

One Page Dungeon for 3-4 characters of 2°-3° level



RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2
1	2d4 Silver Coins
2	The rib of a great fallen warrior
3	A flute of bones makes terrifying sound
4	A flail made by grinning skull and spikes
5	Tome, gives (1d3): info or spell or special info
6	A dried eye from which you can see over wood

RES	TREASURES (+1d4 if combat ends in 3 rounds)
7	A severed hand which index points living men
8	A key to put in ears' creature, reveal a secret
9	A chest that no key or thief kit can open
10	A greatsword that absorbs enemies blood
11	A shield that reflects target's dead corpse
12+	A magic item/armor/weapon +1 or low power



THE TOMBS OF THE ANCIENTS

PREFACE

Agor entered the Tombs of the Ancients, bringing in there innocent maidens to sacrifice to gain access to Death secret. His haunting servants preside the place, awakening old powers and arousing rotting flesh and pale bones from death. No one enters the Tombs from long time, no one remember what their secret is. In their darkness, there is only Death.

Area 1. The entrance

Tombs are carved into the stone. Passed the access there is a room in which there are four (1d4 closed) stone coffins, two alcoves and five access to other Tombs' places (5 and 7 are closed from locked iron bars). Torches illuminate the room. Roll L on Encounters. In each closed coffin there is a corpse of a knight, with all his earthly possessions (roll L on Treasures).

Area 2. Secret wall

High DC to discover. Roll H on Treasures.

Area 3. Four's Hall

An ample hall in which alcoves are placed heroes' coffins. A statue is in the last part of the hall. Roll on Statue. Roll M on Encounters.

Area 4. The False Tomb

Medium DC check to discover. Roll M on Treasures

Area 5. The Great Hall

An huge room with three naves, two pulpits, a mezzanine, two drain grates (bring to 9-10 underground tunnel) and a statue (roll on table). Here is being celebrated a black mass. On each pulpit there is a priest with a crying maiden. On the mezzanine there are 2d4+2 priests. In front of the statue there is Agor and behind him his servants. Roll H on Encounters. Agor will stay for 1 round from PCs arrive, then unlocking access for 1 to go away. The black mass will end in 1d6 rounds from PCs arrive, then the two maidens will be killed.

Area 6. The Council Room

There is an anteroom and stairs to upper Council Room. Roll L on



healing water doses. A skeleton holds: roll H on Treasures.

Area 9. The Way of Dead

Unlock this Area only by discover of it in 6. Very High DC check otherwise.

There are a lot of niches, 1d8+2 opened. Roll M on Encounters + RES 4.

Area 10. The Cavern

Reachable area from 9 or 7-8. There is a waterfall with underground lake and a pile of bones in the middle of the room. Roll H on Encounters.

Area 11. The Sacarium

Here is a statue that seems to move out of the wall, with outstretched hand to the sword stuck into stone. No one can see

RES	TRAPS roll 1d4 to go to areas 2-3, 4, 7, 9-10
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1	Spikes: 3d6
2	Poisoned Darts 2d4 (paralysis)
3	Ambush: RES 6
4	Oscillating Axes: 3d12

RES	STATUE roll 1d4, cancel and use remaining lines
1	Close your eyes
2	Let them bleed
3	So from darkness
4	You shall see

this, except them who have read the Statues lines in dungeon rooms and understand what to do. Enter

unsafely will cause eternal blindness, deafness and dementia.

AGOR: Agor is a human fighter (high HP, AC, and damage). Will move from 5 to 1; end in 11. 60% chance: moves in PCs' room to fight/1 round. He discovered Death, the

votive statues points fingers to the well. Roll on Statue.

Area 8. The Secret Cave

Going down in the well reveal a secret cave on its wall. Here is a small altar which contains 1d4

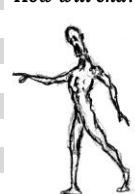
sword in 11 and wants to take it.

STATUE: will close 11 with magic.

Action: takes intruders' head in hands, causing exhaustion to death

Take Death needs huge sacrifice.

How will end?



RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2
1	A zombie scuffs his feet on the ground
2	1d4+1 Cultists are bringing 1d4 maidens in the room
3	1d6+1 Cultists scourge themselves, praying to Agor
4	2d8 zombies are eating maidens flesh; 1d4 still alive
5	1d4 Cultists reanimate 1d4 zombies + 1d4 skeletons
6	Arrives the Undead Destroyer. He can't die.

RES	ENCOUNTERS (+1d4 if PCs do mess; +1d6 if alarm)
7	A maiden cries for help: 10ft explosion, 5d6 damage
8	2d4 Cultists deviate 4d10+4 maidens: these attack PCs
9	Like RES 5 but with 1d6+1 to all + RES 6
10	The Undead Fighter bar the pass. Pray will not help you.
11	RES 9 + RES 10. Welcome to Hell.
12+	Roll twice. Add results. If 12+ again give PCs great death.

Cancel rolled Encounters result, and let PCs see ancient spirits of the Tombs if the same result is obtained again