



Seven Weddings



AN ADVENTURE FOR FOUR TO FIVE 3RD LEVEL CHARACTERS

PREFACE

This is a fan-made adventure module using the D&D 5e system. Artwork borrowed without permission from [Chris Cold](#), [Rhys Griffiths](#), [Keri Ruediger](#), [Aleksander Rostov](#), [Darek Zabrocki](#), [Jana Heidersdorf](#), [Rado Javor](#), [Imagease](#), [Leo Black](#), [Igor Kiervluk](#), and [Conor Burke](#). All D&D terms and rules are properties of Wizards of the Coast. This is a hobbyist's creation, not intended for sale. Download the basic rules for D&D [here](#).

The information contained in this adventure is meant as a starting point. Improvise and tailor the adventure to your own campaign or tastes. Adjust the story, encounters, and narrative as you see fit. And most of all, have fun!

BACKGROUND

Read through the following information to familiarize yourself with the history of the setting and characters in this adventure. It is not necessary to share this info with the players. Rather, it is intended help you immerse yourself in the legend of Lukestown and to inform your decisions while roleplaying NPCs.

'TIL DEATH DO US PART

Lilian was a witch who studied the arcane in a hamlet called Lukestown. Her love of mysticisms was only eclipsed by her love for her fiancé **Marcus**. Lilian wished for a love eternal, so she began crafting a pair of magical rings that would grant her and Marcus immortality. However, the powerful magics involved were well beyond her skills. The life and death magics went awry, killing Lilian.

Marcus was crushed. He laid Lilian to rest in the town's mausoleum. It was not long before Lilian's spirit rose, fueled by her own magics. Marcus visited often, but over time, Lilian grew hateful. Marcus stopped visiting when it became clear her undead nature had eclipsed any humanity left within.

It was many years later that he met a beautiful young woman named Alice. They quickly fell in love. When the vengeful Lilian found out, she cursed Marcus, dooming him to never know wedlock. The two lovers ignore the omens and held their wedding ceremony. Alice drops dead at the altar.

Over the past four decades, Marcus has fallen in love six times and each of his brides have died just the same. The party discovers the town of Lukestown on the morning of Marcus' seventh wedding.

LUKESTOWN

The wooded path opens into a clearing. Before you sits a small village. You see the usual suspects: a blacksmith, an inn, a general store, and a temple in the distance. The roads seem unusually quiet and you don't see a soul in sight. The only sound comes from raindrops of a moderate pour falling on rooftops and forming muddy puddles in the road.

If the players explore the town, the only people they see are leaving their homes and headed towards the temple.

THE PROCESSION

People begin to emerge from their homes, but pay you no mind. A young man exits a home to your left, dressed in what you guess is his finest attire. He closes the door behind him, then opens it, and shuts again. He repeats this process seven times before stepping backwards off of his porch, head twisted behind him as he carefully backpedals towards the temple.

The townsfolk are acting unusual purely out of superstition. Every wedding, they try all manner of quirks in hopes that the wedding ends non-violently. They will share this if asked about their behavior.

A CURSE UPON MARCUS

The curse cast on Marcus by the banshee Lilian has the following properties:

- ***I Promise You.*** Marcus exhibits unnatural charm and he falls in love a bit more readily than he used to. Marcus makes all Charisma checks with advantage.
- ***Preserve and Protect.*** Marcus does not fall ill, and he ages much slower than the average human.
- ***In Good Times and Bad.*** If confronted about his affliction, Marcus ignores any reference to charms or the supernatural. He is magically compelled to disregard the possibility that he is cursed. He may discuss magic in the general sense, but denies the idea that his brides are dying due to a curse.

As the party wanders through town, describe townspeople exhibiting increasingly odd behavior, dressed with their clothes inside out, or performing other superstitious rituals. If the party addresses anyone, they will share what they know.

Young townsfolk are not familiar with the details of the curse. See *What the Townspeople Know*.

Older townsfolk will know more accurate information. If questioned about the curse, they know anything mentioned in *What the Mayor Knows*. Assume the players approach a young townsfolk unless they specify otherwise.

