

# The Refuge of the Necromancer

## BACKGROUNDS

A terrified Citadel hires the heroes after many missing person. The last person is a 14 year old daughter of a merchant. A Noble offers 400gp as a reward to those who solve the problem. Following the clues given by a hunter nearby, takes the heroes the doors of an ancient temple in ruins abandoned long ago.

## THE VILLAIN

Rasfith is a follower of the necromancy arts. He plans to create a force of undead to dominate the Citadel. He made the secret rooms of the ancient temple abandoned its own domain. It is he who is capturing people to be his undead servants.

## 1 - GREAT HALL OF ANCIENT TEMPLE

There are 3 ferocious giant rats per hero. They are eating the remains of a corpse in the middle of the room and attack the heroes. There are ruins of ancient construction and wreckage of chairs. In the pulpit this hidden the key to room 10 in a secret compartment.

## 2 - FLOOR TRAP

In the middle of this passage, there is a hidden 10-foot deep pit.

## 3 - OLD LIBRARY

There is 1 zombie per hero, guarding this room. On the north wall there is a secret passage leading to the left of the dungeon. There is a chest in the corner with a splash of acid trap. Inside the chest is: 2 common ancient medallions and 1 vial of healing potion. On the shelves, many old books and scrolls unimportant.

## 4 / 7 / 9 - ACCESS PASS

Only serve to shift to other rooms.

## 5 - ALTAR OF THE SKULL

In this room there is a skull that exudes a crackling light. Play the skull causes the hero loses 1 level. Destroy the skull causes a burst of energy that hurts all nearby.

## 6 - MUMMY KING

This room is with the doors locked from the outside with bars. The mummy inside his sarcophagus, will not attack if not harassed. Inside the sarcophagus have 1 ruby, 5 emeralds, and a scepter with precious stones.

## 8 - SKELETONS IN THE ARMORIAL

In this room there are 2 skeletons armed with swords and spears for each hero guarding this place. There is an armorial with more weapons.

## 10 - ALTAR OF DOOM

In this room there is a table. Rasfith sacrifices people Citadel here to make them undead. At this time, a young girl, probably the daughter of the merchant is to be sacrificed. The light in this room is dismal and there is an altar to an unholy God. In a chest has 1 cursed dagger, 1 magic scroll of Fireball, 1 magic scroll of Create Undead, 200gp. On a shelf, 1 book on human anatomy, 1 atom of a God of the Dead, 1 spellbook with spells: Invisibility, Magic Missile, Read Magic, Undead Command and Create Undead. Rasfith will try ambush the heroes if realize they are coming. He will flee the stairs if losing the fight. The key of the door and the chest are the neck Rasfith. The stairs leading out of the dungeon by a secret way.



- U unlocked Door
- L Locked Door
- S Secret Door
- 1 Square = 5 ft



## The Refuge of de Necromancer

is a One-Page-Dungeon for beginner heroes  
Recommended: 1<sup>o</sup> - 2<sup>o</sup> Level / System: any



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