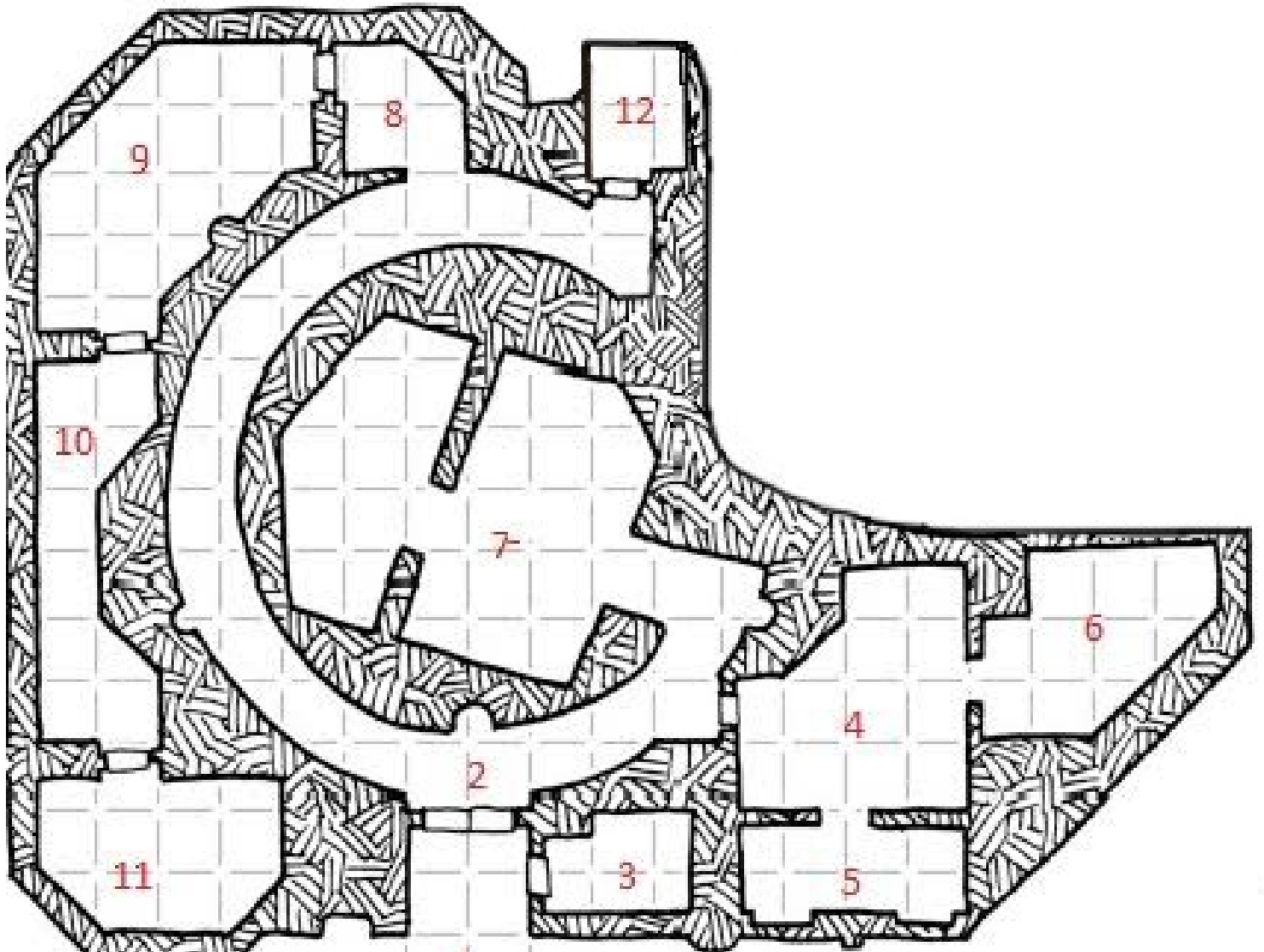


The Curse of the Corpse Candle Cairn (Pathfinder Version).

