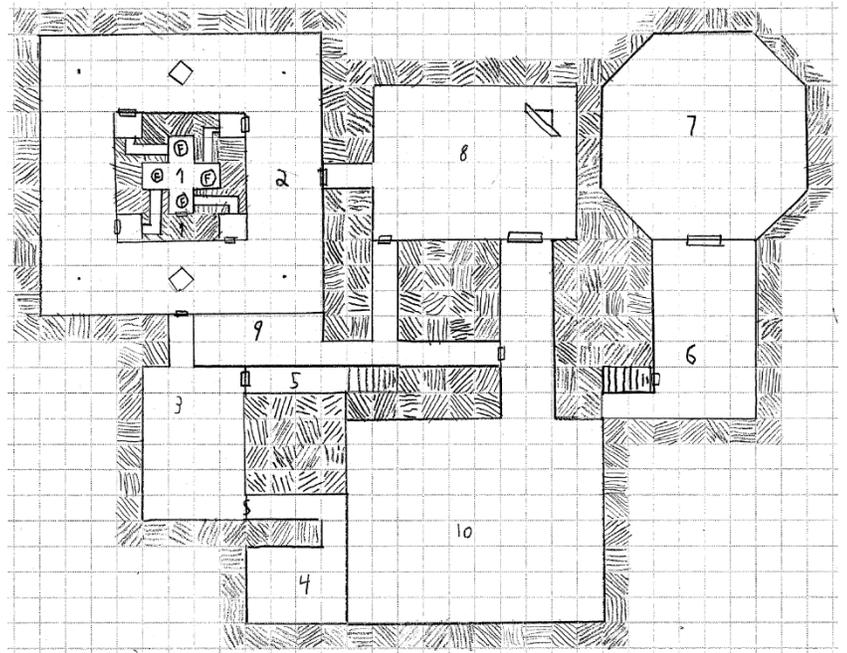


The Forsaken Wizard's Tomb

Background: The adventures were traveling to protect an archeologist by the name of Elten (el-ter-en) a young human when he finds a stone about the size of a high elf that seems to be cut out of a stone wall. [A player name] moves the rock to the left with relative ease, behind the rock is a room (Room one)



1. Entrance: You come into a plus shaped room with a 10 ft high ceiling. [Dm if players stand at the 4 corners of the room the entire floor collapses and every person including Elten falls into one of the four rooms.
2. Curved Carnage: You slide down a hole and find a door way with no door and see no players that did not come down your tunnel but (1st player) you are staring at a large grim lock who seems to be turning toward you. (2nd Player) An empty corridor with two very tall figures are standing about 15 feet in front of you. (Player 2) the figures appear to be stone one grim lock one elf. (If examined) The elf is a wood elf but seems to have a dark aura. (3rd and 4th Player) Lights bring the hall to life. You see rats strewn about the area 1d6 of them the room has 2 doors, one locked, one open (3)
3. Dining hall: There are 3 tables fit in a line each seems to have a different color to it. There are also bookshelves (one was moved recently) (Dm) Table one: This has some kind of gooey slobber on it that's whitish blue. Table 2: This one is cleaner but dustier. It has claw marks in it quite large ones in fact. Table 3: this one looks like it was very nice with golden tassels on the edges of the table but has blood and meat strewn over it.
4. Secret fallen room: (Dm to find this room they have to look at the half-broken. bookshelf) The room has broken glass everywhere and daggers shoved into the rock walls randomly. There is a broken bed and 1 broken small table. (There is a faint light coming from some of the daggers on one wall) (10 gp broken in many pieces you manage to save 3gp) (If you stay in for too long a skeleton comes from the rubble and trips a player)
5. Hallway: This is a very narrow hallway. After fifteen feet you can see stairs down (This is a very narrow hallway)
6. Broken Dak hall: You come into a Trophy room about 7 by 20 feet with a small silver statue of a wolf held between 2 stone pillars. It looks loose. Broken artifacts are everywhere and stone from the ceiling covers the ground. One stone golem stands still with 5 eyes that seem to all watch something different, one at you. (The golem comes alive if you try to touch the silver statue or if you try to pass him (non-magic dmg attacks do nothing to the golem while not active)) (Golem is Dire wolf sized and shaped)
7. Dak Born Dak Death: You come in to a bright room with a stone case on one side and a stone bed on the other. In front of you there is a Dire wolf, alive but sleeping after a moment awakes: In a Loud voice he calls; Take this (gestures to the rock (a medallion)) to my Master so I may finally die in peace. If you don't I will eat you and live many more years off your souls.
8. Empty Mirror: [In this room everything happens backwards for instance right is left] You scan the room and see a mirror and 4 wolves standing next to it going in circles and two other doors on one wall. (In this room everything needs to be said backwards only people with 3+ languages know how to speak backwards.) (You have to destroy the mirror to get out (if you try to touch a door you find you can only go in the mirror's line of sight the door is 2d like a picture))
9. Small room: You are in a small room with 2 corridors one in the room and one in a place where there's a door, in the room there's a bed and some storage crates with food in them.
10. (if from Mirror room) You see a big room 40x50 past a long hallway the room has pillars and 7 strange carvings on the roof, a pedestal with a skeleton of a wood elf, and have a medallion in a crevice (put your half in) Six Dire wolves and a Wizard "Saying Good boy Dak" (The exit is sealed but you can get out if you break a wall into a secret room leading to the dining hall)