarm forces you to save vs poison or die.**

Continuing past the metal door, takes you around a corner revealing a collapsed tunnel.

DMs note the falling spike trap here.

Going into room 16 you find a small burial chamber, walls decorated with scenes of dwarves doing battle against trolls of many kinds. A crypt in the room is nondescript but crafted by master stone smiths (marked “V” on the map).

If the vampire Hodor fled from room 13, he will be here in this

room waiting for you, ready for combat, and fully healed. Regardless of Hodor, this crypt is filled with his treasure horde (treasure type F).

Hodor (Dwarf Vampire): MV 12”/18”, AC 1, HD 8+3, 60 hp, Treasure F, Thac0 13, #ATK 1, 5-10 (1d6+4), SA level drain (2 levels), SD +1 or better weapon to hit, immune to sleep, charm, and hold spells, takes half damage from spells based on cold or electricity, very tough to kill, SZ S (4’ tall).



Geadas' Spear

17 – Collapsed Chamber of Souls

Once through the metal door bearing the triangles, you find yourself in a large chamber 25x30 with 20 foot ceiling, though the far left corner of the room has collapsed. An archway on the wall to the right leads you deeper into the complex, as well as 2 shuffling dwarf zombies intent on devouring your flesh!

DMs there is a hinged pit trap at the archway to the right, and a secret door can be found on the far wall just to the right of the collapse. This door may only be found by a dwarf or a spell that reveals invisible or secret doors.

(2) Dwarf Zombie: MV 6”, AC 8, HD 2, HP 15, 16, Thac0 18, #ATK 1, DMG 1-8, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ S (4’ tall).

18 – Shrine of the Thunder God

Coming through the secret door, you come into a large circular room 35 feet across. 4 columns in the shape of a rearing goat dot the 4 corners, while an ornate shrine

sits at the center of the room. The walls from floor to ceiling show the exploits of Thor, God of Thunder, dispatching various adversaries. Some are slain by his mighty hammer Mjolnir, but others are slain by a mythical looking sword, and still others are defeated by a magnificent spear. Trolls, giants, even dragons are shown as being defeated by the deity. Atop the center shrine seems to be both the sword and the spear.

Geadas' Spear is a mithral/meteorite spear that grants its user 3 attacks every 2 turns, at +1 to hit/damage or +2 versus giant-kind. Any person or monster of less than 5 hit dice must turn and flee if the spear can be seen.



Avaldr's Nail is a longsword, crafted of mithral and adamantium, and grants its user 3 attacks every 2 turns, at a +2 to hit/damage or +3 versus any undead (including liches, also devils, and demons).

DMs – if a PC that acquires one of these relic weapon artifacts does not kneel and give thanks to Thor, you may think about removing the weapon from the PC... During playtest I did just that. I also had a PC roll a natural 1 on an attack roll, and as the PC dropped the weapon, it vanished.

Regardless, if either of these weapons leave the grounds of Thor's Rest, they disappear.

19 – Burial Corridor Section One

This area is simply a corridor with 2 small rooms that branch off of the main hall. Each room contains a small non-descript stone coffin (labeled “VI” and “VII” on the map).

DMs notice that as the party first enters the room there is a falling spikes trap. Coffin VI is trapped with a pressurized gas trap. Failure to disarm the trap forces the PC to save versus poison or take 2-8 damage.

VI – Soldiers Tomb

This coffin contains a desiccated dwarven skeleton, rusted iron armor, and an enchanted +1 shield of dwarven make that shows no blemishes. The shield displays Thor's hammer.

VII – Soldiers Tomb

A small pressure plate trap in front of this coffin causes the coffin lid to slide open. Frigid cold air pours from the crypt and begins to fill the chamber and eventually the corridor. If the pressure plate is pressed again, the coffin lids slides back into place. A peek into the coffin reveals a false floor and a vertical shaft leading deeper into the earth.

DMs the shaft is 5x5 feet, smooth stone, and drops 50 feet down into room 21.

