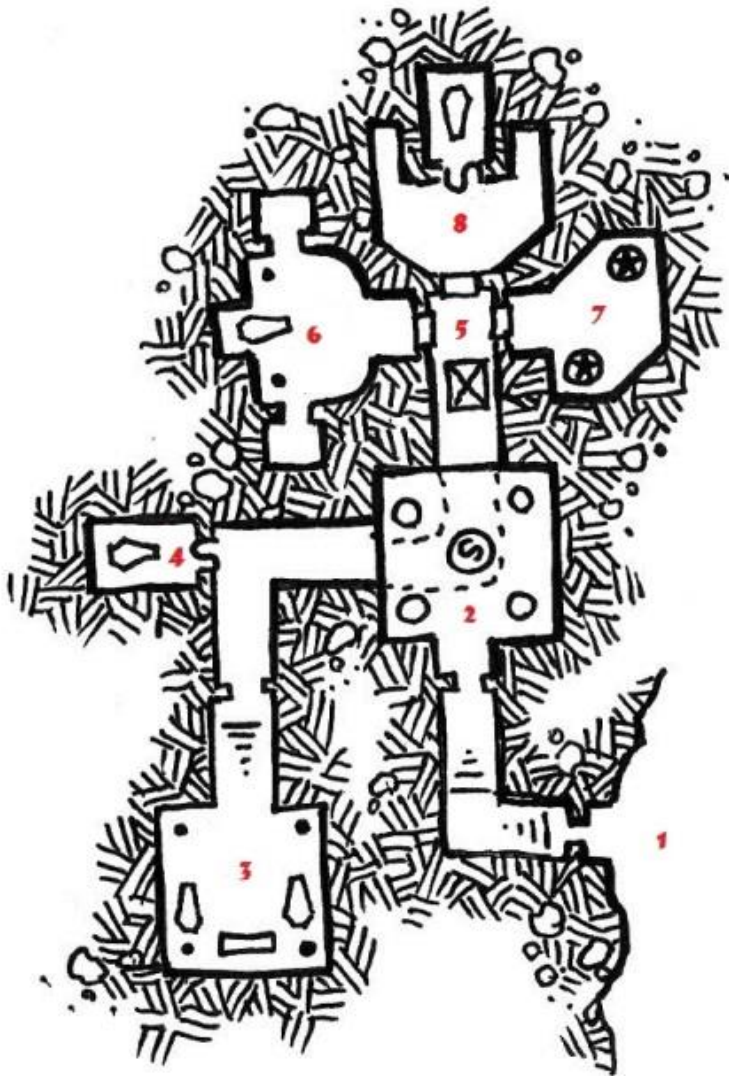


The Tomb of the Sorcerer King

One Page Dungeon by Tim King, Map by Dyson Logos (rpgcharacters.wordpress.com)



Hidden in the hills of the Ashen Rise is the tomb of the Sorcerer King, a powerful wizard of an age long ago. Legend says that the Sorcerer King became corrupted by his own power and was slain by his own daughter. His body and book of magic were sealed within a tomb hidden in a deep ravine.

As a result of her treachery against her father, the princess was cursed and died a few weeks later. She too was buried in the tomb.

- 1. The entrance** – The entrance is inhabited by a **Minotaur** named Garnax, who lives in a small alcove near the entrance. He will fight to the death. His den holds 50gp in coin.
- 2. The Museum** – The walls of this room contain carvings of the terrible deeds done by the Sorcerer King. A secret room below a stone in the floor leads below.
- 3. The Crypt of the Forgotten** – A crypt containing three stone coffins of the King's adepts. **3 Skeletons** arise when disturbed. The room has three 25gp gold candle holders.
- 4. The Dark Crypt** – The **skeleton** of the King's apprentice lies here in a coffin. He will rise if the Crypt of the Forgotten is disturbed. He has a wand of Burning Hands with 10 charges.
- 5. Hallway** – A Silver gem encrusted seal on the floor will trigger a 30' deep **pit trap** into a 10' deep pool of oil. The oil is difficult to remove and will make anyone who falls in it vulnerable to fire.

- 6. Tomb of the Princess** – The **mummy** of the Sorcerer King's daughter, forever cursed by her father is entombed here. Dark magic compels her to rise and defend the crypt. She wears a 250gp jeweled necklace and a headband of Vast Intelligence. When defeated, the grateful spirit of the daughter will rise and give them a **vial of her tears**.
- 7. The Guardian** - Statues of the King and his daughter stand in this room. The **Animated Statue** of the King will come to life and attack anyone who enters. Inside the statue of the king is a scroll of Stone Skin.
- 8. The King's Crypt** – Sealed by a locked door. Torches on the walls instantly light when anyone enters. From a glowing rune in the floor will rise a flaming embodiment of the Sorcerer King (**Fire Elemental**). If the elemental is hit with the vial of tears, it will be permanently shaken. On the North Wall is a statue of the King hiding a secret passage to his obsidian coffin. Inside is a **book of magic** containing two 3rd level spell and two 2nd level spells, lying on a pile of glowing ashes.