

CURSE OF CRAGBRIDGE



COMPATIBLE WITH

DCC RPG



BY PAUL WOLFE

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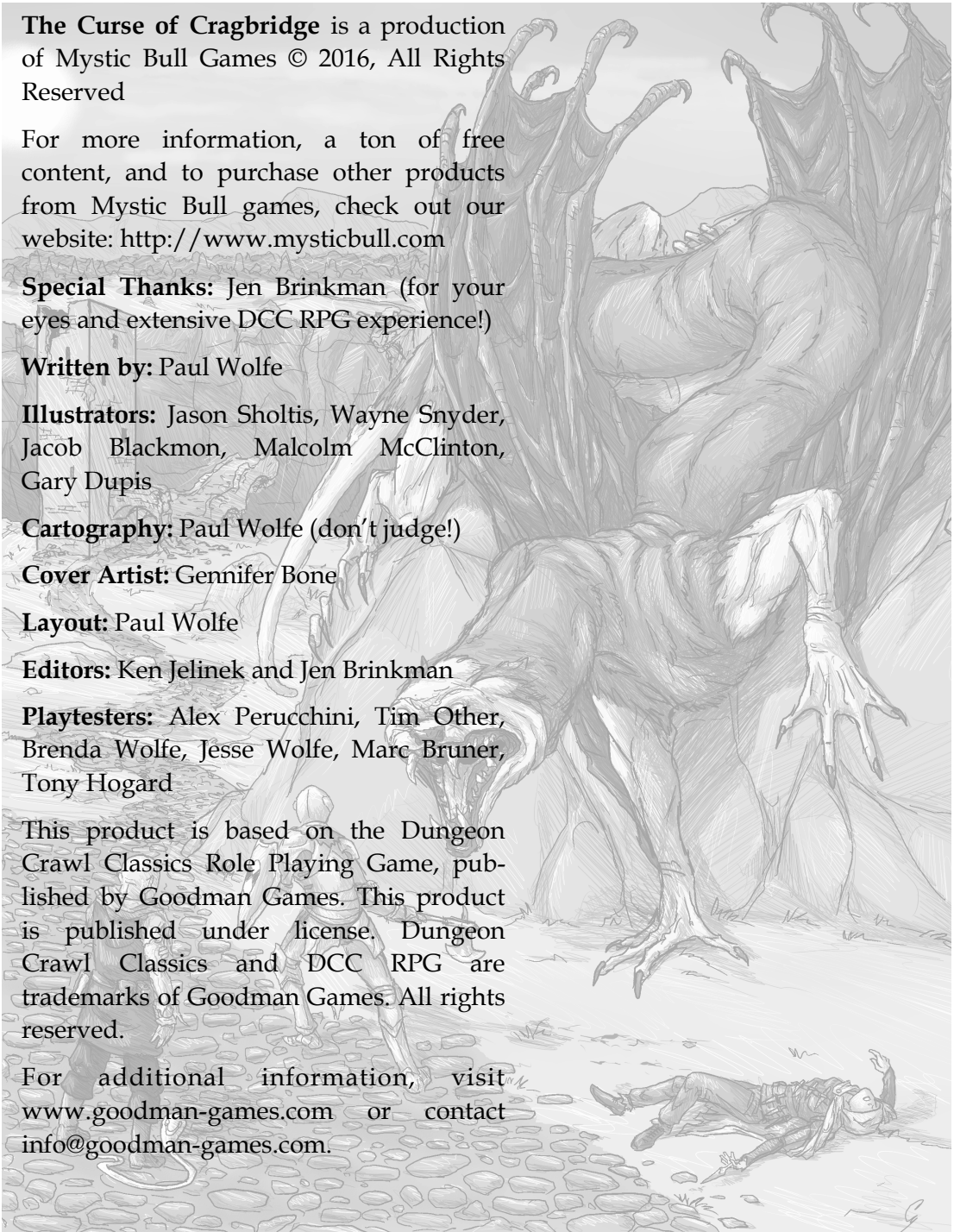
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Cragbridge: The Cursed Ruin

When the Four Kings ruled, Lord Etheril's support could tip the balance for any that he threw his weight behind. Etheril, however, felt no need to join one petty king or the other. He remained in his sheltered valley controlling one of the most important passes through the Sharaz Mountains and the only bridge crossing the Roaring River Canyon. Cragbridge was completed by the dwarves of the Deep Hold when Etheril's great-grandfather was a boy and had stood all that time as a fortified sentinel and a lucrative source of income for the Etheril family.

In his last days it is said that Lord Etheril was charmed by an ambassador, a sorceress sent by one of the kings to convince the errant lord to join with the side of "right." In the wake of that betrayal, Etheril is said to have slain his wife and young son before taking the sorceress as his concubine. A vile curse laid by the ghost of Lady Etheril soon brought down her husband, the woman that stole him, and all that inhabited Cragbridge. Many speak of spirits and stranger things that lurk in the ruined western bridge tower; a curse said to follow any who would steal from Etheril's sizable treasury buried somewhere under that tower.

True History

Though the basic legend is true, Lord Etheril did not slay his wife and child. The sorceress, Ubela Lenore, charmed his chief knight, Sir Pedr, and Lord Etheril's wife. Lady Etheril, in the thrall of the sorceress, convinced Sir Pedr to kill her son, and it was Lady Etheril that poisoned her husband at the behest of the self-same sorceress. The lord, distraught and dying, flung himself off of the bridge and into the Roaring River Canyon, but not before the mad Lady Etheril, having broken the enchantment, cursed him, the sorceress, and the knights, and armsmen that swore to protect them all. Ubela Lenore remained trapped at Cragbridge and using her sizable magical power to attempt to break the curse. All the while, the spirits of Etheril's banner men wander the ruins trapped in hideous insectile forms.

The Site

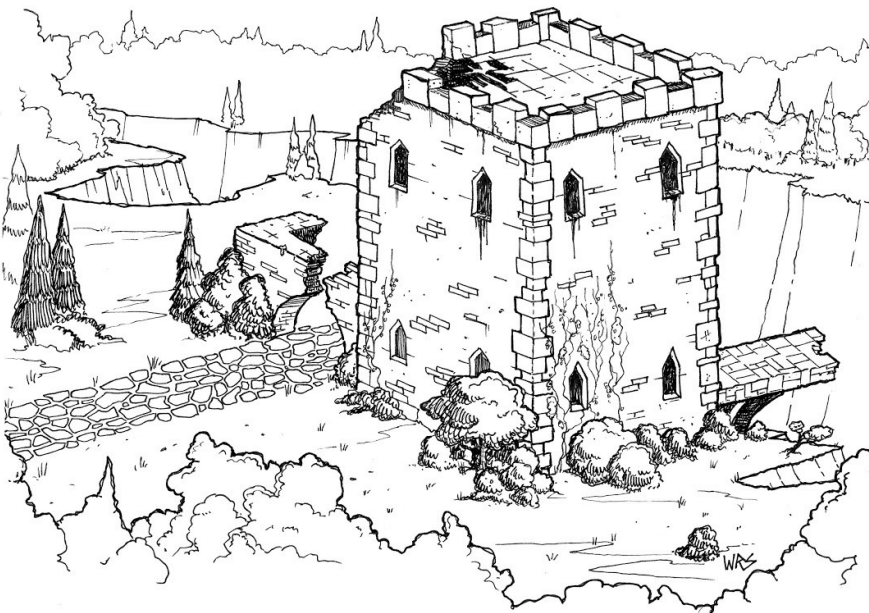
The ruin of Cragbridge lies on the eastern slope of Cloudtop Mountain. All that remains of the stone span that once bridged Roaring River Canyon are a few shattered supports and an unstable portion of the bridge that still juts from the western side of the canyon. Here also stands the mostly intact bridge tower - though the northwestern corner of the roof has collapsed. Across the chasm, the eastern tower is razed to the ground.

The Area

The region around Cragbridge is a wasteland of rocky summits, scrub trees and precipitous game trails. A generation ago, a group of dwarves surveyed the hills for precious ore and gemstones but found no reason to stay. Other than the lone predator, a few mountain sheep and small flocks of tassel (a flightless bird the size of a goat), the hills are generally devoid of life. The one exception is the lybic (see Area 20) which hunts once a fortnight. Its appetite has driven away the sparse fauna native to the hills, and its range has since increased leading to rumors of a flying devil beast in the highland grazing fields and farms. Within 10 miles of Cragbridge, PCs have a cumulative 10% chance per day of encountering the lybic, either on the hunt or returning to the broken tower with the corpse of a goat.

Recent History

Rumors of the vile curse on Cragbridge keep away most local residents. In the last ten years, however, the ruin has drawn a number of adventurers. Most recently Sir Dougal Skavok, beloved knight of Lord Gonstock, and his party disappeared after their second foray into the tower. A second party sent to find the knight has recently returned to the villages with less half their original group. They refused to speak of the horrors found there, though they sold a few small treasures and an original survey map made by dwarven surveyors a generation ago. The group, a northern priest of Urzil and his clansmen, attempted to recruit amongst the locals for a second expedition, but gave up after a month and left for parts unknown. Two local tow rags and several armsmen accompanied the group on its first foray, but their fates are unknown.



The Western Tower

The western tower is remarkably intact, abutting what remains of the bridge, which extends over the gorge about a hundred feet. The heavy wooden gates that once controlled access to the bridge have long since rotted away. Once inside the breezeway, a single door in excellent repair sits at the bottom of a short flight of stairs, leading to Area 1. Excessive noise outside the western tower door may draw the lybic (see Area 20) from its nest on the shattered roof of the tower (Judge's discretion).

The Toll of Horror

Cragbridge is a haunted site with a generations-spanning curse upon it. The feeling inside the place should be oppressive. Light doesn't seem to penetrate rooms all the way to the corners. Many of the threats lurk on the ceiling or walls, or in cracks that seem too small to hold the horrors found there. Bugs scuttle everywhere and the moans and cries of the damned (haunts and spirits) seem to be ever-present. Several of the creatures move through cracks and crevices in the structure on their own nefarious purposes. The larval forms of the grillians and glypterans attempt to return to their bodies. The drudge squeeze into rooms to reset traps, close doors, and the like.

Deeper within the structure, the place is dead quiet where only oozes, constructs and the walking dead lurk.

Wandering Monsters (Upper Levels)

Grillans and glypterans, the cursed forms of Lord Etheril's soldiers and knights, move through the tower and its sub-levels at will, though none are found in the ruined areas of the lowest level and the tombs (Areas 34-48). After slaying some of these creatures, there's a 10% chance that any others encountered are larva returning to their bodies (Areas 8 or 33). The larva immediately attempt to squeeze into various cracks and fissures, impassible by PCs without magical means.

