

Lady Christina's Final Resting Place

Background

Two hundred years ago there was a knight called Christina Glimmerblade who had taken it upon herself to rid the area around her home village from evil and wrong-doing. She made friends among the villagers, and enemies in many other camps. Though warm-hearted and just by the rumors, Christina was no easy person to be around. Ill-tempered, cynical and often bitter and Machiavellian in her world view; she found that the people she had sworn to protect did too little to fend for themselves. She was a competent warrior, but eventually found herself on the receiving end of an orc blade. Her life ended from infection some days later.

A crypt was made in her honor, which has in later years become home to a group of orcs that raid the landscape. Other strange things are said to be going on there as well, although nobody is entirely certain exactly what.

1. Crypt. The sarcophagus in the center of the room has clearly been plundered; the lid is ajar. On the lid is a relief picture of lady Christina. Her hands are resting on the top of her shield, but if you look closely you will notice that her left index finger is pointing to the west wall. Along the west wall is a row of urns, each filled to the brim with ash. A hole has been hacked out in the east wall, which now opens into a larger cave room. It's dark in there, but something large and scaly is resting inside snoring loudly. The north wall also has a cave entrance. The opening has a row of stalagmites and stalagmites. A smell of decomposition and mold comes out of the opening. The west wall is covered in a large painting of the lady in full combat armor on her mount. On her left hand where her signet ring should be is a hole in its shape instead. The ring can be found inside one of the urns. Pressing it to the hole will open the secret door.
2. Secret room. Contains bookshelves with tens of chronicles and testimonials about lady Christina's life and deeds. Behind the torn drapery is a section with seven black books, each detailing an atrocious deed she has committed. These books reveal her dark secrets; she wrote them herself. It is this that keeps her spirit from being at peace. Also in here is her sword (+2 when wearer has lost initiative) and her shield (-2 AC).
3. Hall with staircase. This has obviously been used for some sort of sermons. There is a small altar near the south wall, behind which there is a large brass statue of a fat four-armed nun. The statue is worth 1000 gp, but weighs a lot. Four rows of stone benches face the altar, among them 3 carcass beetles are walking around.
4. Corridor. The walls along this corridor are painted, depicting the deeds of lady Christina as well as other knights in her order. 2 carcass beetles are walking around in here. Halfway through the corridor there is a crack in the ceiling, leading up to room 11. Halflings and characters with CON 10 or less can squeeze through this opening, others will have to succeed a DEX check to pass. Fighting here will alert the orcs of the party's presence due to sound travelling through the crack, should they not already know it.
5. Museum. Contains the lady's personal art collection. Paintings and marble statues worth 2500 gp. One statue is a rather grotesque goblin god that sticks out from the others. Secret door in east wall opens when the goblin statue's tongue is pressed.
6. Orc storage room. Contains bottles of strong spirits, a small bookshelf with 3 spell scrolls (see Spells), food and ale. Also a large silver candelabra, rolls of red and purple expensive cloth, two beautiful tapestries and a small chest with gold and silver goblets, 10 rubies and 7 sapphires, 100 gold pieces. The treasure has a total value of 1500 gp.
7. Carcass beetle lair. Lots of remains are lying around. The orcs sometimes force their prisoners to walk through room 9, ending up down here being killed by the beetles. Random stuff like clothes, armor, a dagger or two, some personal affects for a total value of 100 gp. There are 9 carcass beetles in here. The carcass bugs have broken a hole in the door to room 4, large enough for them to crawl through.
8. Black jellyfish pool. This pool is around 20' deep. The water is a little murky, but in torchlight it's easy to see the reflection of gold at the bottom. This is not actual gold, but eggs laid by the black jellyfish. The jellyfish usually cling to the sides of the pool and are not easily detected. If given a little time (a few rounds) they may sneak their tentacles up to sting anyone standing on the edge. Anyone entering the water will be attacked at once. There are 9 black jellyfish here and eggs worth 10 gp.

