

The Tomb of Ser Brucius

A One Page Dungeon by
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The Cult of the Ember End has broken into the Tomb of Ser Brucius to steal the Resplendent Shard. The leader of the cult, an orc shaman named **Lurtzog**, wants to use the Resplendent Shard to summon a Fire Elemental in order to destroy the town of Fulkurstone. Fulkurstone's halfling mayor, Mayor Gerry Mossfoot XVIII (the 18th), has requested your help in saving the town from certain destruction!

A - Entryway: 2x *Cultists* are inside roasting sausages around a small fire. An easy Perception check lets the party hear them arguing about the right way to cook the sausages (frying vs braising). They are caught off guard when the PCs kick in the door. If the party doesn't act quickly one *Cultist* yells shrilly alerting the *Fire Snake* in **B**. The *Cultists of the Ember End* are a mix of human, half-elf, and half-orc mages. They are armed with crossbows and daggers and will attempt to lure PCs into the cult using Charm spells.

B - Armory: This room is well-lit with many torches. It appears to have been an armory, long since looted. A *Fire Snake* hides behind one of the pillars. It is 8ft long and will attempt to constrict and devour the PCs. It makes 2 attacks per turn with its Bite and Tail Whip attacks. Touching the *Fire Snake* causes additional fire damage.

C - Crypt: The final resting place of Ser Brucius is musty and the stone walls are covered in moss. There is no light in this room. The *Spirit of Ser Brucius* will reveal himself to any who pledge themselves to light or justice (or to the followers of any lawful and/or good deity). He asks the PCs to clear the *Cultists* from his tomb and bring them to justice. If they agree, Ser Brucius will share the location of the hidden passage to **F**. The tomb is empty besides the aged hilt of Ser Brucius' sword. If PCs examine the hilt they find an empty socket where a gemstone would fit.

D - Prison: The vengeful *Ghosts* of 2 criminals brought to justice by Ser Brucius haunt the middle cell. They'll try to pull a PC into a cell and shut the door, locking their victim inside. There's no key to the cell, but the old door can be broken open with a medium Strength check or other creative means. There is a *Potion of Spider Climb* hidden in one of the other cells.

E1 - Main Chamber: 4x *Cultists* are cruelly bullying a *Fire Imp* they summoned by throwing water on him. The *Imp* attacks both the *Cultists* and PCs since it can't tell them apart and shoots fire-y Magic Missiles at up to 2 targets per turn. The Secret Door to **F** can be noticed with a medium Perception check and opened with another medium check (DM chooses relevant ability).

E2 - Bridge: A 10ft wide bridge crosses the room 30ft overhead. The bridge is only accessible via the hallway from **D**, otherwise PCs will have to take the stairs in the northeast corner of **E1**. Due to the length of the bridge, each PC must succeed on 2 hard Stealth checks to cross unnoticed. The *Cultists* will shoot at PCs they see attempting to cross.

F - Secret Room: There is a large well in the middle of this room. Magical blue light radiates from the water within. If PCs throw gold into the well or drink the water, they are blessed with Resistance to Fire Damage for 1 hour (will be helpful at **G**).

G - Altar Room: As PCs enter the desecrated altar **Lurtzog** utters the final words of his dark ritual. The Resplendent Shard floats into the air and a *Fire Elemental* explodes from the power within it. PCs must save against a hard Dexterity check or are stunned for one round. **Lurtzog** is an orc shaman who immediately summons 2 Mirror Images of himself in battle. He casts Fireballs at PCs who engage in combat with his Fire Elemental, while evading melee attackers himself. The *Fire Elemental* attacks the nearest PC at **Lurtzog's** command. It makes 2 attacks per turn with each of its blazing arms. PCs are set on fire after a successful attack and must put out the flames on their next turn or take additional fire damage. The *Fire Elemental* fights to the death. Once the Elemental is defeated, **Lurtzog** whispers a spell and disappears in a cloud of smoke (to be seen again?). The *Fire Elemental* drops the Resplendent Shard when defeated. When combined with the hilt of Ser Brucius (from **C**) it becomes *The Dark Ender*, a +2 Magic Sword that does 2x damage against undead.

