

**GROTTRÖJ** presents

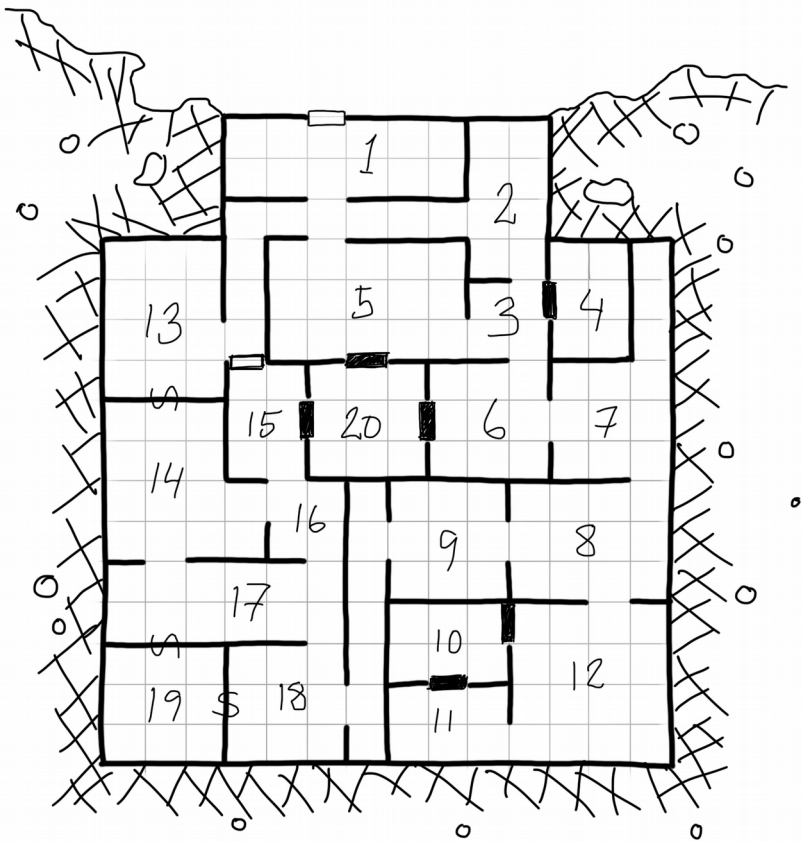
# Crypt of the Archangel

An adventure for 1st level Player Characters

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### Background

A long time ago, the archangel Michael fell out of grace with their god. They were locked in a crypt and their personality split into three separate beings. These beings have since struggled between themselves, not knowing of their origins.

Now a leader of the local temple has experienced visions of this crypt and its location. He has issued a reward for anyone who can find the crypt, based on his vague description, and bring back artifacts or other proof of its existence.



### The Siblings

The three intelligent occupants of the crypt consider themselves siblings. For all they know they have always existed, have always schemed and plotted against each other and will always continue to grate on each other's nerves. After all, they're immortal and have a pathological disinterest in anything outside of the crypt.

Savannah takes the form of a woman and Julian that of a man, and Lucien takes on a form like something in between.

While they each have a door into Michael's actual grave, they don't really know it. In fact, they're incapable of knowing anything about Michael, the doors or keys or the outside

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world. As soon as it's brought up they lose interest, zone out and change the subject. Not because they want to avoid talking about it, but because they literally can't hold it in their minds long enough to form coherent thoughts and theories about it. If pressed too relentlessly they'll eventually just walk away.

Likewise, humans and demihumans are of no consequence to them. If asked to help "relieve pain," for example, they might as well kill the person suffering it. Stopped the pain, right? The PCs are welcome to come and go as they please and even bring treasure out from the crypt. The siblings will, however, approach anyone coming into their territory, to ascertain that they're not sent by another sibling to steal something of personal value. They may also ask for favours (typically to steal or fetch something that another sibling has). None of them will ever ally themselves with the PCs. They may be convinced to help with little things (like healing, fixing broken weapons and whatnot; their magic powers are impressive but seldom employed).

