

The keep of dreams.

Story:

Because of some kind of enchantment the players cannot carry on any way except through the castle so they decide to go in.

Background:

This dungeon was once the home of lord azure. He decided to abandon the keep after half his men and his wife were killed in the castle's defence from orcus himself.

Room 1. Entrance hall

Description: the entrance hall is a large room with 4 coffins. One has been broken. The sound of zombies shifting around can be heard from the other coffins there are also two passageways leading to the left and right.

Traps: one false-floor trap that drops the victim into spears.

Monsters: 1 zombie and 2 zombie rotters.

Treasure: none

Room 2: 1st stairway

Other than the rest of the stairway there is one room.

Traps: none

Monsters: none

Treasure: none

Room 3: training room

A cultist of orcus is guarding this room.

Traps: pendulum scythes in hallway.

Monsters: one crimson acolyte

Treasure: one large gem

Room 4: 2nd stairway

Two stirges are flying around in the stairway.

Traps: stairs turn to slide down to cellar. Magical lights 1d6 radiant damage

Monsters: two stirges

Treasure: none

Room 5: cellar

The crimson acolyte in the room is casting a complex spell to raise the dead so far he has summoned a wraith and a ghoul, both of which are fully under his control. The acolyte sees you and stops casting the spell. He looks at you menacingly and orders his minions to attack you.

Traps: none

Monsters: one crimson acolyte, One wraith and one ghoul+ unlimited zombies

Treasure: vicious sword

Special rule: at the end of its turn the crimson acolyte summons a zombie under its control.