The Crypt

Arjan Wardekker
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An adventure for 8th level characters.

Design and text: Arjan Wardekker
Cartography: Jan Willem van den Brink
Cover artwork: Arjan Wardekker
Playtesters: Jan Willem van den Brink, Jan-Willem van den Broek, Jan Willem Gombert, Marten van Hooidonk, Ben van Laar, Bob Luigjes, Jurri van Meerveld, Dirk van Pijkeren, Arjan Wardekker, Wouter van de Zandschulp

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1. Introduction

Adventure background

Some 2000 years ago, a feud between two noble families led to a war that lasted for the better part of four decades. Starting out as an argument over the exact borders of the territories of the families, two medium-sized cities, it quickly escalated when the nobles hired local bands of adventurers to protect themselves and make hit and run attacks on the others' lands. When the local adventurers ran out, secret plots were made with noble families ruling other nearby cities. The plots were discovered and open war erupted within months.

The tomb of the leader of one of the richest adventuring parties, a ten person strong group known as the Granite Mace, in the area now lies hidden beneath a small crypt in the city of Kharamin. The leader, Serrath Ehrethiil, was a human warrior of noble birth and a well loved man. He and his band of adventurers had been hired by the family ruling Kharamin, one of the cities that was caught up in the conflict against its will, to protect the city from its assaulting neighbors. During a particularly bloody battle, Serrath was slain and the nobles of Kharamin decided to give him a well-protected tomb filled with splendors and a funeral worthy of a noble hero.

During the funeral, a group of assassins hired by a rival city attacked and murdered almost all of the mourners and defiled the tomb with the blood of the innocent. Serrath’s fiancée, the Elven sorceress Sallia The’erial, was brutally slain while crying over the coffin of her lover. Now a ghost, she haunts the tomb together with many other mourners and assassins alike, unable to move on until she will be buried beside her husband and the sanctity of the tomb will be restored.

Adventure synopsis

The heroes learn that an ancient tomb lies hidden beneath an inn. They discover the way from a crypt that’s located in the establishment, down into the dark halls. The crumbling halls of the dungeon that lies below are filled with undead, traps, and hints that shed a bit of light on the crypt’s past. Once the adventurers have worked their way through the dungeons, they come face to face with its primary occupants and are presented a choice: are they to be looters or noble heroes?

Character Hooks

There are many ways to draw the players into this quest. The most simple one would be to have the players enter a city (Kharamin, or any other city that might fit or exist in your campaign setting), while traveling through an area. Looking for a place to spend the night and have a few drinks, the characters find an inn, adorned with the cozy sounding name “The Crypt”. Should the establishment’s name not be enough to have the characters ask around about the history of the inn, you could involve old people telling (vague) ancient tales of the crypt and the tomb that is said to lie somewhere beneath it. They could mention its rumored riches, or the undead that are said to inhabit it, depending on the players. Furthermore, it is known that one person (an Elven rogue named Llerion Morningdew) is said to have found a way into the tomb below, four years ago, but he was never seen again.

Another option would be to have the innkeeper set up a prize (about 500 gp) for whoever gains entry to the tomb. Many may have tried before and failed, except for the person mentioned above.
2. Adventure

This chapter describes the rooms of the dungeon. Unless noted otherwise, ceilings are 20 ft. high, walls are made of hewn stone, and doors are 4 in. thick stone doors (hardness 8, hp 60, AC 5, break DC 28) and unlocked. Traps are triggered when standing on the square that is crossed with the trap’s line, unless noted otherwise. Traps auto-reset after 1 minute.

Part I: The Crypt

The Crypt is a small inn housed in an old granite structure that is built on an even older crypt. When the characters get close to the building, read:

A weathered granite building stands before you. The wind noisily plays with a tombstone-shaped sign reading “The Crypt”. Judging from the sounds and the pleasant smell of food that come from within, it is an inn of some sort.

A character succeeding at a Knowledge (engineering) check DC 10 will note that the building is placed upon an entirely different structure, sunken into the ground. If the check result was 15 or above, the character will note that the lower structure is very old, perhaps one or two thousand years. The top structure is some 100 years old. When the characters walk into the inn:

Unlike the outside of the building, the inside actually is quite cozy. A large open fire warms the room before you, and candles and tapestries adorn the walls. In the corner, several old men are playing a game of chess, and a young couple sits near the fire, waiting for the pig that is being roistered above the fire. Behind the bar, a tall and slightly pallid man is cleaning mugs.

The Crypt offers quite good quality food, drinks, accommodation, and stabling. It isn’t hard to get some basic information on the establishment and its past; all the characters will need to do is ask about it. This would grant them the information that there is an ancient crypt, and according to legend more extensive dungeons beneath it as well. The bartender may tell the characters about the prize for whomever gains access. A Gather Information check DC 10 reveals that there are said to be many riches down below and undead as well. A check of DC 15 reveals that an Elf did manage to get in, years ago, but never returned. A check at DC 20 also reveals his name and the fact that he extensively researched the library before gaining access. Should the characters manage a check DC 30, the characters will learn that Llerion apparently used a poem about a granite mace, as the key to get in.

