

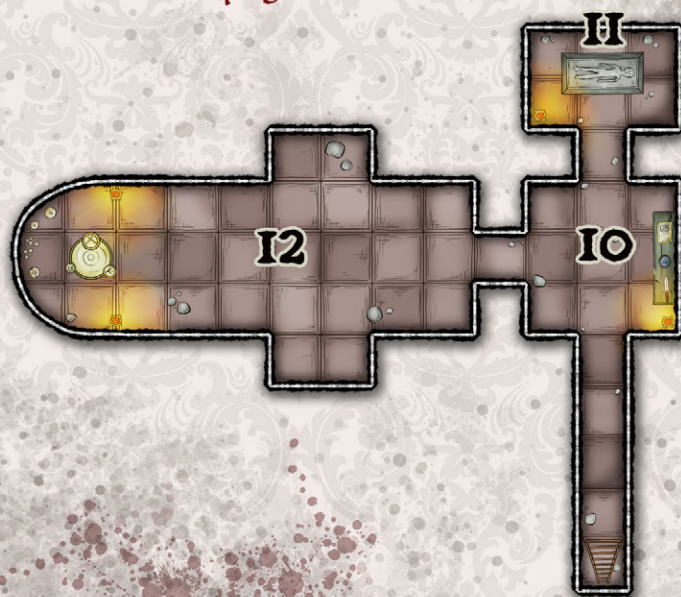


Cursed Heirloom

Sleeping Darts



1 Square = 5 ft.



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ONE PAGE DUNGEON 14



# Stop the Dark Ritual

Lord Arthur Ginneri has just condemned a person known as Faronne to death. Faronne is a known alchemist and occultist who made a living by selling potions and oils to cure a variety of ailments. What were Faronne's crimes? The first one was exhuming Lord Arthur's dead wife. The second crime, yet undone, is trying to bring her back to life using the dark arts from the void. After the alchemist stole the woman's body, Lord Arthur sent the watch guards to his house to retrieve the body and bring Faronne to justice. Only one of them came back alive. The rest fell to Faronne's undead monsters in the house. Now the lord is offering a reward of five hundred gold pieces to valiant warriors who go down there and retrieve the unspoiled body of his wife. If the adventurers ask around in town as to why the alchemist would do that, they discover that the Lord's wife fell ill last winter and Faronne used his arts to heal her. He fell in love with her then. The woman did not feel the same, but that did not stop Faronne from becoming obsessed with securing her eternal love. The woman died in an unfortunate riding accident a few months later.

**1. House Front.** Faronne lives in the country. It is an hour walk from the city to his house. From outside, nothing betrays the obscure nature of the alchemist's activities. A water well and a storage shed flank the brick house. The house features two doors, both of which are locked. A small character can squeeze down the chimney shaft and open the front door from the inside.

**2. Living area.** A dinner table, a side table, a large chimney, and a bookcase are the only things in this room. No amount of inspection reveals a way to access the basement. The bookcase features varied works of art and poetry. The bottom shelf is filled with treatises and thesis of alchemy and herbal medicine. A book about the nature of the dead and how to contact them is on the top shelf. It is just a work of fantasy. Deep inspection unearths a love letter for the Lord's wife hidden between the pages of a book. A key for the front door is hidden under the vase on the table.

**3. Storage Shed.** A flimsy padlock blocks the way. There is nothing but logs and field tools in the shed. Faronne placed two undead shadows in the shed to attack any invaders. The shadows do not move more than thirty feet from the shed.

**4. Faronne's Room.** An unused desk, a bed, and a bookcase are the only things in this room. The bookcase features an impressive catalog of literary classics and works of poetry. Magic detection reveals an aura of illusion magic in every book. Faronne used a magic spell to conceal the contents of the books. If revealed, the books are about the nature of life and death, magic, and theories about resurrection and reincarnation. Two ghouls await hidden under the bed. They attack anyone who reads a book or discovers the way to the basement. A button under the desk opens the trapdoor at the top of the stairs. The shaft goes down forty feet to the first level of the basement (Area 5).

**5. Forgotten Heirlooms.** Faronne's family features many prominent alchemists and mages. Their magic lost to him because his father died early of disease and no one else was left to teach Faronne the dark arts. He has all the books, though. Thus, Faronne has thought himself magic and alchemy through trial and error. Heirlooms of his ancestors lie restless in six different pedestals here. The bottom east heirloom is cursed; any who touches it shall not rest well enough at night until the curse is lifted with healing magic.

**6. Office/Lab.** The room has a desk and three wooden crates. The crates have alchemy utensils and ingredients inside. One of them has valuable alchemy contents, it can be sold for 150 gold pieces. There are 40 gold pieces on the desk and a few magic scrolls. The chamber is protected by three ghouls which attack on sight.

**7. Trapped Hallway.** Walking down this hallway unprepared may be the last thing a person does. There are three weight-sensitive tiles on the floor that trigger a barrage of sleeping darts from the walls. Anyone within the fifteen-feet-long area must dodge the darts or try to resist the sleeping drug. Any sleeping adventurers are easy prey for the flesh-eating undead in the basement.

**8. Fake Vault.** Faronne uses this trapped chest to deter the discovery of his real vault. The chest is locked but empty. Faronne placed an arrangement of explosive runes in the chest. Upon opening the chest, the force of the explosion should be enough to instantly kill anyone in the room.

**9. Secret Vault.** A concealed switch on the wall causes a section of the wall to move sideways and reveal the entrance to the vault. There are two wooden chests inside. Faronne's inherited fortune in gold objects and precious stones is in one of them. The other chest has Faronne's spellbook and some rare and expensive material components for necromancy spells.

**10. Altar of the Void.** The implements for the necromancy spell Faronne's plans to use on the Lord's wife are here. A shallow basin with acidic water, a ritual dagger, and a book named "Treaty on Souls from the Void". The awakened ghost of Faronne's grandfather protects the book as it is an important family heirloom. An adventurer in possession of other heirlooms from Area 5 can try to convince the ghost he or she is another rightful descendant of the same family to avoid the fight.

**11. The Stolen body.** A large stone sarcophagus dominates the room. The lid is heavy enough to require two people to lift it. The body of the Lord's wife is inside the box; dead, but still intact.

**12. A Place of Darkness.** Faronne stands at the end of this chamber, on the magic circle. He is flanked by four ghouls who follow his commands. The alchemist is getting ready for the resurrection of the dead woman in Area 11. If confronted, Faronne explains that his only intention is to bring back the woman to life. How could that goal be against the wishes of the Lord or any reasonable person? If the adventurers allow the charismatic man to perform the ritual, the woman exits the sarcophagus on her own. She is one more undead thrall under Faronne's control.