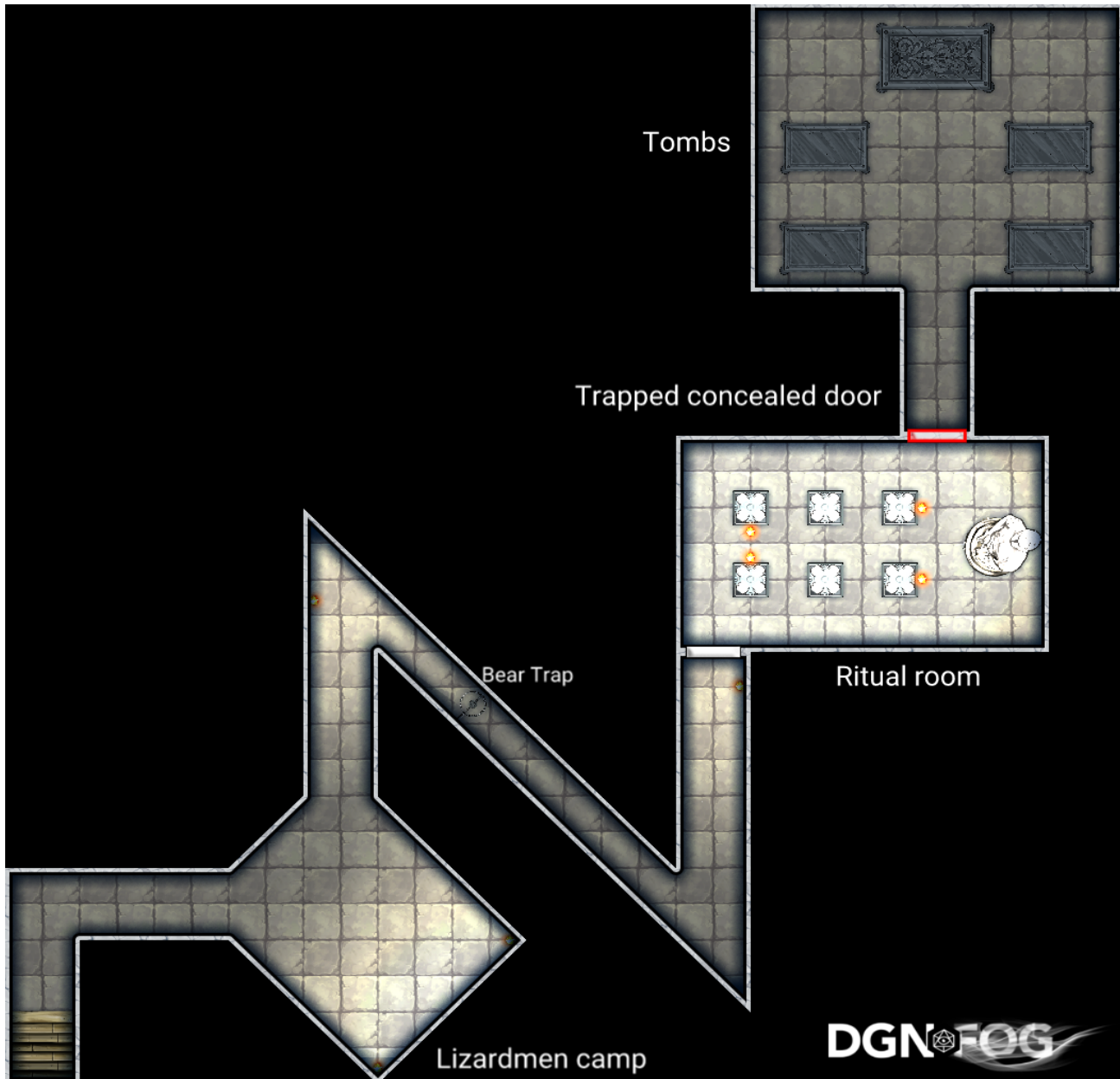


# The Tomb of General Lorogas

by: Eric C.

Rumors have spread about an obscure cult of Lizardmen called The Red Hand having entered an old underground shrine, and about to execute a dark ritual to resurrect General Lorogas, the leader of the Order of the Silver Sun. Deceased many centuries ago, he had formed an army that defeated the Dwarven Legions in the War of the Relics.



- **Lizardmen Camp:** 2 unarmed Cultists and 2 Cultist Fighters are having a break here.
- **Bear Trap:** In the shadows in the middle of the corridor lies a Bear Trap, that will be triggered by any inattentive PC, cutting his/her foot off.
- **Ritual Room:** 3 Cultist Fighters and 1 Cultist Priest have started here their dark ritual. The Fighters will protect the Priest while he casts a spell of *obscure fog*, that will reduce visibility, strength and magic power for all PCs during this fight. PCs will have to defeat the priest quickly before he finishes his ritual! (5 turns)
- **Trapped concealed door:** Behind an old tapestry a door is hidden, the Priest had its key but the door is trapped! Unless detected, a blade will swing and hurt the PC opening the door.
- **Tombs:** General Lorogas was buried here with his lieutenants. Depending on how fast the Priest was defeated before he could complete his ritual, 2 to 4 undead lieutenants will be back to life, or maybe even worse, the General Lorogas himself and his cursed sword!