A knowledge (local or history) or bardic knowledge check DC 25 reveals that the tomb is related to an adventurers party named the Granite Mace, and it provides some basics on the role of that party in an ancient conflict. If the check succeeds against DC 30, the players will also learn about Serrath and Sallia, their characters, background and relation with each other. It also reveals that Serrath was buried here and that the funeral was said to result in a slaughter.

The characters may want to take a closer look at the crypt first. This area is described below. The key to get into the dungeons is already present in that area, but it will be difficult to find, unless the party finds a poem written by one of the members of the Granite Mace. This poem can be found in the local city library. A general Search check DC 15 will reveal the same information as the DC 25 knowledge check. Armed with this knowledge, the players will be able to find Llerion’s research papers with a Search check DC 30. Additional knowledge on Llerion, the existence of a key poem, or the story of
Serrath and Sallia, will reduce the DC with –5 for each of those topics. Llerion’s research papers will tell the characters everything that’s in the Adventure Background, except the fact that Sallia haunts the tomb. It will also provide the party with a painting of Serrath and Sallia, and the following poem, originally written by Bhirrin, the Gnomish fighter-illusionist of the Granite Mace:

Granite mace remembers you,
and will pay the visits due.
Serrath’s blade leads to the grave,
and a bird’s faith keeps us safe.

Heaven’s guards mean us no ill,
but to those who harm they will.
Serrath’s shield leads from the dead,
when your lonely hunger’s fed.

Sword and shield are not enough,
but the riddle’s not so tough.
When the night leaves for the day,
fool me and I’ll lead the way.

There is no indication of the author of the poem, but certain divination spells may be able to provide the characters with this information.

1. The Crypt

Beneath the inn “The Crypt” lays the crypt that gave the establishment its name. A stairwell descends from a private room. The door to the room is locked (DC 30), but the bartender is willing to open it.

An ancient stairwell leads you down into a dark crypt. The room is 30 by 20 feet large. An unremarkable stone sarcophagus stands in the middle of the room. Nine statues are carved half from the wall. They include four humans, two Elves, a Gnome, a Halfling, and a Dwarf. Half of the humans and Elves are women, the others are men.

The picture on the cover of this quest shows the crypt from the stairwell. The half statues are those of the members of the Granite Mace, minus Serrath. If the characters have found the painting of Serrath and Sallia, they will notice the statue of Sallia, dressed in flowing robes and holding some kind of wand. Faint transmutation magic radiates in the area, but not from any specific place. Characters succeeding at a search check DC 20 will notice that it is possible to manipulate some parts of the statues. E.g. certain weapons can be removed, ears turned, arms pulled outwards, legs pulled down, etc. Regardless of the check result, characters will notice that the lid of the sarcophagus can be removed. Should they succeed at a check DC 30, they will also notice that the heavy slab of stone has been removed recently (relatively, that is; perhaps a few years ago). Should the characters open the lid (the object weighs 300 pounds), they will find a half statue of Serrath carved on the bottom of the sarcophagus (similar to the half statues on the walls, but horizontal). The statue is holding a stone sword, which can obviously be removed.

Two things will need to be done to get into the dungeons below the crypt. First of all, the statue of Serrath in the sarcophagus will need to be holding his sword (“Serrath’s blade leads to the grave”). It was Llerion who already put the sword in place, but he hasn’t been able to remove it. Second, the characters will need to pull the Gnomish statue’s leg (“fool me and I’ll lead the way”). The members of the Granite Mace originally intended to include a magic detector that would only allow the unlocking to work at daybreak (“When the night leaves for the day”) after the funeral. Their deaths down there prevented this, so waiting for this moment will not be necessary. When both of the conditions (the sword and the leg) are met, the floor will start to radiate strong transmutation magic, and anyone standing on the floor of the crypt will seems to sink
through it. This effect is merely cosmetic (Bhirrin’s work) and anyone touching the floor is in fact transported per Dimension Door spell (no save, but spell resistance does apply) down into the dungeons (Entrance hall; room 2). The effect lasts 1 minute.

Part II: The Public Halls

These halls were originally intended to serve as a place to meet and remember and honor the deceased. Unfortunately, the most likely people to visit the place were assassinated during the funeral. Soon after the tragedy, the tomb was sealed and forgotten.

2. Entrance

When the players enter through the teleporting effect from the crypt, read:

You find yourself in utter darkness. At first, it seems like you’re sinking through a viscous fluid, but then you break free and notice you’re falling.

After “sinking” through the floor, the players arrive at the top of this 60 foot high hall. The room is 20 by 30 foot wide, just like the crypt above. Characters with darkvision or lights may notice that they’re dropping to the floor and may also notice a pointy statue standing in the center of the room. Should the characters drop all the way, they receive 6d6 points of damage. Furthermore, there is a 5% chance they will fall straight on the statue, dealing an additional 1d6+6 points of impaling damage.

The room strongly radiates of transmutation magic; the Gnome’s mechanism of entering the tombs safely. Any character in the room may state something in the order of “I can fly!” or otherwise (vocally or mentally) claim to believe that they can fly or will not smash into the ground, upon which they will be affected by a Levitate spell (“and a bird’s faith keeps us safe”). When they’re at the bottom, read:

You find yourselves in a room very similar to the crypt above. The same statues are carved into the wall, although the orientation has changed. A double door, 10 feet wide, exits to the north. In the center of the room is a statue of a man, the same man that was carved into the coffin above, now standing and holding a sword up high. The statue holds its left arm in a somewhat strange position in front of its body. The floor is littered with bones, creaking and splintering under your feet. More bones creak as 18 of the skeletons rise up to attack.

