

The Cursed Mausoleum

The townsfolk in the otherwise peaceful settlement of Daorgun don't know how to solve their current conundrum. But they must act fast or else the two missing children will be lost forever, along with the two hunters that went after them into the Cursed Mausoleum. The old tomb is shunned by the locals. A place of death and peril.

The mausoleum is the only one of its kind in the local cemetery. Countless stone tombs and unmarked graves surround the squat granite building next to the decrepit church. The mausoleum belonged to the Garffans, a noble family whose lord used to rule this land almost fifty years ago. The noble Garffan line was lost after their fortress was sieged and stormed. None of them survived. Only the elders in the local communities remember the iron fist under the Garffan rule. They were ruthless overlords that oppressed the townsfolk with cruelty and over-taxation. After their demise, the locals soon forgot about them but their mausoleum in the cemetery is a bygone reminder of their opulence and wealth.

After decades of increasing prosperity, the peasants in Daorgun decided to clean and re-purpose the old mausoleum. The head-priest advised against the idea, claiming that perturbing the resting place of the dead is always a bad omen. The would-be grave robbers disregarded his words and went into the mausoleum to recover the valuable objects in the tomb. The ambitious fellows were never seen again...

Everyone in town paid attention to the head-priest's words after this incident. He declared the place an unhallowed ground, a location of evil that should not be perturbed.

However, a few days ago, a pair of unfortunate teenagers went into the mausoleum. They wanted to see the interior of the cursed place themselves; see what all the tales were really about. The head-priest has declared that going after the kids is a temptation from hell. No one should go after the two kids or

else the gods will make an example of their little town. Some of the locals have already given up on the kids. For them, the head-priest's words are the law.

Despite the priest's religious diatribe, a group of locals is willing to go against him. Two hunters volunteered and went into the mausoleum at night but they didn't return.

The locals are now ready to offer a considerable bounty in gold for brave adventurers willing to venture inside the tomb. Some of them think that their souls are safe if they do not enter the tomb themselves.

This is an insult to the clergy and the priest. Should it be known that the townsfolk paid outsiders to violate the sanctity of the mausoleum, they may all be tried for heresy and grave-robbing.

The undead spirits of some of the Garffans live in an eternal state of suffering and despair. They are dangerous but cannot leave the mausoleum.

AREA DESCRIPTIONS

1. MAUSOLEUM ENTRANCE

The interior of the building is dirty and the floor cracked. No one enters this place. Four brass statues of armored human knights flank the stairs that descend to the tomb.

2. LESSER COLUMBARIUM

This large chamber is the Garffan columbarium. There are niches on the walls and in the four pillars in the center of the chamber. Most of them are occupied. Brass busts of some of the more important patriarchs of the Garffan bloodline hide in the alcoves north and south of the room.

The northeast section of the chamber was broken during a cave-in. The niches on that wall were ruined and the ashes and bones in them lay scattered across the floor. The bones start to float and coalesce into six skeletons that attack any intruder. They belong to the would-be grave robbers.

3. CAVERN ACCESS

It appears that seismic movement created this passage that slants down into the darkness. Swarms of insects live in these caves that appear to go down into the earth indefinitely.

4. FAMILY REPOSITORY

The contents of the Garffan library were moved to this place after the family's demise. There are many valuable books, spellbooks, and unique scrolls from faraway lands.

One of the teenage boys is here along with the dead bodies of the two hunters. The hunters died protecting the kid from two skeletons. The teenager is in a poor physical and mental state after being here for two days. He claims a skeleton grabbed his friend and escaped through the south door. The hunters tried to follow but the door is locked.

The undead curse may also affect the two dead hunters and make them zombies (30%). They attempt to attack the teenager first.

5. SECRET HALLWAY

This secret passage leads down to a hallway north of area 6 with four kill holes. Three skeletons react to movement through the holes and push their spears to attack from their advantageous position.

6. KILL HOLES

There are four 7-inch-diameter kill holes on the north wall of this hallway. They are hard to spot. The skeletons in area 5 attack unwary trespassers with their spears.

7. ELDERS' TOMB

Six stone coffins flank the way to a stone altar by the west wall. The second teenager's dead body lies motionless before the altar. Four deathly figures surround the dead body. They kneel around the teenager and attempt to eat it. The four ghouls are the bodily remains of the last four Garffan despots that ruled this land. Two skeletons accompany them. The undead know no fear nor mercy; they fight until slain.