A QUIET COURTYARD

When the party reaches the courtyard outside of the temple, they find most of the townspeople gathered here preparing for the wedding. The tone is somber, the people quiet. Marcus is marrying his seventh bride, **Kili Kurth**.

You reach a courtyard with a fountain that rests in front of a modest temple. Here, the townsfolk have gathered and stand in groups of three or four. Some of them weep quietly, while others fidget with their clothes and chew their fingernails. Two men stand by the fountain arguing loudly, while a young woman dressed in a wedding gown stands quietly to the side.

The men are **Marcus** and **Jackson Felderman**, mayor of Lukestown. Mayor Felderman pleads with Marcus to not go through with the wedding. Due to the spell over him, Marcus refuses to acknowledge anything out of the ordinary. The mayor was around when Lilian dies and knows the truth of the matter. See *What the Mayor Knows* for details.

WHAT THE TOWNSPEOPLE KNOW

If the heroes strike up conversation with one of the townspeople, they can impart the following information:

- Kili Kurth and Marcus are getting married
- Marcus has been engaged to be married six times before and each of the brides have died at the altar.
- Everyone in Lukestown expects Marcus' newest fiancée Kili to die in the same way.
- Many believe Marcus to be bewitched, but most are too young to remember Lilian or the true nature of the curse.
- The town is haunted. People avoid the house on Widower's Hill and the mausoleum.
- If the PCs ask about the history of the town, the haunting, or the curse, only the oldest townsfolk will know much of anything. See 'What the Mayor Knows' for information that an elder townsfolk might know.



DEVELOPMENTS

Mayor Felderman and Marcus' argument becomes heated. When the tension is at its peak, 3 **Ghouls** (see Appendix A) explode up from the earth. They are dressed in tattered formal wear appropriate for a wedding. A ghoul kills a townsman and the horde attacks the nearest living creatures. They fight to the death. (see Appendix B)

After the encounter, the townsfolk turn forcibly against the engaged couple. Marcus and Kili are held against their will, locked in the town stockades, forbidden from wedding each other.

If left undisturbed, the two will escape and elope later that night. Marcus shares his plans defiantly as he is being hauled away.

An Invitation. The party may want to convince Marcus to reconsider. A character can attempt to persuade him by making a DC 10 Charisma (Persuasion) check. If successful, Marcus will lie and say he has reconsidered. His deception can be sussed out with a successful DC 15 Wisdom (Insight) check. If Marcus is confronted about his deception, he stubbornly denies it.

Kili is more impressionable. A character can make a DC 10 Persuasion check to have her divulge that she and Marcus plan on marrying in the woods to the east, under their favorite willow tree. If the party pretends to support the marriage, a successful DC 15 Charisma (Deception) check will prompt Marcus to divulge the location of the willow tree and invite the party to witness their secret ceremony.

ROLEPLAYING KILI AND MARCUS

Marcus is a human man, still extraordinarily handsome even in his mid-fifties. He is a passionate man, romantically inclined, and falls for others very easily. He was cursed many years ago by the banshee Lilian. The curse keeps him unnaturally youthful and charismatic. The nature of the curse makes Marcus unable to explain why or how his fiancées keep dying.

He routinely falls for outsiders who are unfamiliar with the history of the town or his curse. Marcus does not wish ill upon his brides, and despite his multitude of engagements, he is truly and earnestly in love. He insists his deadly weddings are a thing of bad luck. Even after the Courtyard encounter with the ghouls ends in supernatural violence, he insists upon coincidences, bad luck, and the like.

Kili is quiet, timid, and cute. She is fearful of the possibility that there is black magic afoot, but trusts Marcus absolutely. She can be convinced that she is in real danger, but it will take unnatural persuasion to convince her to leave Marcus.

MAYOR FELDERMAN

The adventurers may want to ask the mayor about the history of Lukestown. He shares info with the party in the hopes that they can get rid of the banshee or end the curse. See *What the Mayor Knows* to find out more.