Being attacked is a nuisance to any of them, but is simply solved by killing the assailant. They are for all intents and purposes invulnerable, and freakishly strong. The siblings wouldn't bother enough to run after an attacker, but can kill any of the PCs by effortlessly tossing, strangling, or crushing them. They'll never strike first, however, and never attack anyone who hasn't attempted to harm them. They don't really care about the PCs' lives, and may well end any of them as a solution to a problem or because they misunderstood a request.

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### The Key

The middle room is the actual grave. It has three entrances. They all open with the same key, which is a mechanical device that has been split in three. The parts most resemble clockwork; fine and sensitive mechanical wonders. Each sibling has one part, but they are completely unaware of it.

### Outside the Crypt

The crypt is a bit hard to find. It's located in the south wall of a deep ravine. There is a big gilded double door made of solid oak. It's ajar. Around it, a large section of the ravine wall is flat and smooth stonework rather than natural formations.



### Lucien

Lucien occupies the area closest to the door. They appear in a ghostly form; skin bright white, waxy and a little luminescent; clothes in worn white gossamer. If given their life force back they'll flush into a healthy light brown skin and black hair. Their clothes will solidify into something old-fashioned and neutral though still look worn. Their rooms are mostly dark and damp. Furniture here is old and mouldy.

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When still in ghostly form Lucien is a little curious but shy. Helpful if asked, but absent-minded and unhurried. They can seem a little dim-witted at first interaction. If turned back to solid form (i.e. the PCs somehow got Lucien's life force back) they'll be in a bit of hurry to find Julian and dole out payback. What exactly this entails is left to the DM's discretion.

### Room Descriptions

1. Statues of saints and lesser angels. Most saints are carrying mundane tool-sets of different kinds. 10 skeletons are hanging in chains in the ceiling, barely out of mêlée range. One statue has a gilded sword, pointed upwards. If the sword is tipped, the skeletons will fall, take 1d6 falling damage each and proceed to attack the PCs. The skeletons have ML 12, HD 1, AC as Unarmoured, ATK# 1, Dmg 1d6, Move 120', Save F1.
2. Art gallery. Many paintings feature a clockwork-like piece somewhere in the motif; a part of the key.
3. Storage room. Lots of trinkets. Box with two rings. In the lid the lines "Blessed?" and "Cursed?" are scribbled, with arrows pointing to respective position. Both rings have fallen out of place, and there is no way to tell which should go where. If two different people wear a ring each the personality from the one who dies first will be transported into the body of the second ring-wearer at the time of death. A large candelabra is on the floor, worth 300 gp. This candelabra belongs to Julian.

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4. Assorted treasure, worth a total of 2000 gp. One third of the clockwork-like thing.

5. Lucien's chamber. Furnished like a salon or living room; couches, armchairs, bookshelves and small tables with vases. Everything is worn out, rotten, dirty and half broken. The shelves are full of fiction books, all in very bad shape. All the furniture seems to be placed a little off, as if the person decorating didn't really know what each type of furniture was for or how they're commonly used. A door to Michael's crypt is clearly visible behind a sofa.

## Savannah

Savannah is of average height, olive skin, long curly brown hair. She wears a simple but elegant white dress. Her rooms are in the same manner; simple and minimalistic but elegant. Most of her surroundings are in earthly colours. The only thing she has in excess is food, of which she rarely eats.

Of the three siblings, she is the only one with any sense of humour. It is, however, somewhat dark and twisted. She'll graciously answer questions about things in the crypt, but withhold important details such as what happens when you pull the chains in room 7 or touch the mirrors in room 9. Seeing someone get hurt or killed is the height of hilarity to her.

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### Room Descriptions

6. Two huge black dogs that are chained to the wall. Their stats are ML 12, HD 5, AC as Unarmoured, ATK# 2 (claw/bite), Dmg 1d6/1d8, Move 120', Save F5.

7. Northern corridor filled with bodies. From the ceiling hangs five chains, a handle in each. Something happens if you pull them;

North-west: chain falls out of hole it comes from.

North-east: Arrows shoot from the east wall.