A One Sheet Adventure, as part of the Cruellest Mistress of All
Kickstarter

Content by John R Davis

For level 3-4 PCs.



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



The Curse of the Corpse Candle Cairn

*Corpse Candle Rasp, Corpse Candle Cold
Corpse Candle Grasp, Corpse Candle Old*

One winter long past, in time of great war
In icy fell blast their rage they foreswore.

Too frozen to flee, or fight anymore
Poured out their plea, for warmth - little more.

But Village stood fast, for Orcs they abhor
Though first to near last cried out for succour.

Then final to fall, cursed all whom he saw
“Lest Undeath befall, warm our bones evermore!”

*Corpse Candle Fight, Corpse Candle Yearn
Corpse Candle Light, Corpse Candle Burn*

The Curse of the Corpse Candle Cairn (5th ed version).

A One Sheet Adventure, as part of the Cruellest Mistress of All Kickstarter

Content by John R Davis; Cartography based on a map by Dyson Logos. For level 3-4 PCs.

INTRODUCTION

A region is plagued by risen dead, corpse candle-wights. The PCs are asked to kill the restless dead, and help ensure the rest do not rise once more.

BACKGROUND

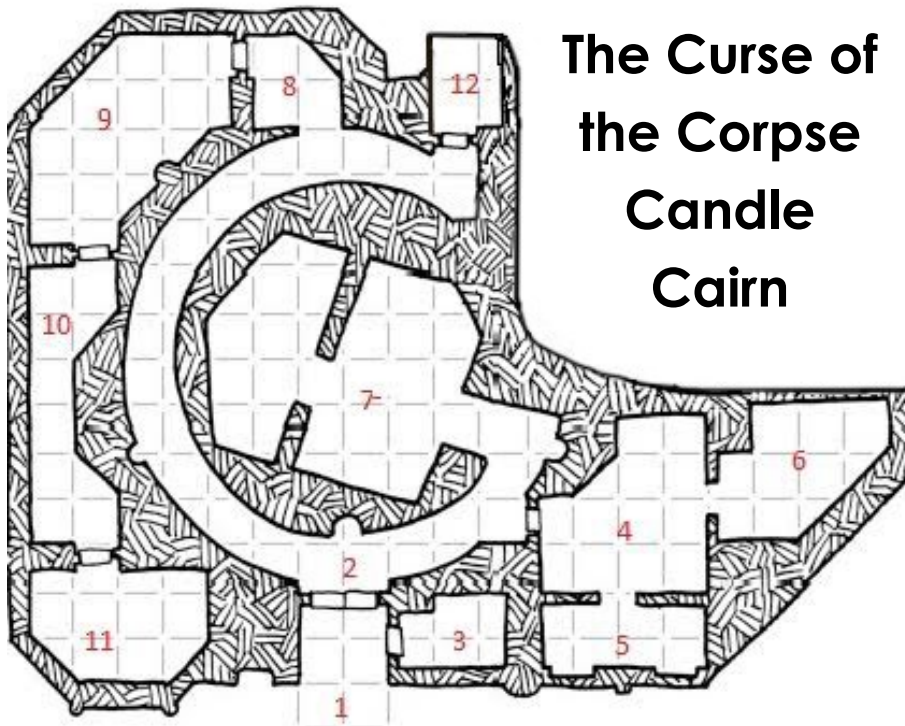
Nearly 100 years ago there was a winter as cold as any could remember. Armies laid down their arms, folk locked up their animals, and all tried to keep warm and survive during this most frost-ridden of seasons.