WHAT THE MAYOR KNOWS

The Mayor is old enough to have been around when Lilian was alive. He is more intimately familiar with the history of the banshee's curse and can impart the following information:

- The curse was placed on Marcus by the banshee Lilian. Lilian was a witch and resident of Lukestown who died mysteriously over 40 years ago.
- Years later, her widower fell in love with a woman named Alice. In a rage, Lilian cursed Marcus to never know wedlock.
- Alice dropped dead at the altar, and any woman Marcus tries to marry suffers the same fate.
- Lilian's home is now known as Widower's Hill. Townsfolk believe it to be haunted and avoid it.
- Lilian was buried in a mausoleum on the outskirts of town.
- this is the first time anything like the ghouls has occurred. It appears the curse is manifesting in increasingly violent patterns.



WIDOWER'S HILL

Townfolk may point the adventurers towards Lilian's old home. Here they have the opportunity to discover the rings and information regarding how to break the curse.

As you approach the hill on the North end of town, you see what remains of a once beautiful home. Now, the state of the house betrays its age and care. The wood has rotted, the paint peeled away. It appears as if no one has set foot anywhere near here in many years. Half of a front door leans uneasily against what's left of its frame.

If the adventurers enter the house, read:

The inside is as decrepit as the outside. Rubble and the remains of rotted furniture litter the ground. A staircase leads downward and a hallway leads back towards what were once living quarters.

First Floor. Little remains of the home on hill, but if a character makes a DC 15 Wisdom (Perception) check, they find a small framed painting of Lilian and Marcus amidst the debris. She has severe, striking features and dark hair.

Basement Staircase. Any creature that steps onto the basement staircase must make a DC 10 Dexterity saving throw or fall to the basement landing, taking 2d6 falling damage. Climbing down to the landing requires a DC 10 Strength (Athletics) check. A creature that fails this check must make a DC 10 Dexterity saving throw, or fall to the basement landing, taking 2d6 falling damage.

You dust yourselves off and examine your surroundings. The basement is mostly empty, with the remnants of bookcases lining the walls. The surfaces are thick with decades of dirt and debris. Against the eastern wall rests a crude statue of a humanoid that holds a large, handled blade. An unnatural warmth emanates from it.

The statue is a **Zeal Golem** (see Appendix A). If *detect magic* is cast in the room, the golem and east wall show signs of Transmutation enchantments.

Held in Your Heart. If the players approach the statue, read the following:

As you approach the statue, it begins to hum. The wall vibrates audibly, and letters appear as if written in a careful script. They read, "I can be stolen or given away and you will live, yet you cannot live without me".

If a character says the answer to the statue's riddle ("A heart"), or writes or draws it on the wall, the statue's left breast glows red, and the east wall melts away to reveal **Lilian's Laboratory**.

If the characters do not solve the riddle, but continue to loiter about the room, two more golems slide out from the east wall and the four of them attack the party (see Appendix B). The golems' chests glow bright red. Defeating them will cause the east wall to melt away, revealing the laboratory. Alternatively, if a character yells out the answer, the golems immediately become inanimate, and the laboratory is revealed.

LILIAN'S LABORATORY

The basement of the home acted as Lilian's laboratory. It was here that she attempted to create rings of immortality and here that she died.

The basement of the home looks to have been converted into a magician's workspace. There are bookcases along the walls riddled with rotted bindings and loose, aged parchment sheaves. An alembic and other glassware stained by experiments litter a large table that occupies the middle of the room, alongside more piles of parchment, and books laid open, inches thick.

The rings lay in plain site on the surface of the table. If a character examines the table, read the following:

At one end of the table, a particularly large book lays open to what appear to be magic notes. They are written in an unusual script. There is an illustration of a flower with alternating light and dark petals. Next to the book lay two rings, a bride's and a groom's. They are surrounded by a black film that seems to spread out from the rings themselves, but the jewelry appears pristine.