20 – Burial Corridor Section Two

This area is another simple corridor with 2 more small stone coffins (these are labeled “VIII” and “IX” on the map.)

VIII – Soldiers Tomb

This simple crypt is empty save for dust, but behind it hides 4 freshly slain dwarf zombies, who after they have detected the smell of living flesh, immediately attack!
(4) Dwarf Zombie: MV 6”, AC 8, HD 2, HP 9,9,10,13, Thac0 18, #ATK 1, DMG 1-8, SD immune to sleep, charm, hold, and cold-based spells, always attacks last, SZ S (4' tall).

IX – Soldiers Tomb

This crypt is armed with a pressurized gas trap, that if not disarmed, forces anyone within 5 feet to save versus poison or fall unconscious for 2-8 rounds.

A look inside this tomb reveals a spell scroll, a small marble sized red gem, and a bottle of heal potion.

The scroll contains the spell:

Dragath's Reflective Shield

Class: Magic User

Level: 5

Range: 3ft

Duration: 2 melee rounds +1 per caster's level

Area of Effect: Caster

Casting Time: 5 segments

Saving Throw: none

Components: VSM

The Great Mage Dragath created this spell in order to provide better protection for all spellcasters.

This spell creates a protective shield around the caster giving him/her an AC of 3.

Anytime an opponent succeeds in a strike at the user of the item, they must save versus breath weapon or have half of the intended damage reflected back upon them. This effect applies to weapon-based damage, magical attacks that cause damage and breath weapons.

The effect does not encompass effects such as paralysis, petrification, charm and other non-damaging effects.

The duration of the spell is two melee rounds + 1 melee round per level of caster.

The material components of the spell are a small mirror and a pinch of talcum powder.

Thank you Matt Petrone of The Wizard's Workshop!

The potion cures critical wounds (or 6-27 hit points or 3d8+3) but only contains one dose.

The small red gem has an EGPV of 1275.

END OF SCENARIO

So the vampire is slain, the corruption ended, and Hodor's treasure is snatched up. If the random treasure generated is anything like what we rolled in our playtest, the coins are substantial. (My 13 year old son exclaimed "I can buy TWO pegasi!!!")

As the PCs make it back to the main entrance of the stronghold, this is when the dwarf Durhelm returns with reinforcements...45 well-armed dwarven warriors! They become very happy when they see that you have cleaned out the evil bloodsucker and liberated their coins! Allowing you to keep all of the treasure save the coinage, they award each PC 2000 gold pieces, give you their thanks, and send you all on your way.



OPTIONAL PRE-GEN PCs

DM NOTES:

Benoist Gygaxius: Half-elf, LG, LV3 fighter, AC 2, HP 28, Thac0 17, #ATK 1, DMG 1-8 S/M, 1-12 L, longsword, chain mail + shield, Save vs poison 13.
S 15, I 13, W 11, D 16, C 10, C 13

Khizer Sweeto: Human, CG, LV3 cleric, AC 4, HP 20, Thac0 20, #ATK 1, DMG 2-8 S/M, 2-7 L, morning star, banded mail, Save vs poison 10.
Spells: Cure Light Wounds, Light, and Find Traps.
S 13, I 9, W 11, D 13, C 18, C 18

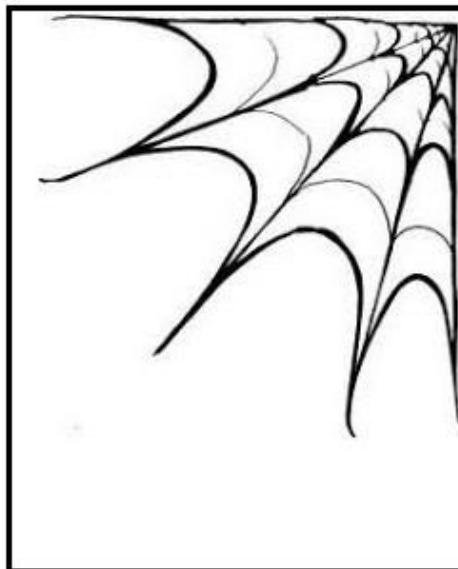
Eric Strongarm: Human, LG, LV3 paladin, AC 2, HP 29, Thac0 18, #ATK 1, DMG 1-8+1 S/M, 1-12+1 L, longsword, plate mail + shield, Save vs poison 11.
Turn undead as a LV1 cleric.
S 16, I 12, W 12, D 14, C 12, C 14

