THE SEALED CRYPT

Level 3 Exploration

A tomb sealed by ancient hands, protected by wards and warnings.

DC: 13 / **XP**: 700
Threats: Undead up to CR 2.

FEATURES

- **WARDED ENTRANCE / OBSTACLE**

  A chain and lock mechanism secures the main entrance to the crypt. A creature can take the Utilize action to attempt a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check to bypass it. On a failure, a magical ward flares and the triggering creature must make a Dexterity Saving Throw, taking **7 (2d6)** Fire damage on a failed save, or half as much damage on a successful one. Alternatively, a creature can take the Study action to attempt an **Intelligence (Investigation)** check. A success reveals a hidden secondary entrance that bypasses the door entirely.

  What language are the symbols carved in? What gods are invoked along its surface?

- **DEATH MOLD / HAZARD**

  Most areas of the crypt are filled with toxic mold. When a character becomes **Bloodied**, they must succeed on a **Constitution Saving Throw** or have the **Poisoned** condition until their next short rest.

  Is there a way to cleanse an area of the mold? What experiences might a Cleric or Necromancer have with it?

- **POWERFUL UNDEAD / EFFECT**

  All undead creatures within the tomb have the following trait if they don't already have it: **Undead Fortitude**. If damage reduces the creature to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

  What is causing the dead to rise? Can they be stopped from rising again?

- **ANOINTING OILS / INTERACTION**

  Pots of ceremonial anointing oil are scattered throughout the tomb. A creature within 5 feet of an intact pot can replace one of its attacks to spread the oil in one of the following ways:

  - **Throw**. The creature hurls the pot at a point it can see within 30 feet, coating a 10-foot-square area of ground centered on that point.
  - **Douse**. The creature splashes the oil in a 10-foot Cone originating from itself. Each creature in the affected area must succeed on a Dexterity Saving Throw or be covered in oil for 1 minute, or until a creature takes the Utilize action to wipe the oil off. A creature covered in oil has vulnerability to Fire damage. A creature that enters the coated area must succeed on a Dexterity saving throw or have the Prone condition.

  What else might be in a pot instead of oil? What are the chances that a pot might be empty?

MAKE IT YOUR OWN

Use the story beats below to customize *The Sealed Crypt* for your campaign. Extend the story with *The Haunted Graveyard* and *The Abandoned Sanctuary.*

WHAT NEEDS TO BE DONE?

d6

1	**Cleanse the Rot**	A living mold has infested a crypt and now the buried dead rise from their graves but it looks like necromancy.
2	**Retrieve a Family Heirloom**	The party is asked to find a sacred relic; they find a terrible secret instead
3	**Renew the Wards**	The wards protecting a city have started to falter and the characters trace the source to the king's crypt
4	**Lay the Undead to Rest**	A necromancer has started to raise a small army to defeat his father
5	**Find Long Hidden Lore**	A mage kept a secret library in his crypt, hoping to seal his knowledge with him, but he has become a dangerous Wraith
6	**Return a Cursed Object**	Tomb robbers have stolen an object from the crypt; cultists want the object as well

WHO ROAMS THE CRYPT?

d6

1	2d6 Skeletons + 1 Minotaur Skeleton
2	2 Ghasts + 1d4 Zombies
3	1 Bandit Captain + 1d6 Bandits
4	1 Swarms of Crawling Claws
5	2 Will-o'-Wisps
6	2d6 Cultists + 1 Cultist Fanatic

WHO IS THE CRYPT FOR?

d4

1	Local Hero
2	Noble Family
3	Unknown Soldiers
4	Tormented Prophet

WHO'S HERE?

d4

1	**Romann and Jules** *Specters*	**Wants**: They yearn for each other's touch
2	**Durbin Habersmith** *Dwarf Vampire Familiar*	**Wants**: The stake that killed his rival
3	**Rith Quell'pillian** *Elf Noble*	**Wants**: Their father's sword
4	**Sara Greaves** *Human Commoner*	**Wants**: To escape the crypt and go home