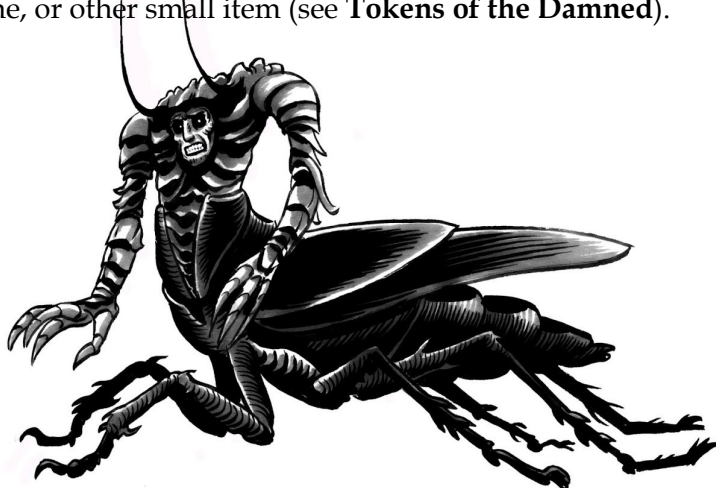
Random Encounter Table	
2d6	1 in 6 chance every hour
2	Haunt
3	Grillans (1d6)
4	Agon (2d4)
5-8	Carnivorous Roaches (2d6)
9-10	Drudge (1d4)
11	Glypterans (1d4)
12	Spirit

Glypteran: Init +2; Atk bite +3 melee (1d6) and claws +3 melee (1d3); AC 14; HD 2d8; MV 30', climb 20'; Act 2d16; SV Ref +1, Fort +1, Will +4; AL C.

Glypterans are 6' long insect creatures with the lower bodies of cockroaches covered in black and white stripes that seem to run and shift over the carapace. Their upper bodies are that of vaguely humanoid insects. In the center of the glypteran's chest is the distressed face of a human man, one of Lord Etheril's knights cursed into this hideous form.

Glypterans fight fiercely with their razor sharp mandibles and claws.

1d3 hours after being killed, the carapace of the glypteran splits open, revealing a squirming, 3' long white larva with the face of the cursed warrior. The creature crawls back to the knights' tombs (Area 33) to be reformed in 1d6 days. If a larva is slain before molting, the corpse remains for 1d3 rounds before melting away, releasing the spirit of the cursed warrior (see **Haunts and Spirits**) and leaving a coin, gemstone, or other small item (see **Tokens of the Damned**).





Grillan: Init +2; Atk claw +1 melee (1d3) or spit +2 ranged (special); AC 13; HD 1d8+1; MV 20', climb 20'; Act 1d20; SP nauseating spit; SV Ref -1, Fort +1, Will +3, AL C.

Grillans are 4' long insect creatures with the lower bodies of black and yellow striped crickets and the upper bodies of vaguely humanoid insects. In the center of the grillan's chest is the distressed face of a human man, an ancient man-at-arms of Lord Etheril cursed into this hideous body by Lady Etheril.

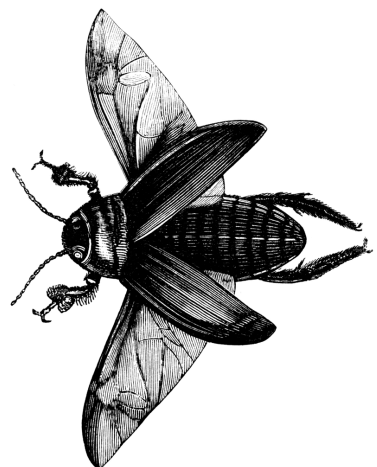
Grillans initially spit a foul yellowish fluid in a 30' line. Those struck are nauseated by the stench of the fluid, losing 1 Strength point per round for 1d3 rounds (Fortitude save DC 12). The lost Strength returns after 1 turn. Otherwise the creatures fight with their claws to defend the forgotten honor of Lord Etheril.

1d3 hours after being killed, the carapace of the grillan splits open, revealing a squirming, 3' long white larva with the face of the cursed warrior. The creature crawls back to the molting nest (Area 8) to be reformed in 1d6 days. If a larva is slain before molting, the corpse remains for 1d3 rounds before melting away, releasing the spirit of the cursed warrior (see **Haunts and Spirits**) and leaving a coin, gemstone, or other small item (see **Tokens of the Damned**).

Carnivorous roaches are 1' long horrors that attack en masse. The creatures carry diseases and when a character is bitten he or she must make a Fortitude save DC 10 or contract a disease (of the Judge's choosing; see the **Roach Disease Table**). If the character fails the initial save, additional saves may be made each day to ward off the disease. Note that diseased characters may find it difficult to acquire lodging in a village or town. The roaches continually reform in the breeding nest (Area 8) until the curse is lifted.

Carnivorous Roaches: Init +4; Atk bite +1 melee (1d3); AC 12; HD 1d4; MV 40', climb 40'; Act 1d20; SP disease; SV Ref +2, Fort -1, Will -1; AL C.

Roach Disease Table			
Disease	Presentation	Immediate Effect	Lingering Effect
Parasitic Infestation	Itching, diarrhea; low fever	1d3 STA	1 STA per day; save +2 per day (1d6 days)
Ague	Intense fever; pain in joints	1d3 AGI	1 AGI per day; save +1 per day (1d12 days)
Bloody Flux	Intense diarrhea and abdominal pain	1d3 STR	1 STR per day; save +2 per day (1d6 days)
Devil's Fire	Intense psychosis	1 INT	1 INT per day; save +1 per day (1d12 days)
Red Plague	Lesions and hemorrhaging	1d4 hp	1d4 hp per day; save -1 per day (until death)





Drudge are 3' tall emaciated humanoid creatures with large, blocky heads and one eye. The creatures are slaves to the cursed grillan and glypteran occupants, tending to the traps that dot the tower and various fungal gardens used to feed both creatures in their larval forms. Drudge are most likely to flee when encountered, squeezing their bodies through very small cracks and passages to evade pursuit. They are excellent at hiding in shadows, gaining a +6 to any such roll.

Drudge: Init +4; Atk bite -2 melee (1d3); AC 11; HD 1d7; MV 30'; Act 1d20; SP hide; SV Ref +6, Fort -1, Will +1; AL N.

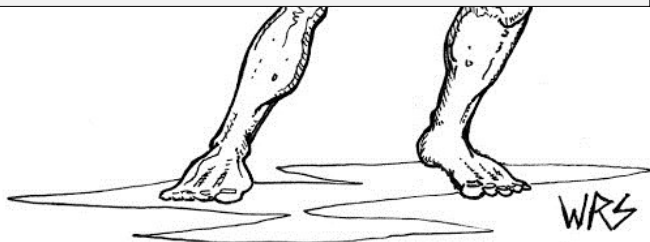
Agon are the transformed servants and relatives of the cursed warriors and knights of Cragbridge. They are naked humanoid figures with insectile heads, arms and hands. Agon shun bright light and will not attack anyone carrying an open flame.

The creatures mindlessly attack, swarming individual combatants with their powerful bites. Agon can be turned by clerics of Lawful or Neutral alignment, though they are not considered undead for other purposes.

When killed, the physical form of the Agon melts away after 1d3 hours, leaving behind a spirit (see **Haunts and Spirits**).



Agon: Init +1; Atk bite +2 melee (1d6); AC 10; HD 2d8; MV 20'; Act 1d20; SP avoid fire; SV Ref +1, Fort +2, Will +1; AL C.



Haunts and Spirits

Invisible ghosts of the dead wander the halls of the bridge tower, bound to the ruin until someone lifts the curse of Cragbridge. Neither haunts nor spirits have combat statistics, and cannot be harmed by weapons or spells of any kind. The *banish* spell (cast at any result) drives the ghosts away for 1d3 hours after the spell's duration expires. At any spell result both *protection from evil* and *blessing* protects the person from possession for the duration of the spell +1d3 hours. Holy water sprinkled in the area keeps the ghosts at bay for 1 hour. The entities may also be turned; spirits are turned as 2 HD creatures, while haunts are turned as 4 HD creatures. Neither is damaged nor destroyed with a turning attempt, though if the spell check result indicates damage or destruction, the party will not be plagued by spirits or haunts for 1d6+2 days.

An entity encountered manifests for one person until driven away and continues to plague the victim causing the effect noted on the table below every 1d3 hours, even after leaving the Cragbridge site. Only the victim can perceive the manifestation of the entity and suffers the effects. With a successful Will save (DC 14 for spirits and 16 for haunts), the victim is plagued by the entity for 1 round before it moves on to someone else.

NOTE: Spells such as *speak with the dead* and the Tongues manifestation (see the **Haunts and Spirits Manifestation Table**) allow PCs to converse with the entity - the spell check results prevail for the *speak with the dead* spell. The speaker must convince the entity that the party is here to end the curse (if a Personality check is used, the DC is 18). It then describes, in wails and moans, the curse affecting Cragbridge. None know the details or cure for the curse, though haunts believe that the ghost of the sorceress inhabits the tombs on the lower levels.

Haunts and Spirits Manifestation Table		
1d6	Manifestation	Effect
1	Bone-cold chill	Extreme unease; -1d to attacks.
2	Blind spot	A favorite item cannot be perceived (seen, used, etc).
3	Bloody vision	Sight turns blood red; -1d to ranged attacks and any activity requiring fine vision (picking locks, searching, and the like).
4	Paranoia	Situational penalty related to awareness (traps, surprise, etc) at Judge's discretion.
5	Tongues	Cannot speak any known language; Cannot cast spells; Victim can converse with haunts and spirits.
6	Evisceration	Excruciating pain and visions of horrible wounds; victim collapses until entity is driven away. Weakened for 1d6 hours (-2 STR) after effect ends.

TOKENS OF THE DAMNED

When destroyed, the larval forms of glypterans and grillans may leave behind a token that represents the soul of the victim. For grillans, roll 2d3 on the table below. For glypterans, roll 2d4. When carried by PCs each token has a 10% cumulative chance per day of passing a curse to the bearer (roll 2d3 or 2d4 on the Effect column on the table below). If cursed, the bearer must make a Will save (DC 11+1 per token carried). On a success, the bearer understands that the items are causing the curse and can discard them. The save must be made daily, and once failed, the curse is permanent until a year has passed or the curse on Cragbridge is lifted. At this point, the relics are no longer cursed.