The many non-undead corpses in this room are those of funeral visitors. The ancient bones are very brittle and break, even turn to dust, on contact.

There is no treasure in this room. The central statue with the sword is again that of Serrath. Closer inspection reveals that it used to holding something in the left arm. This missing object is the stone shield from area 4. When the shield is replaced and the leg of this room’s Gnome statue is pulled, the roof will turn into a portal back to area 1, for the duration of 1 minute (“Serrath’s shield leads from the grave”). The levitation effect is independent of the status of shield and leg.

Creatures (EL 3): Medium Humanoid Skeletons (18). See Monster Manual. The skeletons rise and attack as soon as the characters land. They have no armor, weapons or other equipment.

3. Chapel

This small room is dominated by an altar with the toppled and broken statues of several different deities. A skeleton lays on the floor, its skull bashed in, and a damaged idol laying next to it.

This chapel was intended as a small room of prayer for visitors serving any deity.
The corpse on the floor is that of a minor priest. There are no valuables or other objects of interest in this room.

4. Hall of Remembrance

| Double doors open into a large hall, 30 by 60 feet in size. The center of the room is lowered and lies 5 ft. below the rest of the area. A 5 ft. wide upper area, a sort of walkway, runs around the lower area. The walls of the upper area are covered in splendid murals depicting the life of a hero. The lower area contains a number of statues, in particular one life-size statue of a horse in the center of the room. |

The Hall of Remembrance is filled with murals and statues depicting or somehow connected to Serrath’s life. All of the artwork is created and conserved with magic, radiating a strong Universal aura.

A skeleton in the northwest corner of this room is much more recent than others found in the area, even wearing a ripped leather outfit, thief tools, and a masterwork shortsword. This skeleton belonged to Llerion Morningdew, who was ripped apart by the undead in this area. Next to him lies a large stone shield that acts as a key to activate the portal in area 2, similar to the stone sword in area 1.

Creatures (EL 8): Ghasts (2), Ghouls (8). See Monster Manual. Two Ghouls hide behind the central horse statue. They prefer to attack a party member that separates from the group, e.g. to inspect Llerion. The other creatures hide behind the northern double doors and burst in as soon as combat erupts.

Treasure: In addition to the equipment of Llerion and the undead, the room contains 10 statues of 200 gp, each weighing 100 lb. The horse statue is worth 1000 gp and weighs 6,000 lb. The 10 murals are worth 500 gp each, but would require the excavation of the entire room to remove.

5. Burial Hall

| The double doors open into a room of 30 by 30 ft. Four large statues of earth elementals stand in the corners of the room. The centerpiece of this chamber is a large 10 ft. cube of granite with a door facing your way. An inscription on the door reads “Our beloved Serrath. May he rest in peace.” |

The door in the cube is locked with an average (Open Lock DC 25) lock. Unlike what the players may expect, the statues are not magical and will not animate to attack. They are not very valuable (30 gp a piece) and heavy (300 lb. each).

Should the characters open the door in the cube, they will a stairway leading 20 ft. down. The stairway is littered with corpses and scorch marks cover the walls. Characters are allowed a knowledge (arcana) or spellcraft check DC 15 to determine this to be the effect of warding glyphs. A detect magic will not reveal any magic; the glyphs are gone.

Part III: Fake Burial Chambers

These halls were constructed as a decoy for grave robbers. Since the attackers arrived before the tomb was closed and were well informed, the fake burial chambers are remarkably void of bloodstains, scorch marks, ancient corpses and other signs of combat. There is a small amount of treasure and threat in this area. Both things should be a hint to the characters, that they’re being fooled.

6. Room of Respect (CR 6)

| A half-opened single door leads into a small room. It is bare except for a few skeletons and a door on the other side. |

Anyone entering this room must make a will save DC 19 or be effected by a Suggestion spell (caster level 11) that tells the character to “leave the dead in piece and exit the tomb”. The room radiates a
moderate magical aura of the enchantment school. It functions as a magical trap, Search DC 28, Disable Device DC 28.

The door on the other side is locked with a simple lock (Open Lock DC 20). A hidden and locked door (Search DC 30, Open Lock DC 30) leads to room 9.

7. Fake Tomb Entrance

The short corridor leading to room 7 contains 2 traps:

**Trap A (CR 1):** A hidden arrow trap: +10 ranged, 1d6/x3 damage, range 20 ft., fires at random target within range, Search DC 20, Disable Device DC 20.

**Trap B (CR 2):** A keyhole is visible in the wall. It is designed to look like a bypass lock for a trap of some kind. However, closer examination by a rogue (Search DC 20) reveals that it is a trap itself and not really a lock for anything. Poison needle trap: +10 ranged, 1/x2 damage + poison (greenblood oil, 1 Con/1d2 Con, Fort save DC 13), Disable Device DC 20. Activated by tampering with the lock.

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This room is empty, except for a medium earth elemental that charges at you. There is a door on the other side.

