

The Restless Mausoleum

A Labyrinth Lord Quick-Play Adventure

Can the heroes lift a young man's curse while appeasing the restless dead?

LIFTING A CURSE

Young Elrin seemed like a nice enough fellow and when he came to you, seeking your help, you agreed to help the likable young man, not only because of the 120 pieces of gold apiece he offered for your aid, but also to ease the amiable young man's distress.

According to Elrin, the young man suffers from a horrid curse which sees his dreams visited nightly by grotesque and decomposing apparitions. He has lived with these ghoulish visits most of his life yet is beginning to fear that they will soon take a toll on his sanity.

The genesis of these apparitions can be traced back to Elrin's father, a moderately successful adventurer named Arin, and his pilfering of the Medereth family mausoleum found south of Nahm. Since Arin's looting of the mausoleum, Elrin has suffered from these distressing nightly apparitions.

Elrin believes that if the items stolen by his father are returned to the mausoleum and replaced within their respective sarcophagi, the dead of the Medereth family would be appeased and the ghastly nightly visits would cease. Elrin proposes that the party take the items (which he inherited when Arin passed) to the mausoleum and hopefully they will be able to discern within which of the sarcophagus each item belongs, thus hopefully ending the young man's curse.

THE ITEMS

The items Arin stole from the mausoleum and which you must return are a ruby encrusted dagger, an ornate scroll case, and a diamond wedding band.

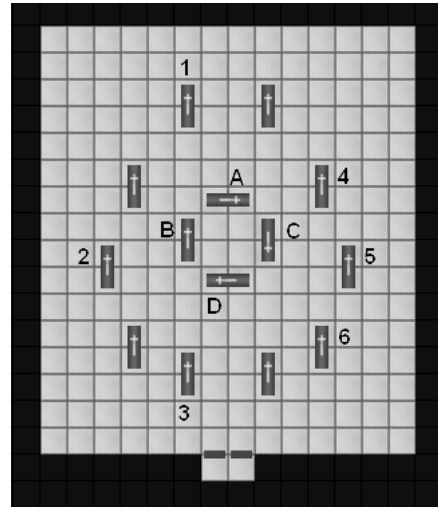
ELRIN'S RUSE

Although "curses", "nightly apparitions", and a "thieving father" makes for a wonderful tale, it is, unfortunately, nothing but a fabrication. Elrin's true reason for sending the players to the mausoleum is to feed the Medereth clan that rests within. A long running family tradition sees the dead of the Medereth clan turned into zombies or ghouls, with any surviving Medereth duty-bound to periodically send food to the mausoleum's denizens. It now falls upon Elrin, the only remaining Medereth, to feed his ancestors.

Elrin plans to track the players unseen as they make their way to the mausoleum. Once inside, the young man will lock

the great iron door, sealing them in with the hungry zombies and ghouls of the Medereth family.

WITHIN THE MAUSOLEUM



(As soon as the opportunity presents itself, have Elrin lock the players within the mausoleum. A thief may attempt to pick the lock from the inside.)

The mausoleum spans 80'x70', with a heavy iron door providing the only means of entry. 14 ornate sarcophagi circle the large room with four of them, newer than the others, resting at the center of the mausoleum.

Every round, roll 1d6 to determine from which sarcophagus a Medereth zombie emerges, hungry and ready to feed. If a roll indicated a sarcophagus from which a zombie has already exited then no zombies appear that round.

It will take one round for the slow and shambling zombies to exit their respective sarcophagi.

The sarcophagi marked A through D do not hold zombies. Three of them hold ghouls within, while the fourth is empty.

Sarcophagus A: This sarcophagus holds a Medereth ghoul (8 hp. See below for further stats). He will emerge from his sarcophagus on the same round as the second zombie does.

Sarcophagus B: This sarcophagus holds another Medereth ghoul (12 hp. See below for further stats). He will emerge from his sarcophagus on the same round as the fourth zombie does.

Sarcophagus C: This sarcophagus is currently empty and seems newer than the rest. The name Elrin Medereth is chiseled upon the lid. It is here that Elrin will eventually be put to rest.

Sarcophagus D: This sarcophagus holds the final Medereth

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ghoul (16 hp. See below for further stats). He will emerge from his sarcophagus on the same round as the sixth zombie does. An inspection of this particular sarcophagus will reveal the name Arin Medereth chiseled upon the lid.

THE AFTERMATH

After the undead denizens of the Medereth mausoleum have been slain, the players may wish to confront Elrin. The GM may have Elrin retreat back to Nahm or still be outside the mausoleum. The GM may decide to have Elrin, enraged at the slaying of his family members, confront the players instead, or have the young Medereth disappear, to reappear at a later time for revenge. Elrin Medereth's stats are provided below for GM that wish to use the young man.

ANTAGONISTS

Zombies (6): [AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12].

Immune to charm and sleep spells. Attack last each round.

Ghouls (3): [AL C, MV 90' (30'), AC 6, HD 2, #AT 3 (2 claws, bit), DG 1d3/1d3/1d3, SV F2, ML 9].

See Labyrinth Lord p.76 for special abilities.

Elrin Medereth: [AC 4, Cl 5, hp 18, #AT 1, DG 1d6 (mace), MV 90' (30'), AL C, S 16, D 12, C 10, I 9, W 17, CH 16]

Spells per Day: 3/2/1

Equipment: Chain mail, mace, shield, potion of healing (X2).

SPOILS OF VICTORY

Should the players keep them, the items Elrin handed them to help "*break the curse*" have the following properties;

Ruby Encrusted Dagger: The rubies themselves have a value of 250 gp. The dagger itself is a dagger +2 (+3 vs. goblins, kobolds, and orcs).

Ornate Scroll Case: Contains a Ward against Magic scroll.

Diamond Wedding Band: This is Arin Medereth's wedding band and is worth 500 gp.