

OVERVIEW

Players discover an ancient graveyard hidden deep in a dense forest, uncovering a decrepit mausoleum that leads down into a forgotten family crypt. They must combat ghouls, giant spiders, and solve an ancestral puzzle involving a brazier to claim hidden treasures.



ADVENTURE HOOKS

- » **Hook One:** Players are hired by historians to explore rumored ancient burial grounds.
- » **Hook Two:** A local villager begs the players to investigate disappearances near an old forest graveyard.

ADVENTURE LOCATION

An overgrown and forgotten graveyard deep in a wild forest, once belonging to a lost noble lineage.

NPCs

- » **Ghouls (2-3):** Classic flesh-eating undead humanoids.
- » **Giant Spiders (2-3):** Large spiders that dwell underground.
- » **Ghast Leader:** A corrupted grave robber turned undead who haunts the crypt.
- » **Family Patriarch (Spirit/Remains):** Ancient noble whose tomb holds ancestral treasures and secrets.

GENERAL SKILL CHECKS

- » **Investigation (DC 13):** Uncover signs of desecration and clues left by grave robbers.
- » **Religion (DC 14):** Interpret ancient burial rites and symbolism.
- » **Perception (DC 15):** Notice hidden threats and the hidden stairwell.

LOOT

- » **Moldy Journal:** Provides hints at solving the final puzzle.
- » **+1 Battle Axe:** Finely crafted weapon with marked with an ancient rune.
- » **Wand of the Tombkeeper:** Detect undead and Turn Undead once per day.
- » **Silvered Ceremonial Longsword:** Ornamental weapon valuable to historians and collectors.

GM GUIDE

- » Build a mood of mystery and dread.
- » Encourage exploration and caution when players find the ruined mausoleum
- » Emphasize the mausoleum is hundreds of years old.

THIS ADVENTURE IS DESIGNED FOR A PARTY OF ADVENTURERS FROM LEVELS 1-3.

EACH ENCOUNTER HAS TWO OPTIONS: MEDIUM OR HARD. USE THE HARD ENCOUNTER FOR PARTIES THAT ARE:

- LARGER THAN 4 PCs
- AVERAGE PARTY LEVEL (APL) IS 3
- PCs ARE STRONG AND THE PLAYERS ARE EXPERIENCED.

THE CRYPT



THE CRYPT BATTLEMAP: MAP LEGEND

ENCOUNTERS WILL REFERENCE
ROOM NAMES/NUMBERS - USE
THIS MAP LEGEND TO FIND
LOCATIONS ON THE FULL SIZE
MAP.

(SEE APPENDIX: THE CRYPT)

2 ENCOUNTER 2: PART 1 - THE SPIDER'S DEN

LOCATION

The crypt's main chamber (Room 1).

PARTY OBJECTIVES

- » Defeat the giant spiders.
- » Explore and secure the chamber.

NPCs

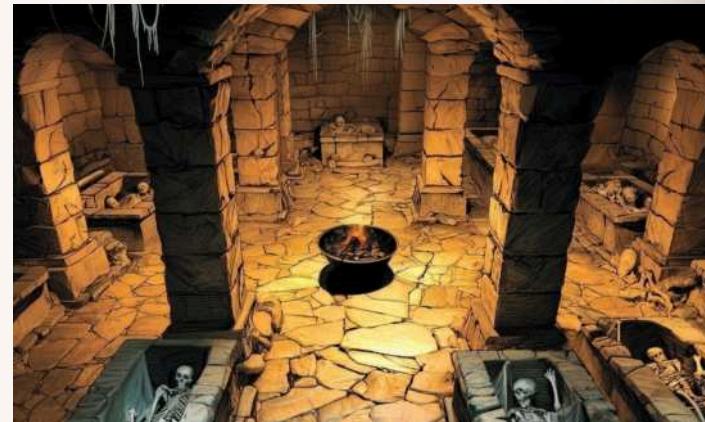
- » **Giant Spiders (2-3, hidden):** Large spiders that dwell underground.