Lilian keeps all of her notes written in a *reverse syllables* cipher. Words are encoded by reversing the letters of each syllable in a word. For example, Betrayal → be-tray-al → eb-yart-la → ebyartla.

The notes read: "Blood of a wren, venom of a pregnant serpent, both petals of a soulbloom flower... I cannot seem to grow the soulbloom. Will a substitute suffice? I must have the ring ready for Marcus before the wedding ceremony begins. Forever my love...". Encoded, it looks like:

"Doolb fo a nerw, evmon fo a gerptnan restnep, htob epslat fo a luosmoolb wolfre... I nacton mees ot worg eht luosmoolb. Lliw a busitsetut useciff? I tsum evah eht gnir aeryd rof Ramsuc eberof eht dewgnid eceromyn ebsnig. Rofvere ym evol..."

A character can complete the work on the rings if they are proficient in Arcana and have obtained **Soulbloom petals**. No skill check is required, but the character will need to also provide the blood and venom mentioned in the notes, which can be found by searching the laboratory. If they do, they can spend 4 hours in the laboratory working on the rings to remove their curse.



TREASURE

If a character searches the table they find a *scroll of cure wounds*, a *scroll of inflict wounds*, and *Lilian's Rings* (see "Lilian's Rings" below). There is enough liquid *potion of healing* in the alembic to fill two empty vials, which can also be found on the table.

If a character searches the bookshelves they find a *scroll of lesser restoration*.

LILIAN'S RINGS

A pair of wedding rings, one each for man and woman. They are made of gold and have arcane runes inscribed in silver on the interior of the band. Any intelligent creature proficient in *arcana* recognizes the runes belonging to the school of *Necromancy*.

Cursed. The rings are cursed. If they are worn, they cannot be removed without a *remove curse* spell or until Lilian herself wills the effect to end.

Immortality Failed. While wearing the ring, its bearer's finger begins to turn a sickly black and green. The cursed rot slowly spreads to the hand, then the arm, then the limb.

While worn, whenever the wearer takes a short or long rest, they make a DC 15 Constitution saving throw. On a failure, the wearer gets a permanent -2 to their Constitution score.

If the wearer's constitution score falls below 10 from this effect, the hand that the ring is worn on becomes rotted from the curse. Any actions made with this hand are made with disadvantage. This includes attack rolls, or skill checks that involve the hands. If the wearer's constitution score falls below 5 from this effect, their arm rots away completely.

Any Constitution lost this way returns when the ring is removed or the curse on it is lifted.

Vitality Restored If the rings are purified in Lilian's lab, they are no longer considered cursed. The *Immortality Failed* effect ceases to function, and any Constitution lost from the effect is restored. Instead, the rings give the wearer a +2 to Constitution. A wearer may only benefit from one such effect at a time (the rings do not stack).

If Lilian dons her purified ring, she will be restored to apparent life. In actuality, she becomes a Lich, the ring serving as her phylactery. This can act as a plot hook for a larger adventure.

The Ties That Bind If the two rings are worn by two different creatures, as an Action, either wearer can concentrate and know the direction of the other, provided they are both on the same plane of existence.

THE MAUSOLEUM

The old graveyard and mausoleum are in disrepair due to the fact that the townspeople are afraid to come near. Lilian haunts the area, and can be found inside the mausoleum weeping and shrieking.

Gravestones are scattered about like pockmarks in the earth. The words on the headstones have long been worn ineligible by the wind and rain. A small mausoleum stands in the middle of the graveyard, overgrown with foliage. The sound of a woman weeping echoes from within the tomb.

The building is overgrown with foliage, including **Soulbloom**, the flower required to purify *Lilian's Rings*. The circumstances of her death combined with her unholy grief have caused the flower to grow rampant around her gravesite. If a character examines the Soulbloom, describe it in detail. The petals alternate black and white. If they pick the flower, it causes a tingling sensation in their hand.

If the PCs enter the tomb, they find **Lilian**. She is kneeling at what appears to be her gravesite. See *Roleplaying Lilian* for more details. If attacked, she will flee incorporeally into the ground as four **spectral brides** (see Appendix A) materialize and attack the party. These ghosts are the haunted remains of Marcus' former lovers.

