

One Last Tribute

A one-page-dungeon (2012) by Eran Aviram
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Many years ago two large armies fought over a long lost cause. A brave knight who fell in the combat was buried in a lavish tomb. Over the years, the nearby swamp spread over and conquered the tomb.

The knight's spirit protects the area and the nearby village. His name was Darius but none remembers it, yet for years the villagers regularly brought a tribute of flowers to his grave, in his honor. As the years passed, this custom waned.

Last month, a tribe of goblins moved into the swamp. This infuriated the knight's spirit, which in turn cursed the villagers. The villagers turn to the PCs for help, asking them to venture into the tomb and place a flower bouquet over the knight's grave, deep inside his tomb.

The tomb has half-sunken into the swamp floor, and its two side wings are mostly underground. The floor is dirty and there are several holes in the ceilings.

1. Goblin camp. A heavy fog obscures 5 goblins and their 2 pet giant rats. The goblins are terrified of the tomb and none have entered it. The goblins have several valuable dried mushrooms worth 25 GP or provide a minor bonus for healing.

2. Tomb Entrance. The second floor crumbled into the room and it's full of rubble. The front double-door is unlocked but closed. The grating to the east is held by a powerful magical force. The second time the PCs enter the room, a patrol of 4 sneaky goblins enters through the front door, investigating the death of the ones outside. Each goblin is carrying 1d6 GP.

3. Flooded corridor, up to 1.5 meters of rancid water. 2 bloody swamp ferns (small carnivorous plants) have



grown over the ceiling, and they can move over it. Another one is attached to the door leading to room 4. The big iron door is rusting, and a single hit to the fern will cause it to break, pouring the water (and everyone in the corridor) into room 4.

4. Family Treasures. This room is deeper than the corridor, forming a pool as the water rushes in. There are 3 steel coffins on the floor, unlocked but armed with poison traps. When opened, the poison spreads through the water nearby. 1st chest: 250 GP; 2nd chest: Bronze crown and rings worth 120 GP; 3rd chest: Two ceremonial daggers worth 85 GP each.

5. Adara's tomb. The wife's tomb is desecrated by several small ankhegs with a mother ankheg. Adara's spirit keeps the grating in room 2 closed, and will open it only after being convinced the PC's are of pure intent. She will also grant them the gift of an *amulet of protection*.

6. Heirloom room. A rust monster burrowed its way into the room and it is eating what's left of the cutlery and weapons. A huge ochre jelly is resting against the rubbish pile in the corridor outside, dormant, and will waken at the sound of battle. The rust monster's stomach holds several silver spoons worth 20 GP.

7. Darius's Tomb. The entrance to this room used to be hidden, but the jelly's acid exposed the outline of the secret door. The tomb is guarded by 4 spectral soldiers that demand the PCs leave. The knight's (powerful) spirit only appears if the PCs desecrate his coffin (to attack), or place flowers over it (to thank them). Either way, they'll get his +2 *holy long sword*.

8. Temple Entrance. The well isn't deep but contains a bat swarm that surprises anyone climbing down, and a secret compartment with 4 gems (50 GP each).

9. Ruined Second Floor. (Above room 8) The stairs up are broken at the top, and half the floor crumbled into the room below. A small wood shrine survived. It breaks with the slightest touch, filling the air with poison spores. It contains divine scrolls and a healing potion.

10. Main Temple. 4 magical braziers provide light to this room, illuminating 4 big statues. The large shrine is an illusion, covering a spiked-filled hole with a giant skeletal undead snake and 2 dead Halfling adventurers, carrying a +1 *dagger* and thieves tools.

11. Secret Library. This secret room contains several precious history and religious texts, worth 300 GP, and several spell scrolls.