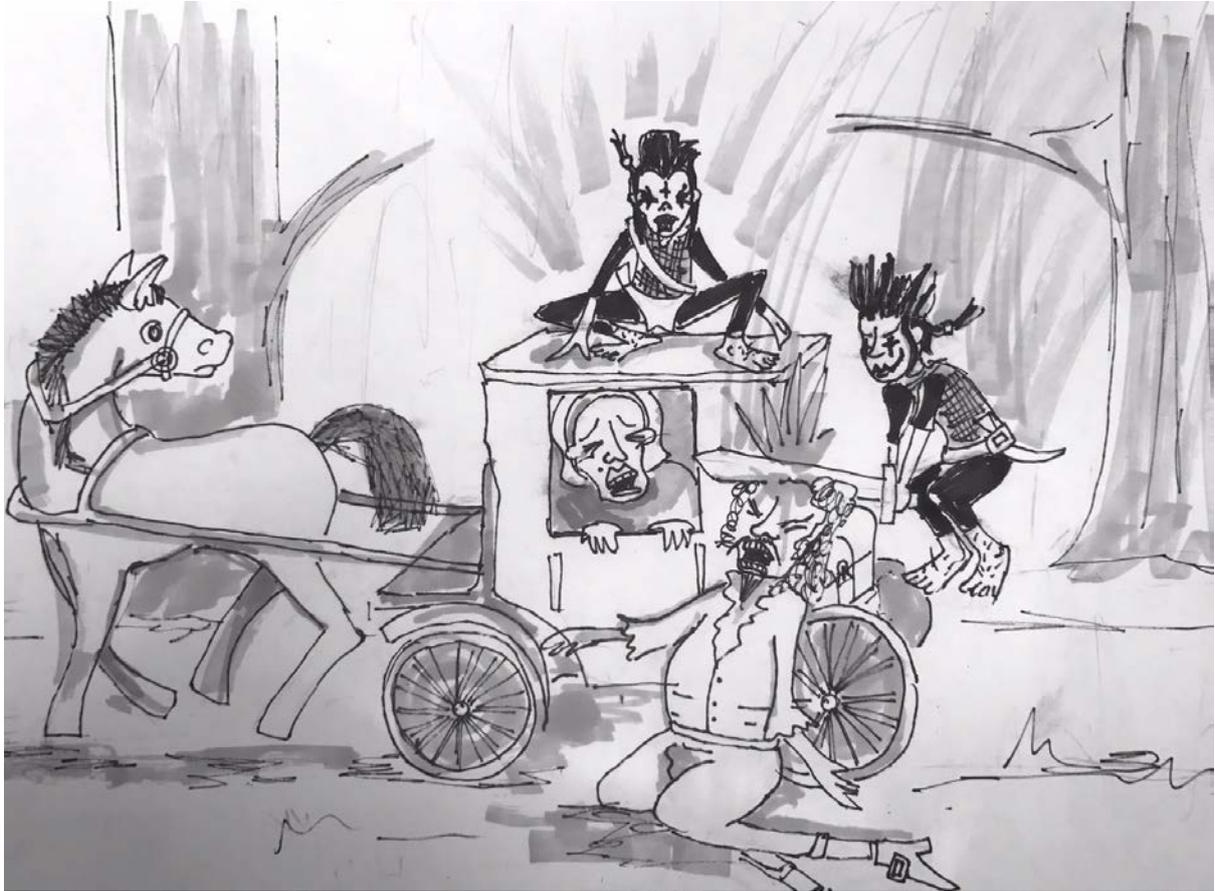




## The Ghoulish Undercrypt of Grigori Corpseworrier



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For years the hills to the north-east of the village of Brockenspectre were overrun with all manner of dangerous beasts and bands of marauding goblins. The good folk of the village shunned the hills and made a 50 mile detour to the market town so as to avoid them.

Recently, the marauding stopped.

This was due entirely to the plague of zombies.

Grigori Corpseworrier never fit in. Hobbits are meant to like gardening and tobacco. He was unpopular, bookish, and, well,



a bit kinky. He and some like-minded misanthropes started dabbling in more left-of-field pursuits, stumbling upon a potion that could reanimate the dead.

Actually, the potion they brewed after skimming the chapter on advanced chymistry in *Bauble's Arresting Endeavours* was a bit shit. And all they could manage was the creation of 6 or 7 zombies.

Grigori and his followers (the 'troubled' Mungo the Overindulgent, Black Folk bards Petra and Beate Underboot, Hamish Goreguzzler who went quite mad, you know, and a few others) found the abandoned laboratory of a mad wizard (there's a theme here) under a long-forgotten mausoleum somewhere among those dangerous hills to the north-east of Brockenspectre. There they began experimenting with the living dead.

