

The Cryptic Crypt

You are sitting in the common room of the local inn, The Ragged Pony, warming yourself by the fire. Adventuring slows down during the cold winter months, and you find yourself getting bored. The only exciting thing that has happened today was the earth shaking a little earlier, but here in the Black Mountains that is not too unusual.

You feel yourself about to nod off asleep when a young boy comes rushing in. You can tell he is excited about something, so you watch him as he rushes up to Thomas the innkeeper. “Thomas! The earth opened up near the graveyard! And there is some sort of door in the ground!”

You know the graveyard he is talking about, and it is not far away. In truth nothing in the town of Roteye is very far from anything else, which you like.

Thomas wiping his hands on his apron glances over towards you. “Luke, run off up to the Duke’s castle and let them know, that’s who you need to be telling. Run quick now, and don’t stop.”

The boy is gone a heartbeat later, disappearing out the door to tell the Duke. Thomas grins over at you. “Lucky for you the Duke is gone to Mayfair for the Winterfest and won’t be back until tomorrow. Looks like you have a day’s jump on checking that door out.”

Rising to your feet you smile at the man. “I will be sure to bring you a little bit of what I find down there as thanks for the tip!”

Thomas winks at you. “Just come back in one piece, I can’t afford to lose my only customer.”

It is cold outside with a light dusting of snow covering the ground. You can see the small footprints of Luke, and it is easy enough to follow back down them to find the door he was talking about. The village of Roteye might as well be a ghost town, so empty does it look. Everyone must be inside trying to keep warm you decide.

You pass the small graveyard with its rows of headstones and crosses, and find that you have lost the trail.

(PROBLEM 1)

Fail: You wander around for a bit but have no luck finding the trail. (RETRY)

Success: You find the trail once more.

You find yourself heading to a small bunch of bushes. You see a small blue ball on the ground, most likely Luke's forgotten in all the excitement.

Pushing a shrub to the side you can see the large hole that the earthquake opened up. And just as Luke said, there is a stone door there. It is a little taller than you, with some sort of writing carved into it. Stepping up to it you wipe away some dirt and try to read it.

(PROBLEM 2)

Fail: You cannot read what is written. It is in some sort of language you don't understand.

Success: "Here lies Kestrel, the Dread Duke, enter at your own peril."

You shrug. It's just words, words can't hurt you. Looking the door over you do not see a handle, so you decide to give it a push.

Strength roll: 7 or higher. Two attempts.

Fail: You cannot force the door open. You look around to see if you can find another way.

(PROBLEM 3) continue problems until you succeed. Once you succeed you find a large branch and are able to use it to lever the door open.

Success: The door slides open, revealing a dark hallway.

You reach into your pack and pull out a torch. Lighting it you hold it before you. The hallway stretches on out of sight. You can see a lot of cobwebs and dust but nothing much beyond that. Pulling out your weapon you start to make your way down the hall.

(PROBLEM 4)

Failure: You carry on walking, oblivious. Suddenly a massive spider drops down right in front of you and bites you! You take a point of damage before you can do anything.

Success: You hear a scuttling noise, and look up. There is a huge spider there! It's as big as a dog! You get a free attack against it.

Large Spider:

Speed 3

1 armor

5 hit points

Fang attack: 1d6-3. On a roll of six, you are poisoned. Roll a toughness check, 6 or higher or take an extra point of damage.

After slaying the spider you look it over. It has nothing on it. You shudder and decide to carry on deeper into the crypt, though you make sure to keep an eye on the ceiling now.

(PROBLEM 5)

Failure: You keep on going down the hallway.

Success: As you are walking you notice what looks like a button. Pressing it, a small door slides open!! Stepping inside you find a few shelves that are mostly empty. Rummaging around for a bit though you find a small vial with a familiar blue glow. A healing potion! Add a healing potion card to your inventory.

You reach a door. Unlike the first door this one has a handle. You reach out to open it.

(PROBLEM 6)

Failure: You fail to see the trap until it's too late! The door opens, but an arrow shoots out from the wall hitting your shoulder! Roll an attack against your armor, if you hit, take 1d6 damage.

Success: Just as you are about to pull on the handle you notice a small thread. Looking closely you see that it is a trap. Stepping back you reach out with your weapon and hit the handle. An arrow shoots out from the wall. That could have hit you!

Going through the now open door you find yourself in a square room. What look like a pair of coffins are in the center of the room. Beyond them you see another door. As you start to walk into the room you hear a noise coming from the coffins...there is something alive in there! With a creaking noise the coffins open, and you see there are a pair of skeleton warriors within.

(PROBLEM 7)

Fail: You try to slam one lid shut, but the skeleton forces its way out, you must face both now!

Success: You manage to slam one of the lids shut. Standing on top of it you fight the other skeleton by itself.

Speed 2

3 armor

8 hit points

Rusted sword attack: 1d6.

(PROBLEM 8) (Only you succeeded on PROBLEM 7)

Looking around you try to find a way to keep this coffin shut.

Fail: The lid springs open before you are able to find anything. The skeleton leaps at you, his sword drawn!

Success: You spot a rusty dagger lying on the ground. Grabbing it you manage to use it to pin the lid of the coffin closed. It should hold long enough for your needs.

After you defeat the two warriors you look them over. Their swords are so rusty you doubt you could get any money for them. Checking the coffins though you find 25 gold pieces and a (draw from the item deck).