2d3 / 2d4	Token	Value	Effect (Roll 2d3 or 2d4)
2-3	None	N/A	N/A
4	Copper coin marked with a two-headed raven	1 sp	Visions: The bearer is plagued by hallucinations of bugs crawling under the skin when stressed. Will save (DC 14) each encounter or -1d to attack.
5	Bronze coin marked with a two-headed raven eating a spider	1 gp	Infestation: Roaches continually drop from the bearer's hair and clothes. Personality checks at -1d. Carnivorous roaches will not attack the bearer.
6	Red gemstone with spider trapped inside	5 gp	Haunted: The bearer attracts a haunt (20%) or spirit (80%) each hour while within Cragbridge's walls. (see Haunts and Spirits).
7	Glass coin etched with a spider	10 gp	Diseased: See the Roach Disease Table. The disease cannot be healed naturally and can only be temporarily healed with a successful lay on hands or other magical means (24 hours). Can only be permanently healed by lifting the curse.
8	Platinum coin marked with a spider	15 gp	Transformation: The bearer is transformed into a grillan (1-4) or a glypterans (5-6) each night at dusk and back to normal form at dawn. The bearer's mind is lost during the time of the transformation.

The Western Tower Key

1. Entrance

The iron-bound wooden door appears untouched by time and is locked (DC 12). This small antechamber is empty.

The door to the south is unlocked, but trapped (DC 14) with a spray of flaming oil that affects the entire room (2d4 damage; Reflex save DC 15 for half damage; On a failed save, the victim catches fire for 1d4+1 damage per round until extinguished). Those in the southeast and southwestern corners of the room receive a +4 to their saving throws. If the three glass flasks comprising the trap are recovered, each one may be thrown as a weapon, dealing 1d4+1 damage in a 5' radius.

The door to the stairs is in good condition, iron-bound and locked (DC 12).

2. Empty

Other than dampness and mold, the room is empty.

3. Trash

This room is piled with rotting furs and leather. Hidden in a stone cubby beneath the pile is a sack of 350 unstamped green glass coins (worth 1 gp each, but fragile). The rotting corpse of a man clad in chain armor lies in the corner. His shield bears the colors and device of Sir Dougal Skavok; a banner man of the knight.

4. Lair

Grillans cluster on the ceiling and walls here above gnawed animal bones and refuse.

Grillans (5): hp: 4, 5, 6, 8, 2

5. The Lord

A large stone statue with a broken base depicting a soldier on horseback leans against the western wall. A golden badge is attached to the statue's chest and a golden rank cord encircles the left shoulder. Both can be easily removed (125 gp each). The badge depicts a raven eating a spider. This is a statue of Lord Etheril, broken from its plinth in Area 47.

6. Trash Heap

This locked door is composed of flimsy, rotted wood. A pile of refuse sits in the southeastern corner and the walls are covered in thick leather pads. The refuse pile appears to be rotting skin and hair (no bones or viscera) from an indeterminate, but rather large creature.

7. Forgotten Storeroom

This room is packed with barrels, bags and casks stacked to the ceiling in places. The barrels are rotted and several of them are swollen, barely containing the organic slurry within. Moving a barrel inevitably causes it and all the barrels around it to burst, sending a flood of rotten sludge crawling with vermin out of the room. In addition to extreme disgust, any character covered in the sludge is targeted by carnivorous roaches, when encountered. The secret door cannot be found until contents of the room are removed.

8. The Broken Pipe

This is a 4' diameter drainage pipe slung under the broken bridge. The far end is plugged with rotting food, wood, corpses and the like. Twenty feet from the secret door, a faulty drain trap opens under the slightest pressure (DC 12 to find/disable), dropping the first rank of the party out of the pipe and into the cistern (Area 28) 50 feet below (5d6 damage; Reflex save DC 15 to avoid the fall).

Carnivorous roaches, the common soldiers of Lord Etheril malformed by the curse, rush out and attack when the trap is sprung. When killed, the roaches reform after 1d6+2 hours.

The roaches guard the desiccated bodies of 30 elite warriors, once in the service of Lord Etheril. When found, a number of larva (equaling the number of grillans killed) rest in the chest cavities of these bodies. The bodies are clad in rotten clothing and have no other possessions.

Carnivorous Roaches (13): hp: 3 each

9. Fungal Garden

This room is crowded with lichen-like growth and a variety of fungi. A 10' deep pit, concealed by a carpet of fungus (DC 14 to find/disable), opens just inside the door (1d6 damage, Reflex save DC 12 to avoid). Drudge lounge around the room, fleeing into cracks and crevices if the party passes the pit.

Drudge (8): hp: 3 each

10. Lair

Grillans guard the stairs to the west and the fungal garden to the east. This room also contains two kegs of putrescent fungus, a fermented slurry that the grillans and glypterans consume.

Grillans (5): hp: 7x2, 4, 3, 5

11. Stairs Down

Glypterans guard this stairway, hiding behind three tapestries. The hangings depicting a mounted armored figure, Lord Etheril by the symbol of a raven on his shield and banner, leading his armies. Studying the tapestries reveals Sir Pedr, Lord Etheril's right-hand man, clad in silver armor adorned with the

knight's chrysanthemum icon. Twenty other knights are identifiable in the tapestries, as well. The tapestries are each worth 200 gp and weigh 100 lbs apiece.

Glypterans (4): hp: 5x2, 4, 8

12. The Horde

Agon, the bug-headed cursed servants of the Etherils, crouch in this dark and damp room. Piles of rotted wood (once benches and tables) have been arranged into crude, stinking nests.

Agon (6): hp: 6, 8x2, 10, 9, 5

13. Storage

This storeroom holds rotting wooden shelves and little else. A large hole in the ceiling reveals a mat of thorny vines and bushes that stink of animal musk. If the party is noisy or remains in this room for more than a turn, determine if the lybic is present (Area 20). If it detects intruder, the creature flies through the open window in Area 17 and hunts the party.

14. Barracks

Grillans lurk on the walls and ceiling. The floor is strewn with the remains of shattered wooden beds and old bedding. A chest sits under a pile of flotsam. It is locked and empty.

The walls are decorated with frescos depicting the armies of Lord Etheril defeating its enemies. The lord's troops are all marked with a raven device, while the enemies are marked with a spider device. Studying the fresco reveals Sir Pedr by his chrysanthemum device.

Grillans (8): hp: 9, 7, 6x2, 5, 4x3

15. Antechamber

This room is damp and several large holes in the ceiling along the north wall revealing the sky. If the party is noisy or remains in this room for more than a turn, determine if the lybic is present (Area 20). If it detects the party, the creature flies through the open window in Area 17 and hunts them. Wall sconces are evenly spaced on the walls. One of these contains an opal (200 gp).

16. Guard Chamber

The north wall is breached in a number of places, and the northwestern corner of the wall (to the north of the door) is partially collapsed. The door is not locked but is tightly fitted to its frame. (DC 12 to break open – though this automatically alerts the lybic in Area 20). If the lybic has detected the party, it bursts through the door and attacks at first opportunity.

17. Throne Room

Grillans lurk on the ceiling of this chamber. Two simple stone thrones sit side-by-side in front of what was once a great bay window, now gone. A rotting and faded tapestry hangs on the west wall.

Grillans (4): hp: 6, 2, 3, 4

18. Storeroom

This room contains the rotting remains of once fine women's clothing.

19. Antechamber

This room appears to be empty. The secret door is locked and trapped with a spring-fired needle in the lock (DC 14 to find/disable - Ranged attack +4; 1 hp damage). The needle was once poisoned, but this has since evaporated away.

20. Nest of the Lybic

Roofless, this chamber contains the rotting remains of the lybic's last meal, a half digested man in leather armor lying upon his shield, and a great nest built from thorny vines and bushes. There is a 3 in 12 chance that the lybic is out hunting and returns in 1d6 hours.

The lybic is 20' long, a serpentine otter-like mammal with giant bat wings. It is voracious and territorial, protecting the three eggs currently in its nest.

If the lybic successfully strikes with any two attacks, it encircles and constricts the victim for 2d8 damage per round (Strength check vs. 1d20+3 to break free). The lybic's preferred tactic is to constrict for 1 round, fly out of the tower and then drop the victim to the ground below (about 70').

<p>Lybic: Init +4; Atk claw +6 melee (1d6) and bite +6 melee (2d6); AC 14; HD 5d10; hp 28; MV 20', fly 50'; Act 2d20; SP constrict; SV Ref +7, Fort +3, Will +2; AL N.</p>

Other than three viable eggs, the lybic's nest contains: A star rose quartz gem (50 gp), a golden nose ring and chain (250 gp), a golden earring (150 gp), and a platinum pendant depicting a raven eating a spider (350 gp). A rotting leather map case contains a scroll (*magic missile*) and a potion of *invisibility*.

A perfectly preserved wooden casket, sized for an infant, sits in the southeastern corner of the room. The casket contains the bones of Lord and Lady Etheril's son, Edril (see Area 44). The character that opens the casket is the immediate target of a spirit (70%) or a haunt (30%). If the casket remains closed, the bearer and anyone within 20' is not targeted by spirits or haunts.

Sub-Level 1 Key

21. Stairwell

This enclosed stairwell ascends to Area 11 and is empty other than a few pottery shards and the faint odor of alcohol. The door is locked.

22. Great Room

Frescos of ancient engineers building an underground aqueduct are depicted on the western wall of this otherwise unremarkable room. The northern door to the stairway is unlocked but stuck fast. The stairs descend to sub-level 2.

23. Barracks

This chamber is piled with the remains of several wooden beds and rotting bedding.

24. Control Room

Glypterans crawl on the ceiling and walls. Several iron machines with innumerable levers in various positions crowd the southern wall of this room. The entire structure is rusted and inoperable. A dwarf or character with engineering knowledge can surmise that this machine operated the water system between the two sides of the bridge.

Glypterans (6): hp: 4, 2, 7, 9x3

25. Disfigured Statue

A stone statue of a mounted woman in armor leans against the wall of this room, clearly broken from a plinth (see Area 47). The statue's face has been disfigured by hammer and chisel. The figure is depicted wearing a pendant carved to match the platinum pendant found in the lybic's nest (Area 20).

26. Treasury

The floor of this room snaps open when stepped on, dropping victims into a 20' deep pit lined with spikes (DC 12 to find/disarm; 3d6 damage; Reflex save DC 13 to avoid the trap). Attached to the eastern wall are three large clay jars each containing 500 small golden coins. Each coin is worth ½ gp. The jars will not fall into the pit.

