

Den of The Riddle

By Marcus Mortati @dungeon_o_rama

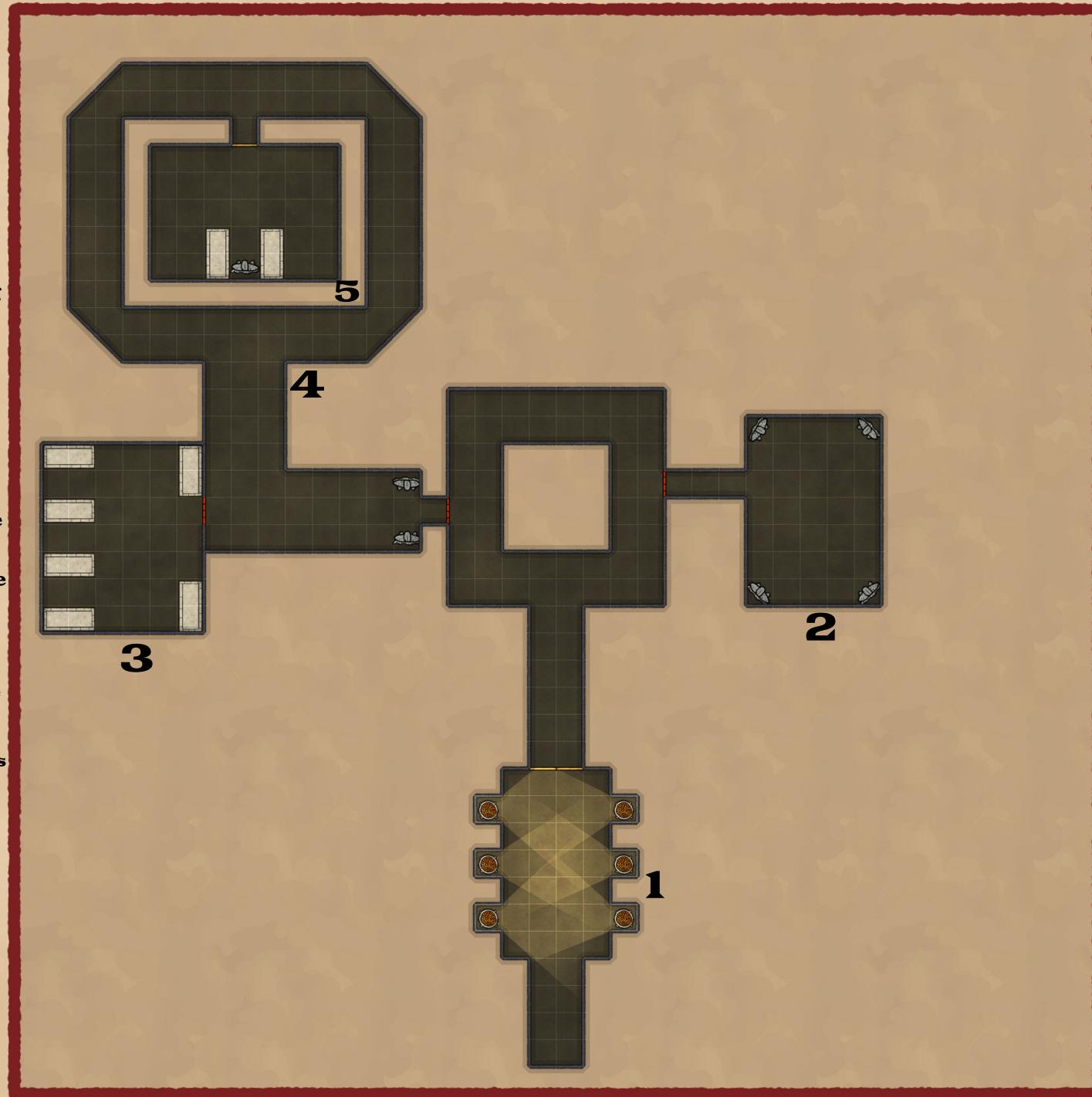
An ancient tomb that keeps the remains of the cursed royal couple and their treasure, guarded by their faithful sphinx.

1 - Main Entrance:
A large room, the only one with lighting in the dungeon, braziers are kept lit by the local population, either by worship or by believing that keeping the light there, something terrible does not come out.

2 - Hall of Regrets
Here was a chamber where the royal couple's enemies were thrown to be devoured by huge fire beetles devouring them, before the royal couple's burial.

The legends say that the 2d6 Fire Beetles still feed on sacrifices made by cultists.

3 - The Rest of Architects
Here are the remains of the architects who built the dungeon. If the chamber is disturbed by looters who want your gold, jewels and scrolls of knowledge, 1 Mummy and 5 Ghouls rise from the sarcophagus to fight the treasure thieves.



4 - The Sphinx and the Riddle
At this point of interception, in the dark, a Sphinx awaits anyone who wants to pass with the following puzzle:
"With the harvest done,
I will feed you in the shade
where I was born, but know
that: before I was what I am,
I was what will remain of
your dead hunger.
Who am I?" The answer is: seed. Feel free to propose another puzzle if you want. If the adventurers answer correctly, they can pass, otherwise they must face the Sphinx.

5 - The Royal Crypt
If adventurers correctly answer the sphinx charade, the Royal Couple's mummies will be inert and their treasure can be plundered, otherwise they must face 2 Mummies before they can seize the treasure.



Unlocked Wooded Door



Locked Bronze Door