



The Grizzly Graveyard of Grimgortha

by Richard J. LeBlanc, Jr.



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An Adventure for Character Levels 3-6

For the Players

So much dreadful energy seems to emanate from Grimgortha Graveyard you can truly feel it in your bones—and it does not feel good. Surely something that radiates this kind of evil must be imbued with a darkness so vile it defies all that is good in the universe. It must also be protecting something of great value, though one would hope your concern is ridding the world of its evil.

The place must really scare the locals. None dare speak of it. Ever.

For the DM

Constructed some several hundred years ago by the lich Azgith Grimgortha, the graveyard was intended to both house the bodies of Azgith's enemies, as well as taunt and torture all those who dared enter. It will also reward those who are cunning and strong enough to survive the dangers held within.

This graveyard includes several encounters which requires the players to think rather than to have the PCs fight (though there is some of that). It consists of both actual riddles that must be solved, as well as strange occurrences meant to puzzle the players and fill their characters with apprehension.

The Marked Character

The encounters that the PCs will experience throughout the graveyard rely heavily on one of the PCs being "marked." As the adventure unfolds, it will begin to seem as if this character is truly marked for death. It is strongly suggested that the marked PC be one of the following: 1) the party's weakest member (as the others will tend to protect him/her), 2) the group's strongest member (as it will tend to have that player act more cautiously than normal), or 3) the party's leader (as it will tend to make the party question that person's motives). The actual choice of marked character is at the DM's discretion.

As an alternative, the DM may choose to have an NPC accompany the party to the graveyard, and tag the NPC as the marked character. This can create a greater paranoia among the PCs, as they will most likely suspect that the NPC is not who they seem.

If the marked character dies during the adventure, the DM should choose a different (living) character as the marked character. Throughout the adventure, all of the effects described regarding the marked character shall immediately (magically) be changed to reflect the newly chosen marked character.

The Grounds

Because the entire grounds are filled and humming with magical energy, all *detect magic* spells are rendered pointless inside the fenced area (above or below ground), as everything (whether malignant or benign) will appear to be imbued with magic.

The Fence and Gate

The 10' iron fence surrounding the grounds hums with magical energy. The vertical bars are spaced approximately 10" apart, and the top of each is decorated with a small (4" tall) iron skull. One horizontal bar runs the perimeter about 18" above the ground and another runs about 3" below the bases of the skulls. Anyone touching the metal of the fence (at any point around its length) must save vs. spells or suffer 1d4 damage.

The gate is little more than an opening in the fence with an iron banner arching over it (connected at either end to the fence itself). The banner welcomes the marked character specifically and reads, "Welcome (name of the marked character.)"

State of the Grounds

Grass struggles to grow here. Many of the tombstones are so cracked, it's a wonder they are still standing. Though the place looks like it's been through centuries of disrepair, a handful of the graves seem to have been freshly dug, and the smell of recently turned earth still lingers in the air.

Fresh Graves

On the map of the graveyard, the DM should mark a number of randomly selected graves equal to the total number in the party minus one. The tombstone for each of these graves should feature the name of a party member, except for the marked character. Though the graves will appear fresh, the stones will look centuries old, as will their inscriptions. It will appear as if the plot in the cemetery has been waiting for the character for centuries, but the ground has only recently been turned.

It is important for the DM to make a record of the placement of these fresh graves because their locations will be the key to entering the tomb at numbered encounter **5**.

Old Graves

From the graves remaining on the map after the fresh graves have been chosen, the DM should mark a number of grave sites as "old graves" These graves are for the lesser of Azgith's old enemies. The placement of these graves is not important (they do not relate to any magic puzzles like the fresh graves).

The headstones on these graves should be pejorative in nature and may be taken from the list of **Pejorative Headstones** below.

Each of these old graves is covered (with dirt) and contains a ghoul. If any character comes within 10' of one of those graves, the ghoul will leap from the grave and attack the closest character first.

Pejorative Headstones

One can only wonder what the actual names of the folks may have been, but it's obvious from their headstones Azgith had little regard for them.