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The door in and out of this room are locked with a simple lock (Open Lock DC 20).

**Creatures (EL 3):** Medium Earth Elemental (1). See Monster Manual. The creature was magically bound here, with a Binding spell.

8. Fake Tomb

**A stone sarcophagus dominates this small tomb. Several pieces of jewelry are placed on a stone table in the corner.**

A common soldier was buried in the sarcophagus, with the permission of his family. This tomb has been built as a diversion for the actual tomb of Serrath.

**Treasure:** there are 10 pieces of silverware (an ornamental silver dagger, a silver headband, 2 rings, four goblets, a chalice and a pitcher). Each is worth 20 gp. The skeleton in the sarcophagus wears a golden ring worth 40 gp.

Part IV: The Dungeon

The dungeon is composed of a series of trap and monster filled halls and corridors. These areas were intended to keep grave robbers out of the actual tomb. In several places, hidden bypasses are available, for legitimate visitors (only his friends from the Granite Mace). The existence, locations, keys and passwords of these bypasses was known only to the Granite Mace itself. The halls and corridors of the dungeon are filled with ancient corpses (and the undead that spawned from them) and other signs of combat. Many attackers and funeral guests died in these areas.

9. Sandroom (CR 8)

The corridor to room 9 contains 2 traps. In addition, 4 shadows lurk nearby.

**Trap C (CR 0):** Quench spell (caster level 7), Search DC 29, Disable Device DC 29. Activated by proximity (5 ft. from indicated square).

**Trap D (CR 2):** Portcullis, +10 melee, 3d6/x2 damage, Search DC 20, Disable Device DC 20. Portcullis remains lowered for 1 hour after being triggered. It has hardness 10, hp 50, break DC 28.

**Creatures (EL 7):** Shadows (4). See Monster Manual. The shadows will attack as soon as the portcullis trap is activated or disabled. They will use their incorporeality to their best advantage, preferably attacking straight from the walls.

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You’ve entered a strange donut-shaped room with smooth walls. The floor is covered with a large amount of sand. Remains of many skeletons litter the room.
This strange room is effectively a huge sandblaster. As soon as characters pass one of the four the lines (planes; magical proximity trigger) in the room, the blaster is activated. The door into this room is unlocked, the door at the other end is locked with a good lock (Open Lock DC 30). The triggers that activate the room have a Search DC 24 and Disable Device DC 24. Should characters find and disable a trigger, they specifically need to state to continue searching to find the other triggers. Triggers cannot be passed without activating (unless disabled). When the trap is sprung, both doors will magically fuse with the walls and disappear. The can be cut open, but their hit points are doubled (hp 120). The magic will open holes in the wall for the 4 huge fans (the rectangular attachments to the room). These cannot be seen when entering the room. The fans produce winds of 100 mph in the Sandroom. Once per activation, creatures up to Medium size must make a Fortitude save DC 20 or be blown away for 1d4 x 10 ft., dealing 1d4 damage per 10 ft. of flight due to hitting walls or fellow party members. In addition, the sand in the room blasts the characters, dealing 6d6 damage per round. One activation lasts for 1d4 rounds. The fans can be destroyed. Each fan is protected by a magically reinforced iron grate (hardness 12, hp 25, break DC 30). Fans are made of the same material (hardness 12, hp 10, break DC 30). Reach weapons that deal damage by stabbing, can be used through the grate, dealing damage directly to the fans.

10. Hall of the False Path (EL 8)

The corridor to room 10 contains 1 trap:

**Trap E (CR 1): Holy smite spell** (caster level 8), Ref DC 16 for half, Search DC 29, Disable Device DC 29.

A secret corridor can be used to bypass room 10. Doors at both ends are Search DC 30 and locked with a good lock (Open Lock DC 30).

11. Golem Hall

This room is one big trap. The floor of the Hall of the False Path is an illusion. Creatures interacting with the floor receive a Will save DC 16 to see through the illusion. At this point however, it may be too late. A 5 ft. wide path made of magically reinforced iron runs through the center of the room. The path pivots around its eastern side. The path drops every 2 rounds and remains down for 4 rounds. Roll 1d6 to determine its status; at 1-2 the path is up and can be walked, at 3-6 the path is down. The room itself is a 40 ft. deep pit with pit spikes at the bottom. Creatures falling through the illusion receive 4d6 points of falling damage and are “attacked” by 1d4 pit spikes (+10 melee, 1d4+4/x2 damage). Characters are allowed a Reflex save DC 25 to negate the trap by jumping back into the corridor or holding on to the central path. Magic silences the pivoting mechanism and prevents any sound from below the floor from being heard above it. The door on the other end is locked with a good lock (Open Lock DC 30).

**Creatures (EL -): Allip (1).** See *Monster Manual*. A mad spirit haunts this room. It can usually be found at the bottom of the pit. It will preferably attack characters falling through, but may also try to engage characters trying to open the door on the other end of the room. The creature has been taken into account in the challenge rating of the room.

**Treasure:** among the many corpses at the bottom of the pit are a +1 longsword, +1 chainmail and a ring of protection +1.
A large battle has been fought here. Two huge heaps of rotted flesh in the back corners of the room fill the area with a hideous stench. A large stone statue with blood-covered fists stands in the center of the room, facing away from you.