ROLEPLAYING LILIAN

As a banshee, Lilian's emotions are distilled and primal. She feels a lot and she feels big. If the player characters engage her socially, she speaks in hyperboles. She laments Marcus' engagements. She flares up in anger at the mention of any of his former fiancées or the curse she placed on Marcus.

Lilian wishes to be wed, preferably to Marcus, but marrying anyone will ease her rage. Any suggestions from the party to pursue that goal will keep Lilian amicable. Lilian will *not* directly suggest to the party that they use the Soulbloom growing outside to purify the rings. However, if asked about it, she will confirm that she attempted to perform the ring enchantments without the flower.



A WEDDING, ONE WAY OR THE OTHER

Marcus and Kili are freed from the stockades later the night of the attack by a sympathizer to their capture. They abscond into the woods to the east of Lukestown and attempt to wed each other secretly. The party may try to intercept the secret wedding. Marcus can be convinced to wed Lilian if they show him Lilian's Rings. This allows a character to attempt a DC 15 Charisma (Persuasion). If the PCs mention that they've purified the rings, roll the Persuasion check with advantage. If this is a lie and the PCs haven't purified the rings, roll a DC 15 Charisma (Deception) check. On a failed roll, Marcus will examine the rings himself. He can recognize them as cursed (he was engaged to a witch, after all) and will dismiss the party as liars. If the characters succeed on the Persuasion roll, Marcus will leave Kili and make haste for the mausoleum.

If the party is unsuccessful in parlaying with the engaged couple, the two will continue with their ceremony. When they exchange rings and vows, Kili drops dead on the spot. **Lilian** and two **spectral brides** materialize and attack the party.

THE CORPSE BRIDE

The party might attempt to arrange a wedding for Lilian. They may coerce, force, or charm someone to marry the banshee. They may convince Marcus himself to wed his long lost love. Maybe a player character volunteers to wed the banshee.

If the PCs visited the mausoleum earlier, read:

You enter the tomb and notice that the room has changed since you last visited.

Then read:

Stone slabs lay arranged like makeshift pews on either side of a main aisle. A handful of well-behaved zombies and specters are seated in the pews. At the end of the aisle, Lilian waits, now in a white dress that shimmers as she floats silently a foot above the ground. A skeleton waits with her, dressed in tattered, dusty robes of the cloth.

When the party returns to the mausoleum to wed Lilian, the crypt is arranged for a wedding ceremony. A small entourage of undead is in attendance, acting as a makeshift wedding party. There are two **spectral brides** and four **skeletons** (see Appendix A) seated in the stone pews arranged to either side of the main aisle. A **skeleton** stands beside Lilian.

If the party indicates that they wish to begin the ceremony, the skeleton holds his hand out for the rings. Lilian will verbally encourage them if they don't get the hint. The ceremony proceeds without a hitch.

A Soul Restored. If the rings are purified, Lilian will be returned to life when she dons her ring (see the "Lilian's Rings" sidebar). Lilian thanks the party profusely for restoring her to life. If the characters ask for a tangible reward, she can forge a pair of rings for them. These act as purified *Lilian's Rings*. Over time, Lilian's lichdom will manifest. She may serve as a powerful foe in later adventures.

A Soul Extinguished. If the rings are not purified, anyone wearing the groom's ring (including PCs) while performing a marriage ceremony with Lilian will be transformed into an undead husk of their former self. Their type becomes undead, their speed is reduced by 10ft, and they act as if under a permanent *charm person* spell cast by Lilian. This can act as a plot hook for further adventures.

A Violent End. If the player characters become combative, the undead attack. The zombies attempt to hold the room down while the skeleton places the ring on his finger. The specters and Lilian attack the party directly. They fight to the death (see Appendix B).

RESOLUTION

If a wedding ceremony is held for Lilian, the party succeeds in peacefully subduing Lukestown's banshee. Alternatively, the party may destroy Lilian in combat.

