



BLURB

The Ksarnian Pass tunneling beneath the slopes of the Dwemer mountains has been closed shut for ages. The gateway citadel set above its entrance is now a ruin defaced by the years. Whoever built it is long dead and forgotten by ungrateful chroniclers. Yet, as your party stands less than a mile away on this snowy and cold morning, it seems that you have no other choice.

WANDERING MONSTERS

Encounter occurs 1 in 1d6, check each turn.

- 1 Giant Weasel.
- 1 Halfling.
- 2d4 Ice Kobolds.
- 1 Dimetrodon dinosaur.
- 1d3+1 Cavemen. They carry alarm horns.
- 1 female Cavemen Shaman.
- 2d2 Troglodytes.
- 1 White Pudding.

Stat blocks compatible with LL, S&W, Pathfinder and OSRIC upon <http://kaiserkabuki.blogspot.com>

HALLS & CAVES KEY

Most rooms and caves are unlit and damp. A raiding party of ice kobolds led by Kamarthal, their sergeant, has invaded the halls up to the Pillared Vault (9). They all wear fur hats, black tabards with a white dragon crest and use barbed spears and long daggers in combat unless stated otherwise.

- PTERODACTYLS' NEST:** This grisly cave set upon the steep mountain slope 30' above the portcullis hosts 14 pterodactyls. The pterodactyls arrived just after the kobolds managed to stumble in and have cut their retreat short. Their nest contains the remains of a half a dozen preys, including ice kobolds and an elf. A few gems lay scattered about the nest.
- PORTCULLIS:** A pair of fierce statues overlook the portcullis closed shut. The snow has covered ancient holes in its rubble wall. Once cleared, a small-sized humanoid can crawl inside. The statues' eyes follow the intruders' moves.
- GREAT HALL:** Lined with statues of bearded warriors, this hall is covered in rubble. Any noise attracts ice kobolds from (4) and (5). One of the statues actually keeps a large bag disguised as stone containing a few ancient silver coins. These coins are worth platinum to a collector.
- FRESCO ROOM:** 4 ice kobolds are here, trying to dig a passage in the northern wall's fresco. They wield picks and conical helmets they've stolen in the mausoleum (7). The ice kobolds suspect a secret passage, but didn't find it. There's actually a concealed door hidden in the fresco's motives 5' above the floor level.
- HORN TRAP:** The concealed door opens into a small room crowded with bronze horns. If touched, the horns all blow at once and collapse the entire fresco room, causing heavy damage and pinning unaware victims under the rubble. One of the horns is magical and conjures 1d4 dwarf berserkers once a week.

- GALLERY:** This long gallery allows to peek and shoot inside the great hall. It's currently used as a guard quarter for 7 ice kobolds. The ice kobolds keep 2 crossbows and a score of bolts. The gallery's ancient beauty still pervades the place, with a couple of frozen fountains and the tall statue of a braided warrior lady.
- RUBBLED ROOM:** This rubble room is covered by a thin sheet of treacherous ice.
- HIDDEN NICHE:** A secret niche is hidden beneath the rubble, it hides a glowing huge blue gem. The gem is cursed, making one wish to never part with it. It confers its holder a small magic bonus when facing undeads.
- MAUSOLEUM:** Five tombs of fallen Ksarnian warriors lie in this hall. They all have been looted except one, the poisoned body of two ice kobolds laying close. The trap, having sprung twice, is now disarmed, though the ice kobolds ignore it. The tomb holds the remains of a warrior that will raise as a wight if disturbed. It wears a full scale armor, a conical helmet and a silver-bladed lochaber axe. It uses the lochaber axe in combat and can't channel negative energy through its silver blade.
- WEASEL KENNEL:** The ice kobolds keep their giant weasel pet here, using an ancient portcullis trap as a cage. Kamarthal knows how to set the trap on and off from the room 9.
- PILLARED VAULT:** Kamarthal and 9 ice kobolds keep watch upon this room with 2 halfling slaves. They have discovered the mechanism of the portcullis traps around and used them to keep both the cavemen and the troglodytes at safe distance. Ice kobold and cavemen bodies litter the floor of this beamed sturdy hall.

Yashalob rules the cavemen. A secret passage allow them to leave the place, but they can't come back from the front gate because of the pterodactyls. Their caves extend on each side of stairs lining a bottomless pit.

- FIERY PITS:** 12 cavemen play human-skinned drums around the flames of the 10' deep fiery pits of this wide cave. They wield stone axes and wear thick furs.
- CAGED CAVE:** This cave is barred with strong wooden bars. The bar's mechanism is hidden in an alcove nearby. 3 giant carnivorous apes are inside. They attack all creatures on sight if freed, including the cavemen.
- SHAMAN'S LAIR:** Along with 6 cavemen, Yashalob, the tribe's shaman completes her rituals here. She wears a magical voodoo mask enabling her to scare her enemies away. The lair is all pelts, skinned animals and ivory tusks.
- BLACK DOOR:** This black stone slab opens only when its magic is dispelled or knocked away. Beyond the door, the secret vale of the ape-men lays in all its jungle glory. There are hundreds there, mounting axe beaks and feeding on dinosaurs. Ties connect them to a two-headed demon lord to whom they sacrifice victims.

Keeping an ancient strife with the cavemen alive, the troglodytes have sent a war party to the surface. They are stuck by the portcullis traps and intent on killing the ice kobolds as well. Their caves are all wide and slightly glowing with phosphorescent lichens.

- AMBUSH:** 8 hidden troglodytes watch over the Pillared Vault (9) from this cave.
- LICHEN CAVE:** A small underground lake fills the half of this room. A dimetrodon dinosaur wades in its water.
- TROGLODYTE WAR PARTY:** 12 troglodytes led by 2 strong troglodytes wander along this long gangway towards the surface. They fight with war axes.
- INTO THE DEPTHS:** The cave eventually leads deep below to the troglodytes' gargantuan lair. The tribe is the size of a small city and opens into many different dungeons.