The statue is a stone golem, as the characters may suspect. However, it has been destroyed. When the characters examine the creature’s other side, they find the impact of a magical blast that clearly disabled the golem. The heaps of flesh are the true threat in this hall.

**Creatures (EL 8): Heap Zombies (2).** See Chapter 4: New Creature Statistics. The creatures rise and attack as soon as the characters come within 20 ft.

**12. Hall of the Dumb (CR 6)**

The corridor to room 12 contains 1 trap:

**Trap F (CR 3): Fireball** spell (caster level 5), Ref DC 14 for half, Search DC 28, Disable Device DC 28.

A secret corridor can be used to bypass room 12. Doors at both ends are Search DC 30 and locked with a good lock (Open Lock DC 30).

This is an unremarkable room, 20 by 20 ft. in size. Several stone stools are scattered about the area. One has a skeleton that looks like it was sitting on the stool when it died.

This particular room is a very dangerous place to enter, especially for wizards. Anyone entering the room is effected as per a *Feeblemind* spell (caster level 9), unless he or she succeeds at a Will save DC 17 (arcane casters receive a –4 penalty on this check). The room radiates a moderate aura of Enchantment magic, for those using *Detect Magic*.

**13. Hall of Wonder**

The door to hall 13 is locked with an average lock (Open Lock DC 25). An ancient portrait of a Medusa adorns the door.

A large hall lies before you. The area is 40 ft. wide but 120 ft. long. It is filled with a large variety of statues that are surprisingly detailed and lifelike. You can barely see a door at the far end of the hall, through the forest of sculptures. Many skeletons are strewn about the place as well.

The characters may suspect a Medusa or similar creature to be present in this hall. While this is not the case, 10 of the statues are indeed creatures that were turned to stone, with a *Flesh to Stone* spell (they cannot be revived). The culprit however was not a Medusa. Several were turned to stone by the Tinker Tomb Guardian that guards this area. Others were slain by a wizard, during the attack on the funeral.

The door at the other end of the hall is not a door at all, but an illusion aimed to confuse trespassers. If interacted with, it can be seen for what it is with a Will save DC 16. The real door is a hidden door (Search DC 30, Open Lock DC 30) in the western wall.

**Creatures (EL 5): Tinker Tomb Guardian (1).** See Chapter 4: New Creature Statistics. The Guardian will fly up from near the illusionary door when the characters are halfway down the hall. Originally, there were four of these guardians. The shattered remains of the others can be found scattered about the hall.

The corridor from this room has 1 trap, just before entering Serrath’s Tomb:

**Trap G (CR 4):** Falling block of granit (part of the ceiling), +15 melee (6d6/x2 damage), Search DC 20, Disable Device DC 20. The block is a 10 ft. cube centered on the (5 ft. wide) hall. It is retracted after 1 minute.
Part V: Serrath’s Tomb

Serrath’s Tomb is a collection of rooms that provide the key to Serrath’s burial place. The rooms are haunted by a number of powerful undead, among which is the ghost of Sallia. The area shows the impacts of powerful spells and corpses in this area have clearly been slain by very powerful characters or creatures.

14. Heavenly Hall

This 30 by 30 feet room has walls made of pure white marble. It is empty, except for a pillar made of white marble with silvery veins running through it. The pillar has a sculpted relief depicting celestials.

This room radiates a strong aura of Conjuration magic. Should a creature enter the room, without speaking the password phrase “I have come to pay my respects to the dead” (“We have come…” will work as well), three Hound Archons will appear and attack anyone in the room.

Creatures (EL 7): Hound Archons (3). See Monster Manual. The celestials will focus attacks on those who they believe to be the most important threat to the deceased’s rest (e.g. necromancers, grave robbers, leading figures in a party). They will not exit the room, unless attacked from outside. The Archons are hostile to anyone who enters the room without providing the password, but unfriendly to characters who are obviously paladins or clerics of good deities. They will not attack the latter. The Archons will listen to reasoning and diplomacy and may grant access (award full XP for finishing this encounter in a diplomatic way). When slain, the celestials disappear. Otherwise, they will remain for a maximum of 8 hours. The conjuration magic will reset after 24 hours.

Treasure: All valuable material is fixed; the room’s walls and the pillar. While difficult and time-consuming, it is possible to remove these items. The marble from the walls is worth 1000 gp. The pillar, made of marble with veins of mithral, is worth 2500 gp. The room’s conjuration magic cannot be removed.

15. Hall of Riddles

The corridor to room 15 contains one trap:

**Trap H (CR 2):** Huge Stone Fist, +14 melee (4d6/x2 damage), Search DC 20, Disable Device DC 20. The fist appears at the door to room 15 and shoots over the entire corridor to room 14, effectively attacking anyone in the corridor.

The door to room 15 is locked with an average lock (Open Lock DC 25) from the outside.

Skeletons are strewn about this hall, slain by various causes. It contains six doors besides the one you’ve just entered through. Each of these six doors is numbered and has a small metal plate attached to it. There seems to be some inscription on these plates, although the dust and dirt on it make it illegible.

