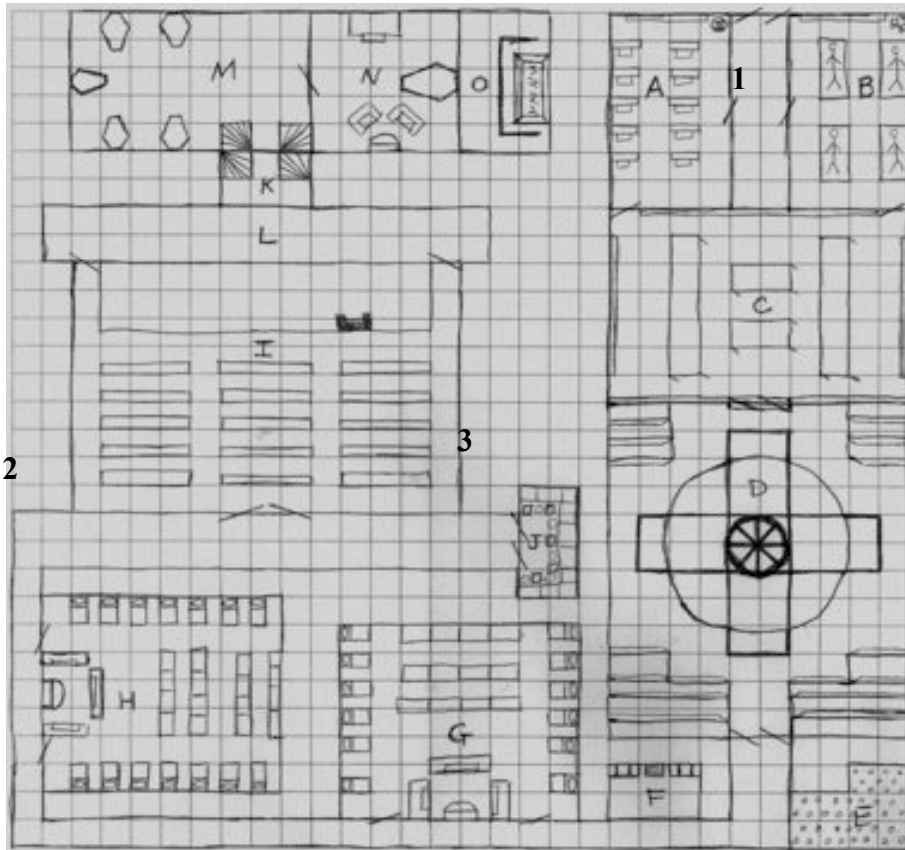


Name of Dungeon – The Final Lesson

1 Square = 5 feet



Lighting: Unless specified elsewhere, assume torch-type lighting throughout.

Random Encounters:

During any rest period, roll 1d100:

- d01-d15: No encounter (add 5 to next roll)
- d16-d30: 1d6 wight or skeleton minions
- d31-d40: Sounds of children laughing
- d41-d50: A rush of wind blows through the area carrying with it the stench of death
- d51-d60: No encounter (add 10 to next roll)
- d61-d75: Ethereal Being wanders through the area
- d76-d90: 1d4 Ghost warriors taunt characters
- d91-d85: 1 Ghost warrior challenges 1 PC
- d96-d100: Lights go out - 1d3 vampires enter

Background: Hundreds of years prior to the present, six powerful and extremely intelligent educators gathered a group of 50 students (24 boys, 26 girls) from the lands that surrounded the educators' school embedded partially in one of the mountains. These students were to learn and be the best at fighting, magic, and in academics, but the students soon grew weary of the pressure and turned on their mentors. In that revolt, many students died and those that didn't were left in a catatonic state. All six of the educators were never found, and little do the surrounding communities know that the six have returned for more students, but this time, the lessons learned could be deadly as the six have discovered a dark path to immortality. The return of the six has resulted in several strange deaths in the area and a general dark presence.