In either case, the townsfolk of Lukestown regard the party as heroes. They are paid 1000gp for their services. If Kili is still alive and Lilian was not wed to Marcus, the town celebrates Marcus and Kili's wedding, and implores the party to stay and participate in the ceremony.



APPENDIX A: MONSTER DESCRIPTIONS

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10	7 (-2)	10	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



LILIAN

Medium undead, chaotic evil

Armor Class 12

Hit Points 44(10d8)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10	12 (+1)	11	17 (+4)

Saving Throws Wis +2, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 10

Languages Common, Infernal, Draconic

Challenge 3 (700 XP)

Incorporeal Movement. Lilian can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Longing Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of Lilian that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Lilian is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Lilian's Horrifying Visage for the next 24 hours.

Scornful Cry (1/Day). Lilian releases a wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 1 hit points. On a success, a creature takes 10 (3d6) psychic damage. This damage may not reduce that creature below 1 hit point.

SKELETON

Medium undead, lawful evil

Armor Class 13

Hit Points 13 (2d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) piercing damage.



SPECTRAL BRIDE

Medium undead, chaotic evil

Armor Class 12

Hit Points 18(4d8)

Speed 0ft., fly 50ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11	10	10	11

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak
Challenge 1 (200 XP)

Incorporeal Movement. The bride can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Painful Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (2d6) necrotic damage.

Last Kiss (Recharge 5-6). *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 2 (1d4) necrotic damage. The bride wraps the target in a deadly kiss. The target must succeed on a DC 10 Charisma saving throw or it becomes restrained. The bride must maintain concentration or the effect ends. If the target is restrained this way at the beginning of the bride's next turn, the target is reduced to 0 hit points. If the bride moves or takes any action, this effect ends. If the bride is moved more than 5 ft. away from the target, the effect ends.

ZEAL GOLEM

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Languages ---

Challenge 1 (200 XP)

Zeal golems are constructs made of earth and stone, animated with a magical fervor. Wizards and witches often task them with defending something sacred.

Fervor. When the golem is dropped below half its max hit points, it is emboldened by magical fervor. Its chest glows an even deeper red, and its Strength becomes 18. (*This causes it to add 2 to its melee weapon attack and damage rolls.*)

Antimagic Susceptibility. The golem is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Actions

Multiattack. The golem makes two melee attacks.

