

The Laughing Mausoleum

The Morgensturm barons used to reign on a desolate area. Their last heir, Heinrich, mysteriously disappeared one century ago, and the castle burned down. Today, their mausoleum is said to be haunted; a strange laughter can sometimes be heard from its depths...

Wandering monsters (roll d6)

Rooms I-16

I-4: **Goblin**

5: **Giant spider**

6: **Id6 bats**

Goblins & skeletons armed with short swords.

Rooms 17-25

I-4: **Skeleton**

5: **Giant rat**

6: **Zombie**

Rooms I-15: The mausoleum

I: Long corridor

2-8: Burial rooms of the Morgensturm barons and baronesses. All riches have been stolen, but the embalmed bodies are still there.

2: Peter & Gertrude Morgensturm

3: Helmut & Katje Morgensturm

4: Hans & Charlotte Morgensturm

5: Lothar & Maria Morgensturm

6: Heinrich (empty sarcophagus) + secret door

7: Robert & Waltraud Morgensturm

8: Unused tomb

9: Unused tomb + entrance to the goblin caves

I0: Abandoned tunnel

II: Abandoned tunnel, with a **giant spider**

Room I2-I4: Goblin caves

I2: Goblin sleeping room, **Id3 goblins** waking up

I3: Goblin living room, **Id6 goblins** playing dice

I4: The **goblin chief** lives here. He's a big goblin, and uses equipment from a dwarf warrior; he fights with a metal shield and a slightly magical longsword, and wears chainmail. He keeps all treasure stolen by his comrades: gold, gems...

Rooms I5-2I: Heinrich's lair

I5: Treasure room: it used to be a trick, to make adventurers believe they've finished the dungeon. Now, it's used by the goblins as junkyard and toilets (stinking hole in the corner).

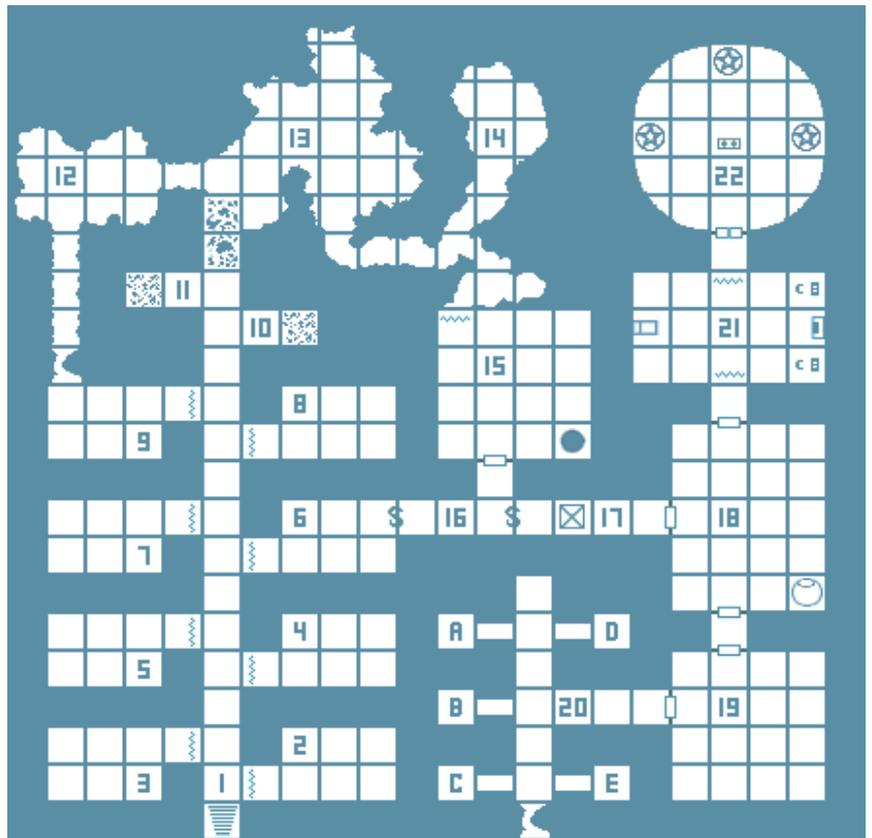
I6: Corridor, with two secret doors.

I7: Corridor, with a trap: a 20-foot deep pit

I8: Heinrich's Laboratory, with a fountain and six tables covered with alchemical equipment, chemicals, scrolls and **Id3** inert or twitching adventurer's corpses.

I9: Guard room, with equipment from deceased adventurers. **Id6 skeletons** are waiting; they'll attack intruders.

20: Cells with various test subjects. The corridor is watched over by 2 big, mean, sneering female **hyenas**. The exit hole is



not visible from outside (hidden in bushes).

A / Goblin **zombie**

b / Halfling **ghoul**

c / Empty cell

d / Two-headed human **zombie**

e / **Dwarf thief**, alive but critically wounded

2I: **Heinrich Morgensturm's** room, with a bed, a fireplace, 2 treasure chests, and a desk. Heinrich will flee to the temple.

22: Temple of the Extremely Evil Dark Gods. The 3 statues will animate as soon as Heinrich tells them, or when someone tries to move the altar. The bigger one is a standard **gargoyle**, the two others are smaller **gargoyles**, half as powerful and vulnerable to non-magical weapons.

Heinrich Morgensturm

Heinrich is a self-made alchemist, who experimented on himself and various cadavers, brought to him by the goblins.

He's a ghoul, but with genius intelligence. He can be considered a sage, specialised in alchemy and dark knowledge. He knows some low-level spells, but nothing useful in combat.

Heinrich has excellent hearing, and will quickly be aware of any invasion, as soon as someone enters room I6. He'll go to his bedroom (room 2I), and when the PC's enter, he will quickly flee to the temple, lock the doors and wake the gargoyles up.

He'll beg for mercy if defeated, proposing his services. Of course, he's evil, and will betray the party as soon as possible.

Heinrich's library and personal notes could be sold for lots of money, but their contents is blasphemous and evil.