As soon as characters have entered the room and touch one of the doors or metal plates on them (by any means, including magical ones), the initial door slams shut and is locked with a good lock (Open Lock DC 30) and an Arcane Lock spell (caster level 14) from this side. For the sake of play, it may be best to assume that most or all characters are in the room (depending on the situation). Abjuration magic (strong aura) prevents any magical detection of what lies behind the doors. The walls and doors are made of ethereal solids, preventing passage by ethereal creatures.

Each of the six doors is also locked with a good lock and Arcane Lock spell. Each plate is inscribed with a riddle, as listed below. The doors and plates radiate a moderate aura of Illusion and Transmutation magic. If a character touches the plate, a voice appears, speaking the riddle. If the correct answer is provided (be lenient with the exact
phrasing), the door opens. If the wrong answer is provided, a trap is activated, as listed below. If no answer is provided, the voice rereads the riddle and no other doors can be activated (providing the right answer to another door’s riddle means providing the wrong answer to the riddle asked by the initial door). Traps are immediately reactivated, doors are automatically closed after an hour.

**Door 1 (CR 2):** Riddle: “I am the first you ever saw, what greets you every morning, and what goes out in the end.” Answer: light. Trap: *Blindness* spell (caster level 5) on activator, Fort DC 13 negates.

**Door 2 (CR 3):** Riddle: “I can be stolen or given away and you will live, yet you cannot live without me.” Answer: one’s heart. Trap: *Lightning Bolt* spell (caster level 6) on activator, 6d6 electricity damage, Ref DC 14 for half.

**Door 3 (CR 4):** Riddle: “A nightmare for some. For others, as a savior I come. My hands cold and bleak, it’s the warm hearts they seek.” Answer: death. Trap: *Phantasmal Killer* spell (caster level 7) on activator, saves: see spell in Player’s Handbook (Will DC 16, Fort DC 16).

**Door 4 (CR 5):** Riddle: “Useful tool for who in darkness dwell. Within you, corrupting like a deadly spell.” Answer: poison. Trap: *Cloudkill* spell (caster level 9) centered on the activator, saves: see spell in Player’s Handbook (Fort DC 17).

**Door 5 (CR 6):** Riddle: “I am what you’ll become.” Answer: dust. Trap: *Disintegrate* spell (caster level 11) on activator, +10 ranged touch, saves: see spell in Player’s Handbook (Fort DC 19).

**Door 6 (CR 4):** Riddle: “You wear clothes of the brightest of colors and bells ring on your every step. You laugh at me, I laugh at you, tell me what are you?” Answer: a fool or jester. Trap: *Insanity* Mist poison is released in the room, Fort DC 15 negates, initial damage: 1d4 Wis, secondary damage: 2d6 Wis. In addition, a *Veil* spell (caster level 13) is cast on everyone in the room, turning them into jesters for 13 hours, Will DC 19 negates. Special: if the correct answer is provided, a *Veil* spell will be cast (but not the poison).

### 16. Tomb Entrance

Clear, a large battle has been fought in this fairly large room. Skeletons are strewn about, most greatly damaged by powerful magic or mundane forces. A large and ornate stone door, carved to depict a shield with a granite mace, dominates the northern wall.

This room served as an entrance hall to the actual Tomb of Serrath. The most powerful figures attending the burial ceremony where attacked here. A number of the attackers’ champions were slain here as well. Their spirits still haunt the room.

**Creatures (EL 9):** Wraiths (2), Wights (4). See *Monster Manual*. The wraiths will try to use their incorporeality as an advantage and preferably attack straight from the walls, floor and ceiling. Should the characters have advertised their presence, e.g. by activating many traps in room 15 or otherwise having made a lot of noise, the creatures may choose to ambush in the small corridor leading from room 15.

### 17. Tomb

The lock on the ornate door into this room was destroyed during the battle here.

A wide corridor leads into an elaborately decorated tomb. Sculpted murals show scenes of battle and glory, the main character being the same man as the statue at the entrance. A stone sarcophagus is the room’s main feature. It is shattered however, revealing an armored skeleton inside. Another skeleton lies before the sarcophagus, a shortsword driven through it’s back in the area of the heart. The corpse still holds several pieces of equipment. When you come closer, a translucent lady appears, her long black hair softly flowing like it was caught by the
This is the tomb of Serrath. The sarcophagus indeed contains his skeleton. His fiancée Sallia was murdered here, while crying over her lover’s grave. Both Sallia and her murderer haunt the tomb.

Creatures (EL 10): Spectre (1), Sallia The’erial. See Monster Manual and Chapter 4: New Creature Statistics. Sallia is furious about the way she was murdered and her fiancée’s tomb was defiled. She will do anything in her powers to protect Serrath’s corpse and his possessions, as well as her own. She’ll consider any living being entering the room as a grave robber, necromancer, or worse, and will manifest with her corrupting gaze blasting the intruders as soon as they come within 20 ft. of her skeleton. Her next action will most likely be a fireball, unless she’s hard pressed already. Somewhere in the first or second round, she’ll scream “You’ll not take him away from me again!”, referring to Serrath. Sallia can be calmed and players may convince her of their good intentions. Award full XP for finishing the encounter in a diplomatic way.

