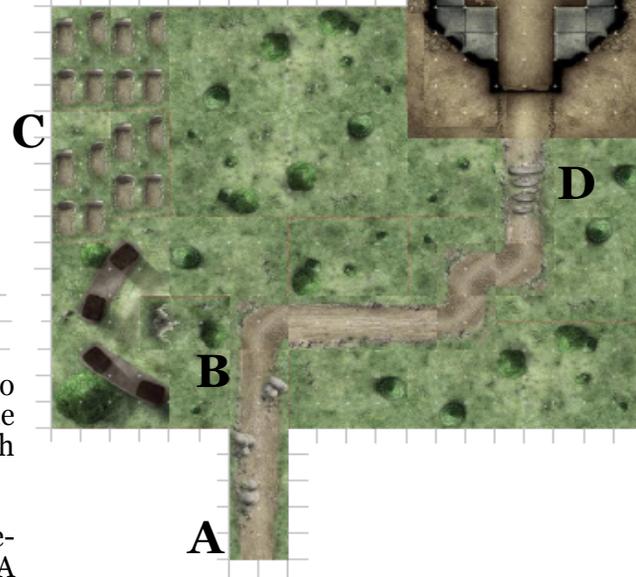
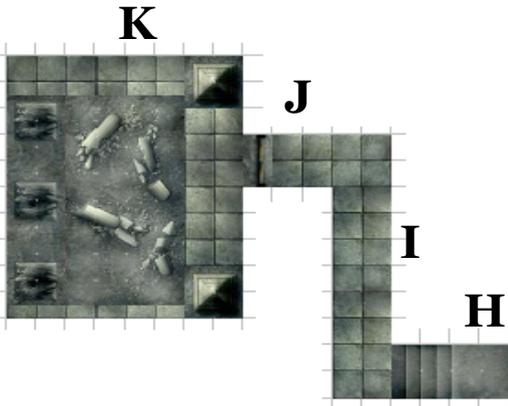
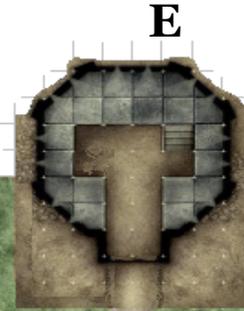
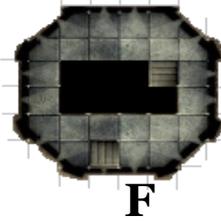
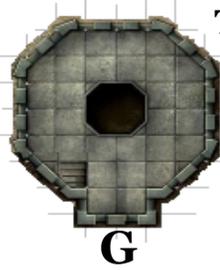


Tower of Light, Tunnel of Stone

■ = 5 feet

Authored by Aaron Schneider
durstann@yahoo.com
stonecorridors.blogspot.com



(A) A path slopes gently towards a two story tower. To the west is a statue flanked by four stone pillars. To the north of that is a plot of unmarked graves.

(B) A worn, stone statue of a robe-clad man stands on a large plinth. A stylised icon of the sun is held in its upraised arms. Four moss colored pillars are arrayed behind him.

(C) Little more than grass covered mounds are all that remain of a plot of unmarked graves.

(D) The road slopes sharply here, rising to the entrance of a squat two story tower. The entrance is blocked by a set of large double doors, one of which is off its hinges and propped up against the other. A search will reveal glass bottles balanced on top of the door which will fall and break when the door is moved, alerting the creatures inside.

(E) The ground floor of the tower is dark and musty. Piles of damp cloth, broken crockery, lumber and masonry litter the floor making movement treacherous. A number of giant rats will attack from their concealed locations within the debris once the players have completely entered.

(F) The second level of the tower is as dark and damp as the first, but with less debris. A mangy wererat, Skritch, calls this place home. Skritch and his giant rat companions will attack any intruders. He is cowardly and will change to his rat form and flee if badly wounded. A search of a mushy bedroll in the corner will reveal a polished glass lens.

(G) A hole in the roof of the tower has boards and leaves piled on top of it, preventing sunlight from entering the tower. Near the edge is an articulated brass apparatus in the shape of a stylized sun. It has an oval section in the middle that looks as though something has been removed. The lens found in Skritch's possession at (F) will fit into the oval. The apparatus can then be used to focus sunlight on the statue, causing the statue to move and revealing the crypt beneath.

(H) Steps lay before the players, leading down into darkness. Moss lines the walls and roots push through the stone ceiling. Trickle of water fall from the roots and pool on the floor. This is the entrance to the crypt, revealed when the party manages to move the statue at (B).

(I) This stone lined corridor is dark. Water drips from the ceiling, pooling in spots on the floor. Halfway down the corridor is a trap that sends dozens of darts flying through the air from the far end of the passageway.

(J) The icon of the sun is laid out in brass across a large set of double doors. A lock secures the doors and it will need to be picked or the doors bashed open to proceed.

(K) A zombified sun priest, Garvel, is here. Garvel is alerted to the players' presence when the statue at (B) moves so there is no chance of surprising him. When the party opens the door he will have just completed a spell. Soon after, skeletons from the graves above will claw through the ceiling, drop to the floor, and attack the players. Garvel is armed with his claws but will hang back and allow the skeletons to handle the party. He carries the Amulet of the Sun, which he will use to daze the first character that threatens him.

Amulet of the Sun

A brass medallion in the shape of a stylized sun hangs from a heavy chain. It emits a light that illuminates a 5' radius. It can be used once per day to daze an adjacent enemy with a bright flash of light.