SKILL CHECKS

- » **Perception/Investigation (DC 17):** Detect the spiders before they attack
- » **Perception/Investigation (DC 13):** Determine the remains have been desecrated by grave robbers
- » **Perception/Investigation (DC 15):** Determine the remains have also been eaten by ghouls - gnawed & scattered bones, etc

LOOT

- » **Moldy journal cocooned in webbing.**
- » **Minor grave goods:** $1d6 \times 10$ GP, $1d4$ trinkets.



"A chill seeps into your bones as you step into this dark, dank chamber, heavy with the scent of decay and mold. Scattered bones litter the floor amidst broken and toppled sarcophagi, their stone lids shattered and contents spilled out long ago. A crumbling statue lies toppled on the stone floor, its face worn smooth by time. At the heart of the room, an enormous brazier sits cold and empty, dust-covered and long unused."

To the south, a weathered wooden door hangs ajar, creaking slightly in the stillness. Above, thick cobwebs drape heavily from the ceiling down to the floor."



After players enter the chamber and begin searching it, or if they light a torch (or the brazier) read the following:

"From webs and shadows above large arachnid shapes silently descend, their legs twitching and eyes gleaming faintly in the darkness."

GM GUIDE

All of the wooden doors in the crypt have been left partially open from grave robbers and the ghouls that still reside within. Players must still open the doors to be able to see the entirety of the rooms beyond.

- » Spiders attack from their hiding place in the webs ambushing players, **surprising** any players with a **passive perception** below 17, unless detected before combat.
- » Spiders start with a **web attack** then attack any unrestrained players.
- » Hidden in the webs are two webbed cocoons containing the remains of desiccated grave robbers. Searching these cocoons reveals the listed **loot**.

ANY SURPRISED PCs WILL NOT HAVE ACTIONS OR REACTIONS UNTIL THE **END OF THEIR FIRST TURN**. THERE ARE UNLIT TORCHES IN ALMOST EVERY ROOM OF THE CRYPT, PLAYERS MAY LIGHT THESE AS THEY GO OR BREAK THEM FREE TO CARRY.

BATTLE SETUP

PCs will start near the entrance by the stairs on the **Crypt battlemapping**.

Use the appropriate encounter difficulty for the group's size and level.

- » **Medium Encounter** (Party size up to 4 with APL 1-2): CR 2 / XP 400 / 2 Giant Spiders
- » **Hard Encounter** (Party size larger than 4 or APL 3): CR 3 / XP 600 / 3 Giant Spiders

TRANSITION TO PART 2 OF ENCOUNTER

Players continue exploring deeper chambers (Rooms 2-4), until they encounter undead guardians in the bowels of the crypt (Room 5). The GM is encouraged to maintain suspense as the encounter shifts from the preliminary fight to the final ghoul combat.

GIANT SPIDER

LARGE BEAST, UNALIGNED

CR	1 (200 XP)
AC	14 (NATURAL ARMOR)
HP	26 (4D10+4)
SPEED	30 FT, CLIMB 30 FT
SKILLS	STEALTH +7

STR	14 / +2	INT	2 / -4
DEX	16 / +3	WIS	11 / 0
CON	12 / +2	CHA	4 / -3

SENSES	DARKVISION 60 FT, PASSIVE PERCEPTION 10
LANGUAGES	NONE

ACTIONS

MELEE	BITE: +5 TO HIT. HIT: 7 (1D8 + 3) PIERCING DAMAGE, AND THE TARGET MUST MAKE A DC 11 CONSTITUTION SAVING THROW, TAKING 9 (2D8) POISON DAMAGE ON A FAILED SAVE, OR HALF AS MUCH ON A SUCCESS. IF THE POISON REDUCES THE TARGET TO 0 HP, THE TARGET IS STABILE BUT POISONED FOR 1 HOUR, EVEN AFTER REGAINING HIT POINTS, AND IS PARALYZED WHILE POISONED THIS WAY.
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RANGED	WEB (RECHARGE 5-6): +5 TO HIT, RANGE 30/60 FT. HIT: THE TARGET IS RESTRAINED BY WEBBING. AS AN ACTION, THE RESTRAINED TARGET CAN MAKE A DC 12 STRENGTH CHECK, BURSTING THE WEBBING ON A SUCCESS. THE WEBBING CAN ALSO BE ATTACKED AND DESTROYED (AC 10; HP 5; VULNERABILITY TO FIRE; IMMUNE TO BLUDGEONING, POISON, AND PSYCHIC DAMAGE).
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TRAITS