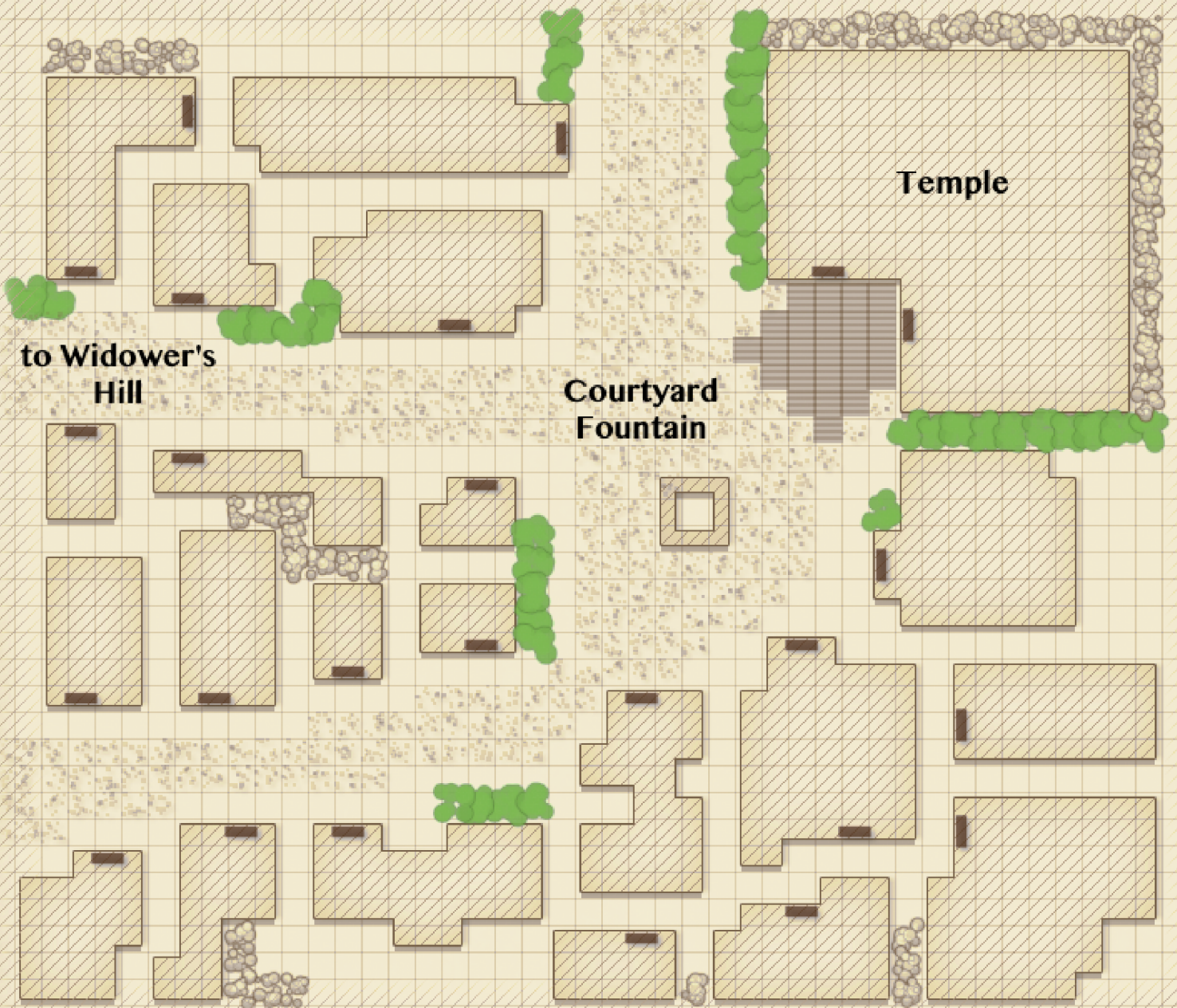
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.



APPENDIX B: ENCOUNTER MAPS

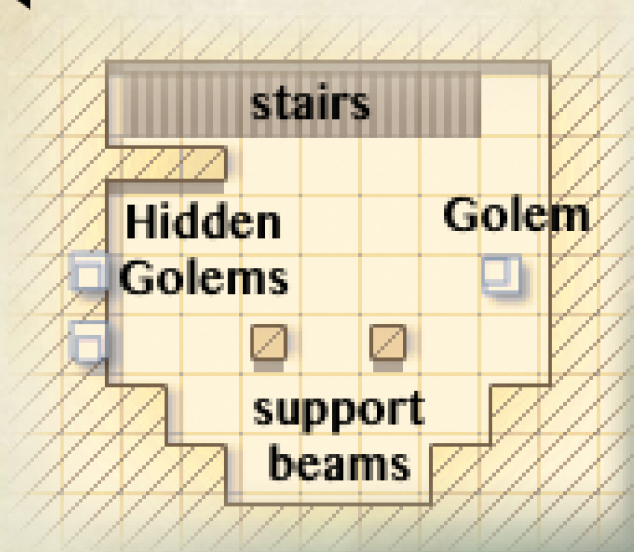
A QUIET COURTYARD

The ghouls emerge from the ground around the fountain. Kili stands at the doors to the temple, while Marcus and Mayor Felderman argue at the base of the steps.



BASEMENT LANDING

The hidden golems only materialize out from the west wall if the PCs fail to make any relevant progress solving the riddle. Otherwise, they remain hidden and inanimate.



THE MAUSOLEUM

Upon their return to this location, the PCs find the guest undead sitting in the pews while the skeletal officiant waits at the altar alongside Lilian.