1. Ustrad Wormfodder
2. Athaleor Scumsucker
3. Eesty the Low
4. Ess'ris the Lower
5. Endtan the Lowest
6. Liskelen the Yellow
7. Taslye the Defecant
8. Rynkin Fullbladder (halfling-sized grave and headstone)
9. Ough'umi the Puking Beetle-headed Scullion
10. Etechon the Logger-headed
11. Suldel the Codpiece
12. Danche Coxcomb
13. Estld the Sodden-witted
14. Lyetin the Tripe-visaged
15. Tekon the Worthless
16. Rothray the Giglet
17. Jurutu the Fustilarian
18. Danunt the Gorballed Jack-a-nape
19. Neash the Motley-minded
20. Iendo the Lily-livered

Numbered Encounters

1. Helewis's Tomb

The inscription on the outside of the stone door of the tomb reads:

Herein lies Helewis the Bride of a Troll, once a cleric of high regard, now a lifeless bowl of lard. She begged like a dog that I spare her life, so I summoned a troll and made her his wife. So she lived unhappily for years, until her misery outweighed her tears. She cut her own throat and shamed her soul, a treasure for me more valuable than gold.

Graverobbers should all beware, there's nothing of value in there. Just get on all fours and whimper and moan, and you too, dog, may see for your own.

The stone door granting access to the tomb is completely unmovable except by one means, the marked character must get on all fours in front of the tomb and make whimpering and moaning sounds (like a dog) and the stone door will lower (into the ground) for 3d4 turns. It takes 3 melee rounds for the door to open and the same to close. If trapped inside, the door can only be opened again from outside in the same manner as the first time.

Inside the tomb, sconces lining the walls on the west and the east magically come alight when the marked character enters the tomb, and will extinguish automatically when the marked character exits the tomb.

In the middle of the tomb is a stone platform resembling a bed with the relief of a male troll on the surface. On top of the troll skeleton, placed in the missionary position on top of it, is the skeletal remains of a human female. There don't seem to be any remnants of clothing or anything else of value (rings, weapons, etc.) left on her person. If the skeleton is disturbed (even in the mildest way), the entirety of it will immediately crumble to dust.

The entire back (northern) wall of the tomb is a reflective, mirror-like surface. When looking into the mirror, the marked character will be unable to see his or her reflection while the reflections of all other creatures will appear as ghostly (spectral) versions of themselves, with sunken features and a look of agony washed over their faces. Any character staring at him or herself in the mirror (except the marked character) must save vs. spells or become permanently catatonic until a *remove curse* spell is used to remove the curse. If the marked character stares deeply into the mirror (approximately 2 melee rounds), in the smoky distance of the mirror, he/she will see the visage of a lich (Azgith) holding a ring as if he is offering it to the marked character.

2. Kelkersal's Tomb

The inscription on the outside of the stone door of the tomb reads:

Herein lies Kelkersal, traitor and bastard, a wizard quite capable but easily bettered. Once my apprentice he thought himself stronger, but with a flick of my finger the man was no longer. With two dozen daggers, his body I skewered, then orcs smeared his carcass with dung and manure. I left his corpse for the maggots and rot, after I'd taken the treasure he'd got.

All graverobbers be well advised, there's absolutely no treasures inside. Just make yourself bleed and then add a smear, and you'll have access to see what's in here.

The stone door granting access to the tomb is completely unmovable except by one means, the marked character must get cut himself (just enough to draw a drop of blood) and smear his flesh with even the smallest amount of dung (from any creature), then the stone door will lower (into the ground) for 3d4 turns. It takes 3 melee rounds for the door to open and

the same to close. If trapped inside, the door can only be opened again from outside in the same manner as the first time.

Once the door disappears, a foul, unearthly stench will surge out the door of the tomb. Any character (except the marked one) standing directly in front of the door (6' width) to a distance of 50' must save vs. breath weapon or become violently ill for 2d12 turns. For the duration of the illness (or until cured), affected characters will suffer from vomiting, nausea, and diarrhea, and will make all "to hit" rolls at -3.

