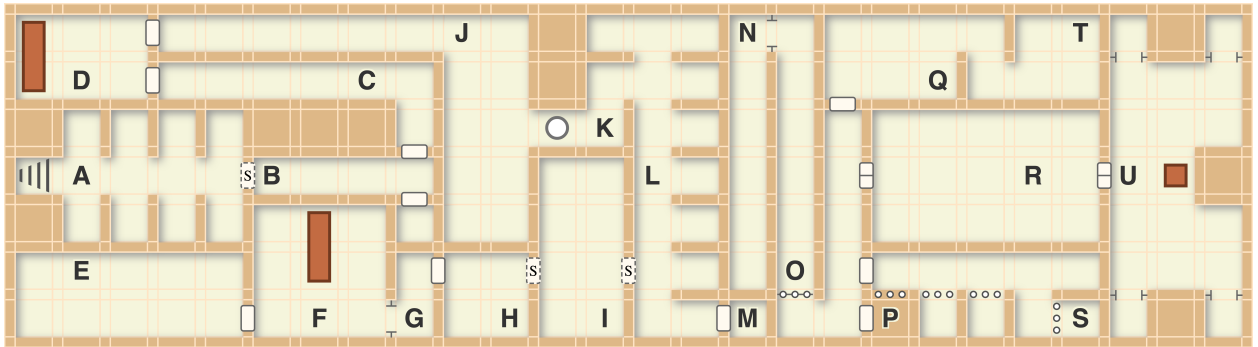


Catacombs of the Lich Queen

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A PC's sister, Thara, died in childbirth then appeared at her newborn's naming rite as a zombie. She fled into the graveyard with her child. Follow a ramp down into the catacombs at A or find the grate at the church and descend to E. **A)** Catacombs with chanel pits filled with corpses. **B)** Corridor: Chunks of cadavers, covered in flies; a PC sickens. **C)** Rows of rotting corpses, from which emerge a shambling of zombies. **D)** Infernal lab: Flesh golem sitting on a workbench. Can become brute companion, with high charisma check. Shelf with rows of pickled brains. **E)** Crypt: High above, through a grate, is the church, with a tall statue of a god speared on a windswept tree. Where a branch joins the trunk is hidden a holy relic. **F)** Stone altar long enough to hold a giant. Dried blood. Jeweled chalice. **G)** Elaborate mummy casket with divine runes of speared god. Empty but will compel in and close on most selfish PC. **H)** Wraith, a half decaying corpse, half skeleton. Bound, locked book. **I)** Thara is here holding her baby: may or may not be persuadable to surrender daughter. Will protect baby in a fight. Body-shaped coffins, closed. Open one, and a mummy emerges. Jars of brains and organs. **J)** Rotted coffins, many empty, others containing headless skeletons, each broken apart with bones akimbo. Row of spears (blessed). **K)** Hidden trap over a grave-like pit containing a swarm of earthworms that can decompose exposed flesh. **L)** Long passageway lined with hundreds of crude shafts and in each shaft is a headless skeleton. **M)** Skeletal warrior with two-handed axe, jaw moving but no sound. Skeleton key, to bound book (H). **N)** Corridor ending in skeletal archers, who fire then retreat. **O)** Wall with arrow slits, disgorging arrows from retreated archers. **P)** Door activates trap, an avalanche of skulls. **Q)** Chamber of motionless, prostrate, headless skeletons. **R)** Evil human cleric, with any turned undead gathered here and rebuked. While cleric lives, undead with her cannot be turned. More jarred brains. **S)** Cell with Dezhat, a female human wizard, writing on scrolls, chained to desk with magic-resistant lock (requires high strength to break). **T)** Skeletal mage with bony fists glowing blue. Runic spell book. **U)** Lich Queen wearing crown. If defeated, then if PCs have phylactery, lich is killed, otherwise turns invisible and retreats.

Clues – Discoverable via negotiation, intimidation, searches, checks, or other creative means.

- ☐ Altar and mummies associated with god. Statue pulling spear from body to fight undead.
- ☐ Jeweled chalice can be filled with own blood for divine blessing (2x damage for hour).
- ☐ Each jarred brain commands a skeleton, psionically communicate between rooms.
- ☐ Birthtrune on baby shows claimed by lich queen.
- ☐ Undead leaders seeking to possess newborns and live again through them.
- ☐ Destroying all the brains makes skeletons inanimate and halves strength of lich queen.
- ☐ Lich queen's phylactery is the holy relic (E).

[Map made with [Mipui.net](https://mipui.net).]