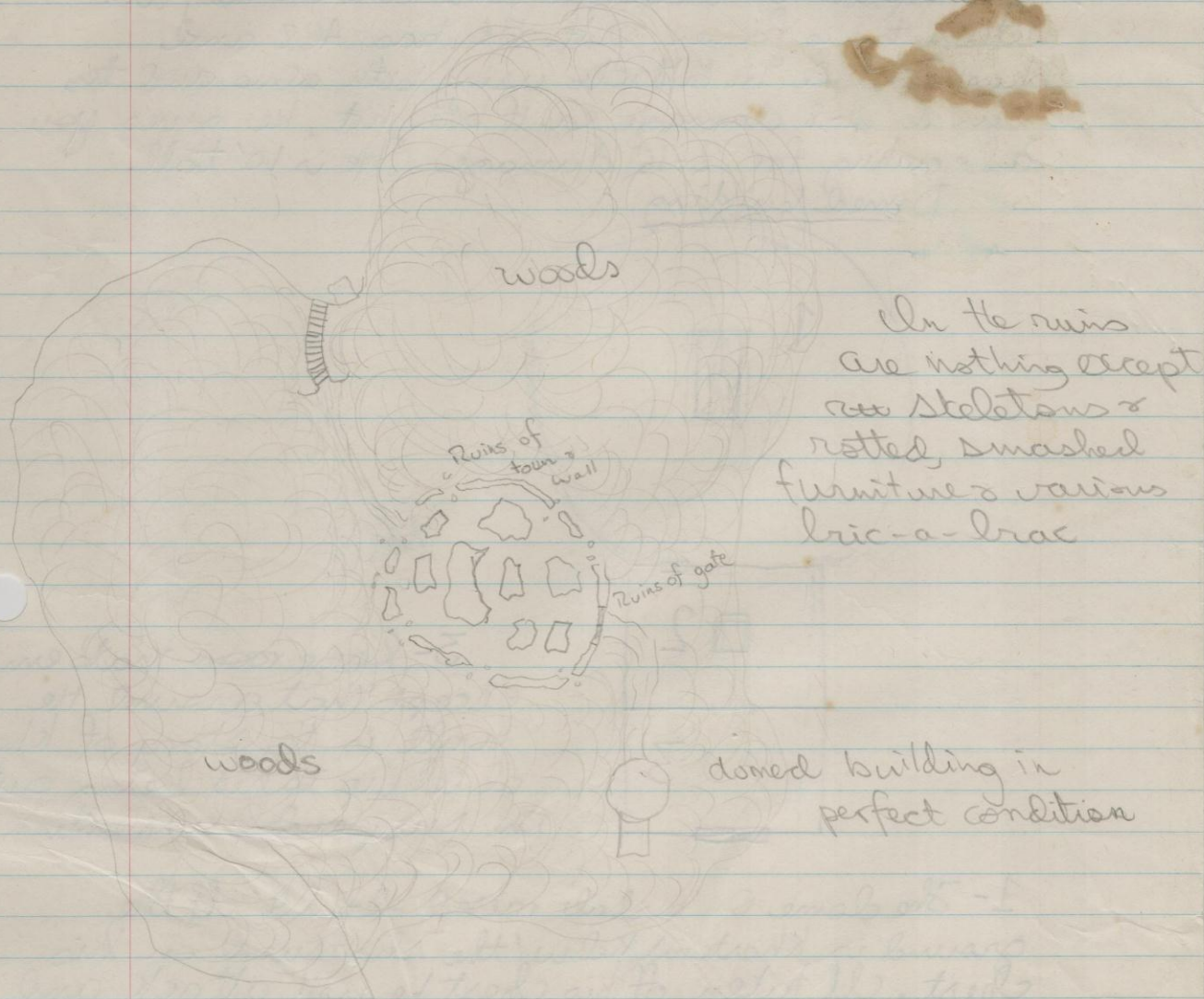


THE ISLAND OF KHOSETRAL KEL.

All cliffs too steep to climb except at
spots.

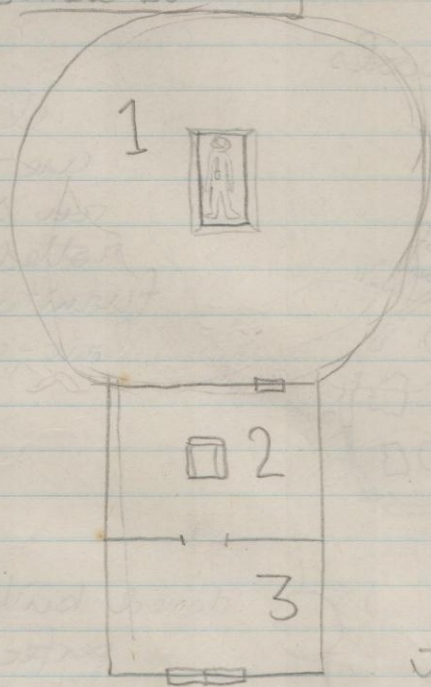


On the ruins
are nothing except
skeletons &
rotted, smashed
furniture & various
bric-a-brac

This ~~island~~ island was once ruled by a man
called Khosetral Kel and there were 500 people
living in the town. Then the barbarians came
and Kel made them slaves. But their priest
left and came back with a ^(short sword) knife which could
kill Kel. However, he didn't kill Kel, he put
him into a kind of suspended animation,
held there by the short sword. Kel is an iron
giant and is terribly evil. He came from

the Depths of darkness and when killed, will return to his former self. He has AC2 and has 30 H.P. He attacks using both arms and can do 1-8 damage ea. If both hit, he gives you a leeching for 2-16 damage. He is 10' tall.

Domed building



3- Large room that's empty except that around the wall is the story of Khoset al kel up to his being put in suspended animation.

1- The dome. On a slab raised about 4' off the ground is Khoset al kel w/ the shortsword on his chest. If taken off his chest he will attack and will only falter if the sword is used against him. It does double damage against him but otherwise isn't magic. Kel will seek to run away from the sword and kill the wielder another way (without facing the sword).

2- The throne a large room w/ a throne in the center. On the throne is a giant snake which constricts, does it have any poison.