

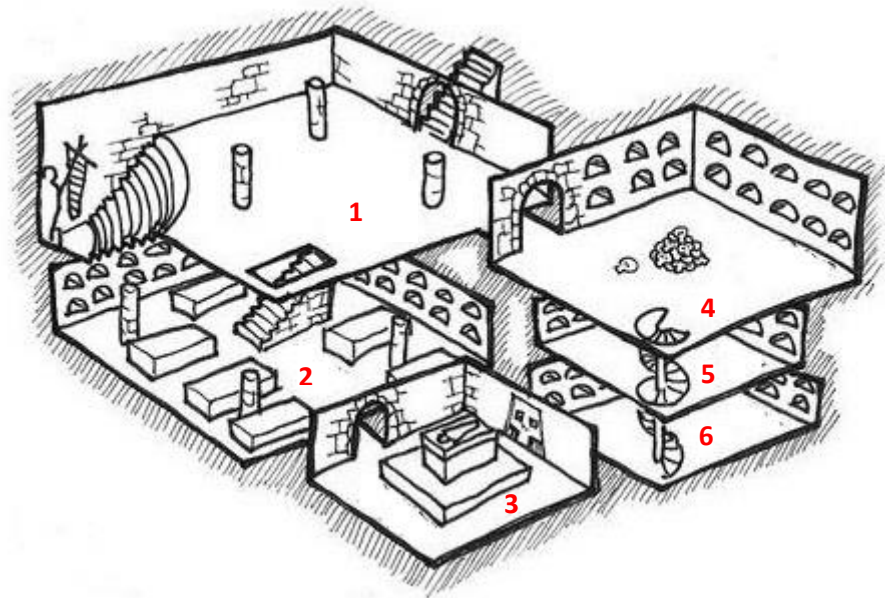
Great Great Grandfather's Grave

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An old catacomb is being plundered by cannibalistic cultists, and the spirits of the dead bemoan the fate of their old bones.

An adventurer is contacted by an ancient seer, who tells her/him, that their great great grandfathers grave is in danger, and as the closest descendant, it is their duty to visit the graveyard and enter the catacomb. Every night the wailing spirit of POSTATIUS will appear in the dreams of the descendant until the catacomb is visited.

The entrance is at the local graveyard. It is hidden behind bushes, but plenty of foot prints reveal activity around the catacomb.



#1 Great Hall with Sacred Pit

Haunted by the **Spirit** of POSTATIUS, great great grandfather, who cannot rest until his remains are safe. Non-combatant, who constantly talks bemoaning that his descendants never visit him. Will keep manifesting 10 minutes after being banished. He will follow his heir around.

In the pit is a statue of the lord of the catacomb missing its right hand. At the base is a nest with **6 hungry Giant Rats**. Hidden in the offal is the missing hand holding a *golden apple*.

#2 Main Crypt

On six slabs of stone are the remains are plundered graves. The coffins are broken, the bones removed. A stench of fried meat hangs in the air. If any noise is made (i.e. if POSTATIUS is around complaining), **5 stealthy cannibal cultists** will silently enter from area #3 - they throw jars with burning corpse fat as an ambush-attack.

There are 60 graves in the walls. They contain crumbling corpses and rotting shrouds; if searched (1d20): 1-10 empty grave; 11) a **Swarm of Bats** flitters confused about; 12) A *cursed gold coin* (every day there is 30% risk of hole in pouch, though the cursed coin is never lost); 13) et cheap piece of silver jewelry lies among the bones; 14) a missed piece of gold jewelry; 15-17) 1d6 silver coins left as grave goods; 18-20) a **Spirit** appears bemoaning that its grave has been disturbed. Will disappear, once it has finished its complaint.

#3 Crypt of the Archidux

The lord's grave is used to fry the remains of corpses. The bottom is covered in smoldering embers. Between them simmers clay jars with corpse fat and bone soup, and skewers with meat. **5 hungry cannibal cultists** are here as well as **2 charming cannibal chefs** preparing the

food (they will use the glowing skewers as weapons). Great great grandfather's bones are kept here in a sack.

#4 First sub-crypt

There are 40 plundered graves. In the center is a pile of skulls. Hidden in the pile is a **patient ghoul** lying in wait (the sound of its coarse tongue against bones can heard), springing forth if the pile is disturbed.

When the party is moving down, **suspicious PETRARKE**, great great granddaughter of LARES, appears with **3 Warriors** from area #1 in order to stop the disturbance of her ancestor's grave.

#5 Second sub-crypt

Der are 40 graves in the room (use table from area #2). **3 distracted cannibal cultists** are here emptying graves for their corpses. Every bit of bone and body part is stored in sacks.

Great Great grandfather POSTATIUS' grave is here. If his bones are returned, he will find rest. The following night he will appear in a dream revealing the location of treasure hidden in a *One Page Dungeon*.

#6 Third sub-crypt

The air is cold, and rime appears on metal surfaces. Your breath is visible. There are 40 untouched graves in the room (use the table above), but if 18-20 is rolled a **Shadow** appears and attacks.

Using necromantic magic here will animate **1d6 corpses** hungering for the sweet, sweet taste of the living.