



# Tomb of Ludor the Beheader

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## For Characters Levels 8-12

### Background

Ludor the Beheader, son of Finnur the Wanderer, was alternately known as Ludor the Black (a reference to his steely black eyes), and Ludor the Devourer (a reference to his appetite for wealth, women, and blood). Ludor the Beheader was a vicious warlord renowned equally for his avarice, his strength, and his sadism.

### Rumors & Legends

The following rumors/legends may be revealed to the PCs by Sveinn the Storyteller (see **NPCs**), a local villager and a sage/historian well acquainted with the tales of Ludor (his father was beheaded by Ludor). Alternately, roll 1d6 per local encountered to determine which rumor a local has heard about Ludor the Beheader.

1. Ludor had spies strung from trees so he could ride his horse around them, and slowly hack them to death.
2. Ludor had his men behead their enemy's corpses to dishonor them in the afterlife.
3. Ludor beheaded his own brother, taking nearly an hour to do so.
4. Ludor would personally behead children in conquered villages after making the children watch him take their mothers.
5. Ludor's bastard descendents roam the woods near Ludor's tomb.
6. Ludor's wealth is buried with him, waiting for someone daring to take it.

### Area Around Ludor's Tomb

The following table is a list of suggested Wandering Monsters for the forest area around Ludor's Tomb.

#### Wandering Monsters: Forest Area Near Ludor's Tomb

Check every 3 turns.

1. 1d4 frost giants
2. 1 frost giant + 1d3 winter wolves
3. 3d4 dire wolves
4. 1d6 winter wolves
5. 1d4 champions (7th-level fighters)
6. 1d3 superheroes (8th-level fighters)

## Tomb of Ludor the Beheader

### 1. Hall of Beheaded Children

Lining the walls are 10 identical stone statues, each holding a real child-sized human skull. These are actually living statues of rock (hp: 25 ea.) Upon entry, the statues will drop the skulls and attack any intruders.

### 2. Skull Room

Human skulls of all shapes and sizes are piled ceiling-high. A small pathway winds through. There's a 10% chance per turn per character not wearing "stealth" boots (e.g., elven boots) they will trigger an "avalanche," resulting in a "pool" of skulls in the room, slowing movement among them to 1/4 normal.

### 3. Boat Room (a.k.a. "Beheading Room")

Ludor's boat is upside down on the floor in the middle of the room. A fallen warrior and his treasure would normally be found under this type of overturned boat. This boat covers a hole in the floor (accessing the crypt **4** below), and acts as a trigger to a magical room trap.

A small groove in the stone wall runs the perimeter of the room about 5' above floor level. If the groove is prodded at any given point, it will appear to run about 6" deep and seemingly stop. If the boat is moved as little as half an inch, "containment stones" at the back of the slots retract and, at the beginning of the next melee round, shoot a host of flat, wide metal blades flying from the walls on all sides of the room.

All human-sized creatures standing upright at the beginning of that round must save vs. death ray or be beheaded. All creatures of elf-height standing upright must save vs. death ray or have their heads sliced open. All creatures smaller than elves (e.g., dwarves, gnomes, and halflings) will be unaffected unless raised from the floor (e.g., by standing on something) high enough to fall victim to the blades. There is no way to disarm the trap, only to avoid it if triggered (by ducking/squatting/lying prone).

### 4. Ludor's Crypt

Ludor will be in a defensive stance, weapon drawn, ready to defend his horde. See "Ludor the Beheader (Draugr)" below for a full listing of Ludor's horde.

### Ludor the Beheader (Draugr)

In normal form: HD:10; hp:45; AC:0 (not including armor); AT:1 weapon (see below); M:120(40); ST:F/10. In giant form: AC:-2 (not including armor); AT:1 weapon (see below); M:180(60'). The armor/shield that Ludor wears/carries (below) provides him with an AC of -9 in normal form and -11 in giant form. The magic sword Ludor carries will do 2d4+3 in normal form and 2d4+8 in giant form. Magic items (on person): **+1 shield**, **+1 chain mail**, **+1 ring of protection**,

**sword +2/beheader** (see **New Magic Items**).

Ludor's horde (in addition to items carried/worn) includes: 3,000cp, 1,000pp, 24 gems (12,000gp total worth), 18 pieces of jewelry (9,000gp total worth), a **+1 axe**, a **potion of plant control**, a portion of **gaseous form**, a **scroll** (of protection from lycanthropes), and a **wand of illusion**.

### NPCs

**Sveinn the Storyteller** (sage; MU:8/cleric:7): S:11; I:18; W:14; D:16; C:14; CH:11; HP:27; AC:3; #AT:1; D: by spell/weapon, M:12; AL: lawful neutral (neutral); ST: MU/8; MI: **amulet vs. crystal balls & ESP, bracers of defense (AC:3)**; major field: *humankind*; major field specialties: *art & music, legends, lore & myth, sociology, theology*; minor field: *physical universe*; spells: *at DM's discretion*.

### Monster Stats

**Champions:** HD:7; AC:4; AT:1 weapon (1d8+1 from STR); M:12; ST:F/7; w/ broadsword, shield, chain mail; additional magic items

at DM's discretion.

**Draugr:** A full draugr description can be found at: <http://savevsdragon.blogspot.com> (search for "draugr" using the search box at right), or [click here](#).

**Living Statue, Rock:** HD:5; AC:4; AT:2 (squirts magma from fingertips; 2d12 per hand); M:60'(20'); ST:F/5.

**Giant, Frost:** HD:10+1; AC:4; AT:1 weapon (4d6); M:12; ST:F/10; hurl rocks (3d6); immune to cold-based attacks.

**Superheroes:** HD:8; AC:4; AT:1 weapon (1d8+1 from STR); M:12; ST:F/8; w/ broadsword, shield, chain mail; additional magic items at DM's discretion.

**Wolf, Dire:** HD:4+4; AC:6; AT:1 bite; D:2-8; M:18; ST:F/4.

**Wolf, Winter:** HD:6; AC:5; AT:1 bite; D:2-8; M:18; ST:F/3; cold breath (6d4, 1/2 damage on successful saving throw) once per 10 rounds; immune to cold-based attacks; +1 pt. per die of damage from flame-based attacks.

### New Magic Items

**Sword +2/beheader:** On a natural 20 "to hit" roll, this sword decapitates the opponent (on a failed saving throw vs. death ray.)

