Grypt of Nothern Prince by Ivan Katyurgin 2016

A hundred years ago there lived and then dead a son of northern Prince Lyubim. With cut throat he and his youngwife were found in his mansion-in-law's apartment, the headman of the village Utyatya. Lyubim's father Nemil ordered to dig a tomb. All the men of the village he gathered to build it. Then, Utyatya was burned by him, he came down to the crypt, so then nobody saw him.

Do you want me to tell you about the crypt in the middle of conflagration that is not grown to this day? Well, pay and listen ...

1. When you go down stairs, the room with torches on the walls and two bowls will be there. The descendants of the other sons of the prince buried there, and there are only cinders in the bowls.

2. A room with tapestries on the walls, only the exit and a steel door with a cunning lock is not hung. What is this I don't know, but there are rats' nests and even two ways are hidden. One of them is behind the wooden door and the other is behind a stone slab.

3. Here is a statue of grand prince compressive sword and mash Cup, if you fill this Cup, the northern exit of the room will be closed by stove and the exit in the room with tapestries (2) will be opened.

4. It's a room with prince descendants coffins who died past century. I heard now there is nobody of them. Be careful, if you will step wrong place arrows will fly from the walls, you'll die. There is an expensive jewelry in coffins, if you are not squeamish. But they say it's a tradition to bury the insect-Flesheater with the corpses. There is a dark doorway with steps lead down on the right of the entrance.

4a. It's a long narrow corridor with walls covered with a crust of ice. Far ahead the corridor turns right. If you look carefully you will find two hidden doors. One of them will open letting in the crypt duke vigilantes (10), but then it will slam behind you. The second door which a bit further from the first leads to the prince treasury (13).

5. There is a lever in the room, it removes the plate leading to the room where the prince is buried (14), so it opens dog cages (8). And besides there is the skeleton of the prince's clerk who stabbed himself because of his conscience. But it's not so easily to escape from Nemil because his spirit is still in the room. On the skeleton you will find keys for every door in the crypt. And look at your feet.

6. It's a room behind oak doors where the villagers were taken to starve. Among their bones ghouls asleep (dead villagers who ate the flesh of his relatives to prolong their existence turned into ghouls). Morality.

7. The prince with his wife lie here stored in ice. The prince is wearing fast-walker boots but I wouldn't advise to touch the ice because not only **10.** There is a burial of prince's vigilantes who were killed during a fight with villagers. And after their death they were brought to Nemil. Sokolenok (the youngest) was granted the bow punching any shield. If you inspect the walls you will find a secret door; if you go along the corridor above this room you will fall down (10).

11. Here Prince boiled alive the headman of the village in a cauldron with oil. So abominable stink! Even a pig will puke.

12. Murders killed the grand prince were found. They were headman's brothers-in-law and no one could say about the reasons. They were taken in coffins alive, and if you get there you will hear their scratching at the cover of their coffins. And it won't be easy to get there because one of the doors is blocked with a large baggage and as for the second door it will be wonder to get there.

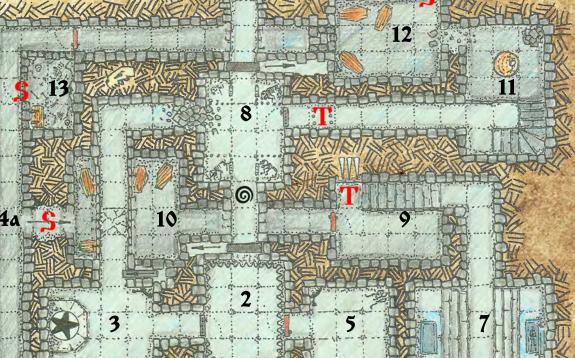
13. The prince ordered to builders of this crypt to take his treasury into this room where promised to pay their work. But nobody took out it from this crypt.

14. In the hall lightened with enchanted ice there is a sarcophagus where the prince lie down in mourning for his beloved son. He took an axe Ohladen with him. Yes, that axe.

You can go out from this hall through a secret door or try your luck and step into a magical portal that works as the first (10+1d4).

It's not easy to enter there but it's more difficult to leave.

Good luck!



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the coldness preserved them well so long.
8. In this room the prince's buried his son's hunting pack, and made a paternoster for guarding entombment. If the plate leading in the room with the sarcophagus is opened, their bones will revive snapping old teeth.
One inlet here is littered with stones and another inlet is a steel locked door behind which is a trap; on the south portal sends everyone to random rooms (4 + 1d4), and in the north there is a plate that opens from another location (5).
9. The staircase leading down covered with ice, don't stumble because sharp stakes are waiting for you on the bottom.

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