Cho Ko Net: Halfling, N, LV3 thief, AC 4, HP 17, Thac0 17, #ATK 1, DMG 1-6 S/M, 1-8 L, shortsword, leather armor, Save vs poison 10.
Open Locks: 38%, Find/Disarm Traps: 35%.
S 9, I 14, W 9, D 18, C 12, C 17

Sally Ninetails: Elf, NG, LV3 magic-user, AC 9, HP 12, Thac0 20, #ATK 1, DMG 1-6 S/M/L, 1-4 S/M, 1-3 L, staff, dagger, Save vs poison 14.
Spells: Detect Magic, Magic Missile, Shield, Invisibility, Web.
S 10, I 17, W 13, D 15, C 9, C 12

LIVING WEB

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 7
MOVE: 6"
HIT DICE: 3
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6
SPECIAL ATTACKS: Snag and capture
SPECIAL DEFENSES: Immune to sleep, charm, hold, and cold-based spells. Fire and fire-based spells cause double damage.
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (6-8' long)

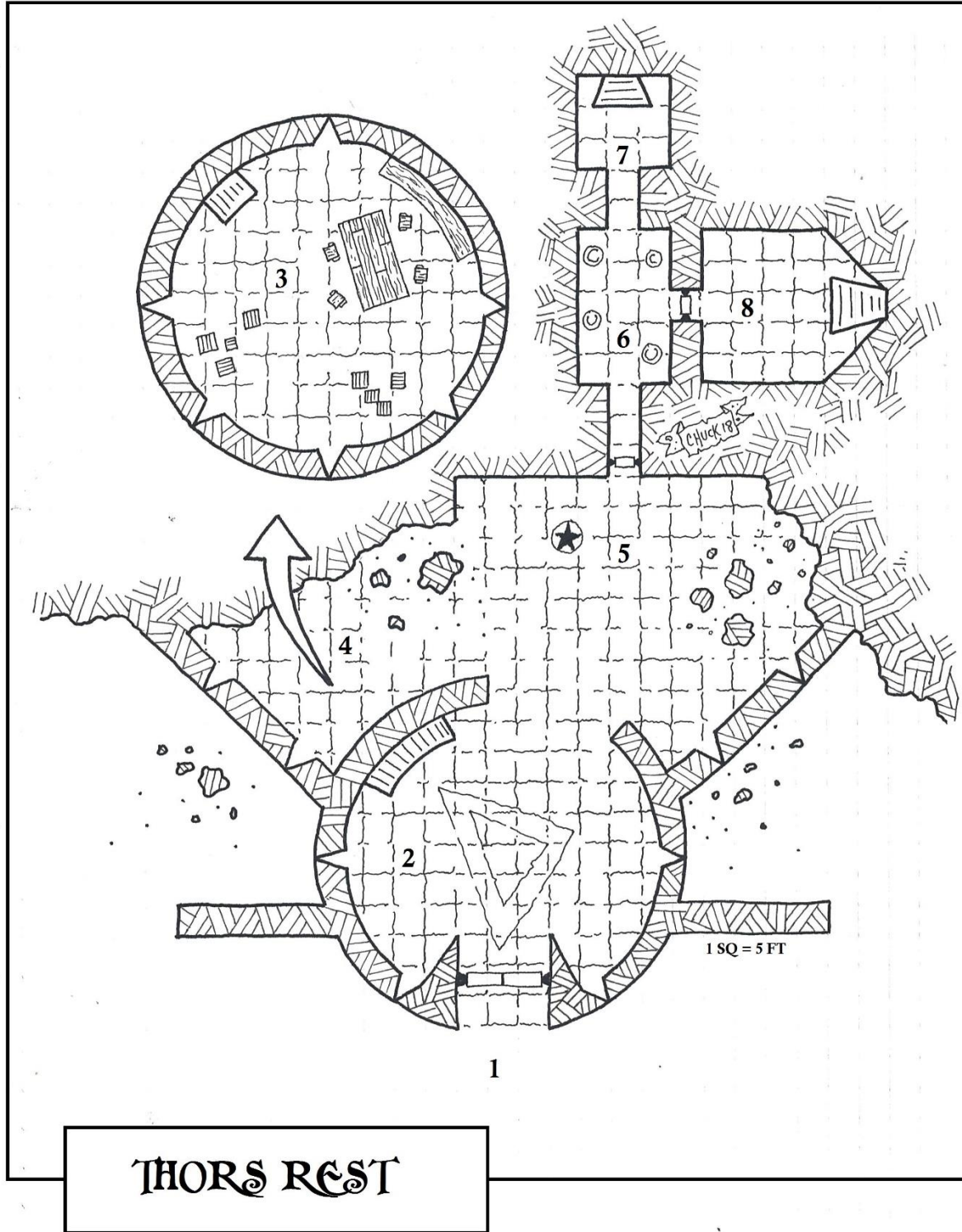


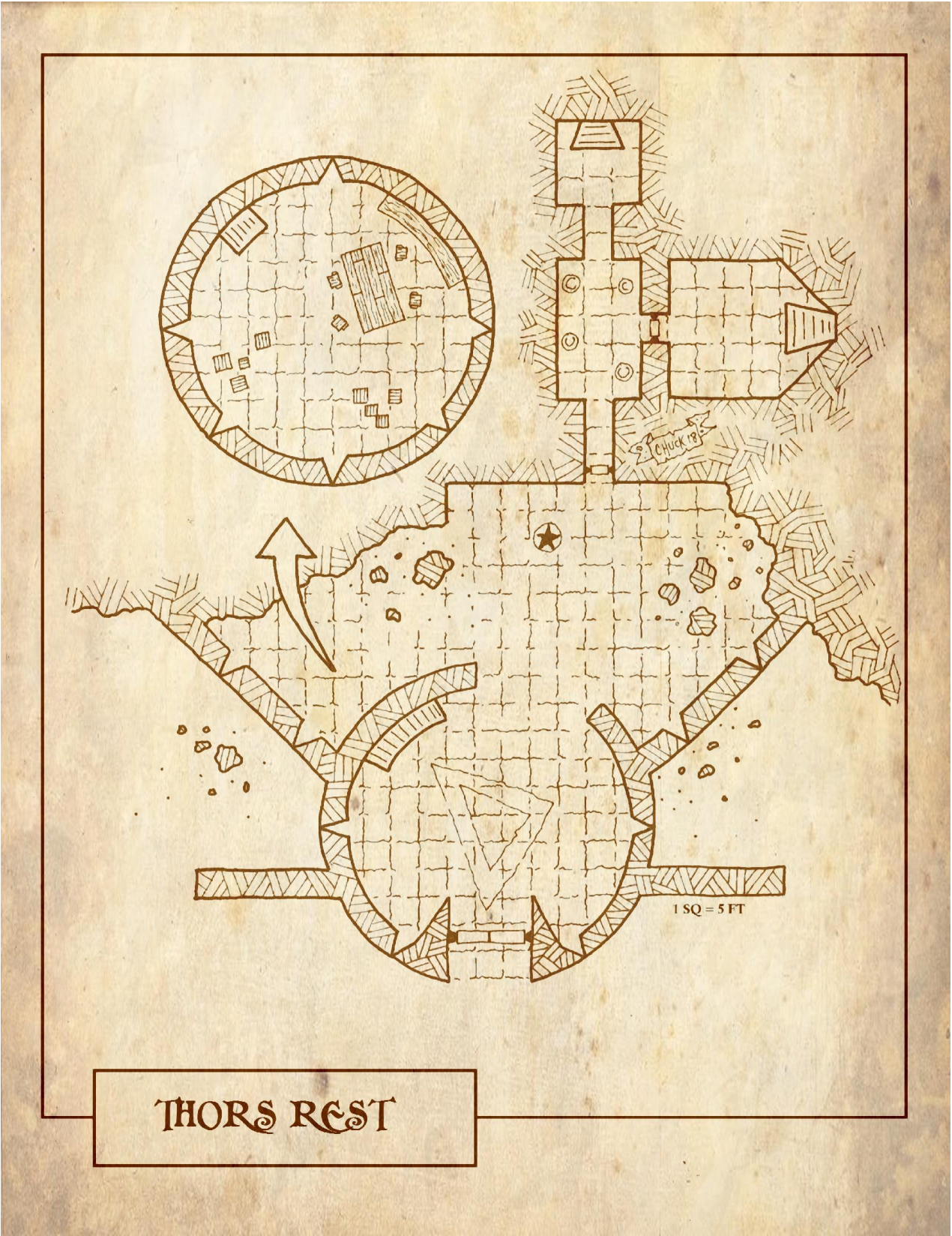
This strange creature dwells in dark underground areas, where it can prey on unsuspecting adventurers at its leisure. Looking exactly like common cobwebs, most would not guess that such a creature even exists. Most Living Webs encountered will range from 6-8 feet long but larger ones may actually exist.

