

## CRYPT OF THE FOUR BROTHERS

A ONE-PAGE DUNGEON BY *JEFF SHEPHERD* <[jsks@mac.com](mailto:jsks@mac.com)>

Can you solve the four brothers riddle? Think how hard it was for you (the GM) reading this and consider your PCs. Different parties might need more clues.

Treasure parcels are in the tomb itself (16) unless a generous DM wants to sprinkle loot on some defunct NPCs that didn't survive.

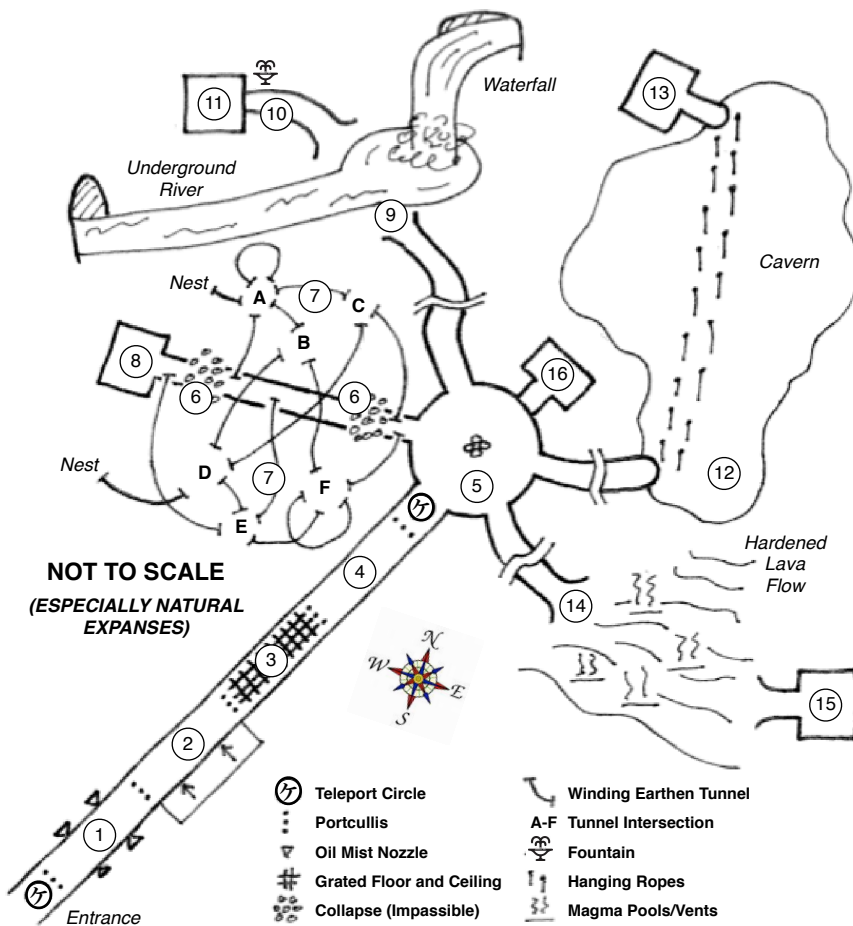
All **CREATURES** have the elemental keyword.

**HOOK** PC are here to do some tomb raiding. Either quested by a third party to retrieve an item (e.g. the Scepter of Infinite Awesomeness) or looting for their own greedy pockets.

**RUMORS** Succeed together, die alone (True). Words clarify, portrayal distracts (True). The drifting feather lands with a crash (Irrelevant). Challenges march four abreast (True). That wasn't chicken (D'oh!). Colors mirror truth (True).

**WANDERING MONSTERS** None. Creatures were placed here as guardians. If you must have wandering monsters use previously unsuccessful adventurers as ghosts, zombies or other undead.