27. Purlid Lair

This room stinks of animal musk. A purlid lairs here, though there is a 1 in 12 chance that it is out hunting. If present and surprised, it sleeps in its burrow in the northwest corner of the ceiling which can be detected as a secret door (Luck check or search DC 12).

About the size of a spider monkey, the purlid has eight hairy arms set radially around a bulging central body where a large fanged mouth gnashes and shrieks.

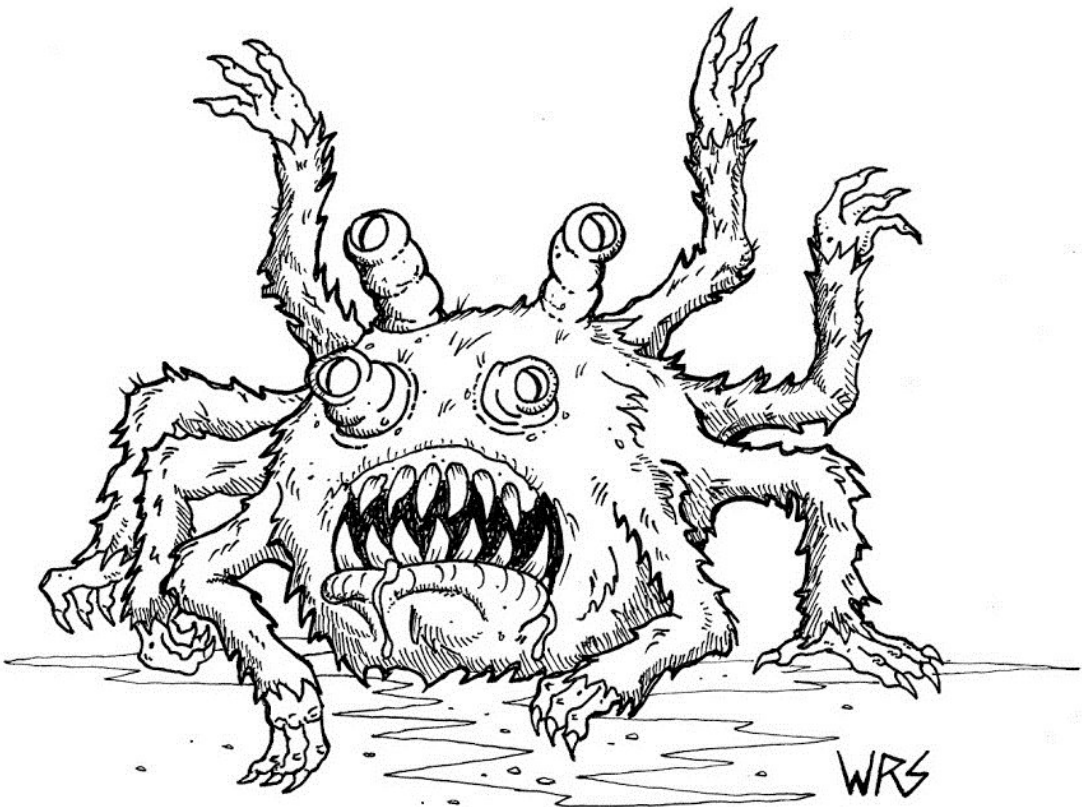
Four eye stalks sprout from the top of the body, retracting to bulging eyes when the purlid is threatened.

Purlid: Init +6; Atk claws (4) +5 melee (1d4 each) or bite +5 melee (1d6); AC 15; HD 4d8+2; hp 28; MV 60', climb 60'; Act 4d16; SP noxious spray, hide; SV Ref +8, Fort +2, Will +1; AL N.

Before the purlid attacks, it launches a spray of noxious liquid that blinds anyone in a 5' radius up to 20' away (Fortitude save DC 15). It then attempts to latch on with its clawed hands and bite a blinded victim. The purlid can only spray poison once per hour.

The purlid can hide in shadows (+6), climbs at its regular move speed, and squeezes into spaces seemingly too small for it. Its senses are preternatural (+10 to any checks involving detection) and it is rarely surprised, unless sleeping. The bloodcurdling screech of an attacking purlid often causes hirelings and henchmen to flee.

Its burrow contains: gems (malachite, 10gp; turquoise, 50gp; carnelian, 50 gp; amethyst, 40 gp; garnet, 100 gp), jewelry (4 silver rings, 25 gp each; a diamond stickpin, 500 gp; golden circlet, 300 gp; leather belt studded with turquoise, 150 gp; and a golden necklace, 100 gp), a scroll (*protection from evil*) and a silver bladed hand axe (imparts a +1 to attacks, but is blunted on a fumble roll and loses this bonus until 100 gp is spent on repair).



28. The Tank

The dry cistern is 50' deep with a 3' wide walkway around the upper rim. The lower half is part of sub-level 2. A steel hatch set into the center of the domed ceiling leads to Area 8. An altar depicting a bloated human woman with the flame-eyed head of a wasp is carved into the eastern wall (28A). An offering left on the stone shelf below the carving has a 1 in 6 chance of granting a blessing from Nesiri (the goddess prefers insect larva, gold, or other precious items). Those that defile the altar have a 1 in 6 chance of receiving a curse. Individual characters can only receive 1 blessing and 1 curse. Curses are permanent, but can be lifted by a *remove curse* spell. Blessings are likewise permanent, however, should the PC defile a shrine to Nesiri or slay any of her servants (including normal or giant wasps), the blessing is recanted.

2d3	Blessing	Curse
2	Defender: When the PC is reduced to exactly 1 hp, a demon wasp appears and defends the PC until all enemies are defeated.	Plagued: A swarm of wasps attacks the character (1 in 6 chance per day). A sacrifice of 100 gp to Nesiri averts the attack for the day.
3	Familiar: PC gains a wasp familiar.	Hunger: The PC cannot digest normal food and must subsist on spiders, insects, worms and other vermin.
4	Chosen: PC gains a random 1st level cleric spell. Spell can be cast 1/day if 100 gp value is sacrificed to Nesiri.*	Deafened: PC is deafened by the buzzing of wasps. The condition cannot be healed by magical or mundane means (other than <i>remove curse</i>).
5	Builder: PC gains the underground skills of a dwarf. Dwarves gain the ability to speak with insects.	Obsession: PC obsessed with the culture of Nesiri. Must find a shrine to Nesiri and restore it or build a new one at an appropriate site. For each week that the quest is unfinished, the PC suffers a cumulative -1d to all Action Dice.
6	Avatar: PC can transform into a demon wasp by concentrating for 1 turn, 1/day. The effect lasts for 1d10 rounds, and the PC has 1 round notice before transforming back. At the end of the transformation, the PC must make a Will save (DC 15) or suffer from minor corruption.	Hunted: Each week, there's a 1 in 6 chance that a demon wasp appears and attempts to paralyze the PC and take him or her back to the depths of hell to face judgment.

* Non-spellcasters cast this spell with a d10. Wizards cast this spell at a -2 to the spell check.

Demon wasps are giant versions of the insect – about the size of a pony. Those that serve Nesiri are marked with a silver rune associated to the goddess. A sting from a demon wasp paralyzes the victim, in addition to dealing fiery damage (2d4 per round until death).

Demon Wasp: Init +1; Atk sting +6 melee (1d4 + special); AC: 14; HD: 5d8+3; MV 20', fly 40'; Act: 1d20+1d14; SP immune to fire-based attacks, burning poison (DC 15 or paralyzed and 2d4 damage per round); SV Ref +8, Fort +5, Will -1; AL C.

Wasp Familiar: AC 19, hp 1, Attack Sting -2 (1d2 poison), Telepathic communication (Int 5).

Wasp Swarm: Init +5; Atk swarming sting +1 melee (1 plus 1d4 poison vs. DC 5); AC 11; HD 4d8; hp 32; MV fly 40'; Act: Special; SP bite all targets in a 20'x30' space, half damage from non-area effect attacks, double damage from fire and cold; SV Ref +10, Fort +0, Will -2; AL N.



Sub-Level 2 Key

29. Trap

A pressure plate trap sprays acid 20' into the hallways to the east and south (2d4 damage; Reflex save DC 14 or suffer 1d4 damage per round until washed off; All non-metal items must save or be destroyed). There is a cumulative 1 in 6 chance per person of stepping on the pressure plate, which may find part of the party down the southern hallway and part still in the eastern. The person that steps on the trap is unaffected.

30. Lair

This room contains the statue of a human male figure in a robe. Where his arms should be are two spider legs on each side.

Five grillans lurk on the ceiling and walls.

Grillans (5) hp: 5x2, 7, 6, 4

31. Lair

This chamber is crowded with large rusted metal devices left over from the building of the pump system. Lurking amongst them are six glypterans. The secret door to Area 33 is locked.

Glypterans (6) hp: 3, 7x2, 8x2, 4

32. Tombs

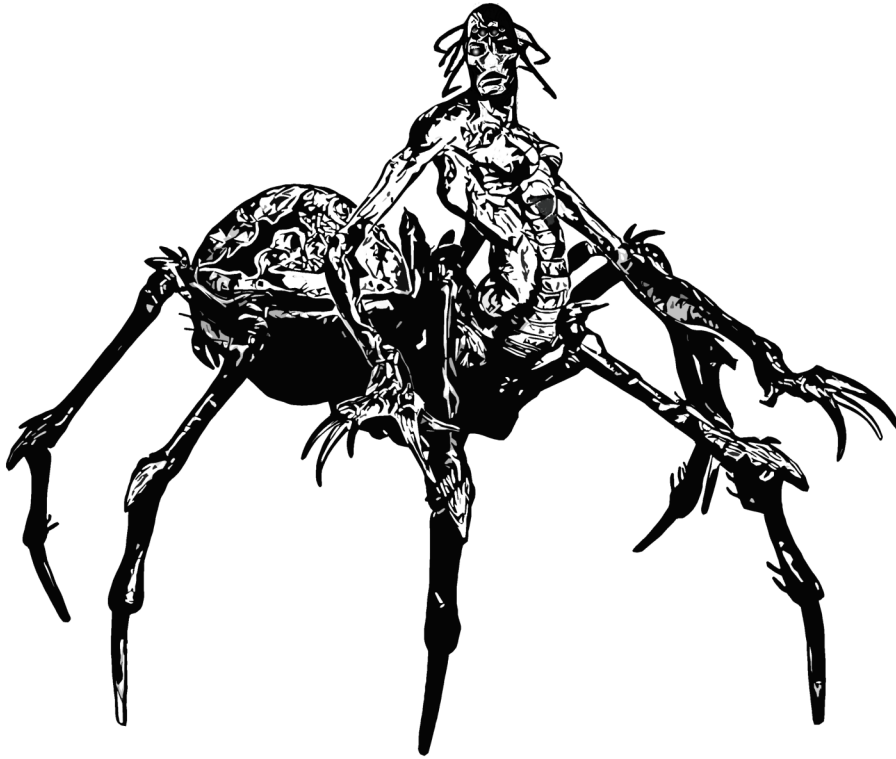
Four stone columns support the ceiling. Within each column is a spider ghoul which disgorges when someone steps into the center of the room. Hidden within each secret chamber is 75 pp.

