



The Cursed Crypt

As the party steps through the half-broken stone door, the cool air is a welcome relief from the blistering heat of the sand dunes outside. Their eyes gradually adjust to the dimness and the place comes into greater detail. It looks long-abandoned, the air musty and a fine layer of dust across every surface. A few heaps of sand litter the doorway, but deeper in it is strangely clean. Intricate frescos cover the walls, depicting scenes of cities, gods, and strange, twisting monsters. What is this place?



Made with the Modular Realms adventurer's floor pack, the cursed crypt is a simple, small dungeon map for when you need a spooky game. It is a good encounter for 4 players of 4th level in the D&D 5th edition system, but you could change around stat blocks to fit a different system.

This encounter has been themed as a desert map, but you should be able to flavour it for any traditional fantasy place with relatively few adjustments. The same goes for the floor - I used a mixture of stone and cracked stone, but as long as you flavour it right you could use flagstones or even wood.

Background:

So, how did this tomb come to be? Long ago, the kind and benevolent Queen Kamala fell in love with Ulrich. They married, and happily ruled her queendom for several years. But good things cannot last. Ulrich fell gravely ill with a strange disease that none could cure. Desperate, Kamala agreed to the help of a gnarled, wicked crone. The crone cured Ulrich, but for a terrible price. Kamala's soul had been taken. Slowly, she grew colder and more evil. By the time her husband realised what she had become, it was too late to save her. She could not be killed, so he locked her away in her parent's tomb to protect her queendom. There she remains to this day, a withered husk in a strange half-life, tainting the resting place of her family with her dark blight.

Dungeon tips:

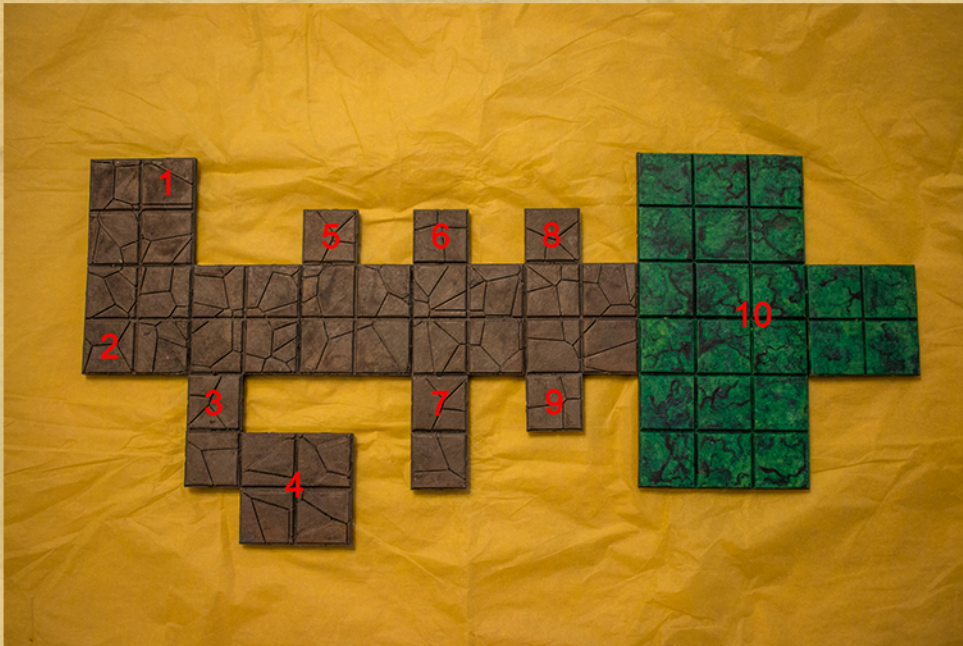
Only put down each portion of the dungeon as the players find it or can see it.

To quicken combat, try running your monsters in groups (4 to an initiative roll), especially for the scorpions.

Don't be afraid to improvise combat by dropping monster HP or adding in more opponents. If your players are of a higher level, consider making all of the mummified corpses into zombies for the final battle.



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1. Entranceway. Double stone doors - one is partially broken, considered difficult terrain. The other door is closed, and heavy. On the ground just outside is a large slab of stone that once worked as a door barricade. Now, it is broken in two.
2. An old metal lamp hangs from the ceiling. If disturbed, a hostile swarm of beetles scuttle out. The beetles are jet black, and their blood is strange and powdery.
3. A rotting wooden sarcophagus, decorated with small ribbons of gold. A DC 14 investigation check notices a space behind the sarcophagus.
4. A small, hidden room. There are several ceramic jars containing sweet perfume, and half-rotted wooden chests containing 30 very old gold coins bearing the face of an unknown ruler and several gems. Many of the gems are covered in a strange blackness that does not come off. There are 50 gp worth of clean gems.
5. A simple stone sarcophagus. Inside is a mummified corpse wearing a slender gold necklace (50 gp).
6. A rotting wooden sarcophagus. Inside is a mummified corpse.
7. A simple stone sarcophagus with a large hole in the side. If disturbed, 4d6 scorpions emerge.
8. An empty indent in the wall.
9. A simple stone sarcophagus. Inside is a mummified corpse.
10. Three sarcophagi sit on a raised platform. Two are extremely ornate, finely detailed in gold. The third is plain, much larger than the other two, and wrapped in a chain. Inside the two ornate sarcophagi are zombies, while the chained sarcophagi contains a mummy. Once released, the zombies should actively try to free the mummy from her sarcophagi.