



Release: FR-2

Recommended Level: 4

Group Size: 3-4

Category: Dungeon Crawl

Crypt of the Foul

The head of an archeological site has stopped work and locked the door after monsters were found. Clear out the threats so work can resume. 'The Boss' agrees The Party can keep any gold they find as long as they leave artifacts untouched.

Encounter 1

In this Ceremony Room, 1 **Poltergeist** has taken residence, and 2 **Shadows** have since joined it. Their former corpses (workers) still lie on the floor. Coins may be found in various urns, etc. total value up to 3d10 gp.

Encounter 2

Preparation rooms each include an embalming table, tools, and some sacrificial artifacts such as braziers. One of these rooms includes a secret door [DC 16] that leads to a hidden altar. At its base are urns with a total of 3d100 gp.

Encounter 3

This room's only occupant is the **Ghost** of Nirohgin the Foul. A large tomb holds his body and requires a [DC 20] Strength check to open. Interred with him is a ***Vicious Mace*** and 1d100 gp.

Encounter 4

Burial Room contains 6 sarcophagi in various states of ruin. 3 **Specters** and 1d4 **Skeletons** attack. Each sarcophagus contains 2 pp. One contains ([DC 16] to find) a ***+1 Magic Dagger*** encrusted with jewels.

Wrap it up

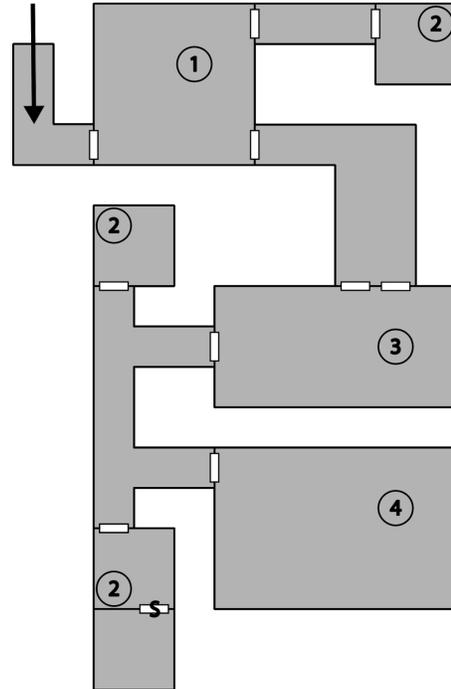
The Boss of the site will ask about any artifacts found.

- * If The Party found a Magic Item, they may try to deceive her to keep it.
- * She will contest their Charisma (Deception) with +3 Wisdom (Insight).

For future adventures, if The Party is still on good terms with her, The Boss may have another, possibly connected dig site that needs securing.

NPCs

- * **The Boss:** Real name Aramissa Avalanta, she comes from a wealthy family in the great city of Tango. She is a shrewd researcher, and her arm sports a tattoo of the mark of Orcus, though it is difficult to spot and recognize.



- * **Nirohgin the Foul:** an ancient Lord of this region that would have since been forgotten if not for his awful deeds. Children still tell the stories around campfires during hunting trips.

Managing Difficulty

- * To increase difficulty, add a trap in the hallway with the double-doors, or trap the doors themselves
- * To reduce difficulty, replace the **Ghost** in Encounter 3 with a **Wight** and use only 1 **Skeleton** in the final fight.

Item Info

- * Vicious Weapon - DMG p.209
- * Weapon, +1 - DMG p.213

Monster Info

- * Skeleton (CR 1/4) MM p.272
- * Shadow (CR 1/2) MM p.269
- * Specter (CR 1) MM p.279
- * Poltergeist (CR 2) MM p.279
- * Wight (CR3) MM p.300
- * Ghost (CR 4) MM p.147