



Tomb of the Unhallowed Bride

Lighting: None (except for room 2)

Background:

*Mortal, Immortal, set to be wed.
Lover eternal - bride of the dead,
Slain at the altar with vows left unsaid.*

This is the tomb of a woman who was slain on her wedding day. Unbeknownst to her, her groom was an undead abomination. Overzealous clerics stormed the wedding and killed both groom and innocent bride. Now her restless spirit haunts this tomb.

1 square = 25 sq. feet

Room 1 -Mausoleum (Locked, high quality, no key)
An unassuming structure.

The Mausoleum is lined with mirrors on the inside.

A beautiful, scythe-wielding statue will animate and attack anyone who tries to enter the tomb below.

(The mausoleum is not on the map; it connects to the tomb via a trapdoor at location marked "T")

Room 2 - Shrine to the Night (Locked, high quality, key)
*Altar to the gods of night; will its magic aid, or hinder? The flowers here bloom anew each evening.
Written on the stone: Amor Vincit Omnia.*

Room contents: Everburning torches, bride's journal, bloody dagger, bowl of holy water

This room may provide beneficial magical effects, at the DMs discretion.

The key to this room is with the bride's corpse.

Room 3 -Retainers' Niches
The wedding servants stay faithful even in death.

The banquet table here is attended by ghostly servants. Niches on both sides of the room hold the servants' coffins. Destroying these may affect the creatures, at the DM's discretion.

Room 4 (Trapped, Medium DC)
An unassuming antechamber.

Trap: Upon entering this room, the entrance is blocked by a steel door and the room begins filling with blood. This trap will cause suffocation if not disabled.

Room 5 -Tomb Proper
Over the bride's peacefully preserved corpse floats her restless ghost.

The ghost is trapped by a magical containment circle. Any attempts to free her will cause 4 archons or similar holy guardians to appear. These may be negotiated with, but most likely will not be very tolerant.