

THE BLACK SCHOOL

A One Page Dungeon by Fco. Javier Barrera

THE LEGEND OF THE BLACK SCHOOL

"North of the city walls of Ur-Agnès, beyond the opalescent mansions of its princes, you will find the ruins of a school which was called the Black School. It was a school bellow ground, eternally dark and changeless, where you could learn a thorough and perfect knowledge of the Old Arts. It was pretty well known among the pupils that the devil himself was the master. The legend says that one of the rules of the school was that the owner should keep for himself that one of the students who would leave the school the last every year".

The truth behind the legend is that the Black School existed but its real name was "School of Old and Modern Arts", and was founded by Onagro the Reluctant. The prestige of Monagro and the possibility to gain access to his legendary library attracted the best minds of that age, and the prominent noble families of the Empire sent their children to study in there.

However, the unfortunate death in strange circumstances of the governor's first-born triggered off a succession of terrible events that finished with the destruction of the School and the disappearance of Monagro.

RUMOURS (D4)

An elf prince is negotiating with the governor to settle with his people in the burial mounds zone, North of the city. He states that there rest the remains of his noble ancestors.

Onagro was in fact a powerful necromancer. He accepted young students to murder them and use their blood and their fat in horrific rituals of Necromancy.

Onagro was a victim of his disciples' ambitions. They longed for his knowledge and try to get rid of him. They testified falsely against him when the governor's first-born died by accident in a magical experiment. However, they did not measure well the consequences of their accusation. The School was assaulted and destroyed, Onagro disappeared and was given up for dead and his library was lost forever.

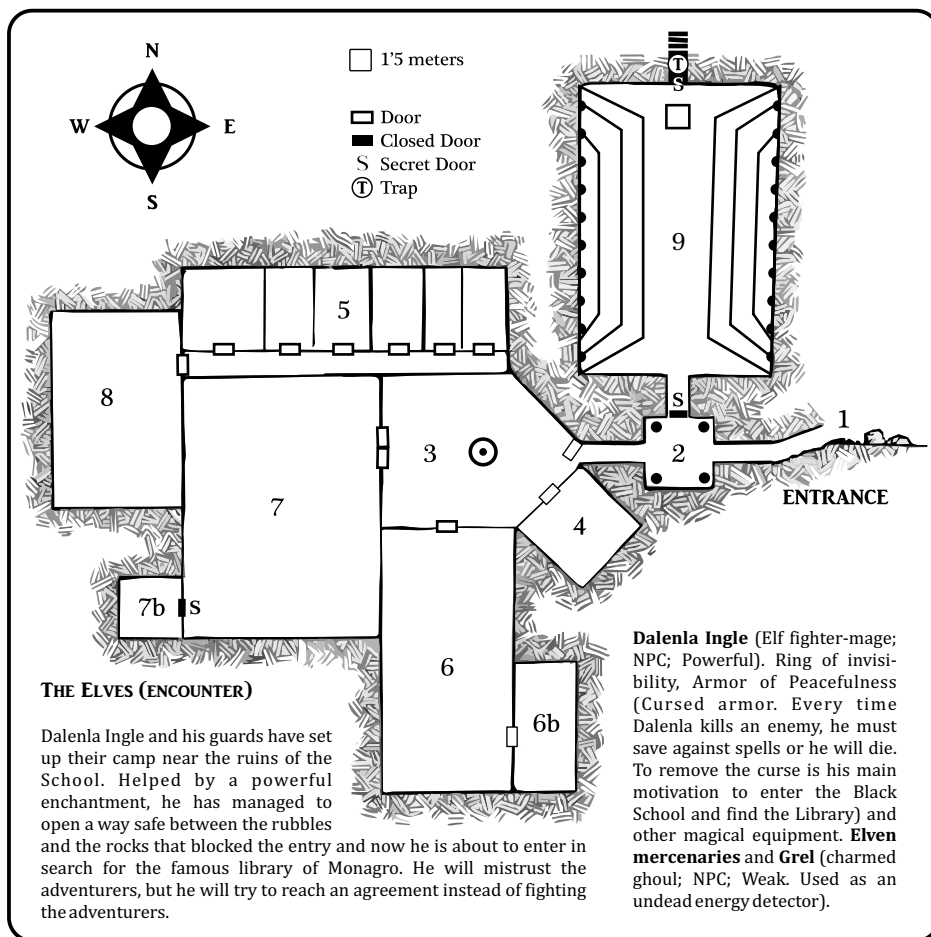
It is said that the magnificent library of the Black School housed a scroll handwritten by the gods in which he locked up the words that gave rise to our world.

