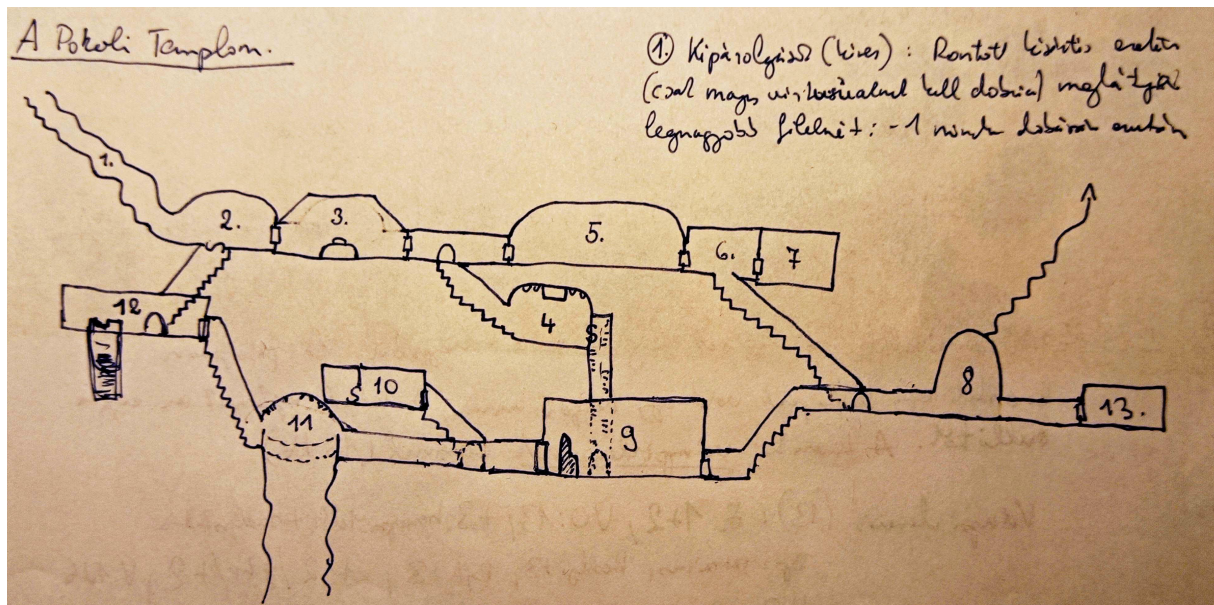


❖❖❖❖❖❖❖❖ ❖ The Infernal Wedding ❖ ❖❖❖❖❖❖❖❖

by Istvan Boldog-Bernad

Playtesters: David Barsony (Gérard Pradas, 6th level Occitan Student *and* Benito Cortizo de Soto, 2nd level Gallego Vagabond), Kalman Farago (Rupert van den Rosenfluyt, 3rd level Dutch Vagabond), Istvan Kevevari (Guiellmo Gallardo de Barcino, 1st/2nd level Catalan Duellist/Student), Gabor Lux (Father Taddeo Previti, 5th level Italian Cleric), Andras Szabo (†Luís Bartolomeu Lopes de Coimbra, 2nd level Portuguese Vagabond *and* Miguel Hernandez, Castilian Duellist 2).

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In hex **1207** stands the Cloister of Saint Agnes, which the Capuchin and his band are holding under siege. They had attacked the unsuspecting convent by surprise one day ago, killing the gardener, who had been outside, and carrying off **Sister Agnes** to the **Church of Hell**, to marry her to the arch-devil **Don García Deselvado**, the confidant of Dr. D.

- If the Capuchin is hard pressed, he will abandon the convent's "siege", and flees with his men to the Porch of Hell, to participate in the wedding.

A. Forest crossroads: "*The Black Dog runs at night*" → he leads to Hell, or carry off those who would resist (Combat Check). It appears with **1:6** probability if someone passes through the "false crossroads".

B. Hermitage: Old, empty little house, inhabited by the spirit of a hermit. The devil has stolen his body, so he could never receive proper burial. He knows that the Black Dog is the guardian of Hell's entrance, and also that the way to Hell is easy, but the way out is painfully hard.



THE CHURCH of HELL

1. **Fumes (sulphurous):** in case of a failed Temptation save (only those in high V irtue must roll), the character sees his greatest fear: -1 to subsequent rolls from now on.

2. **The Black Dog's lair:** Bone piles gnawed on by the Black Dog. No trouble going in, but it attacks those heading outside. The secret door is hidden under a bone pile (DC 18).

The Black Dog: LVL 3+2*; AC 16; Atk +5 bite 1d8+2; Spec fire breath 2d6; +5/+3/+3; V 1.
Hp 24

3. **The chamber of seven sins:** Frescoes depict the 7 cardinal sins, which those entering will see, and be tempted to sin themselves (Temptation save). In the middle lie couches, where one can rest in comfort for a long time, admiring the seven frescoes.

