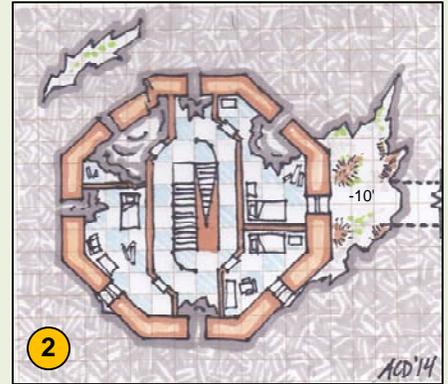
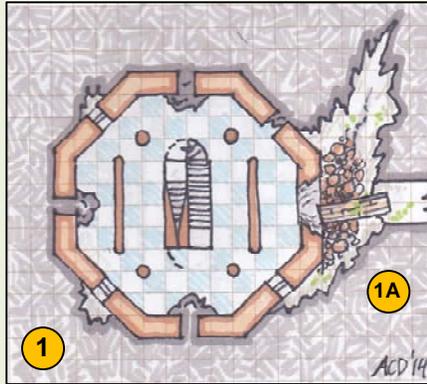


Years ago a volcano buried the towers and temples of Kraephos. Weeks ago, digging through the frozen lava, seeking riches, miners uncover -

# The Tower Of Jade

- and release the dangers within!



Warnings of the eruption reached the ears of the Kavbroed Weremantis Wizard T'kit t'kot. To save his Kavraen minions, he sealed them in magical jade. T'kot then sealed his laboratory, himself inside, with the same fluid stone. The volcano erupted and buried the tower.

Years later a man-made tunnel intersects with a natural hollow in the volcanic rock. The far side is stone of the Wizard's tower. A narrow window marks the center of the wall. After bridging the approach (1A), the miners widened the opening with picks and shovels so that they could reach the building. The floors of the tower are octagonal, fifty feet in diameter with ten foot ceilings.

(1) Ground Level - This level, possibly a lounge or library, has four pillars and two partitions. Stairs in the center. Eight windows mark the walls, some filled solid stone spilling onto the floor, others look out onto hollows in the rock.

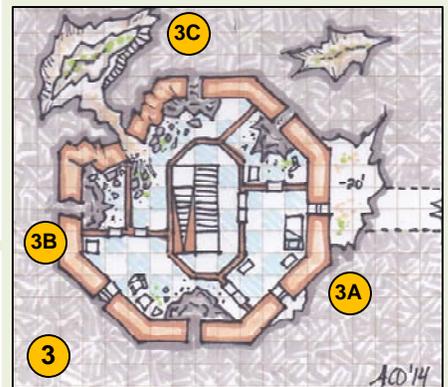
(2) 2nd Floor - Divided into four chambers the living quarters of the Wizard's bodyguards and servants. Irregular in shape and size, each has one or two windows and the remains of traditional furniture. Several are filled with dark solidified lava. The contents have been overturned and picked through by the miners.

(3) 3rd floor - Two large chambers. The smaller (3A) was that of the Wizard's Kavbroed Lieutenant. The larger (3B) was that of the Wizard himself. In their search for an exit from the tower, once the miners blocked the mines, awakened Kavraen found a rift in the lava (3C) reached by a gap in the outer walls. Piles of rubble reveal their efforts to widen the opening. That rift (3C & 4A) continues upward to the surface. From here Kav returned to the mines to pursue those who stole from the Chamber of Jade (6).

(4) Attic - The top of the tower. The cascade of lava and mud that buried the structure has partially collapsed the roof. What remains is hollow about twenty feet across. The floor is covered with debris. Marks suggest the Wizard's Kav attempted to dig their way up before finding the rift on the level below. That digging attracted the attention of a tunneling creature that has dug its way into the level from another rift (4B). The monster regularly refills the tunnel with debris to conceal its presence (DC20 Perception or Rock Lore to see the difference in texture of the stone) as it comes and goes to hunt.

(5) Lower levels 1 and 2 - Downstairs is a mix of store rooms and workshops. They were hastily emptied to house the stasis chambers of the Wizard's Kav that line the walls of the rooms. Scattered across the floors are fragments of the chamber lids and the magical jade the Wizard poured inside. Smears of blood (DC15 to spot) suggest captured miners were dragged here as well as either food or to be converted into new servants. The second level down has no stairs descending further. A careful search of the floor (DC25 Perception) reveals a concealed panel that opens to show a ladder (5A).

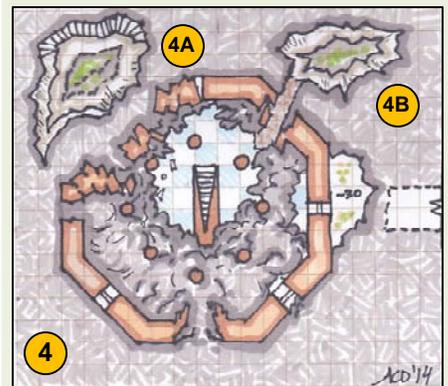
(6) Cellar - the Chamber of Jade - The Wizard's workshop reachable only by spell or by the ladder from in the level above (5A). After freezing his minions in jade, the Wizard retreated to his laboratory and filled most of the floor with the solid magic. As the miners chipped away at the stone, removing items sealed within, the Wizard stirred in his slumber and reached out with his mind to wake his minions above. The Kav drove the miners out of the tower. The central dais contains the Wizard's cairn. The walls are lined with closets and storerooms. The wall on the south-east corner has a concealed door (DC25) leading to a solid locked metal door (DC30) that opens to the Wizard's vault (6A). (A creature, digging through from the other side, may or may not be present.)



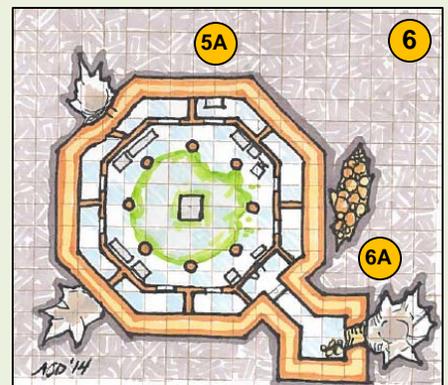
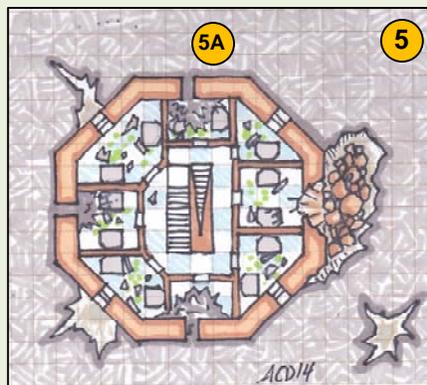
### Suggested Inhabitants:

The Occupied Tower – The born-Weremantis Wizard, One born-Were Lieutenant, a dozen mixed-Were warriors and a half-dozen bitten-Were servants. Locations vary per time of day.

The Abandoned Tower – Two giant Preying Mantises (area 1, left by Wizard), two tunneling Underdark creatures (4B and 6A).



Notes:  
Kavbroed - natural born Were  
Kavraen - cursed/bitten Were  
  
1 square = 5 foot, approx. 10  
foot high ceilings  
  
Kavbroed, Kavraen & Kraephos™  
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Dungeon Contest