Room Key:

1. Entrance: Front doors to centuries old private school. Doors locked with chain and lock, need to pick/break.

A. Main Classroom: Wooden desks fill the room, a chalkboard is at the front with a small globe on a stand in the corner. The PCs are confronted by the ghosts of three teens who warn the PCs to leave or perish; the ghosts then vanish as the desks come alive to attack the PCs.

B. Laboratory: A lab with four large tables and a chalkboard. There are five skeletons in the room: one on each table and a fifth in the corner by the chalkboard hanging from a noose. The skeletons hop up and attack anyone who passes the threshold into the room.

C. Library: Each classroom leads into the library, the doors are unlocked. The library is full of books covering all sorts of topics relating to magic, fighting techniques, and various academic subjects. There are two large tables and two smaller tables in the middle of the room. Upon entering, the PCs find the room brighten with magical light. A ghostly librarian appears and assists the PCs in finding books or she simply goes about the room tidying and sorting the shelves. There is no apparent door out of the library other than back through the classrooms. The PCs must find the hidden sliding bookshelves to enter room D; also, there are bits of information on the educators, the school, and the occult placed around the room in books and scrolls if the PCs search for anything. Treasure here would be works of art and a small monetary cache revealed by a book being removed.

D. Room of Challenges: This room is decorated with a double circle on the floor overlaying a cross. The inner circle has the appearance of a wagon wheel. There is bleacher-type wooden seats around the room. The PCs hear a voice over head as they enter: "We have new challengers entering the room from the library. Welcome, you must pass the test of proof if you are to continue in this school." The PCs are presented with four challenges: two are intellectual puzzles and the other two are proof of magic or fighting ability; preferably both.

E. Hidden Water Room: If searched for, the PCs find a room with multiple holes in the floor. After the first two PCs enter, the trap goes off, the sliding panel closes and the room floods with water at a rate of 1/6 of the room per round.

F. Hidden Treasury Room: This opens up when the water trap is passed or if the PCs find it and successfully open it. Monetary treasure of fair value (determined by DM), a magic weapon, a ritual book, and three necklaces of protection.

G. Boys' Dormitory: There are 12 sets of bunk beds and 24 small lockers in the room with three couches surrounding a fireplace. The doors are locked magically. A lightning trap goes off if the magic lock is bypassed incorrectly. There are wands in a few of the lockers along with spellbooks partially filled. In two lockers, there are diaries with excerpts relating to the days when the school was running. Upon reading an excerpt, the three teen ghosts return and again threaten the PCs.

H. Girls' Dormitory: A similar setup as the boys' dormitory. Again, a few wands and minor trinkets, no spell books, but a few rusted swords and daggers, and a couple diaries. After reading the diaries, the PCs are attacked by the three teen ghosts but only briefly, like the ghosts get scared away.

2. Hallway Trap: A wall scythe swings out to slice the PCs.

I. Cathedral: Wooden pews covered with cushions and dust. There is a podium on the stage in front. Small windows line the outside wall of the cathedral. Three swarms of zombie church mice attack the PCs from the pews.

3. Hall Trap: First fire flies at the PCs, and then arrows from the walls if the trap is set off.

J. Storage for Cathedral: Contains decorations, books, etc. for the cathedral. There is a giant gold eagle statue worth quite a bit at the back.

K. Hidden Stairwell: PCs must find the stairwell to access Rooms M-O.

L. Preparatory Hall: A long hall behind the cathedral containing a few chairs for speakers preparing to enter the cathedral.

M. Detention Hall: The are no longer any desks here, but it now contains five caskets housing five of the six educators turned vampires. They awake due to the three teen ghosts alerting them.

N. Dean's Office: The room contains a desk and chair and the sixth casket of the last educator who last ran under the title of headmaster. There is a fireplace and two chairs in front of it. The door to this room is locked.

O. Hidden Saferoom: The educators found their path to immortality through the aid of a lich overlord who they keep safe behind a wall. To recognize the false wall should be difficult for the PCs. The lich's phylactery is located behind a small wall. He awakens as the PCs enter from a magic alarm. This is the PCs last challenger, and will lift the dark feelings felt throughout the valley and surrounding area.