Sallia desires Serrath to be buried with the armor, sword and necklace. She wishes herself to be buried with her necklace, diary, signet ring, valuable ancient cloak, and longsword +1. Sallia does not care about her other equipment.

18. Treasure Vault

Sacks of coins and magical items fill this 10 by 10 ft. vault. The room does not seem to have any entrance.

This small treasure vault was created by magic. It stores an amount of gold and several of Serrath’s personal belongings and memorabilia from his adventuring days. Strong abjuration magic prevents entrance by means of extraplanar travel (e.g. teleporting) as well as access by ethereal creatures. It also hides its presence and that of its protecting magic from divination spells. The only way to enter it, except excavation, is a Passwall spell that can be activated with the proper command word. Sallia knows this command and can grant the players access. The presence of this spell activator is hidden from detection by the same magic masking the room.

Treasure: 6000 gold pieces, 40,000 silver pieces, Soothing Handkerchief, Charcoal Blade, Stone Horse (destrier), Granit Mace Adventure Log and Map Collection (worth 1000 gp to a collector).
3. Epilogue

The end of the story largely depends on how the party got involved in the first place and how they dealt with Sallia The’erial. The players may want to clear the tomb of any and all undead and evil traces, e.g. by consecrating the entire area. They may also want to collect the prize, if you used that option to start the quest. In any case, the party will gain a considerable local attention, especially when they restore the tomb or build a new one for Sallia and Serrath. Depending on their efforts and the way they deal with the innkeeper and interested locals, they may receive additional gifts, ranging from a party to a few bust or painting depicting the characters in the inn.

Should the characters simply loot the tomb, the undead will return in a matter of a few days to weeks. If Sallia was slain or Serrath’s equipment taken against consent, she will return to her haunting soon and even expand it to the inn itself, bent on revenge. The characters may receive a renewed call for help, or alternatively some bounty hunters to track them down and bring back Serrath’s treasure in order to appease the ghost.

While the adventure can be used as a small standalone quest, or a side quest in a larger campaign, its also possible to use it as an introduction to a larger campaign. The local fame gained through completing it may attract the attention of people in need of heroes (or villains, depending on the players). The memorabilia stored in the Treasure Vault (room 18), especially the Adventure Log and Map Collection, may also contain interesting information leading to a new quest or campaign. If Sallia is still friendly towards the players, she may have some interesting adventuring related knowledge or unfinished business for the players to deal with as well.
4. New Magical Items

Charcoal Blade

This +1 scimitar seems to be (and is in fact) made of charcoal. The blade was created using druidic magic (*Ironwood*), keeping it as sharp and durable as any other scimitar. The weapon is affected by spells as if made from wood (e.g. wood shape). Spells that affect metal (e.g. heat metal) have no effect on the blade. Unlike other items created by the *Ironwood* spell, the Charcoal Blade can be set on fire, as if it was a torch. After the 1 hour burn time, the fire dies. The blade itself is not damaged by this use. While burning, the sword deals 1d2 fire damage in addition to its normal damage. The wielder’s hand is protected from the fire, but other parts of his or her body or equipment are not. Sheathing it while burning will extinguish the fire, but likely set the wielder’s clothes ablaze in the process.

A Charcoal Blade does not shed light as other magical weapons sometimes do. It cannot be used as a drawing tool. The weapon can be upgraded to a higher enhancement bonus or have a special ability added. However, fire damage is not cumulative with fire damage from special abilities (e.g. flaming) and a cold enchantments (e.g. frost) prevent it from catching fire. For purposes of upgrading, the blade counts as a +1 weapon. Its other properties cost a flat +2000 gp, plus 315 gp for the masterwork weapon.

*Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, Protection from Elements, *Ironwood*; *Market Price*: 4,315 gp; *Cost to Create*: 2315 gp + 160 XP.

Soothing Handkerchief

Legend tells that a maiden in a far away magical realm once lost her prince at the hands of an assassin. The maiden is said to have wept for years, until the years of exposure to her tears magically altered her handkerchief and brought her consolation. In years after, many more of these Soothing handkerchiefs have been made through the customary means of magical item creation.

The Soothing Handkerchief can absorb 5 gallons of liquid and can be used to cast a "Calm Emotions" spell at 3rd caster level, once per day. The handkerchief itself is made of a fine, soft fabric with a picture of a crying maiden woven into it.

*Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, Calm Emotions; *Market price*: 4,000 gp; *Weight*: 0 lb.
5. New Creature Statistics

Heap Zombie

Huge Undead

**Hit Dice:** 24d12+3 (159 hp)

**Initiative:** -1 (-1 Dex)

**Speed:** 40 ft. (8 squares; can't run)

AC: 11 (-2 size, -1 Dex, +4 natural), touch 8, flat-footed 12

**Base Attack/Grapple:** +12/+27

**Attack:** Slam +17 melee (2d8+10/19-20)

**Full Attack:** Slam +17 melee (2d8+10/19-20)

**Space/Reach:** 10 ft./20 ft.

**Special Attacks:** Single actions only, heap form, darkvision 60 ft., undead traits

**Saves:** Fort +8, Ref +7, Will +14

**Abilities:** Str 25, Dex 8, Con -, Int 1, Wis 10, Cha 1

**Skills:** -

**Feats:** Toughness, Improved Critical (slam)

**Climate/Terrain:** Any

**Organisation:** Any

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** None

**Level Adjustment:** -

Heap zombies are zombies that have stood the test of time, or rather withered, deformed and grew somewhat in other ways. They have acquired a hint of intelligence, which they use to lure and surprise victims with their Heap ability. The creatures look like heaps of rotting flesh in their heap form, and like deformed zombies with very long arms (granting them extended reach) in upright form.