Grigori hit upon the idea of glamouring the zombies by means of a spell, compelling the maggoty corpses to raid farm houses, intercept merchant caravans and the like.

The population of Brockenspectre preferred the previous situation, thank you very much (all the zombie activity has attracted a pack of ghouls, and the whole village is beginning to smell like death, so they long for the days when all they had to contend with was the odd owlbear, kobold tribe, or highwayman), and will pay 500gp (plus funeral expenses) to anyone putting an end to the hobbit's reign of terror.

The crypt is five miles from the village.

Nothing bad needs to happen to the party before they reach it. That's not to say it won't.

When the PCs reach the crypt, they're confronted by an ornate double-door of marble. It's partially covered with vines and dead leaves, but observant characters notice signs of recent activity.



## 1. The Crypt

This is low chamber about 20' square. Although dusty and choked with spider webs, this is an opulent construction. Steps to the south lead to a sunken area where an elaborate marble sarcophagus is lit by a beam of silvery moonlight. There's a railed platform 'round the edge of the chamber, and the east, south, and west walls are inlaid with low alcoves, each containing a less ostentatious stone coffin. The walls of each alcove have been carved into a frieze of human skulls.

The lid of the sarcophagus in the centre of the chamber depicts a sleeping dragon. There is no inscription. The lid is loose and can be removed, but it is heavy (failed STR checks might mean the lid crashes to the ground, alerting guards, triggering wandering monsters etc). The marble coffin is empty, looted by the hobbits.

The alcove to the extreme south-east contains a secret door (push a loose skull set in the wall) that leads to area **1A**. The other alcoves contain spiders. Lots of spiders. And centipedes.



Shiny black rippling centipedes. They will *definitely* get under breastplates, and between the links of chainmail. Have fun!

## 2. Secret Room

This small (less than 10' diameter) cylindrical room has a well at its centre. The stonework is very old here, and slick with something slimy. A smell of damp, and decaying meat rises from below.

It's 30' to the bottom (area 2). And dark.

A wooden box stands on the ground to the far side of the well. This is unlocked, but trapped (poisoned needle, as deadly as you feel necessary). The box is empty.

## 3. Pool of Rats

The narrow well opens out into a hexagonal chamber about 10' across. Most of the room is filled with rank, black water, 4' deep. A 1' ledge surrounds the pool and can be climbed onto (it is very slippery, let's say it's treacherous).

There's an iron door to the south. This is stuck, but can be forced (more noise!).

After 1 round in the water, the pool begins to fill with rats. Hundreds of rats.

More rats than you've ever seen. And they keep coming.

Melee is futile. But here you go:

**Rat Swarm** (per pack of 10)

AC: 9

Hit dice: 1hp

Attacks: 1 bite

Damage: 1-6 + diseased\*

Morale: 5

XP: 6

\*1/20 chance. Save vs. poison (effects can be as grizzly as you deem necessary)

## 4. Store room

A very low room, 5 steps leading down to a pile of crates and sacks. There's a lot of dried food, barrels of brandy etc. Close inspection will reveal a small, lozenged-shaped gem on a silver chain (400gp).

## 5. Store room

Identical to the previous room. This one is full of personal effects in sealed crates, and scraps of clothing piled in the corners. Nothing of value, though.

## 6. Store room

Again, 5 steps lead down to the store room. Behind a stack of boxes however, a yellow mold has taken up residence on the east wall, and will attack anyone



delving too deep into the detritus.

**Yellow Mold** (10' patch)

AC: automatic hit

Hit dice: 2\*

Attacks: spores [50% chance of spore attack if touched]

Damage: 1-6 + special

Morale: n/a

XP: 25

\*can only be killed by fire. Special damage: save vs. death. Destroys wood and leather, but has no effect against stone or metal.

## 7. The Torturer, Mungo

Anyone listening at this door will hear two things: a low moaning sound, seemingly made by more than one voice, and the high-pitched giggle of someone having Too Much Fun.



The door is reinforced iron, but unlocked. Inside is the laboratory of one Mungo the Overindulgent: an extremely overweight hobbit in dangerously tight leather trousers. And no shirt. There's a 50% chance he's tickling the feet of a corpse, recently disembowelled, strapped to an apothecary's table, with a cat 'o nine tails; otherwise he's got his hands deep in the open body cavity. Either way, he's too busy to notice the door opening behind him.

There are four cages, each holding a zombie.

The walls of the 'lab' are lined with book cases, and a haphazard selection of



'medical' tools lie, bloody, upon a bench.

If anyone attacks Mungo, he will run to open as many cages as he can, and will then begin whipping the nearest PC.