Spider ghouls (4): Init: +8; Atk claws (4) +4 melee (1d4 each) and bite +4 melee (1d6); AC 14; HD 3d8; hp 18, 16, 13, 15; MV 30'; Act 4d16+1d14; SP paralysis (Fort save DC 14), surprise; SV Ref +8, Fort +3, Will +3; AL C.

Spider ghouls are undead constructs created by the sorceress, Ubela Lenore. The creatures are humanoid from the waist up, with four black metal legs and two black metal arms ending in vicious claws. Like ghouls, spider ghouls paralyze victims struck by their claws or bite for 2d4 turns. Spider ghouls are turned as 4 HD creatures and can climb at their normal speed. The creatures are masters of lurking in the shadows (+10).

33. Secret Room

A 10' diameter, 8' tall glass vat half-full of foul liquid sits in the center of this room. A flame spider lurks on the ceiling (Hide +10).



A flame spider is a magical construct about the size of a large dog made of black iron. Within its maw glow the fires of hell. Its bite injects a flaming fluid into the wound causing an additional 1d4 damage per round until extinguished. Touching the flame spider with unprotected flesh deals 1d4 damage from the intense heat. Flame spiders are immune to mind affecting spells, fire and magical restraints (such as the *spider web* spell). Non-magical weapons deal half damage.

Flame spider: Init +4; Atk bite (1d3); AC 19; HD 1d8; hp 8; MV 30'; Act 1d20; SP unnatural heat, hide +10; SV Ref +1, Fort +1, Will -1; AL N.

Hidden in a small chamber below the glass vat are three crates each containing 1,000 gp worth of silver bars stamped with a raven. Each crate weighs 50 lbs. The vat weighs 600 pounds and must be moved before the concealed trap door can be located.

34. Mustard Gas

NOTE: Anyone listening at either the northern or eastern door detects the odor of garlic with a successful Luck check.

The floor of the room is littered with bones and remains of the slime's victims. Amidst the carnage is a plain golden rod (300 gp).

Anyone stepping into this room is immediately subjected to the mustard gas from the slime on the ceiling (see below). It lingers there until its killing vapors

overcome its prey. If one victim falls dead, the slime drops on the corpse, fighting to protect its meal.

Mustard Slime: Init (always last); Atk 5 pseudopods +7 melee (1d6); AC 10; HD 5d8; hp 26; MV 5', climb 5'; Act 5d20; SP half damage from slicing and piercing weapons, mustard gas, corrosive surface, camouflage; SV Ref -8, Fort +6, Will -6; AL N.

The mustard slime is a 25' diameter primordial slime that exudes mustard gas from its corrosive surface. The gas affects everyone in a 10' sphere, expanding in a 10' radius each round. The gas deals an immediate 2d4 damage (Fortitude save DC 20 for half) and all victims affected must make a second Fortitude save (DC 16) or die in 1d3 rounds as blisters form in the eyes, mouth and lungs. When stationary against a stone or similar surface, the slime is nearly undetectable, and it remains motionless until at least one victim succumbs to its vapors. Touching the mustard slime with bare skin deals 1d4 damage to the victim per round that contact is maintained.

35. Corpses

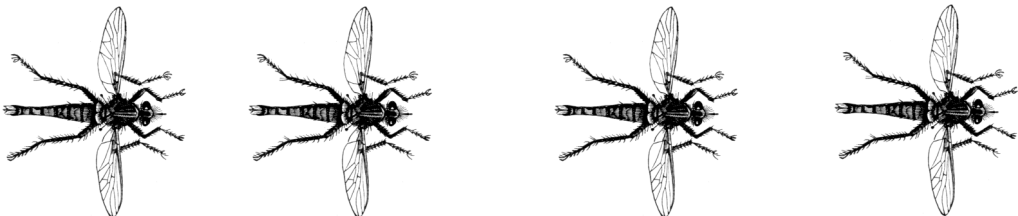
Twenty open stone coffins rest here containing the mummified remains of Lord Etheril's knights. Each is clad in rotted tabard, a rusted chain shirt with coif, and a steel helmet. A rusted spear lies along the left side of each body, while a shield partially covers the torso. Within the chest cavity of a number of corpses (number of glypterans slain) are large white worm-like larva.

On the chest of each knight, under the chain shirt, is a saucer-sized golden coin marked with the image of a raven (100 gp each). NOTE: These coins are cursed, roll on the **Tokens of the Damned** curse table.

In addition, six huge flies with the rotting heads of horses guard the bodies of Etheril's fallen knights. These are the tabad, the cursed forms of the knights' horses.

Tabad (6): Init +6; Atk bite +2 melee (1d8); AC 13; HD 2d8; hp: 9, 9, 15, 8, 3, 6; MV 20, fly 50'; Act 1d20; SP jump (30'); SV Ref +4, Fort +2, Will -2; AL N.

Tabad can jump 30' to attack. When killed, the tabad's body melts away after 1d3 rounds, and the tortured spirit of the war horse that once inhabited the body becomes a spirit, forever trapped in Cragbridge.



If any glyppteran larva are found in the bodies of the knights, they are easily slain. After 1d3 rounds, the body of the larva melts away, possibly leaving a token (see **Tokens of the Damned**). The spirit of the knight becomes a haunt that immediately hunts down its killer (see **Haunts and Spirits**).

36. Empty

This room reeks of mold, though little is evident. A rusted, reinforced metal door is set into the south wall. The door is locked, but still requires appropriate tools (crowbars, sledgehammers, etc.) to bash open (Strength check DC 18).

37. Shattered Chamber

The walls of several rooms lie collapsed in this chamber. The eastern wall, once composed of iron, has rusted and fallen in places. The floor and walls are covered in a thick fur of greyish mold.

NOTE: Roll a 1d12. On a 1, the ooze worm (Area 38) is in this chamber. On a 2-8, the worm is in Area 38. On a 9-11, the worm is in Area 39. On a 12, the worm is in the deep caves (beyond Area 39).

The western wall, composed of stone, appears wet, though no source of water is evident. This is due to the glisten ooze that occupies that wall.

Glisten Ooze: Init (always last); Atk None; AC 10; HD 4d8; hp 25; MV 0'; Act N/A; SP acidic surface (2d4 damage), psycho-electric paralysis (Fort save DC 15), immune to fire and direct attacks, double damage from cold; SV Ref N/A, Fort +2, Will -4; AL N.

The glisten ooze is the larval form of the ooze worm (see Area 38). It has no direct attack, though if touched the digestive juices that coat the outside of its transparent body cause immediate acid damage and paralysis (Fort save DC 15 or paralyzed for 1d6 rounds). Paralyzed victims are dealt automatic damage each round until killed and absorbed into the ooze. The ooze is immune to direct weapon attacks, though it takes double damage from cold-based attacks. It is immune to both normal and magical fire.

38. The Worm

The room is crowded with rusted hulks of iron machinery covered in a thick grey fur of mold. An 8' wide walkway circumnavigates the room. The stone walls of this chamber are lined with rusted iron plates also covered in mold.

A nest of bones, jagged iron, and other flotsam is piled in front of the entrance to Area 39. The mold is harmless.

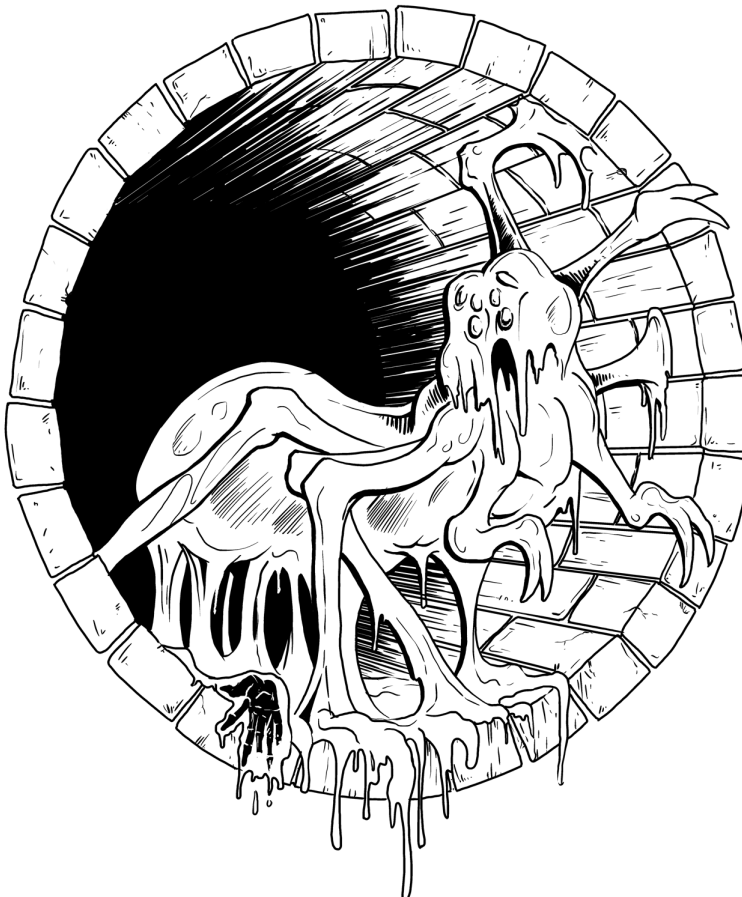
This is the lair of the ooze worm (see Area 37 to determine where the ooze worm is at any given time).

Ooze Worm: Init +2; Atk feelers +8 melee (1d4 + stun); AC 13; HD 6d8; hp 32; MV 20'; Act 3d20 x2 (see below); SP psycho-electric stunning (Fort save DC 15 or stunned for 1d6 rounds), engulf, acidic skin, immune to fire, double damage from cold; SV Ref -2, Fort +7, Will -4; AL N.