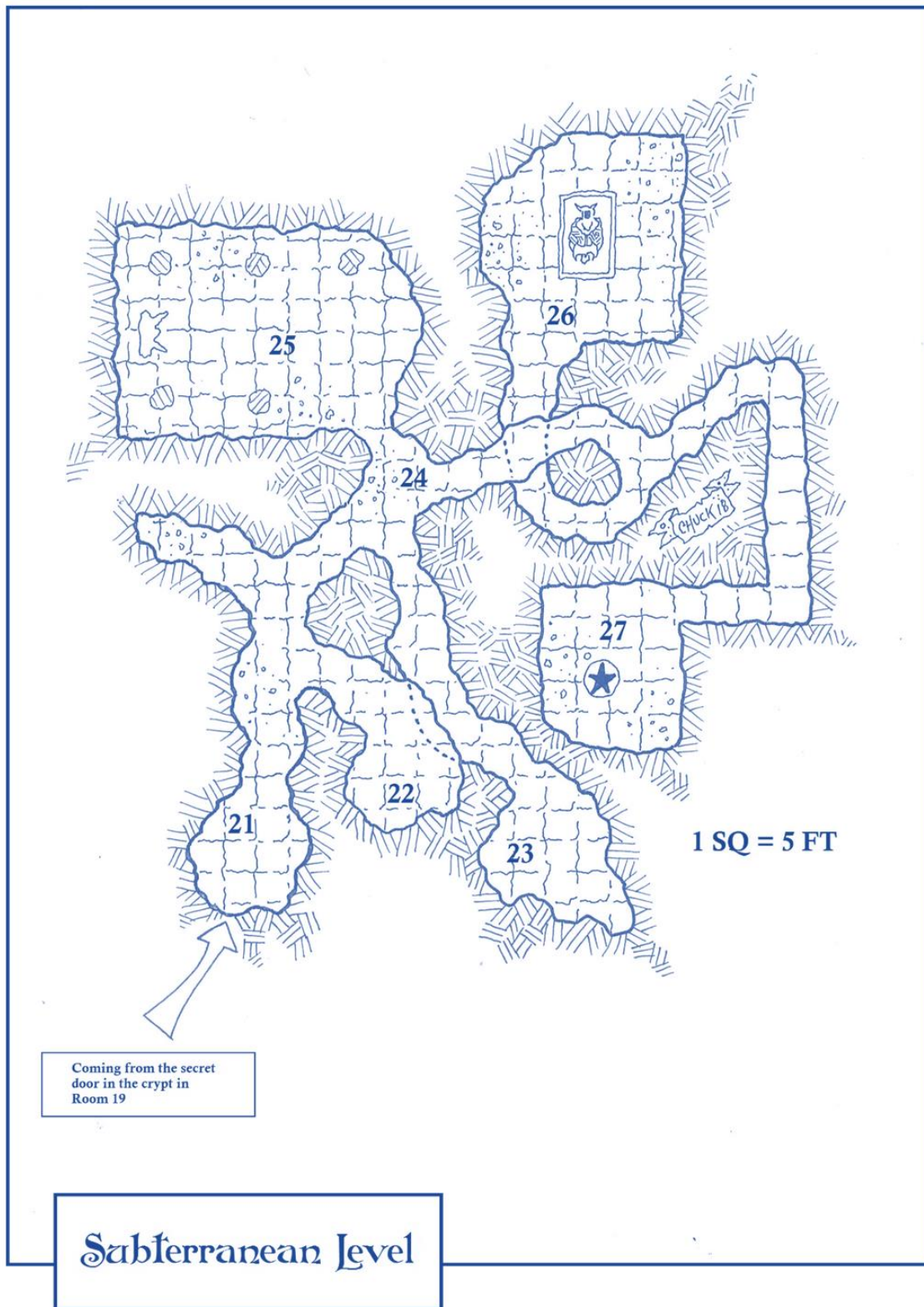
In combat, the Living Web strikes out with 2 of its 'arms' dealing 1-6 damage. On a successful hit of a 17, 18, 19, or 20, the creature has snagged its prey with its sticky webbing, and sucked it into its body, inflicting an additional 1-6 strangulation damage each round, until they are freed or succeed in a bend bars attempt.