Inside the tomb, sconces lining the walls on the west and the east magically come alight when the marked character enters the tomb, and will extinguish automatically when the marked character exits the tomb.

The stench of rot and decay fills the tomb.

In the middle of the tomb is a stone platform on which lies the skeletal remains of an adult human male. There don't seem to be any remnants of clothing or anything else of value (rings, weapons, etc.) left on her person. If the skeleton is disturbed (even in the mildest way), it will become a *stinking cloud* (as MU spell) that fills the tomb, affecting anyone inside (on a failed save vs. spells).

The entire back (northern) wall of the tomb is a reflective, mirror-like surface. When looking into the mirror, the marked character will be unable to see his or her reflection while the reflections of all other creatures will appear as ghostly (spectral) versions of themselves, with sunken features and a look of agony washed over their faces. Any character staring at him or herself in the mirror (except the marked character) must save vs. spells or become permanently catatonic until a *remove curse* spell is used to remove the curse. If the marked character stares deeply into the mirror (approximately 2 melee rounds), in the smoky

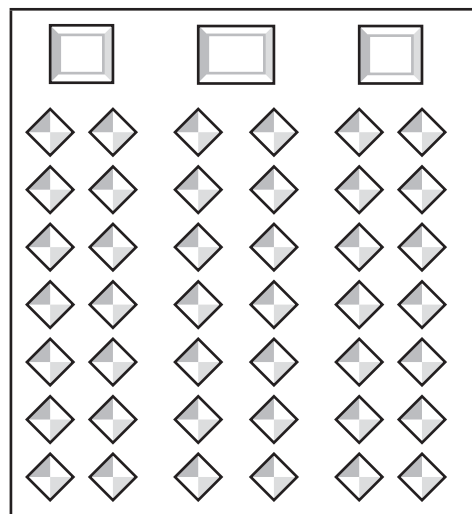
distance of the mirror, he/she will see the visage of a lich (Azgith) beckoning with a "come here" movement of his finger.

3. The Marked Character's Tomb

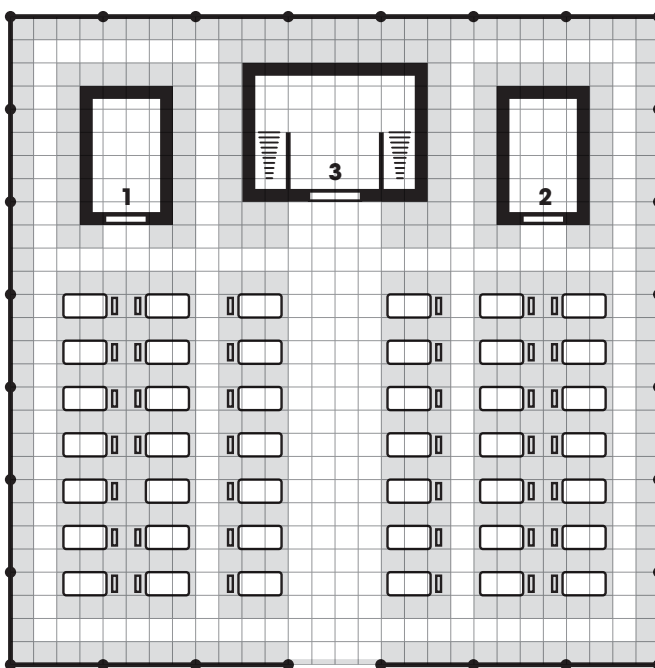
The inscription on the outside of the stone door of the tomb reads:

Herein lies (name of marked character), a cur and a whelp, those in (his/her) company are far beyond help. Agony and doom fall upon you all, for joining this wretch inside these halls.