**ENTRANCE** Corridor with five portcullises surrounding four trapped sections. Teleport circles at each end bypass traps but require signet ring from tomb (16). Each trap is triggered in the center of it's section. Easy perception check to detect a trap, very difficult (25%) thievery/arcana check to disable. Traps trigger independently but all 5 portcullises drop when a trap springs. The party should stay together—the traps are tougher alone. Reward clever and cooperative solutions. Traps reset after a minute and portcullises raise as one.



1) **FIRE TRAP.** Four nozzles spray oil mist for one round then ignite (perception check notices soot on walls). Blocking a nozzle reduces fire damage 1/4 each.

2) **CRUSHING TRAP.** Block wall slides in to crush (perception notices scratch marks on floor and crushed rubble along one side). Total damage distributed among number caught trap. Each PC halves damage with strength check.

3) **TORRENT TRAP.** Floor and ceiling are grated (perception notices signs of water). When triggered water pours through crushing and drowning (teleport window below cycles water back above).

4) **ENDLESS PIT TRAP.** Floor swings open for pit trap with blades across space. Teleport window below cycles falling bodies back above for continued slicing and dicing.

5) **ROUND ROOM.** Four shallow one foot-diameter indentations in center. Door to crypt (16) is locked with inscription "**Four brothers of this world all born together**" and below that "**Gather them here**"

6) **CORRIDOR** is collapsed in two places. Dug tunnels lead into and out of corridor.

7) **MAZE OF TUNNELS** twist and turn and are hard to map (tip: breadcrumbs at intersections). Must be crawled through single file. May encounter **EARTHAL INSECTS**, especially in nests. Creatures may attack soft center of party line by bursting through tunnel walls.

8) **BROTHER 1.** Red tinged room with a painting of a feast and the words "**The first eats and is never full**"

9) **WATER CROSSING.** Infested with **DIRE PIRANHA** swarm. Simpler to cross and take damage than defeat. If fighting, check to remain standing else current knocks prone. Climbing across waterfall is safer, but could slip and take falling damage as well as attacked by creatures.

10) **BOWLS AND JUGS.** Water fountain next to table with the five numbers 4 5 6 7 8 engraved above. Below 4, 6 & 8 are three large empty bowls and below 5 & 7 two different sized jugs. When a bowl or jug is filled with the correct volume it's number glows (jugs hold exactly 5 and 7). Must pour and empty between two jugs to make 4, 6 and 8 amounts. When all numbers glow, door opens to next room (11).

11) **BROTHER 2.** White tinged room with a bas relief of a famous bard/performer and the words "**The second sings a tuneless song**"

12) **VAST CAVERN** with collapsed rope bridge on floor. Must pass through cavern swinging from ropes attached to ceiling. Cavern floor is very difficult terrain and the cost (damage, fungus patches, swarm insect attacks) should be higher than ropes. **GARGOYLES** fly through cavern and harry dangling targets. For a tougher challenge a **ROPER** greets the PCs at the far end (avoid one-at-a-time crossing!) where far end of bridge should connect.

13) **BROTHER 3.** Blue tinged room with a sculpture of a sprinter and the words "**The third runs and never wearies**"

14) **LAVA FLOW.** Slope of mostly solidified lava with some holes exposing magma. **SALAMANDER MAGMA BELCHERS** attack from higher slope—ranged attack can knock PCs into the holes. Salamanders can also swim through magma flow and prairie-dog through crust for surprise attacks.

15) **BROTHER 4.** Brown tinged room with a tapestry of Bacchus (or equivalent D&Deity) and the words "**The fourth drinks and is always thirsty**"

16) **THE CRYPT.** (Have you solved the riddle yet?) The door to the crypt won't open unless the four brothers (*highlight or cut/paste to reveal*) are placed in the indentations of room (5). Contains appropriate item (e.g. Scepter) or treasure promised in **HOOK**. Sarcophagus contains sovereign dressed in royal armor with signet ring that activates teleport circles (7) (bypassing entrance traps). Spirit rises, challenges adventurers. If noble intentions, tells of ring and allows to leave with quested item. If grave robbing, summons four **ELEMENTALS**.

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