The ooze worm is a semi-amorphous creature with three insect-like feelers emerging from a sensory organ at both ends. The worm can attack up to three times from each end of its body, though it cannot contort itself to attack six times in one direction. Those struck take the indicated damage and must make a Fortitude save (DC 18) or be stunned for 1d6 rounds. Stunned victims may move at ½ speed, but can take no other actions.

The creature then tries to engulf a stunned victim, dealing 2d4 damage per round. The slimy acid that coats the ooze worm deals 2d4 damage to exposed organic material, but does not stun victims. The ooze worm is immune to both normal and magical fire and takes double damage from cold-based attacks.

In addition to the bones of many creatures, the beast's nest contains 2,000 gp in various coins (250 lbs), an opal (pale blue with green and gold flecks; 1,000 gp), an uncut ruby (deep red; 1,000 gp), and a polished chalcedony gemstone (pale blue; 150 gp).



39. Pump Shaft

This smooth stone shaft angles down at 60° toward what once was the Roaring River. The floor of the shaft is littered with the rusted remains of a pipe that once ran through it. The broken end of the shaft extends about 240' through solid stone before emerging in a natural cave system, which is left up to the Judge to develop. **NOTE:** See Area 37 to determine the location of the ooze worm.

40. Antechamber

The secret door on the eastern wall is locked and trapped. The western side of the door is carved with corrupted runes by the sorceress Ubela Lenore. Anyone passing through the secret door must make a Will save (DC 20) or sink into an obsessive insanity. This manifests as an overwhelming desire to guard this room from all intruders. Thoughts of food, drink, sleep or other necessities are forgotten, though the victim can make additional saves every 12 hours to break the spell.

NOTE: Those affected fight all attempts to remove them from the room. Exiting the secret door (west-to-east) does not change the obsessed victim and does not necessitate a save for those that were not originally affected.

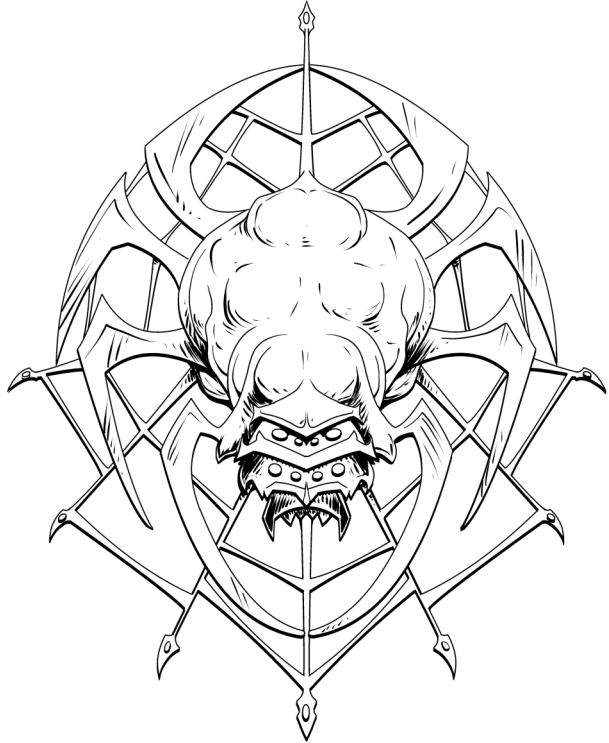
A stone door, carved with more blasphemous runes and the spider symbol of the sorceress, blocks the exit to the west and is almost immovable (it weighs 3,000 lbs) and must be lifted. If the bones of Prince Edril (see Area 20) are carried into this room, the door raises into the ceiling and the trap (see below) is disabled for 1 turn.

Touching the door transmits a nasty curse: On a failed Fortitude save (DC 20), the victim is transformed into hideous humanoid spider over the next 3 hours. Within the first hour, four spider legs painfully grow from the victim's flesh, two from the upper back and two from the lower back. Within the second hour, the victim sprouts long black hairs, and six eyes burst open across his or her forehead. By the last hour, the victim's torso transforms into that of a huge spider and humanoid limbs painfully mutate into spider legs. The victim must then make a second save (Will DC 20) or lose his or her mind, becoming a slave to the spider sorceress. This is considered a major curse for the purposes of a *remove curse* spell. If a transformed character retains his or her mind, abilities are also retained (class, spells, etc.), however, when in the presence of the spider sorceress (see Area 46), the victim is affected as if by a *charm person* spell (Will save DC 20).

The secret trap door in the floor is unlocked, but cannot be detected until the stone door is raised.

<p>Spider Slave: Init +4; Atk jagged claws +5 melee (1d4) and bite +5 melee (1d6+poison); AC 16; HD 5d8; hp 27; MV 50', climb 50'; Act 2d20; SP poison (Fort save DC 16), Cast <i>spider web</i> (+5 spell check); SV Ref +8, Fort +4, Will +2; AL C.</p>
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The spider slave is usually a mindless giant spider that attacks to defend the spider sorceress' lair. It can project a web as the *spider web* spell (cast at +5 to the spell check). Its poisonous bite is lethal in 1d6 rounds (Fortitude save DC 16), manifesting as a rotting, pus-filled wound that expands until the victim is dead.



41. Secret Room

This room reeks of death. The corpses of a young man and woman in leather armor lie rotting on the floor. Both have burns on their arms and faces. The floor is covered in dust, but has been disturbed as recently as a month ago. The outline of the trap door in the floor, once hidden, is evident. The stone walls retain faint carvings of a strange and alien script surrounding a humanoid figure in bulky armor and a strange transparent globe for a helmet. A *comprehend languages* spell cast at any result decodes the script, but very little can be gleaned, other than these appear to be prayers describing strange and ethereal worlds and dedicated to an entity called Mur.

The trap door is unlocked, however pulling the iron ring delivers a jolt of electricity (2d8 damage; Reflex save DC 12 for half damage). Below the trap door is a winding stairway down to the depths of the underworld.

The Tomb of the Lovers Key

No random encounters occur within the Tomb of the Lovers.

42. Hall of the Defiled Lovers

The north wall of this dusty stone hall is decorated with brightly painted frescoes depicting the seduction and defilement of Sir Pedr, trusted captain of Lord Etheril's lieges by a hauntingly beautiful sorceress.

The south wall is similarly decorated, however, these paintings chronicle the seduction and defilement of Lady Etheril by a willowy and handsome sorcerer. Lord Etheril is seen in the background of these paintings wearing a set of horns that grow with each iteration. The two seducers could be twins, but are in fact the same person, the sorceress Ubela Lenore.

The two figures, Lady Etheril and Sir Pedr, are depicted as desiccated corpses looming over the archway through the west wall. The keystone of the archway is carved to depict a desiccated child's corpse (the infant Edril) wearing the symbol of Lord Etheril, the raven.

44. Tomb of Lady Etheril

Otherwise bare stone, this tomb is occupied by the figure of a shapely woman in a fine dress hunched over something held tightly to her breast. The woman's face is pure void, and she holds nothing. If the woman is touched, attacked or the target of a spell, she disgorges four Emaciated Servants that immediately attack anyone not carrying the bones of Edril (see Area 20). If the casket is placed at the feet of Lady Etheril, the creatures dissipate into smoke which is sucked into the void of her face. She takes up the remains of her child and offers to bless each party member. She remains for 1d4 rounds before the ghost, the casket and bones of her child collapse into a pile dust, leaving only the lady's skull. Those blessed by Lady Etheril are marked with the sign of her house (a double-headed raven) imparting a +1 to attack undead creatures. The sign of Lady Etheril is considered anathema to Lawful gods for the murder of her child and betrayal of her family (clerics of Lawful gods understand this implicitly). For the purposes of Lay on Hands, anyone blessed by Lady Etheril are considered Opposed to both Lawful and Neutral gods.

Amongst the detritus of her passing are two golden bracelets, two silver rings with ruby settings, a golden necklace decorated with teardrop emeralds (total value 5,000 gp), and a red stone tile carved with the symbol of a spider (see Area 43). Lady Etheril's skull, when carried by someone blessed by her, imparts a +3 to AC.

Emaciated Servants (4): Init +2; Atk claws +5 melee (1d6) or bite +3 (special); AC 16; HD 4d8; hp 16, 17, 14; MV 40'; Act 2d16+1d20 (see below); SP draining bite; SV Ref +4, Fort +6, Will +5; AL N.

Emaciated servants are skeletal humanoid creatures with faces of pure void and dark blue skin stretched over their bones. They attack with their tearing claws. If two claws strike one opponent in the same round, the victim receives a bite attack. Those struck by the void of a servant's face lose 1d3 CON (Fortitude save DC 15). Creatures reduced to 0 CON become emaciated servants. Emaciated servants are undead and are only damaged from magical sources (spells, magical weapons, etc.)



45. Tomb of Sir Pedr

This otherwise bare stone room holds a skeletal horse and rider. The rider is clad in rusted chain mail with coif. A 10' long spear (see **Magic Items**) lies on the floor. When Sir Skavok entered this room, the spirit of Sir Pedr drew his body into the same hellish purgatory where the doomed knight waits. The spirit of Sir Skavok, bereft of a physical form, moved into Ubela's tomb (Area 46) to protect his new mistress. Taking the spear causes the horse and rider to collapse into dust.

46. Tomb of the Spider Sorceress

An intricately woven throne of golden spider webs is attached to the western wall. The spider sorceress, Ubela Lenore, crouches here, a desiccated humanoid mummy with four large spider legs sprouting from her back. Appearing as a greyish displacement of air, the haunt of Sir Dougal Skavok hovers before her.

NOTE: The secret door in the floor of this chamber leads down to Area 48. It is locked (DC 18).

Ubela is a powerful undead creature limited by a number of charms, curses, and wards, though she takes great pains to convince intruders of her power:

At the touch of Skavok's spear, Ubela is disintegrated. Should the haunt of Skavok successfully possess the spear bearer and subsume his or her mind, this threat is neutralized (see Sir Dougal Skavok on the opposite page). She cannot exit the tomb unless someone specifically invites her to leave. Once out of the tomb, she exits Cragbridge at the Judge's whim.

She cannot touch anyone marked with the symbol of Lady Etheril - in fact, she cannot be within 10' of those so marked. A *dispel magic* spell cast by Ubela neutralizes this ward for 1d6 rounds (spell check result 20 or higher) - the target of the spell receives a Will save (at *dispel magic* spell check result) to resist this attempt.