**Combat**

A heap zombie is unnaturally strong. Its favourite tactic is to lure enemies near itself in heap form and surprise them.

**Single Actions Only (Ex):** Heap zombies have poor reflexes and can perform only a single move action or attack action each round. A heap zombie can move 40 feet and attack in the same round, but only if it attempts a charge.

**Heap Form (Ex):** Heap zombies can transform themselves into a heap of rotting flesh, by coiling arms and legs beneath itself and piling the rest of itself on top of that. From this form, it can bring itself to an upright position with lightning speed (free action) and surprise creatures near it during this action (standard surprise action).

**Habitat/Ecology**

Heap zombies are generally found in ancient tombs and dungeons that are rich in necromantic energies (e.g. other undead) and corpses. Often, they start out as huge or gargantuan zombies and deform over the course of several decades to centuries.

Sallia The’erial

Female Half-Elf Ghost Sor7

Medium-sized Undead (Incorporeal)

**Hit Dice:** 7d12 (46 hp)

**Initiative:** +3

**Speed:** fly 30 ft. (perfect; 6 squares)

AC: 20 (+3 Dex, +2 bracers of armor, +5 Cha/ring of protection), touch 20, flat-footed 17

**Base Attack/Grapple:** +3/+3

**Attack:** Incorporeal longsword +4 melee (1d8+1) or incorporeal longbow +7 ranged (1d8+1)

**Full Attack:** Incorporeal longsword +4 melee (1d8+1) or incorporeal longbow +7 ranged (1d8+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Manifestation, corrupting gaze, telekinesis, spells

**Special Qualities:** Incorporeal, undead traits, rejuvenation, turn resistance +4, darkvision 60 ft., low-light vision, immune
to sleep effects, +2 on saves vs. enchantment effects, Elven blood
Saves: Fort +2, Ref +5, Will +6
Abilities: Str 10, Dex 16, Con -, Int 12, Wis 12, Cha 20
Skills: Concentration +15, Knowledge (arcana) +11, Knowledge (history) +11, Hide +11, Spot +10, Listen +10, Search +10
Feats: Combat Casting, Spell Penetration, Spell Focus (Evocation)
Challenge Rating: 9
Alignment: Chaotic Good

Ghostly abilities: The saves vs. Sallia’s ghostly powers is 18.
Spells/day: 8/7/7/5. Save DC is 15 + spell level.
Spells known: lvl 0: arcane mark, disrupt undead, mending, open/close, read magic, detect magic, light; lvl 1: magic missile, endure elements, shield, mage armor, mount; lvl 2: invisibility, acid arrow, summon swarm; lvl 3: fireball, lightning bolt.
Equipment (note that her equipment is ethereal, but exists in material form on Sallia’s corpse): longsword +1, longbow, 30 arrows +1, ring of protection +1, bracers of armor +2, 2 potions of dimension door, potion of cure serious wounds (useless to her now), spell component pouch, diary with keys (worth 200 gp), signet ring, silver necklace with a pendant shaped as half a heart (worth 200 gp, complementary with the necklace on Serrath’s skeleton), valuable ancient cloak (100 gp), book on ancient history (worth 500 gp), dungeon keys, whetstone, broken vial of ink plus pen, vial of ancient perfume (worth 100 gp), 5 ancient candles (worth 20 gp to a collector), 50 gp.

Hit Dice: 4d10 (22 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 60 ft. (good)
AC: 12 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple: +3/+1
Attack: Slam +5 melee (1d8+3)
Full Attack: Slam +5 melee (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rod of Wonder
Special Qualities: Construct traits, darkvision 60 ft., low-light vision, hardness 8
Saves: Fort +1, Ref +3, Will -4
Abilities: Str 14, Dex 16, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: -
Climate/Terrain: Any
Organisation: Usually solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: -
Level Adjustment: -

Tinker Tomb Guardians are animated stone statues of flying gnomes (including flight goggles and a cape that is sculpted as if waving in the wind). The Guardian valiantly holds a rod in front of itself.

Combat
Despite its comical appearance, Tinker Tomb Guardians can be quite dangerous, due to its magical powers.
Rod of Wonder (Su): A Tinker Tomb Guardian can produce random magical effects as per Rod of Wonder. The Guardian can produce this effect once per round as a standard action, or twice per round as a full attack action. The rod is part of the sculpture and cannot be removed. When the Guardian is destroyed, the rod explodes, unleashing 2d6 discharges of a Rod of Wonder, divided over random targets within 60 ft.
6. Maps

Map I: The Crypt
1 square = 5 ft.

Half Statue

N
Map III: Fake Burial Chambers

1 square = 5 ft.

- Door
- Secret Door
- Stairs (arrow points to top)

N

Area 5

Area 9

Area 6

Area 7

Area 8

Area A

Area B
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