A group of orc-reavers, cut-off from their ships and abandoned by their brothers were at the edge of starvation and death. They came across a village, barely lit in the snowy plain, and begged for solace and shelter. None was given. The wretches were driven off by those they had always called enemy, and in the wilderness, one-by-one they perished. Except for their leader, Rathger. He held out against bitterest night and the hunger that consumed him from within. Days later a group, of villagers were out foraging and they approached the seemingly dead orcs. Rathger rose to his feet and cursed the villagers. "In life you offered us no warmth or comfort, but in our deaths you will serve us", and with this curse on his lips he died. Fearful the villagers buried the orcs in a long plundered ancient cairn. Each orc was given a simple pewter candle holder. Every ten years the villagers would open up the barrow and light the 8 candles, lest the corpses rise up. Keranow was abandoned and for 50 years the candles remained unlit. Every ten years a corpse candle rose, for the lands were abandoned and now they roam the nearby hills at night seeking new warmth. The warmth that only the living can provide. **SET UP.** A tale is heard that dead orcs have risen up from an ancient barrow and are threatening the local lands. The local Reeve offers 75gp each for the PCs to solve the dilemma. *(The PCs can do this by slaying or resting the active Wight's, and lighting the candles of those still at rest).*

THE CAIRN A mound, covered in thick long grass, rises out of gently rolling hills. Occasional outcrops of white stone

1. Entry. Two heavy and cracked white stone doors lie slightly ajar. Two armoured figures stand guard, skin pulled taught over their lifeless faces, lifeless except for the yellow glint of hatred in their eyes. They move nimbly forward, a steel blade in one hand. In the other they hold pewter with a pale large candle in its centre.

Corpse Candle Wight's #1 & #2. These are advanced wights. They will attack with a weapon in one hand and their



The Curse of the Corpse Candle Cairn

lanterns in the other. The lantern does the energy draining effects plus an extra d4 cold damage. A knowledge (religion or history) check of DC 15 will allow the PCs to note the Wight's weakness. If the lantern is lit the Wight is reduced to a mere single attack with its weapon. When defeated its remains can easily be gathered and re-interred. A lantern can be lit by: A **spell with a ranged touch attack** with fire against an AC of 14; an **acrobatics** check with a torch against a DC of 16; an **athletics** check to grab and light the torch of DC 16; any other

clever PC action.

2. Corridor. It is cold and footsteps echo ominously.

3. Store. A few tools for maintaining the cairn are kept here as well as 4 flasks of oil and 2 spare pewter lanterns (value 20gp).

4. Banners. This room holds a number of decayed and rotted orc war banners. (Returning them to orc reavers may aid in social interactions).

5. Rested corpse#6. The skeletal remains of an orc rest upon a dark wood plinth. Its bony hands clasps a rusted battle axe. A corpse lantern sits at its feet.

6. Wight#4 *(It is hiding in the NW corner. In life this orc was a scout).* A purse of 58gp is tied to its body

7. Wight#3. The floor here has been torn up and rubble is strewn around (makes the terrain hazardous). In the chamber beyond a stone slab sits. On it is the dried corpse of an orc reaver, one hand grasps a battle axe, the other a lantern *(the wight here is playing dead)*

8. Shadowy Interlopers. Two shadows lurks here, drawn by the upsurge in necrotic auras and activity. It will preferentially attack those not carrying a light source.

9. Rested corpse#7. This well preserved tomb bears an intact wooden bier containing the preserved corpse of a desiccated orc. A silver torc is attached around its neck. (value 35 gp in the shape of auroch horns).

10. False Corpse. What appears to be a headless orc reaver on a stony slab is in fact a **mimic!** A fight here will attract the attention of Rathger in the next room.

11. Rathger leader wight#5; as Wight but with 6HD. What is presumably the leader of the cursed orc reavers stands proudly here. Even in undeath his face looks blood riven and fierce. A gleaming axe, unaffected by the ages is held out in one hand, while the other holds an ominous lantern, bent and broken. Anyone attempting to affect the lantern does so at disadvantage. The axe is mundane.

12. Rested corpse#8. An orc body lays on the floor.

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