If a Living Web is destroyed, it turns to ash.











SUBTERRANEAN LEVEL (Optional)

The air temperature of this level holds at around 12 degrees Fahrenheit or -11 degrees Celsius. Very cold!

DMs keep in mind that this area is not designed for player characters of levels 1-5. It is for much higher levels or at your discretion a much more challenging scenario.

21 – Bottom of the Crypt Shaft

Having descended the 50-foot shaft, you find yourself in a natural cavern-like room. Fairly circular, it is roughly 15x20 with an 8-foot ceiling. A tunnel on the northern wall sends you deeper into the freezing cave.

22 – Round Cave

Leaving the initial room, you venture deeper into the complex and find a small off shoot to the left, another tunnel veering off to the right, and a continuation straight ahead. The off shoot to the left proves to be a dead end, while the tunnel to the right brings you to another cave yet larger than the first. The floor, walls, and the ceiling of the room are covered in a rough ice thanks to the frigid temperature but centered on the ground is a small wooden trunk. It measures roughly 3-foot long by 2-foot wide. It is unlocked though

frozen shut. A strength check is required to open it.

Inside the trunk you find the skeletal remains of a male Halfling. He is dressed in a rotted blue velvet robe. On his fingers are two gold rings, one with a red stone, the other with a green.

If *Detect Magic*

is cast on either of the rings, they both glow with a powerful magic. The red denotes some type of destructive power while the blue radiates a kind of location magic.

The ring stores a single charge Fireball spell. If the blue ring is even touched, the PC is immediately teleported to Room 27 – Dragon Room.



23 – Arrowhead Cave

Continuing down the frozen tunnel, the path splits again. Forward or to the right. The path to the right runs 55 feet before dumping into an arrowhead shaped room. Halfway down the tunnel, the rough ice on the ground and walls become razor sharp for 15 feet. Anyone who trips and falls and is wearing anything but plate armor, suffers 1-8 damage.

Once in the arrowhead shaped room you see a square iron chest at the far end. It is closed and has a large iron pad lock. As you enter further into the room, the ice-covered wall seems to peel away revealing a humanoid shaped ice monster!

Ice Golem: MV 6", AC 3, HD 12, 88 hp, Thac0 9, #ATK 1, 3-36, SA anyone within 10' suffers 1-4 cold damage, SD +1 or better weapon to hit, takes half damage from spells based on cold, if in contact with water or ice – heals 1-8 hp every turn, very tough to kill, SZ L (9' tall).

