

MAUSOLEUM MATRIMONY

"Welcome and thank you for coming on such short notice. I'm Talik the town administrator. Six months ago a local trickster, Farlik, entered the sanctuary of Belial's Children in a nearby valley. He tried to steal a jeweled dagger believed used for sacrifices. Farlik, however, was captured. Mortendron, priest of Belial the ruler of the Fourth plane of Hell, tried to force Farlik to marry his daughter Keldora but was foiled by Farlik's powerful friends. Many of us wanted the cult's bodies burned but the voices of compassion won out. They were "purified" and entombed in the mausoleum. However, in the last two nights a deep and terrible lament has been heard coming from its depths. Will you ride to the mausoleum and investigate?"

Note: Several days ago wisps of Belial's evil seeped up from the marble floor of the mausoleum corrupting it and turning Mortendron into a dark and powerful Spectre. Keldora and her bridesmaids, and the rest of Belial's Children are now a macabre array of well dressed zombies. Mortendron still wants a wedding for his daughter! He holds a terrible grudge and will target the rogue(or suitable alternative) of the party!

The double doors to the mausoleum stand open. The caretaker clearly took no time to close them when he heard the howls from below. The marble floors and walls have been corrupted by a black soot.

Upon opening the doors you see a family room with benches and areas set aside for prayer. Two alcoves are situated on either side of this room. On the far side of the room in front of another set of double doors stand several men dressed in fine clothes.

Note: 2-8 "groomsmen" are waiting to welcome the party. They are hideous flesh eroded zombies. They will attack here. Turning undead in this mausoleum is more difficult. Belial holds sway. Use your discretion.

After passing through the third set of double doors you see a long corridor of individual crypts and columbaria set into the walls on both sides. There are alcoves along the way where the dead are also entombed. On the floor to your right is/are (1-2) urns smashed with their owner's ashes spilled onto the floor. To your shock the ash begins to swirl and take a vaguely human form! You think it (they) whisper, "Marriage."

Note: (1-2) Mortendron's parents are now "Ash Spirits" and rise up to attack the party. Treat as half strength spectres.

At the end of the corridor stands a closed iron gate. (locked) It appears to lead to a staircase that heads down. High above is an ornate piece of stained glass. The same dark soot has soiled this once beautiful work. When you look up you see a ghastly apparition. This chilling vision is that of a man in a robe wearing a large pendant. He hovers above you with the most sinister eyes you've ever seen and then disappears.

Note: Mortendron's spectre will make his move here. Ideally he will wait for a rogue to start picking the lock to the gate and then reappear face to face on the other side of the bars! He'll attempt an attack to drain energy from his daughter's new mate. At this point 2-8 "groomsmen" break through the corrupted marble from behind! Give this fight a minute, then read:

"With the groans of zombies and howls of the spectre it's hard to imagine any other sound cutting through these twisted realities but the bursting of granite from below does so. Hand after horrifying hand emerge through the floor to grab the legs of (Keldora's betrothed) to pull the character straight through the floor to the hall below! Those left above see an apocalyptic horde of zombies carrying him/her to an altar."

Note: The zombie horde(your discretion on numbers) will not bite or attempt to kill Keldora's "betrothed." The character will suffer clawing damage but the character needs to be alive for Keldora! Mortendron will take his place behind the altar and wait. The character can heroically cut apart zombies but enough should remain to push the character to Keldora.

As you are shoved towards the altar by the hoard you see a flesh rotting row of women. One in particular holds a dead and crispy bouquet of flowers. You think you see her smile at you. *Note: Once the player is near Keldora she'll get mad and "hurt" when she realizes the player is not entirely happy. She gets her smile back, however, when Mortendron speaks in his otherworldly voice for the first time.*

"We gather here tonight in front of The Great Belial to join my beautiful daughter Keldora-and-uh-what's your name?" he asks leaning toward the character.

Note: Should the rest of the party get close he'll fight. The player should have noticed the zombies aren't trying to kill him/her. That will change if the player attacks Keldora. The player might even buy time by "sweet talking" her. Beware, however, "Keldora's Kiss" (roll to hit) damage 1-3 (save vs. disease). If the party gets too close the "attendants" will turn to fight. If and when Mortendron is "killed" there will be one round of confusion before all zombies attack the closest living thing.

Conclusion: Assuming the party survives, either through resurrection or some other means, give one of the players a "vision" of the party's new enemy: Belial himself!!!!

Treasure:

One of Belial's Children survived the original purging and placed three items with Mortendron and Keldora.

Mirror of Deception: Keldora's crypt. Small hand mirror. Enthralls gazer (save vs. magic) imagined beauty beyond compare. Subject enchanted indefinitely unless physically interrupted. 2,000 gp.

Belial Holy Symbol: Mortendron's crypt. Large platinum pendant. Depicts Belial. Provides protection from magic +2 for evil characters. 5,000 gp.

Mortendron's Dagger: Large wave bladed dagger. Bedecked with jewels. The sheath appears to be made of tanned human skin. +3 to hit against good aligned creatures 2-8 hp +3 damage 7,000 gp.