

Vault of the Gargoyle Mage

By Sellsword Games

The Entrance to the dungeon is a pair of doors approximately 5' wide by 10' tall, magically sealed and locked. They can be opened by spell or by extraordinary efforts in lockpicking. If the DM permits, the group may have obtained a key by research and negotiation.

Room 1: The doors open to a 20' drop into a large, darkened room with a high vaulted ceiling. Two pairs of ominous, glowing red eyes of giant, animated stone statues light up. Torch sconces line the room about 10' up on the walls. 2 Clay Golems. (Or Animated Statues if the GM desires a less deadly challenge.)

Main Room 9: This enormous room is dimly magically lit up to the throne where the Gar Mage himself sits. There are six tall columns with a gargoyle atop each. At the bottom of each column is an ornate statue. (Use the same statistics as the statues in Hallway 3.) If provoked the assassin statues will trade off with the gargoyles swooping down to attack. However, the statues and the gargoyles obey the Gar Mage.

If the group enters peacefully, he bids them to approach. He will not attack unless threatened and offers to let the group live if they can free him from his accidental self-imposed curse. Seeking immortality, he accidentally turned himself into a gargoyle.



Main Room 9 Continued: There are two secret doors, only reachable by flying, in the ceiling leading to tunnels. These are secret passages only accessible to flyers so the gargoyles and Gar Mage can hunt. There is also a secret door leading to a Small Room 10

Small Room 10: contains the Gar Mage's old personal effects, spell book, staff and other minor items.



The doors to the Grand Hallway 8 are on the Librarian's belt. Otherwise, it is very securely locked.

Grand Hallway 8: The hallway opens up into an ornately decorated large vaulted ceiling 60' up. The hallway is decorated with small gargoyle statues and tapestries depicting a man's transformation into a gargoyle. At the end of the hallway, two grandiose doors are guarded by Adept Skeleton Warriors with magic armor, shields and longswords.

The doors into Hallway 3 are unlocked, opening into the room.

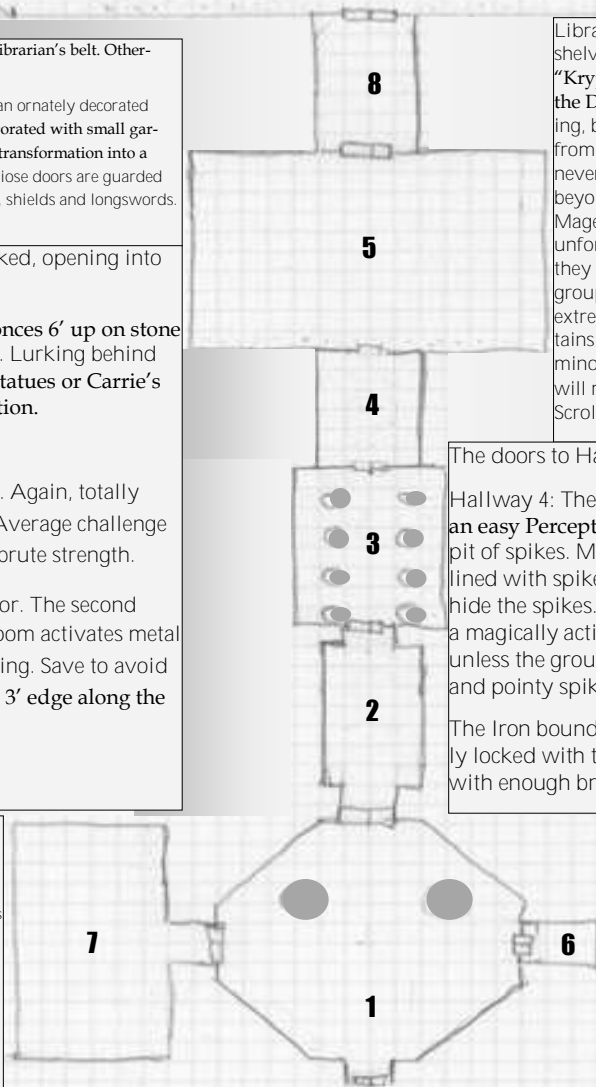
Hallway 3: It is unlit with torch sconces 6' up on stone pillars that rise from floor to ceiling. Lurking behind the pillars are 4 animated assassin statues or Carrie's "Atid" Columns at the DM's discretion.

The door to the Hallway 2 is locked. Again, totally different key than the other doors. Average challenge for lockpicking or can be forced by brute strength.

Hallway 2: It opens onto a stone floor. The second unlucky character to step into the room activates metal spikes from the floor, walls and ceiling. Save to avoid damage. There is an approximately 3' edge along the walls that can be crawled through.

The doors to Room 7 are locked, requiring a different key from the front doors.

Room 7: Lights up with magically activated torches on the walls. A full alchemy lab, long since abandoned, stretches out before the group. Shelves full of spell components, alchemical supplies, and lab supplies. A dozen books of minor alchemy lie on the shelves as well. In the center of the room on a large slab lies a stone-covered skeleton, perhaps a half-constructed gargoyle. 4 Animated Statues approach from the corners as soon as the characters are in the room. There is a 35% chance of accidentally starting a lab fire by banging the chemicals on the work benches and tables along the walls around. A manual of Shield Guardian Construction and a Manual of Clay Golem Construction



Library 5: A large, well-kept library with neat, well-stocked shelves spreads out before the group. The librarian is a "Krypt" Thing. Or any other animated, intelligent undead of the DM's Choosing. There are also 2 Homunculi very annoying, but willing to assist anyone who would free their friend from the magic jar he has been kept in for years. They have never been beyond the library into the grand hallway or beyond but have studied with the librarian and know the Gar Mage quite well from being studied. Their fourth friend was unfortunately vivisected as part of an experiment, for which they are all extremely bitter. The Librarian will teleport the group back into the pit hallway if possible. He will go to extremes to protect the keyring on his belt. The library contains books on summoning various magical flying creatures, minor flying demons, and minor spells. Careful examination will reveal 4 random spell scrolls, 2 scrolls of Levitation and 1 Scroll of Flying.

The doors to Hallway 4 open outward into another short hallway.

Hallway 4: The first character into this hallway will need to make an easy Perception check to avoid falling into the open 10' deep pit of spikes. Much like Hallway 2, the walls, floor and ceiling are lined with spikes. The only difference is there is no attempt to hide the spikes. The only way across to the Library doors, lit with a magically activated torch on each side, would be to fly across unless the group comes up with a clever way to cross the sharp and pointy spikes.

The Iron bound heavy wooden doors to the Library 5 are magically locked with the same key as the front door. They can be forced with enough brute strength.

The door to Room 6 opens into Room 1. However, the first step into Room 6 is dangerous.

Room 6: A large revolving stone slab spins the first unlucky character into the ground, trapping him. At the same time, a large stone slab revolves up into the open doorway. If any character was unfortunate enough to be standing right behind the first is catapulted headlong into the stone wall on the other side of the slab. The characters will have to use strength and ingenuity to get everyone out.