Inside the iron chest you find a scroll, 250 gold pieces, and a short 14" long rod. The scroll contains a *Fireball* spell, while the rod is an enchanted artifact that radiates necromantic magic. Upon contact, this rod acts as a *Rod of Cure Serious Wounds*. This item has 3 charges.

24 – Antechamber Archway

Returning to the main tunnel you find that it splits again, this time to the left and a large icy archway, or to the right and another tunnel. Deciding to go through the archway you find a single platinum coin lying on the ice crusted ground.

25 – Ice Demon Antechamber

Coming through the archway you step into a vast cavern room roughly rectangular. Five stone pillars ring the room while on the far wall is a crudely carved statue of some kind of demon. There are pools of frozen blood sporadically arranged near the statue. Possibly sacrifices to this demon. With a closer look, you see that the stomach of the demon has what looks like a hole carved into it and it is this hole that the frigid air pours from. Once any of the PCs

have been in this chamber for 3 rounds, a high-pitched whistle emanates from the statue and something pours out of the hole! This liquid-like substance quickly transforms and solidifies into a massive Ice Demon that immediately attacks!!

Ice Demon: MV 10", AC -1, HD 11, 80 hp, Thac0 10, #ATK 3, 2-16/2-16/2-12, SA successful hit with tail causes paralysis with a failed save, SD +2 or better weapon to hit, immune to cold and cold-based spells, SZ L (11' tall).



26 – Crypt Chamber

Following the tunnel from area 24, the path splits left and right. The right tunnel brings you to a freezing squarish room containing a massive stone sepulcher with a covering carved in the likeness of a royal ruler or king.

If the crypt is touched, a section of the frozen wall peels off and become a large ice golem!

Ice Golem: MV 6", AC 3, HD 12, 86 hp, Thac0 9, #ATK 1, 3-36, SA anyone within 10' suffers 1-4 cold damage, SD +1 or better weapon to hit, takes half damage from spells based on cold, if in contact with water or ice – heals 1-8 hp every turn, very tough to kill, SZ L (9' tall).

Inside the crypt you find the skeletal remains of a humanoid dressed in what were extremely expensive fabric robes, wearing a pure silver diadem, and wearing 4 gold rings with inset gems (egpv 1232, 490, 760, 675, and 1245 respectively).

27 – Dragon Room

Following the tunnel to the left brings you into a roughly cut square room 25x25 bearing a large crude statue of a dragon. Upon entering the room, 2 ice golems peel from the walls and attack!

(2)Ice Golem: MV 6", AC 3, HD 12, 88,91 hp, Thac0 9, #ATK 1, 3-36, SA anyone within 10' suffers 1-4 cold damage, SD +1 or better weapon to hit, takes half damage from spells based on cold, if in contact with water or ice – heals 1-8 hp every turn, very tough to kill, SZ L (9' tall).

If a member of the party has been teleported here, their body may be lying among the ice crusted ground...

Once the golems are dealt with, a closer inspection of the statue shows it to be crafted of granite unlike the surrounding

limestone. Its eyes are that of fist-sized rubies surely worth a small fortune! If the statue itself is touched or the eyes are tampered with, the statue comes to life...a massive unique stone dragon...and fiercely attacks!

Stone Dragon: MV 12", AC 3, HD 14, 110 hp, Thac0 8, #ATK 3, 1-6/1-6/3-18, SA breath weapon – cone of fire 3"x9", SD +1 or better weapon to hit, takes half damage from spells based on fire, SZ L (25' long).

At first guess, many will believe this to be a stone golem in the likeness of a dragon. This is not so and will be instantly apparent the first time it uses its fiery breath weapon! With 14 hit dice...ouch!

If the stone dragon is destroyed, its eyes may be pried from its head, and they are indeed valuable holding an estimated gold piece value of 999 each.

Behind the dragon's pedestal is a small ornate chest made of cold iron and a small delicate iron lock. Inside the chest you find 3 very unique stones called *Ioun Stones*. There are 14 types of these enchanted stones. See page 147 of the DMG to roll to see which are found.

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