South-east: arrows shoot from the ground.

South-west: arrows shoot from the ceiling.

Middle: the dogs in room 6 are released and attack.

Arrows do 1d6 damage, Save or be paralysed in 1d4 limbs for 8 hours.

8. Savannah's chamber. It's a minimalistic living room. There is a small shelf with only the major religious volumes. She also has a low table and a number of armchairs; all in wood and no cushions. If the PCs haven't met her somewhere else she can be found here, either reading a poetry book or pacing the room looking at her few belongings.





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9. Pile of mirrors. These are Julian's, though he no longer cares about them. If you touch the mirror surface of them, Save or fall under a magical effect:

1. Only exist in Julian's mirror-world from now on (meaning you appear to be an illusion, and all illusions and other mirror-world things are real to you).
2. Switch alignment or faith.
3. You can only talk in negations. Each time you break this rule you lose 1 HP and get to Save again (this will continue until a Save succeeds or you die).
4. You can no longer see ahead of you, only behind you.
5. Reverse your handedness (left-handed becomes right-handed and vice versa; ambidextrous now has no "correct" hand).
6. Can no longer see colours at all, everything is shades of grey (at least 50 of them).

10. Assorted treasure, worth a total of 3000 gp.

11. Storage. Contains mostly stuff that the PCs have lost earlier – even as early as childhood – but nothing of real value. A third of the clockwork-like key. One smooth black stone that sits alone on a shelf is magic; it's Lucien's life force and they really want it back. Julian stole it from them, and Savannah stole it from him.

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12. Dining room. Long table filled with superb food. The PCs are free to take whatever they want from the table. It's all delicious, and any time they've been away from the room overnight and come back the table replenishes.

### Julian

The third sibling is a tall and handsome man. He stands a head and a half taller than the tallest party member and is very fashionably dressed. He spends most of his time either sitting on his throne or looking into mirrors. It is not the reflection that interests him, but what he can do with them. He has a very special relationship to mirrors; he can make any mirror interact with a world that only exists in his mind. His mirror world exists parallel to reality, but exactly how it fits together with it (or if it exists at all outside of the crypt) is anyone's guess. It will cease to exist when Julian does, including everything and everyone in it with the possible exception of a PC or henchman/hireling gazing into Michael's crypt when it happens.

His rooms are all marble floors, tiled walls and gilded details. There is no discernible light source, but the rooms are as bright as if daylight was coming through the ceiling at all times.

### Room Descriptions

13. Covered mirror in the south wall. The room is filled with short, stout, grey men with no eyes or mouths (8 of them). They are invisible and move around almost imperceptibly

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until the mirror is uncovered, whereupon they appear and start attacking the PCs. If the mirror is covered they turn invisible and placid once again. Their stats are ML 12, HD 1, AC as Unarmoured, ATK# 1, Dmg 1d4, Move 120', Save F1.

14. Julian's chamber. The throne standing in the middle of the room facing south dominates the room. It is large, even as thrones go, and covered in gilded ornaments depicting demons, lions and angels. Apart from the throne, there is also a pedestal with an ornate marble chess board. He typically plays against himself and can sometimes take years to ponder a move, but will indulge anyone who asks to play against him. (Author's note: unfailingly players that I have run this adventure with have asked to play against him, betting something on the game. I've happened to have a chess board nearby and have downloaded a chess clock app, limiting the game time to two minutes for each player and then played against the player making the offer.)

15. Storage, contains small boxes, brooches, earrings, and other small things. Most are more or less worthless. Also contains a sword that belongs to Savannah. It's a beautiful +2 sword, but it can't ever deliver a killing stroke to anyone.

16. Empty. It's obvious that a candelabra should be hanging here.

17. Illusory hole in the west wall that appears to lead into a vast sea of slimy tentacles. Living chains burst out to drag PCs into it and suffocate them. A Save vs Spells will see through these chains, the hole, and the vast sea of tentacles as nothing but illusions, and if told that this is the case even someone who failed the save will realise the truth. Once the

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illusion has been broken 5 adventurers who have been captured by the illusory chains over the centuries become visible. They are stuck to the wall in some kind of stasis, but easily awoken. This happens to anyone who fails to see through the illusion.

