

The Church on Skull Hill

By Sean Kennedy

Or otherwise known as... The Seven Year Lich

Seven years ago this beautiful land began to show signs of corruption. Rumors spread of a lich which had taken up residence in the ruins on Skull Hill. It's tough having an itch you can't scratch, so the king has hired your band of brave adventurers to investigate and eliminate the threat.

The church is in fact an abandoned and ruined abbey of some long lost religion. For centuries, the inhabitants of the region have used the area surrounding the church as a cemetery, hence the name Skull Hill. A vast boneyard surrounds the ruined abbey. It is swarming with nearly a hundred reanimated skeletal warriors and flesh eating zombies. The player-characters (PC's) will find fighting their way through this will be problematic at best.

Diamonds are a ghouls best friend

If the characters reach the west end of the boneyard they will see two human warriors guarding a stone archway at the base of the hill. The archway is gated and locked. The warriors each wear a diamond necklace which protects them from the surrounding hoard of undead. These are magically keyed to the guards, so if one of the PC's decides to try one on, the necklace will work in reverse and begin attracting the undead like sharks to blood.

The Rain of Terror

Beyond the gate lies a dark and dank tunnel which leads beneath the church ruins. The walls and ceiling are dripping with foul smelling water. The droplets are magically enchanted to cause the characters affected to hallucinate about their worst fears, and flee in terror.

There is a 10% cumulative chance for every 10 feet of hallway that the characters will be affected.

Send me all your vampires...

As the party enters this area they can tell they've entered the abbey catacombs. Alcoves on the walls contain the decomposing remains of monks who died and were entombed here. A low-lying fog fills the tunnels and smells of death. Scattered throughout the area are the bodies of numerous dead adventurers. Each of them appears to have been decapitated. These labyrinthine halls are home to three vampires; two male and one female. They are dressed as cavaliers and are armed with rapiers which act as vorpal

weapons. They each have a defensive ring which creates multiple mirror images of them. Anyone who enters the tunnels will be set upon. Those that do not die by the blade will likely succumb to the vampires' bloodlust. Characters killed by blood draining will rise as new vampires to guard the maze.

If only you really knew what are little girls made of?

This chamber appears to have once been the abbey's wine cellar, but it is now quite an unholy morgue. Several large barrels are stacked in the corner and contain, preserved humanoid remains. The room's walls are lined with various preserved body parts. The floor is stained with various bodily fluids and reagents. In the center of the room is a table with a half complete female flesh golem, about the size of a small girl. Two cells are set into the west wall. One contains an animated female flesh golem. This grotesque patchwork person is about the size of a Halfling and looks pitiful. If the PC's decide to free her she will immediately attack the nearest to her. She is very strong, very fast, and very hard to kill.

Not the lich you're looking for..

This room was once the abbot's personal prayer room, its walls are lined with tapestries commemorating events some long forgotten religion. It is now home to the Lich of Skull Hill. He is garbed in rotting red and gold robes and his eyes glow green with malevolence.

The Small Medium at Large

Only the most observant of characters will realize that something is amiss. The lich in the chamber is a sham; an animated corpse dressed and enchanted to have the look and presence of a lich. The true villain is in the magically hidden chamber to the west. He is Ydennek Barrowborne, a halfling thief who used rumors of a lich to build a seat of power in the region. He wears the Mantle of the Necromancer, and wields the Rod of the Dead, evil artifacts which give him all the powers, talents, and spells of a lich. Unfortunately, they also make him vulnerable to silver, holy items and blessed weapons. In combat, he will use the false lich as a distraction, as he uses his spells to attack the party from the hidden room. If the battle turns against him, he will immediately flee by teleporting away, so that he might plague the party again someday.

