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One Page Dungeon #1

Generations of Guilt

The Vemmigan family has enjoyed lavish wealth, long lifespans, and overall good luck throughout their lives. However, Robert Vemmigan, a young lad, reveals to a party of valiant adventurers the grim truth behind the family's success. Each family patriarch has conducted an evil ritual to commune with a demonic entity. The demon offers a life of wealth and wonders in exchange for the first three children sired by the patriarch. Over seven generations, almost two dozen children have been taken by this demon. Robert refuses to continue with this shameful family tradition and now the long-dead family members in the crypt threaten to revolt. Alas, all of their souls are for ransom if the demon is not appeased with the continued surrender of innocent children. The demon can be found in the depths of the family crypt as he awaits the delivery of Robert Vemmigan's firstborn.

1. Anguished cries of pain and agony come from the standing sarcophagus in the chamber. Each enclosure contains a ravenous **ghoul** but they are tightly contained and cannot escape on their own. The names of the Vemmigan family members are engraved in silver inlays on the lids (30 gp). If allowed to exit the enclosures, the undead fight trespassers without mercy.
2. The landing between two flights of stairs contains two hidden passages to areas 3 and 4 and a deadly trap triggered by a near-invisible tripwire. Pulling it causes a dozen sharp spears to push suddenly from the north wall. The spears are bathed in noxious basilisk poison. A clever tomb-robbler can disable this trap from a nearby control panel with fine tools.
3. The north hidden passage in area 2 leads to this vault. It contains four stone coffers laden with treasure. They contain 3,000 gp, 11,600 sp, and a collection of jewelry pieces (5,000 gp). This ill-gotten treasure is tainted (*detect magic*). It can be hoarded but spending any of it closes the demonic deal that requires the person to surrender their first three infants.

4. The south hidden passage in area 2 leads to this chamber. Inspecting the documents confirms Robert Vemmigan's account of the nefarious dealings that his family has had with a demon known as Orgulurg. A log records the names of all participants and the names of the poor victims.
5. A crowd of angered undead gathers in this chamber. They oppose Robert's objective to stop the demonic dealings and are afraid for their souls to become the demon's possession. Four **ghouls** and four **skeletons** wielding rusty daggers attack the trespassers. The undead attempt to push the characters into the opening in the center that leads to area 10.
6. The top-level landing features two stone shelves where some trinkets rest in the shadows. A scroll on the shelves contains a binding ritual that may be used to entrap the demon Orgulurg by a priest or spellcaster.
7. Half of the enclosures in this chamber are empty, their occupants gather in area 5. The rest contain a **skeleton** each. Alas, they are unable to leave the sarcophagi due to the heavy lids. The skeletons attack if released, though. Each sarcophagus contains a ruby gem within (60 gp each).
8. A valiant knight in the service of the Vemmigan family is interred here. Its remains have been corrupted by the necromantic energy in the dungeon. The **wight** emerges from the enclosure and fights whoever approaches.
9. The bottom-level landing contains a single stone chest. It features a perilous poison-needle trap that triggers when the lock is interacted with. Whoever is pinched by this needle falls ill and perishes within the hour.
10. Orgulurg, a **winged demon**, awaits in the crypt. He knows that Robert has betrayed the family deal. Six **skeletons** emerge from the enclosures to aid the demon. Defeating it dooms the souls of all family members who ever dealt with Orgulurg; their souls are forever after trapped in the abyss. Fortunately, it may be possible to recover the infants' souls to bring them eternal rest. This perilous quest requires a trip into the fiery abyss.