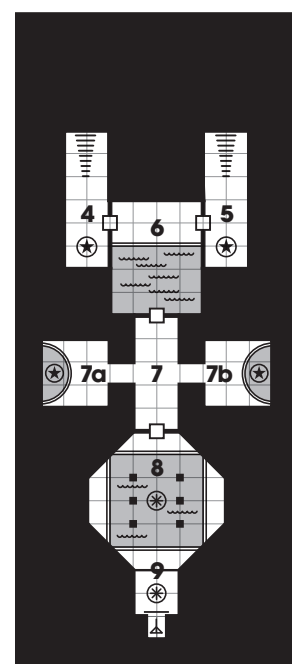
Below the inscription is set a pattern of raised rectangle and diamond shapes as below:



This pattern matches the layout of the graveyard, with the rectangles representing the tombs at the north end of the grounds, and each diamond representing one of the small grave plots. Each of the diamonds can be "pushed in" and it will remain depressed for 1 turn. However, access to the tomb is granted only by pressing the diamonds which correspond to the graves where the headstones



GRAVEYARD (ABOVE GROUND)



CRYPT (BELOW AREA 5)

bore the names of the unmarked characters. If any other diamonds are pressed by mistake, they will “pop back out” after a duration of 1 turn beginning at the time the diamond was pressed in. Once all of the corresponding diamonds (and only the corresponding diamonds) are depressed, the stone door of the tomb will lower into the ground for 1 turn. It takes 3 melee rounds for the door to open, it will remain open for 1 turn, and then take 3 rounds to close. If trapped inside, the door can only be opened again using the lever in encounter area **9**.

Inside this area, sconces lining the walls on the west and the east magically come alight when the marked character enters the tomb, and will extinguish automatically when the marked character exits the tomb.

On the north wall stands a statue of the marked character, appearing as he/she does at the moment that character entered the tomb. At the base of the statue (as part of the statue) are a number of skulls of a size, kind (race), and number equal to the other members of the party (not including the marked character). Words on the base of the statue read:

Bow before (name of marked character) or die.

If any of the characters bow, the disembodied voice of the marked character will be heard to say, “So weak.” Nothing will happen if any characters do not bow.

4. Hall of Helewis

On the south end of the room stands a statue of a very sad-looking female cleric holding a bouquet of flowers clutched in her hands. The base of the statue bears the name “Helewis.” Close examination of the statue's throat shows a slit mark across it.

Through the door to the southeast, the distant voice of the marked character can be heard to proclaim, “Help me.”

5. Hall of Kelkersal

On the south end of the room stands a statue of a shameful-visaged male magic user acting like a pin cushion for 24 daggers. The base of the statue bears the name “Kelkersal.” Close examination of the statue reveals that the stone from which it is constructed simply “stinks.”

Through the door to the southwest, the distant voice of the marked character can be heard to proclaim, “Save me.”

6. Reflecting Pool

The entire southern portion of this room is a shallow reflecting pool that appears to be about 12" deep and filled with water that is so completely still, it's surface acts like a mirror. In truth, it is actually a spiked pit 20' deep that is protected by a powerful illusion.

If looking into the surface of the water, the marked character will be unable to see his or her reflection while the reflections of all other creatures will appear as ghostly (spectral) versions of themselves, with sunken features and a look of agony washed over their faces. Any

character staring at him or herself in the water (except the marked character) must save vs. spells or become permanently catatonic until a *remove curse* spell is used to remove the curse. If the marked character stares deeply into the water (approximately 2 melee rounds), in the smoky distance of the mirror, he/she will see the visage of a lich (Azgith) with his arms in an open “welcoming” expression.

Any character interacting with the pool (e.g., prodding it with a pole, or splashing the water) will believe they are interacting with the illusion as if it were real. However, only the marked character may wade across the pool (to reach the door on the other side) unharmed. Any other character attempting to step into the pool will fall directly into the pit, taking 2d6 points of damage.

7. Hall of Weirdness

Anyone in these rooms (**7, 7a, 7b**), including the marked character, will hear the disembodied voice of the marked character speaking gibberish. No attempt to discern the meaning of the words (e.g., using a **helm of comprehending languages**) will do any good; it is truly nothing but gibberish.