9. Rotten worm carcass. This room looks a lot like a cavern, but is the rotten remains of a large worm-like creature. The stalagmites and stalagmites at the entrance are actually teeth. Most of it is completely decomposed; the ground and walls are soft dirt with pieces of skeleton showing here and there. At first glance it could very well be smooth rock pieces. 2 red mold are growing here, one on the left side stretching 7' into the cavern and one in the ceiling stretching from the middle of the worm and 10' towards the back end.
10. Reptile bear lair. The cave is damp and quiet except for the rumbling snoring of the old reptile bear. Its large scale-covered body glimmers in torchlight.
11. Orc lair. There is a small firepit in the middle and empty crates lying about. A large but empty bookshelf is leaning against the west wall, covering the crack leading down to room 4. 5 orcs live here, whereof one is a spellcaster. The room is lit up by wax candles sitting in candleholders on the walls. Weapons and treasure worth 50 gp can be found in here (including on the orcs).
12. Cave tunnel. Water trickles slowly from cracks in the thin west wall, but is for the most part absorbed by the cave floor. It's muddy to walk here.

Monsters

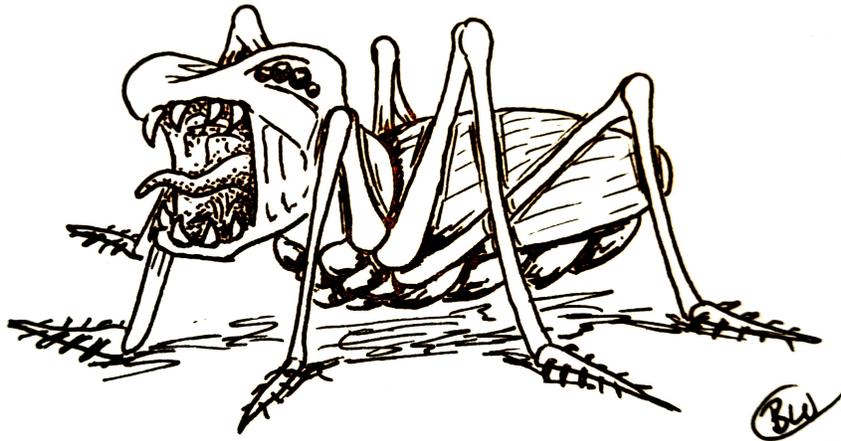
Blind reptile bear



Number encountered 1, Alignment Neutral, Movement 120' (40'), AC 5 (easy to hit, but protective scales), HD 7 (-3 on attacks because of age-related blindness), Attacks 3 (2 claws, bite), Damage 1d3/1d3/1d8, Save F3, Morale 6, XP 400.

The reptile bear is 17' high when standing on its hind legs and is completely covered in scales. It's strong and has sharp teeth, but is old and somewhat decrepid; its claws are dull. Its saliva has a slight stunning effect. Anyone bitten must save vs poison or suffer -2 on all actions for 1d6 turns. This effect stacks with each bite. It doesn't want to fight, however, and will only try to make room for itself to lumber out of the exit towards room 1 and the outside.

Carcass beetles



Number encountered 1d6 (2d6), Alignment Chaotic, Movement 150' (50'), AC 3, HD 4, Attacks 1 (bite), Damage 1d6, Save F1, Morale 10, XP 70.

Carcass bugs are large beetles (around 2' long and wide) with a thick shell in red and green. They eat meat and suck blood, preferring the recently dead, though they will eat any meat around. If they succeed on an attack they latch on until the victim succeeds a STR check (one try per round). Each round they stay attached they deal 1d3 damage.

Red mold

Number encountered 1d3 (1d6), Alignment Neutral, Movement 0, AC Always hit, HD 3, Attacks Spores, Damage 1d3/special, Save F2, Morale N/A, XP 30.