4. **Unholy baptismal chapel:** The floor is the ceiling, baby baskets hang around the baptismal font, in which lies a dark liquid (it does not spill despite being upside down). The black liquid is in fact a pudding.

[**Pudding:** LVL 5+3*; AC 16; Atk +8 pudding 3d6 and engulf [CC]; Spec swallow; +7/+7/+5; V 7;
1:2 of type VI treasure]
Hp 40]

5. **Partying devil spirits:** 12 devil spirits are dancing at the wedding.

[**Devil spirits (12):** LVL 1+1; AC 13; Atk +2 touch 1d6+1; Spec: beguiling dance, immune to fire;
+1/+3/+1; V 1d3.
Hp 3 3 9 3 9 6 4 3 7 3 5 9]

6. **Feast:** Wondrous delicacies, excellent Tokaj wines: in reality, all are spoiled, cause disease, the Tokaj bottled contain urine!

7. **Card game:** Two devils laugh rowdily while they play cards. They play over a veritable fortune, and one is winning: 7 Escudo, a silver necklace (3 Escudo), 63 Real. → The other wants to put up "the molar tooth of Judas", all or nothing. They are drinking proper Tokaj → 2 bottles.

8. **Cages:** Cages occupied by skeletons hang from high up. From the ceiling, a crawlway leads up to the mountain summit. The cages creak from the faint draft. In the chamber are vampire bats (13).

[**Vampire bats (13):** LVL 1+2; AC 13; Atk +3 bite 1d4 + attach; Spec blood drinking, Listen +3, Sneak +3; +2/+4/+2; V 1d6.
Hp 10 10 6 4 5 9 7 10 9 9 3 7
6]

9. **The unholy church:** A masterwork of diabolical blasphemy, which twists the originally sacred church symbols and customs. In place of the holy water is a muddy liquid smelling of piss, the saints are replaced by devilish gargoyles, the altar is black, and sumounted with an upside-down cross.

- **Wedding:** The mass is celebrated by the Hermit's body, suspended from strings, with backwards spoken Latin, a blasphemy! (He has no voice, the old man is controlled by Don García Deselvado through a small hand puppet.)
- **The Capuchin, 6 of his men, and 2 devils** are mixed among the wedding guests, listening to the celebration, while the broken and tormented Sister Agnes weeps silently before the altar.

Don García Deselmado: LVL 6+2; AC 17; Atk +8/+3 pitchfork 1d8+3; Spec Student spell (*The Infernal Trumpet*); +7/+5/+7; V 1.

Hp 36

Devils (2): LVL 3+1; AC 15; Atk +4 pitchfork 1d8+1; +4/+4/+2; V 1.

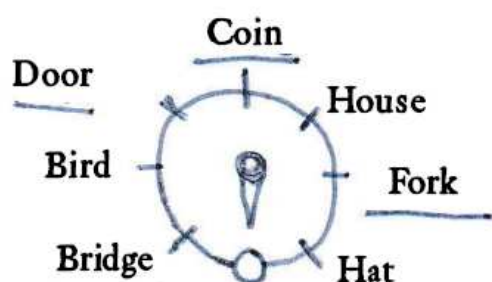
Hp 16 12

The Capuchin: Soldier 3+1; AC 18; Atk +5 Lucerne hammer 1d8+1; Spec carryover damage, Perform +4; +4/+2/+2; V 3; 2*grenades, 80 Real.

Hp 18

Robbers (6): LVL 1+1; AC 13; Atk +2 mace 1d8+1; +3/+1/+1; V 1d6.

Hp 3 2 6 3 3 7



10. The Devil's suite: Excellently furnished room with canopied bed, velvet couch, bookshelf with blasphemic "philosophical" volumes. A giant floor-to-ceiling painting depicts **Don García Deselmado**, behind which is a trick safe.

- It clicks three times; if a wrong combination is entered, the fire trap is activated, burning the whole room (good chance for the objects as well), 2d6 Hp, Dexterity save halves.
- Inside is a type VIII treasure: 450 Real, 35 Escudo, 60 Escudo letter of credit, 7 jewellery (8, 6, 11, 6, 11, 8, 35), pipe, ?INDECIPHERABLE?

11. Infernal depths: Sulphurous stench rises, from below come sounds of clinking and hammering (?). There is a treacherous stairway down into the bottomless depths...

12. The well of sighs: If someone listens in, he hears a lament from someone suffering in Hell. Temptation save, on a failure, it will keep ringing in his ears and settle on his soul, as if he had himself committed the sin → Virtue loss:

1-3	1 Virtue lost
4-5	2 Virtue lost
6	3 Virtue lost

13. "The memory of my wives": In this crypt stand 7 sarcophagi, all of them with the carving of a laughing nun. The last is empty, and not yet closed: Agnes... The others have other names: Dolores, Maia, Juanita, Isaura, etc.