MAP KEY

Note: Adapt the number of enemies and NPCs levels to the party level.

1- ENTRANCE. It's absolute darkness. There is no more than dust and debris accumulated by the passing of time.

2- ROOM OF THE CARYATIDS. Onagro built the School over a Sochara mausoleum. In the North wall of the room a secret door leads to the mausoleum, but only will be revealed pronouncing some specific words. The Caryatids that delimits the door are its guardians. Once the secret door is revealed, the caryatids will come alive and attack the intruders. Only will be stopped with a specific command word. **Caryatid Colum.**



3- LAVATORY. In the center of the room there is a fountain built in ornamented stone. Now it is dry, but it's magical, and fresh water will spring up if the word "Frescor" is pronounced. The word is carved in the stone of the fountain.

4- SUPPLIES. Empty boxes and barrels.

5- ROOMS. Guest rooms. Nothing special.

6- LIBRARY. Piles of books block the door from the inside. The library has been practically destroyed by the passing of time and the dementia of Onagro. A skeleton of a small animal lies on the ground. There's a ruby beside the skeleton that contains the soul of **Onagro's familiar**. If someone swallows the ruby, the spirit of the familiar will take possession of his body.

6B- STUDY ROOM. Onagro the Reluctant is here, now turned into a Gray Philosopher, reading eternally the same books, a dark reflection of his previous life. Here he took refuge after being buried in his own school, and here he tried to figure out what truly was hidden in the mausoleum of GaarThee'a. He found in the old books the words needed to reveal the secret door of the mausoleum and to pass safely its stone guardians. Whatever he found in the mausoleum terrified him, and returned here to die alone of starvation in darkness.

Onagro (Gray Philosopher; Powerful NPC). He keeps with him a Sochara scroll that describes the secret door that leads to the mausoleum of GarThee'a. There are as well annotated by his hand the sentence: "Wake up. There is a dish with bones for you in the kitchen.", (which reveals the secret door) and the words "Caryatids" and "Black Mirror" (The true password is "Dark Crystal", but Onagro wrote it bad for whether anybody could snatch him the parchment).

7- SPELL CASTER'S LABORATORY. There are 500 g.c. in magical components scattered on the ground of this room. In the West wall there's a secret wardrobe with more magical components (5,000 g.c.), 6 gems (700 g.c.), some mage scrolls and a Sapient Sword named **Quimérica**.

8- ALCHEMIST'S LABORATORY. 500 g.c. in magical components. Alchemist's tools (1,000 g.c.).

9- THE MAUSOLEUM OF GAARTHEE'A. This is the entrance hall of the Mausoleum, a vaulted nave with carved stands at east and west sides of it, in which a hundred of mummified human slaves stand on foot, forming a sort of macabre chorus. Their faces reflect terror and ecstasy, as if death caught them while singing the highest note of a dark hymn to the gods. The floor and the walls are covered with inscriptions in Sochara language as a warning about do not disturb the Sleeping Dead.

At the back of the the entrance hall raises the statue of a large bloated creature, an idol of a putrid god whose name is forgotten. Those who approach to examine the statue will listen how a profane canticle starts to ascend from the chorus. Little by little it will keep going up of volume until it converts in a deafening noise. It seems a canticle of welcome and praises to a cruel and dark lord; a shout of horror and, at the same time, a pray for mercy. The canticle will finish abruptly and several ghostlike creatures, daughters of the pain and the fear of the slaves, will materialise. **Astral searchers.**

Behind the statue, in the North wall, a second secret door is hidden. It is protected by a **mortal trap**.

Beyond this last door lies the underground complex in which the spectre of GaarThee'a and his funebre cortège dwells, preparing his triumphal return once the Seal has been broken.