By the time the party enters, she has thrown up a *control force* (see **New Magic**; cast at a 24 on the spell check). She entreats those under her charm (see Area 43) to destroy those marked with the sign of Lady Etheril and directs Sir Dougal Skavok toward the character holding his magical spear. Anyone killed is raised via an *animate dead* spell. If Skavok, her charmed minions, and servants from the *Staff of the Spider* are defeated, she promises untold power, riches and immortality to those that free her, though she cannot directly ask to be freed from the tomb. It is up to the Judge to determine if she is capable of such feats of largess or if she will even make good on her promises.

Sir Dougal Skavok concentrates his attacks on the character that wields his spear. As a haunt, Skavok cannot be struck by weapons or magic originating on the material plane. He can be turned as a 5 HD creature. The haunt attempts to envelop the spear bearer, who receives a Will save (DC 16). On a failed save, the spear

bearer is pulled into a pocket dimension where he or she must face Sir Dougal Skavok one-on-one (see below).

Ubela Lenore, Spider Sorceress: Init +4; Atk claws +12 (1d6+poison), bite +12 (1d4+poison), or *Staff of the Spider* +10 melee (see **Magic Items**); AC 19; HD 10d8; hp 64; MV 40', climb 40'; Act 4d20; SP poisons (see below), spells (see below), charm, fear; SV Ref +12, Fort +12, Will +12; AL C.

Spells (Spell check +10): *charm person, ray of enfeeblement, forget, ESP, dispel magic, protection from good (-2 to cast), animate dead (-2 to cast), control force*, blink*, confusion*.*

The spider sorceress is an undead creature with powerful spellcasting and combat abilities. Those not under the influence of the charm effect (see Area 43), must make a Will save (DC 20) or flee in fear for 1d6 rounds. Those that cannot flee are paralyzed with dread until attacked by her or one of her minions.

If in melee (which she avoids, if possible), she can attack up to four different opponents with a combination of claws and bite. Her poisonous bite results in death in 1d3 rounds (Fortitude save DC 20). Those struck by her claws must make a Fortitude save (DC 20) or fall unconscious and contract a transformation disease. Over the course of 1d3 weeks, the victim is magically transformed into an undead spider humanoid that immediately seeks the service of the spider sorceress. During this time, the victim remains unconscious and cannot receive magical healing (such as lay on hands). The disease can only be cured with a *remove curse* (considered a major curse) or similar powerful magic.

* The spell *blink* can be found in the **New Spells** section. *Control force* and *confusion* are published as a web enhancement on the Mystic Bull Games website: <http://www.mysticbull.com>.

Sir Dougal Skavok (within pocket dimension): Init +5 (1d16 for two-handed weapon); Atk two-handed sword +1d7+2 melee (1d10+deed die result+2); AC 17; HD 5d12; hp 60; MV 20'; Act 1d20+1d14; SP Mighty Deed (trip or cripple), crit on 18-20 (1d24 on Crit Table V), immune to mind-influencing spells and effects; SV Ref +2, Fort +4, Will +1; AL C.

In the pocket dimension, Skavok appears as a 7' tall humanoid figure clad in black iron plate armor and helmet, and bearing an obsidian bladed two-handed sword (+1). Both the armor, helmet and sword are marked with the red-on-black symbol of Ubela Lenore (see Magic Items).

Skavok is a skilled warrior and uses his Mighty Deeds to slow down or immobilize his opponent. Other than standard warrior abilities, Skavok is immune to all mind-influencing spells and effects. If he defeats the spear bearer, the pocket dimension dissolves, and the erstwhile knight takes over the personality of the character

bearing his spear, forever (and fights with the subsumed character's abilities). If Skavok is defeated, the dimension dissolves and the knight's soul, purged of its evil influences, inhabits the spear, becoming devoted to the bearer and his or her cause (see **Magic Items**).

Ubela carries the *Staff of the Spider* (see **Magic Items**). The remainder of her treasure is encased in a bundle of golden webs: 2,534 sp, 6,233 gp, spell books containing her spells, a *tower ring* (see **Magic Items**), and a black iron war hammer. The hammer is non-magical, but deals an additional 1d6 damage to fey creatures, such as elves, fairies, and the like. The fine golden webs comprising the sorceress' throne can be retrieved as well, equaling 1,500 gp worth of gold.

If the spider sorceress is destroyed and Sir Dougal Skavok redeemed, those marked with Lady Etheril's blessing find that her mark fades after 1d3 weeks, though the blessing remains.

47. Memorial

This bare, dusty hallway contains two broken plinths that once held the statues of Lord and Lady Etheril (found in Areas 5 and 25, respectively).

48. Tomb of the Lovers

Two closed sarcophagi carved in the forms of Lord and Lady Etheril stand here. Both are empty. If the skull and the dust of Lady Etheril's passing are returned to her sarcophagus, the ghostly form of the lady appears to hover over the sarcophagus, crying. Casting *speak with the dead* (at any successful check result) allows a spellcaster to converse with her spirit for 1d6+3 rounds before she dissipates.

If the spider sorceress has not been destroyed, she tells of the ward created by those that are marked with her symbol (see Area 46). She knows nothing of the powers of the spear or the fate of Sir Dougal Skavok. If Ubela has been destroyed and Skavok redeemed, she explains that she and the servants, warriors and knights of Cragbridge will remain in a hellish purgatory until the bones of her husband are returned to his sarcophagus.

Those that agree to return the lord's bones receive a blessing from Lady Etheril, as described in Area 44, and though the mark of Lady Etheril's house fades after 1d3 weeks, the blessing remains.



Magic Items

Sir Skavok's Spear

When found, Sir Skavok's Spear is a simple wooden weapon with a broad steel head. The spear imparts a +1 to attacks and damage, but does not register as magical when subjected to *detect magic* or the like. When the spirit of Sir Skavok is defeated (See Area 46) and thus redeemed, it inhabits the spear. The bearer of Sir Skavok's spear must be of lawful alignment and, if a chaotic act is ever committed while holding the spear, the spirit of the knight retreats for a year and a day (thus the weapon reverts to a non-magical +1 spear).

In addition to making the spear a magical weapon, the knight's possession imparts the following additional benefits:

Sage Advice - Once per day, the bearer may ask Sir Skavok a question of individual combat tactics. This question is related to one opponent and must be asked as the first "action" in combat (the bearer can move, but cannot attack the first round of combat). On a successful Luck check, Sir Skavok imparts the ability to perform a Mighty Deed (additional d3 deed die to attack) to the bearer. If the bearer can already perform Mighty Deeds, he or she receives +1d to the deed die. This effect lasts until the single opponent is dead, flees the battlefield, or 30 minutes has elapsed, whichever comes first.

Rallying Cry - Once per day, the bearer of Sir Skavok's spear may give a mighty war cry. This immediately strengthens the morale of NPCs fighting for the bearer, removing the need to check for morale, and lasts for the entire combat. PCs under mind-affecting magicks receive a second saving throw to break the spell at +1d to the save.

Horse Lord - The bearer is proficient in mounted combat and receives +1d to damage with the spear when fighting from the back of a mount.

Tower Ring

The tower ring is a tarnished pewter ring with the image of a falling tower stamped upon a flat pewter setting.

This ring grants a +2 to Intelligence-related checks, including spell checks, related thieves' skills, and the like. Additionally, when the ring is worn, the bearer receives 1d3 waking nightmares per day. When a waking nightmare occurs, the bearer must make a Will save (DC 15) or suffer from a life-like illusion of some horror that lasts for 1d3 turns. Other than situational effects, during this time the bearer suffers a -1d to all action dice, initiative, Intelligence, and Personality checks. Waking nightmares occur at the discretion of the Judge, but may be keyed to certain actions, events, or the like.

Staff of the Spider

The *Staff of the Spider* is a +2 staff constructed from the chitin leg of the demon lord Agsoth, killed by Ubela Lenore during her many adventures. **NOTE:** The spell check die is as the core rules – wizards, elves, and clerics use a d20. All others use a d10.

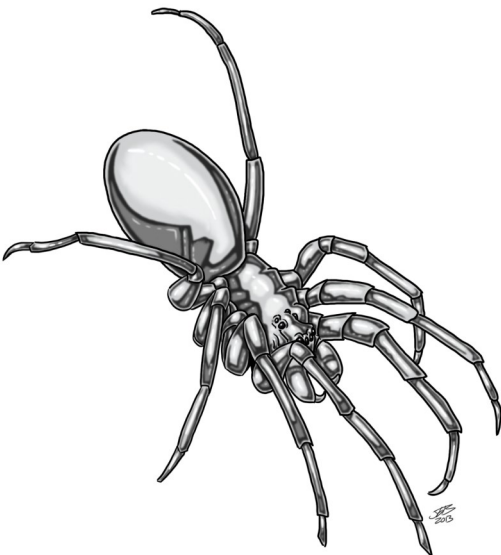
Servants of Agsoth intensely hunt the bearer of the staff once it is recovered from cursed Cragbridge.

Spray of Spiders (spell check 12 or higher) – The bearer sprays 2d5 large spiders from the end of the staff. These creatures fight for the bearer until recalled to the staff or killed. If all of the spiders are killed before returning to the staff, this power is lost, otherwise it functions once per day with a successful spell check.

Eightfold Sight (spell check 14 or higher) – When the bearer invokes this power, he or she can see into all spectrums of light (infrared and ultraviolet), can *detect invisible* as per the spell at result 20-21, and can see into the ethereal plane. This power functions once per day.

Venomous Bite (spell check 16 or higher) – The end of the staff transforms into the head of a huge spider for 1d6+CL rounds. When wielded as a weapon, the staff delivers its normal damage (1d6+2) and an additional bite (hits automatically if the bearer hits with the staff) dealing 1d3 damage. The victim is poisoned by the bite and succumbs to the wound in 1d6 hours (Fortitude DC 16). The head of the staff has an AC 16 and 42 hit points. If the spider's head is killed, this power no longer functions. **NOTE:** There is no known way to heal the spider's head.

Large Spider: Init +2; Atk bite +2 melee (1d3+poison); AC 15; HD 2d8; MV 30', climb 30'; Act 1d20; SP poison (Fortitude save DC 8 – 1d4 dmg/round); SV Ref +4, Fort +1, Will -1; AL N.



Large, stainless steel spiders summoned from the staff of the spider are about the size of a goat and possess a painfully poisonous bite that lingers unless treated.

