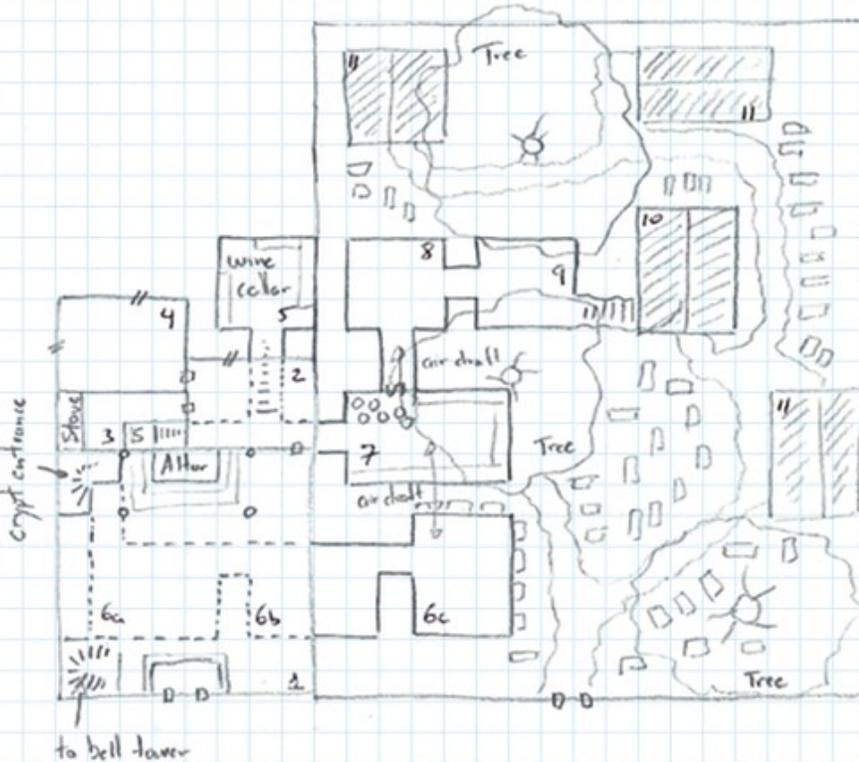


# The Graveyard

A priest falls prey to the dark magics as he tries to bring back his loved one from the grave. His love returns as a wight that attacks and turns him into a wight as well. Now they haunt the chapel and the surrounding countryside with their ever growing flock of undead.



## Intro

Possible introductions to the adventure are: hearsay in the nearby village of disappearances in the area; characters happen to stumble upon the ruins (some warning should be given by writing on walls or trees, preferably with blood). Arrival during dusk is preferred. Letting night crawl upon them as they begin to investigate. Create tension by raising zombies and skeletons from the graves and crypts (11). Ghosts may also come out from the hangman's tree on the lower right part of the map (for high level adventures)

## Wandering Monsters

Wandering monsters are only found on the cemetery grounds and in the chapel's main gallery. Shortly after sunset and before sunrise wights and ghouls may move around 7, 5, 4, 3, 2 and 10. Consider this as a possible encounter with these creatures outside their assigned areas.

## Nighttime (1d8)

1 Giant Spiders  
2 Giant Rats  
3-5 Zombies  
5-6 Skeletons  
7-8 Ghouls

## Daytime (1d8)

1-3 Giant Rats  
3-7 Zombies  
8 Ghouls

## Monsters

**Room 6:** Skeletons. 6a 2d8, 6b 2d4, 6c 3d4

**Room 8:** Wights (2). The wights are the core creatures in the dungeon. They can be two normal wights. The female being stronger than the male given she was called forth from the netherworld. An optional spin is that the male wight is immortal as long as the female wight stands. Killing the male wight will only banish him for 1d4 rounds after which he'll return fully recovered. Only killing the female wight first frees his soul and allows him to die for good.

**Room 9:** Ghouls. 2d6

## Legend

S - Secret Door

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## Room Key

1 square = 10 feet

- Chapel's main gallery.** The main gallery still stands with a few holes in the roof. The walls are covered with frescoes depicting deities and event in local history. There are backpacks and left over equipment scattered around as well as remains of fires once lit inside this area. Evidence of combat can be seen on the pillars and benches as sword cuts and weapon damage to the structure. Blood stains can also be observed, but no bodies or remains are to be seen anywhere. A stair leads up to the bell tower from which a clear view of the valley can be seen from above the mist that surrounds the area. On the north western corner a staircase leads down to the catacombs. The altar which was once well kept is now deteriorated and stained by soot from fires burned in this area.
- Cleric's living area.** This was the old living room and reception area to the cleric's quarters. A table and some worn out chairs can be found here. There are scattered remains of adventurer equipment in the area.
- Kitchen.** This room is the main cooking area for the chapel. A fire pit with partially burned wood is to the west of the room. Few kitchen appliances can be seen and a close inspection of the floor will reveal a hidden door on the south eastern corner leading down to the cellar.
- Bedroom / Study room.** This is the main quarter for the cleric in the chapel. A bed now eaten away by rats and an old table and chair remain in the room. The window has been blown away and the elements have been eating away at what remains inside.
- Wine cellar.** This old cellar still contains good wine and some vinegar from the times the living frequented these rooms. No creature dwells here although ghouls and the wights might pass in front of it on their way up to the chapel.
- Catacombs.** Three catacomb rooms were built under the chapel. Going from oldest to newest as the distance from the entrance increases.
  - The oldest of the three rooms. The walls are filled with niches. Some are closed and some are opened. In them skeletons lay that will reanimate when the party passes through this room. They will usually wait for the party to enter 6b and trap them inside the catacomb.
  - This middle section contains niches on the walls as well as in the floor. Reading the names and dates of these stones will reveal that important people have been buried here. From high ranking nobles to clerics and military heroes. The skeletons of what appears to be dead warriors line the walls and these will reanimate shortly after the party begins to explore this area and as soon as the skeletons in 6a are covering the exit.
  - This is the newest part of the catacombs. There are a few skeletons here and a great deal many empty niches. The ones on the north wall have cracked under the roots of the trees above and a draft of air will be felt coming from the cellar beyond. Adventurers can easily dig through the dirt to enter the cellar this way.
- Main cellar.** The main cellar once contained a great amount of food that has now gone to waste. Only old wood boxes and barrels remain. No creature dwells here, but ghouls and the wights might go through here on their way to the chapel. There is a secret door behind the old and rotten barrels. It is easy to find due to an air draft that flows through the now poorly sealing door and the marks of repeated usage on the floor. The cellar is collapsing due to the pressure from the tree roots above.
- Study room.** This room is the lair to S'luvan's and Lourousee's wights. This old study room was once furnished with great artwork and masterpieces of fine gold and jewels. Only the gold and jewels remain as well as captured treasured from past victims. The room is foul with rotten remains and stench of death.
- Prayer room.** This room is the lair to the ghouls the wights use for their dirty work. They rest here during the day and wander out at night. A fight in 8 will draw their attention and they will go help their masters.
- Crypt of the cleric's family.** This is where S'luvan's family has been buried. S'luvan arranged a secret entrance be made to this crypt from the chapel dungeon. It is now used by the ghouls to go out hunting at night.
- Other crypts.** There are three other crypts in the graveyard. They belong to important families in the area. Since the haunting of the graveyard no other member has been buried here and no one has come to claim the bodies. Some worry about the terrible fate these dead relatives may have met.