SPIDER CLIMB

THE SPIDER CAN CLIMB DIFFICULT SURFACES, INCLUDING UPSIDE DOWN ON CEILINGS, WITHOUT NEEDING TO MAKE AN ABILITY CHECK.

WEB SENSE

WHILE IN CONTACT WITH A WEB, THE SPIDER KNOWS THE EXACT LOCATION OF ANY OTHER CREATURE IN CONTACT WITH THE SAME WEB.

WEB WALKER

THE SPIDER IGNORES MOVEMENT RESTRICTIONS CAUSED BY WEBBING.

DESCRIPTION

TO ENSNARE ITS PREY, A GIANT SPIDER WEAVES THICK, CLINGING WEBS OR HURLS STICKY STRANDS FROM ITS ABDOMEN. IT HAUNTS DARK, SHADY LAIRS—OFTEN CEILINGS OR DEEP CREVICES—SHROUDED IN WEBS AND STREWN WITH DESICCATED CORPSES WRAPPED IN COCOONS OF SINISTER SILK.

TRAITS

STENCH

ANY CREATURE THAT STARTS ITS TURN WITHIN 5 FEET OF THE GHAST MUST SUCCEED ON A DC 10 CONSTITUTION SAVING THROW OR BE POISONED UNTIL THE START OF ITS NEXT TURN. ON A SUCCESSFUL SAVE, THE CREATURE IS IMMUNE TO THE STENCH FOR 24 HOURS.

TURNING DEFIAENCE

THE GHAST AND ANY GHOULS WITHIN 30 FEET OF IT HAVE ADVANTAGE ON SAVING THROWS AGAINST EFFECTS THAT TURN UNDEAD.

DESCRIPTION

A GAUNT, CORPSE-LIKE UNDEAD WITH PALLID, LEATHERY FLESH AND GLOWING EYES FILLED WITH ABYSSAL HUNGER. ITS JAGGED FANGS DRIP ROT, AND ITS LONG CLAWS TWITCH WITH FERAL ENERGY. REEKING OF DEATH, ITS EXPOSURE TO THE ABYSS HAS ENHANCED ITS CRUEL AND CUNNING PREDATORY NATURE ALLOWING IT TO SERVE AS LEADER AMONG LESSER GHOULS.



GHAST

MEDIUM UNDEAD, CHAOTIC EVIL

CR	2 (450 XP)
AC	13
HP	36 (8D8)
SPEED	30 FT
SKILLS	PERCEPTION +2

STR	16 / +3	INT	11 / 0
DEX	17 / +3	WIS	10 / 0
CON	10 / 0	CHA	8 / -1

SENSES	DARKVISION 60 FT, PASSIVE PERCEPTION 12
IMMUNITIES	CHARMED, EXHAUSTION, POISON/POISONED
LANGUAGES	COMMON

ACTIONS

MELEE	BITE: +5 TO HIT; HIT 12 (2D8 +3) PIERCING
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CLAWS: +2 TO HIT. HIT: 10 (2D8+3) SLASHING.
IF THE TARGET IS A CREATURE OTHER THAN AN ELF OR UNDEAD, IT MUST SUCCEED ON A DC 10 CONSTITUTION SAVING THROW OR BE PARALYZED FOR 1 MINUTE. THE TARGET CAN REPEAT THE SAVE AT THE END OF EACH OF ITS TURNS, ENDING THE EFFECT ON ITSELF ON A SUCCESS.

HILLTOP RUINS

Tomb of the Forgotten