New Spell

Blink

Level: 2	Range: Self	Duration: Varies	Casting Time: 1 action	Save: N/A
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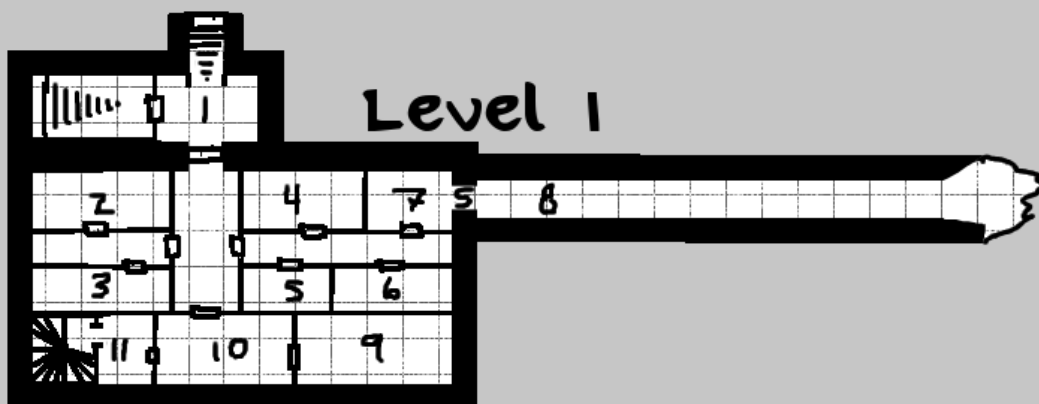
The caster slips between cracks in the universe in order to gain advantage and confuse her enemies. The caster slides into the ethereal plane during these brief jaunts and can be seen by those that detect invisibility, either naturally or magically, and hit by weapons, spells or effects that extend into the ethereal plane.

Manifestation: 1d4: 1) The caster's form duplicates momentarily then disappears 2) A flash of bright light obscures the caster, and he or she appears in a different place. 3) Enemies are forced to blink rapidly, and the caster appears to move in shutter speed. 4) The caster disappears and reappears in a puff of ozone smoke.
Corruption: 1d8: 1) The caster's hair turns white. 2) The caster's hands are phased out of existence anytime an 18 is rolled on any die. For 1d4 rounds, the caster cannot manipulate any object or cast a spell that requires hands. 3) The caster draws the attention of a stalking phase tiger. The creature appears 100 miles from the caster's position and hunts the caster relentlessly until either it or the caster is killed. 4) minor 5-7) major 8) greater.
Misfire: 1d4: 1) Every living thing within a 10' radius of the caster is teleported 30' to the west. Those that intersect a solid object suffer no damage, but must make a Fortitude save (DC 13) or be knocked unconscious, landing in the nearest open space. 2) The caster's arms disappear for 1d3+CL rounds 3) The caster swaps possessions with the nearest enemy. 4) The caster disappears for 1d3+CL rounds, reappearing in the exact same spot with wounds (1 hp) and strange memories.

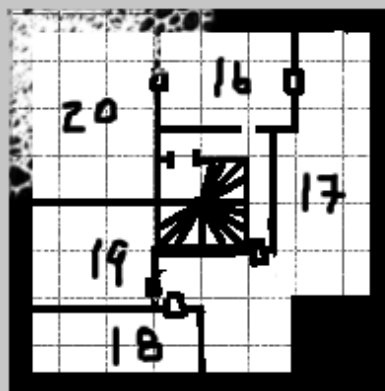
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost, failure.
12-13	Failure, but spell is not lost.
14-15	For 1d3+CL rounds, the caster randomly teleports 5' from his or her current position each round. This effectively adds +2 to the caster's AC and Reflex saves, and reduces area effect damage by half. Ranged weapons targeting the caster have a 50% miss chance.
16-19	As above, but the caster teleports for 1d6+CL rounds.
20-21	As above, but the caster can direct the teleportation.
22-25	As 14-15, but the caster randomly teleports 10' away from his or her position each round, granting a +4 to AC and Reflex saves. Ranged weapons and targeted spells automatically miss.
26-29	As above, but the caster can direct the teleportation for 1d6+CL rounds.
30-31	As 22-25, but the spell affects the caster and up to two living individuals touched.
32-33	As above, but the spell affects any living creature chosen by the caster in a 10' radius.
34+	The caster warps space and time, allowing him or her to step into and out of the ethereal plane numerous times per round, traveling up to 100' away each time. This effectively gives the caster CL Action Dice each round, as he or she steps into and out of material existence.

Cursed Cragbridge

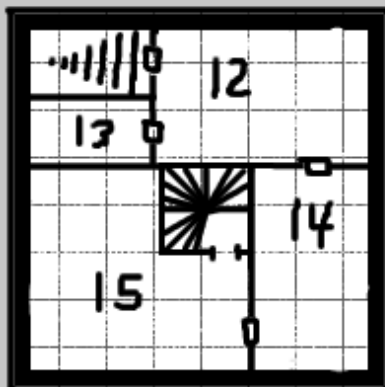
Prison of spirits betrayed

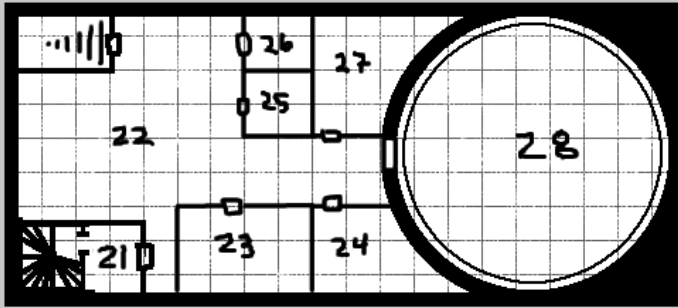


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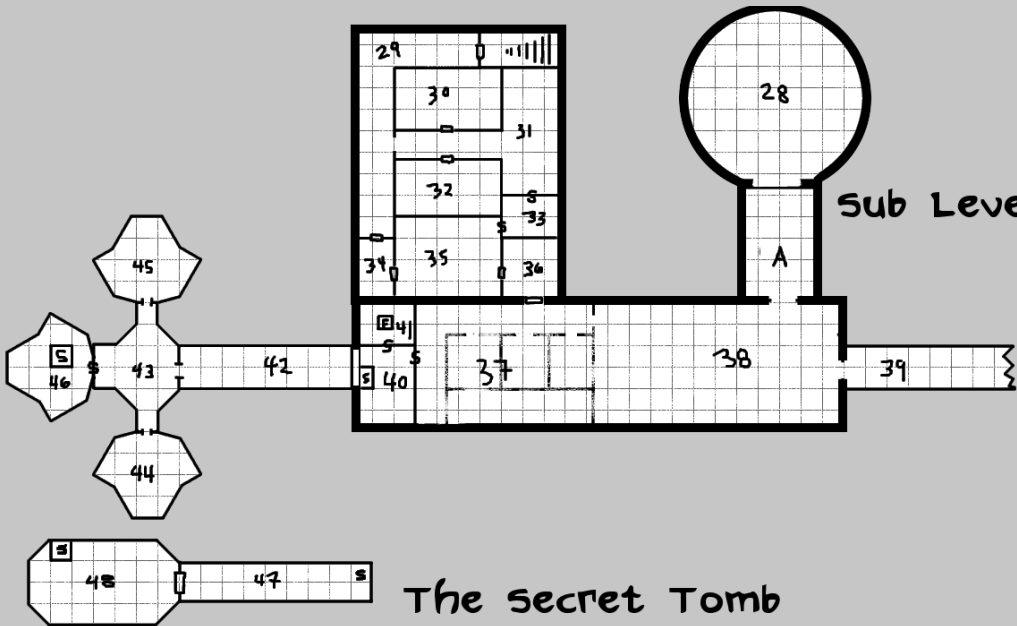


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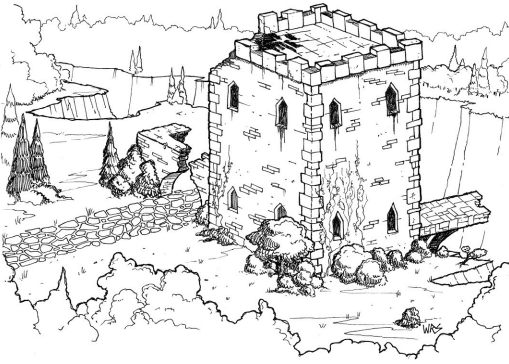


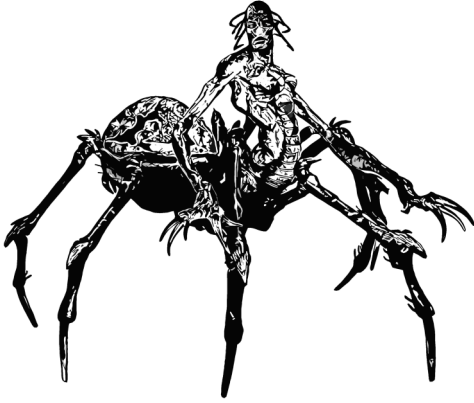
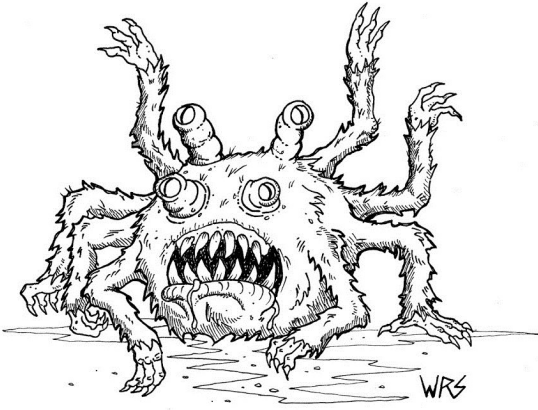
Sub Level 1



Sub Level 2

The secret Tomb





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CURSED CRAGBRIDGE!

PRISON OF SPIRITS BETRAYED!

For five hundred years, Cragbridge has stood abandoned and cursed. Within lurk the haunts and spirits of those that served Lord and Lady Etheril. Some of these ghosts inhabit the forms of strange insectile humanoids while others guard tombs deep beneath the shattered bridge tower.

Recently, the good knight Sir Dougal Skavok disappeared in the ruin, and when a search party returned, they too were missing a few members. The party carried strange treasures found there: coins marked with a double-headed raven, gemstones of great value and other ornate and gilded items. They also spoke of the evils that lurked in Cragbridge, cursed forever by the vengeful Lady Etheril.

Curse of Cragbridge is an adventure for DCC RPG characters levels 0-2.