18. Looks like the most luxurious pig-sty ever. Marble floors, brass railings. Has no pigs. They exist only in Julian's mirror-world and can be seen in a mirror prominently placed against the west wall. The mirror is a secret door.

19. Assorted treasure. Worth a total of 2000 gp. On the top shelf sits one third of the clockwork-like key.



## Michael

20. The key, once assembled, will open either of the three doors to this room. Opening any of the doors will release Michael in all their glory. A blinding holy light will emanate from the opened door, and anyone gazing upon it will gain a level. Within seconds everyone in the crypt will pass out briefly. When they wake up the crypt will be clean, no traces of its previous inhabitants or any of their deeds or possessions to be found. Left in this room will be a handful (2d20) of beautiful golden feathers, each of them a foot long. They're worth 100 gp per feather.

### Things to be Found

Wherever bodies of previous adventurers can be found there will be equipment. Likewise there are also random things and trinkets lying about in the storage rooms or treasure chambers. Here's an assortment of things to be found in places like that, for inspiration or to roll on. Treasure items are left to the DM's imagination.

1. Travel sized rolling pin strapped to a large lump of mouldy dough wrapped in leather.
2. Spell scroll with a 1st level Magic-User spell called Mistform. It turns the caster and her carried equipment into mist for 1d6 rounds. While in this form the caster counts as flying, can move at 3 times normal speed, and is immune to non-magical damage. The caster cannot carry or significantly affect objects in their surrounding whilst in mist form.
3. Messenger bag filled with letters. Old, read, mostly non-personal, and discarded. No telling why anyone would keep them.
4. Quiver with 10 arrows of exquisite quality. They are magical; any that misses its target will return to the quiver, any that hits will deal 1d8 damage and break. These arrows will never hit a friend of the shooter.

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5. A box with everything needed to put up a puppet show. 6 different puppets and a small stage complete with curtains.
6. Large collection of colourful glass beads.
7. 4 pairs of used boots in Halfling sizes.
8. Several copies of a fiction novel called “Glorious Heroes and Their Many Journeyes” (yes, the last word is misspelt). A PC with a Wisdom of 13 or higher will instantly recognise it as one of the worst novels published in the last century. Among aristocrats and learned people it is fashionable to own at least 2 copies, only to complain about them at parties. Everyone who is anyone knows what a complete disaster of a work the book is. Hardly anyone has actually read it.
9. Small sack filled with crayon stumps.
10. Diary. 100 pages. Only covers 4 rather mundane days from the owners life, in a bitter tone and excruciating detail.



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11. Letter from an adventurer, meant to be brought back to their partner after the adventurer's untimely demise. Hastily written and dated to only a year ago. The recipient's address is only a few days travel away.

“Dear M.

You're right. Way over my head. I'm so sorry.

Regards, Tracy.

PS. Don't let Hicks take the baby over that gambling debt!”

12. Fishbowl. The goldfish in it is clearly miserable and scrawny, but kept alive by magic. The bowl cannot be broken, the water will always stay inside it, and nothing in the bowl can die.
13. Small blackboard and a box of chalks.
14. Foldable stool, attached to a backpack.
15. Two beautiful dresses, about 200 years old.
16. A large black sack with 58 small quartz crystals and a small notebook. The notebook has an entry for each of the 42 crystals that have been thrown away from the collection. The previous owner was apparently obsessed with finding out which one out of the original 100 held a number of Resurrection spells, and has spent a fortune on Identify spells on them. They are all magic, but the only magic effect

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they have is that anyone casting Identify on any of them will see the written message “No, this wasn’t the right one either” in the air above it.

17. A pug, excellently stuffed. Actually it might be held in magical stasis. It’s really hard to tell.
18. The autobiographical work of Lester the Newt, a Halfling adventurer who had a short but insanely eventful life. He was also great writer.
19. A +1 magical sword.
20. Spectacles. Well made.