You approach the next door. This time you look first for traps. You easily spot another string, and once again trigger the simple arrow trap without getting hurt. Opening the door you find yourself in a narrow hallway.

As you begin to walk down its length you see that it ends in a doorway up ahead. Stepping forward just as you notice a series of narrow slits in the wall, your foot sinks as it triggers a pressure plate. Scythe blades begin swinging across the narrow slits. There is enough time to jump through them one after the other, but a wrong move will see you gashed badly.

You step up to the first swinging blade. It is moving fairly quickly, but you are sure you can make it through.

Speed check, difficulty 7.

Success: You dodge past a swinging scythe

Failure: you take 1d6 damage

The next blade is before you. You count it down, and then jump.

Speed check, difficulty 7.

Success: You dodge past a swinging scythe

Failure: you take 1d6 damage

The last blade swings before you. It is moving a bit faster than the others, it will take a bit more skill.

Speed check, difficulty 8.

Success: You dodge past a swinging scythe

Failure: you take 1d6 damage

Making your way past the swinging blades you see a small lever, and flipping it the blades retreat back into the ceiling.

(Problem 9)

Failure: you carry on.

Success: You spot a narrow alcove above the lever, and reaching in find a potion of healing.

Reaching the doorway you check it for traps.

(Problem 10)

Success: you spot the tiny needle in the door handle

Failure: You are pricked by a needle. You feel dizzy as a poison enters your system. Thankfully it is old or you would likely have died instantly. Instead roll a toughness check of 8 or take 2 damage.

You enter the room. It looks to be almost empty except for a doorway straight across from you. The floor is thick with dust, so thick you sneeze as soon as you step inside. It seems pretty clear nothing has been moving around in here for years.

(PROBLEM 11)

Fail: You notice that in the corner of the room there is a tall pot with its lid lying in the dust beside it.

Success: You notice that in the corner of the room there is a tall pot. As you see it, you see it wiggle with movement, and the lid falls to the ground. You watch for a moment, but you don't see anything crawl out.

You slowly creep across the room, carefully watching for traps. The ever present dust makes it hard at times to see what is on the floor, but you manage to not trigger anything. Suddenly though you feel something strike you! You take a point of damage as a small cut opens on your arm. You look around wildly but don't see anything!

(PROBLEM 12)

Fail: You keep looking, but don't see anything! Another cut sliced you for a point of damage.

(RETRY)

Success: You notice something is disturbing the dust...whatever it is it's invisible! You watch the dust moving and swing out with your weapon. (make a normal attack).

REPEAT this problem until the creature is dead.

Invisible beast

Speed 2

3 armor

4 hit points

Claw attack: 1 pt

The creature falls heavily to the floor. Though you can't see it still, you can tell from the dust where it is lying. Shaking your head you turn away.

(PROBLEM 13)

Fail: You walk over to the far door.

Success: You think to go look in the pot. Peering inside you find a (draw from the loot deck)

Walking up to the door you look it over for traps. When you do not find any you open it, and find yourself in a hallway once more. Instead of a door however, you see that the hallway turns. Walking to the end you realize that this is no hallway...it's a maze!

To escape the maze you must solve **6 PROBLEMS**. For every failure, you subtract 1 from your total number of successes. For every failure after 6, you take two points of damage from thirst and hunger. After your **3RD PROBLEM SUCCESS**, have this encounter:

Aged Minotaur

Rounding a corner you find yourself face to face with a frail Minotaur. He is old, and clearly has not eaten in sometime, and once he spots you, he bellows and charges!

Speed 1

2 armor

7 hit points

Horns: 1d6

At last you have escaped the maze. Breathing a sigh of relief, you open the doorway into what looks like a throne room, with marble floors and tapestries lining the walls. In the middle of the room, between two columns is a large chair, in which is seated a heavily armored skeleton. “I am Duke Kestrel! Who dares disturb my slumber?!” He rises to his feet and rushes towards you. You have a free round to act before he reaches you.

Duke Kestrel

Speed 3

4 armor

20 hit points

Kestrels Blade: 1d6+1. Cry of the Kestrel, which does 1d6 damage to up to four foes who are all located in the same direction. 1 use.

As he rushes towards you, you spot a chance to try and get one over on him. The rug he is running on, it looks as though you could try to pull it out from under him, knocking him down.

Do you risk it? If so:

(PROBLEM 19)

Fail: He proves to be too heavy, and instead knocks you over for two points of damage!

Success: Kestrel falls as you tug the rug! You get a free attack against him.

As the dread duke crumples into a pile of bones you take up his sword.

Kestrels Blade: This magical sword deals 1d6+1 damage. Once per adventure it can loose the Cry of the Kestrel, which does 1d6 damage to up to four foes who are all located in the same direction.

Searching the room you find all manner of items (draw 5 items from the item deck), as well as a small chest with gold and small jewels totaling up 300 gold pieces in value.

(PROBLEM 20)

Fail: You travel back out the way you came.

Success: You find a small latch, and throwing it, reveal a secret tunnel. Following it you find that it comes out in a jumble of boulders behind the Inn! You just saved yourself a lot of time and trouble.

Traipsing back outside carrying your loot you find your way back to the Ragged Pony. Thomas greets you warmly, and you tell him all about your adventure. If you succeeded on problem 20, Thomas rewards you with 20 gold for the information of the secret tunnel.