7a. Fountain of Helewis

Against the western wall is a semi-circular pool about 3' deep, containing a statue of a nasty-looking lich (Azgith) urinating on Helewis (the water cycling through the statue by magical means). Gold light sparkles from the basin.

The pool contains a water weird (hp:21) that will attack the nearest character (including the marked character). The basin contains no treasure; instead, the bottom of the pool is lined with gold leaf, the entirety of which is worth 1,000 gp and will take approximately 1 hour to remove completely.

7b. Fountain of Kelkersal

Against the eastern wall is a semi-circular pool about 3' deep, containing a statue of a nasty-looking lich (Azgith) urinating on Kelkersal (the water cycling through the statue by magical means). Gold light sparkles from the basin.

The pool contains a water weird (hp:22) that will attack the nearest character (including the marked character). The pool contains no treasure; instead, the bottom of it is lined with gold leaf, the entirety of which is worth 1,000 gp and will take approximately 1 hour to remove completely.

8. Treasure Pool

The main feature of this room is a pool about 3' deep containing several items of value. In the middle of the pool is a magic symbol of unknown meaning/origin. The pool is magical and the treasure within may only be removed by human (or humanoid) hands. Any attempts to take the treasure by any other means (e.g., ropes, poles, etc.) will result in the treasure items being untouchable by those means (as if the items are ethereal or “out of phase” with the reaching object). Unfortunately, the pool also drains 1d4 hit points for each melee

round a character spends in the pool, including the marked character. If the marked character stands on the magic symbol, the wall to the south will disappear, revealing area **9**.

The pool contains the following items: a **+1 mace**, a **+2 dagger**, **+1 chain mail** armor, a **ring of protection +1**, a **potion of growth** (in a corked, blue-glass bottle), a **potion of healing** (in a corked vial), a **necklace of adaptation**, a **rope of climbing**, a gold seal (1,700 gp), a gold armband (900 gp), a gold goblet (300 gp), and a jeweled, gilded scepter (1,200 gp).

9. The Portrait and the Portal

On the floor here is a magic symbol identical to the one from the pool in area **8**. On the wall directly behind the symbol is portrait of the marked character as a spectral, ghostly figure consumed by agony.

When the painting is revealed, it will cry out, “Please... I beg of you... end this misery,” and begin whimpering. It will repeat this plea once per turn afterward, but will not respond to the questions or actions of characters otherwise.

If the painting is attacked/damage (can always be hit), the damage done to the painting will be sustained by the marked character. If the marked character is attacked/damaged (after the painting has been revealed), the painting will moan in ecstasy and offer a “Thank you!” with every injury to the marked character.

Nothing will happen if an unmarked character stands on the symbol. If the marked character stands on the symbol, the painting will begin screaming in agony and profess the marked character is killing it. If the marked character remains on the symbol for at least 6 melee rounds (the painting screaming all the while), the painting will cease screaming, the portrait will disappear to reveal a portal into darkness, and the entire crypt will fall deadly silent.

Anyone entering the portal will be sent to a random location in the realm, no one being sent to the same location.

Removing the painting from the wall reveals a lever that opens the door to the tomb (at **5**). Once the lever is pulled the sound of the stone door opening will be heard in the distance, and the door will remain open for 1 turn.

Monster Stats

Ghoul: HD:2; AC:6; AT:2 claws (1d3 ea.)/1 bite (1d6); M:9; ST:F/2: touch cause paralysis.

Water Weird: HD:3+3; AC:4; AT:0; M:12; ST:F/3: takes form of serpent in 2 melee rounds and attacks as 6HD monster; on successful “to hit” roll, drags victim into water (on failed save vs. paralysis); immune to most attacks except as follows: edged weapons do 1 pt. damage, blunt weapons do normal damage, cold attacks will slow creature, fire does half damage (on successful save) or full damage (on failed save), killed by *purify water* spell; damage equal to hit points will disrupt it, only to reform as water serpent in 2 rounds.