Anyone brave enough to go near Mungo's trousers will notice a set of keys hanging from a large ring (these open areas 8 & 9).

#### **Mungo the Overindulgent (2<sup>nd</sup> level hobbit Thief)**

AC: 9 (unarmoured)

HP: 8

Attacks: 1 barbed whip

Damage: 1-4

Morale: 7

XP: 20

#### **4 Zombies**

AC: 8

Hit dice: 2

Attacks: 1 claw

Damage: 1-8

Morale: 12

XP: 20



### **8. Guard room**

This room is locked (the key is on Mungo's ring). It's a low chamber, maybe 20' x 30'. There are a few beds,

a table, chairs, trunks, and an open fire place where roasts the leg of something large. An assortment of musical instruments are propped against the east wall. There's a 75% chance this room is empty, otherwise two hobbits, Petra and Beate Underboot, are either asleep or drinking ale at the table (50/50 chance). Their pet wolf, Knut, might be there as well, eyeing up the cooking leg.

The guards wear studded leather, their faces smeared with corpsepaint.

#### **Petra and Beate Underboot (1<sup>st</sup> level hobbit fighters)**

AC 8 (studded leather)

HP 6, 5

Attacks: 1 (Short sword or crossbow)

Damage: 1-6/ 1-6

Morale: 7

XP: 10

#### **Wolf**

AC: 7

Hit Dice: 2+2

Attacks: 1 bite

Damage: 1-6

Morale: 6

XP: 25

The trunks contain mostly hobbit-sized clothing (all black, mostly leather) but anyone looking closely will find 100gp in a variety of denominations.

### **9. The Library**



The door is locked. One of Mungo's keys will open it. This is a similarly low-ceilinged room but is filled with rows of low bookcases. The contents are either esoteric or pornographic. Some might be very valuable. All of them are very heavy.

This chamber is lit by stubby candles. It's a pretty dim light, and there are loads of shadowed areas.

A statue to Nerull, god of evil and learning, stands in an alcove. This is priceless, but life-size. The eyes are cobalt blue gems.

A heavy velvet curtain to the north leads to area 10.

## 10. Grigori's Chamber

Grigori's private room. It's furnished with gaudy (stolen) treasures: paintings, vases, sculptures, furs etc. The combined worth should be around 500gp, but no more than this. Valuable things are intermingled with worthless ones.

There's a bed, a fire, and a chest (locked), containing nothing useful.

A full length mirror stands under a heavy cloth. The surface shifts like water lapping. This is a portal the leads to the cellar of a disused cottage close to the village, and is the hobbits'

primary means of entry to the undercrypt.

Anyone specifically searching the collection of artwork will find a small, crude statue of Boccob as a young man - there is a silver key secreted between his buttocks that opens the barred gate leading to area 11.

## 11. The Temple

The passage leading to the locked door of the Temple (key found in area 10) is trapped. Stepping on a loose flagstone will trigger poisoned darts that fire at a height of 4'. These will automatically miss hobbits. Anyone else: Save vs. poison or be afflicted by something very unpleasant (referee's choice).

The temple itself is a large, irregularly-shaped room, and was used once by a powerful mage who summoned demons here from every plane of existence to do her will. Now Grigori uses it as a place to seduce naïve locals. It is roughly 50' square, there's a bottomless pit in each corner measuring about 10' across, with an altar near the south-west wall, upon which Grigori performs his 'unspeakable acts'.

Grigori is more than likely copulating when the PCs arrive. Two or three misanthropic hobbits (like



Petra and Beate, but less musical) are milling about, looking embarrassed, and a couple of ghouls are fighting over a pile of viscera near one of the pits.



Grigori has a number of spells readied, and will use his conquest as a shield while casting. The hobbit guards are sluggish but will load crossbows at the first sign of trouble, and they will protect Grigori (he's paying them well). The ghouls will ignore everything 'til they run out of food (two or three rounds).

**Grigori Corpsewarrior**  
(3<sup>rd</sup> Level hobbit magic-user)  
AC: 9 (unarmoured)

HP: 12  
Attacks: 1 dagger (+1)  
Damage: 1-4 +1  
Spells readied: *charm person, ventriloquism, audible glamour*  
Morale: 7  
XP: 65

*Dagger of Agony +1 (1d4+1)*  
[user's CHA reduced permanently by 3 points]

### 2 Ghouls

AC: 6  
Hit dice: 2  
Attacks: 2 claws/ 1 bite  
Damage: 1-3/ 1-3/ 1-3  
+special\*  
Morale: 9  
XP: 25

\*save vs. paralysis

### 2-3 Hobbits (including Hamish Goreguzzler)

AC: 7  
Hit Dice: 1 -1  
Attacks: 1 weapon (short sword or crossbow)  
Damage: 1-6/ 1-6  
Morale: 7  
XP: 10

## 12. Secret Room

A secret door in a corridor just beyond area 7. leads to a narrow, wet staircase (no running!). At the bottom, in a tiny chamber, lies a trapped chest. The lock can be picked, but anyone disturbing the chest (ie, lifting the lid) trips the trap whereby poison gas (again, lethality is left up to the referee) fills the



chamber from a vent in the floor.