Red mold grows in long strands along walls and ceiling, usually a foot wide and several feet long. It neither moves nor really attacks, but whenever something moves within 3' distance from it there is a 1/3 chance that it will eject spores into a 10' cube area. Any living creature inside that area will have to save vs poison. Success means a feeling of burning lungs and 1d3 damage, whereas fail means that the spores – aside from dealing the 1d3 damage – attach themselves and cause one of the following: 1 blindness, 2 paralysis of random limb, 3 loss of hearing or voice, 4 uncontrollably violent behavior, 5 random mutation or 6 death by suffocation in 1d6 rounds. Any of the results 1-4 will pass within a month or when character is healed by magic. Only fire does damage to red mold and a torch can deal the equivalent of 1d4 damage per hit.

If you don't have access to a Random Mutations Table from another source, this may be used to determine the effects of a random mutation:

1. Some kind of insectoid feature.
2. Grows a tail (extra, if character already has one or more).
3. Develops bird-like features.
4. Swells up to double size - balloon-like.
5. Grows extra head with often differing opinions (or different alignment).
6. Turns a different, bright, colour. Starts to glow if this happens again.

Bordur tribe orcs

Number encountered 2d6 (1d8x10), Alignment Chaotic, Movement 120' (40'), AC 5, HD 1, Attacks 1 (weapon/special), Damage 1d6 or weapon, Save F1, Morale 9, XP 15.

These orcs are a little smarter and more organized than common orcs. Each group usually has one or two amongst them who are spellcasters. The spellcasters are able to cast one first level spell per day similar to the mechanics of the first level M-U. Otherwise they are no different in abilities than the other orcs, and neither are the spellcasters necessarily any higher in rank. Worth noting is that the Bordur tribe spellcasters can wear armor and use heavy weapons, as long as they can drop the weapons and have both hands free to move when invoking their spells.

Black jellyfish

Number encountered 0 (2d6), Alignment Neutral, Movement 120', AC 3, HD 1, Attacks 1 (sting), Damage 1d6/special, Save F1, Morale 12, XP 10.

The black jellyfish are small, only a square foot or so in size, but their stinging tentacles are several feet long and can be used and controlled much like the tentacles of an octopus. Each tentacle is barely a thread and very weak, but each jellyfish has hundreds of tentacles. Any person who is stung must save vs. paralysis. Success means target is dealt 1d6 of damage, but failure is damage plus complete paralysis for a day. The jellyfish lay golden coloured eggs, which is often the reason people enter the pools and ponds where they live. Everything that glimmers is not gold, though the eggs may be of interest to alchemists or sages who can pay a gold piece per dozen for them.

Spells

Stinking fog

Level 1, Duration 5 rounds per caster level, Range 30'.

Creates a yellow-brown fog in an area of 30' diameter that smells strongly of vomit and acid. Any enemies of the spellcaster who breathe the fumes will have to save vs. poison or suffer a -2 penalty to all actions for the duration of the effect due to convulsions and retching. Visibility is severely hampered as in any fog (-2 to all attacks, range attacks are impossible).

Agonizing screech

Level 1, Duration instant, Range 30'.

Causes a high-pitched noise painful to all within 30' of the spellcaster. Everyone affected must save vs. spell or suffer 1d4 damage and -2 penalty on all actions for 1d6 turns. This affects everyone within the range except for the spellcaster.

Discharge

Level 1, Duration instant, Range 30'.

A small lightning bolt is cast from the spellcasters hand and hits one target automatically. Target must save vs. paralysis or become paralysed for 1d6 rounds. It causes 1d10 damage, but every point of damage it causes is also temporarily drawn from the caster's HP. The spellcaster can not go under 0 HP this way, and can thus not deal more damage than its own HP. Reaching 0 HP when casting this spell will mean that the spellcaster falls unconscious until one HP has been restored. These HP are restored at a rate of 1 per round.