The treasure contained within the chest (a lot) consists of the spoils taken by the hobbits from their grave-digging.

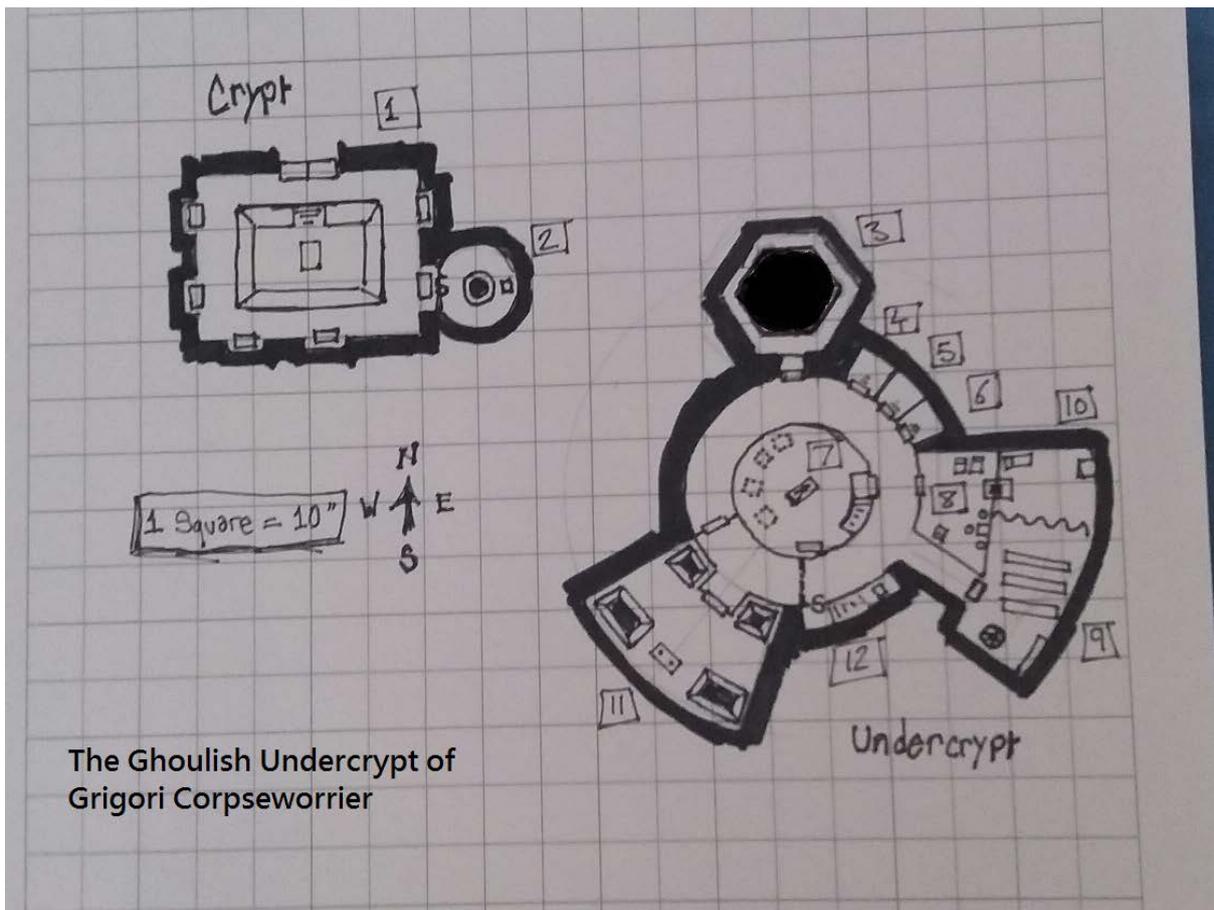
Morally speaking, the PCs should return this to the village.

Assuming they don't, consider alignment changes.

### Wandering Monsters

D12	
1-2	Wolf
3-5	Ghouls (D3)
6-9	Bat Swarm
10-12	Hobbits (D4) (level 1 fighters)

### Map:



The Ghoulish Undercrypt of Grigori Corpseworrier