

Creature Crypt by Jeff McKelley

Adventurers are offered the chance to raise an ability score and draw from the Deck of Just a Few Things if they can successfully complete the Creature Crypt. Going for a Funhouse Dungeon feel. Have fun, eh? Hopefully a good mix of mental, physical, and social challenges.

Entrance to crypt. On the door is inscribed “No tall who wand era rel ost.” PCs must say the phrase “Not all who wander are lost” to open the door.

1. The spirit of a woman dressed in robes hovers near the center of the room. She is friendly and welcoming. She will state that to claim their prize, the PCs must gather the nine brass tokens in the crypt and place them in the proper order in the circle carved on the S wall. Equally spaced along the circle are 10 openings where one might place a brass token. The top token space has a brass token with the image of a **human** already placed in it, while the rest are empty.

2. As the PCs open this door, a magic mouth says “Pick the lock”. Door opens to a lavish banquet hall, fresh food in abundance, tapestries on the walls. Behind N tapestry is a door with 6 images etched into it- a stack of coins, a sword, a lock, a horse, a book, and a mug of beer. Touching the lock image opens the door and grants the party the **goat** token. This door also says “Pick the lock.” Use your best Scottish accent for this if you wish. Touching any other image causes minor electrical damage.

3. Six doors are in this room, each with a different realistic nature scene painted on it- a waterfall, a desert, ocean waves, a river, a lake, and a mountain range. Opening the lake (loch) door leads on to the next room and grants the party the **centaur** token. This door also says “Pick the lock.” All other doors open to a stone wall. Opening any other door causes minor psychic damage.

4. Bedroom area. On the nightstand rests a silver box inscribed with the word “pick.” Box opens to reveal six small compartments, containing- a braid of auburn hair, a white feather, a gold ring, a silver unicorn pin, a pewter locket, and a lace handkerchief. Picking the braid of hair (a lock) grants the party the **eagle** token. Choosing any other item in the silver box causes minor force damage.

5. Door opens to a room containing two large mud pits with a 2’ gap between them, a wall-to-wall fire pit, and an iron box on a table (at the far end of the room). Each round any PC is in the room, either a mud mephitis or a fire mephitis will spawn and attack. The iron box is locked. It contains the **horse** token.

6. A leprechaun sits on a chair in the center of the room. He says “A token ye seek, tis a fine thing, but first ye must answer, How long is a piece of string?” This is a nonsense question, so any logical or engaging answer will suffice, at DMs discretion. When answered, the **griffon** token is granted.

7. Room contains a minotaur holding a sledgehammer standing among the rubble of destroyed labyrinth walls. This is the disgruntled minotaur, Leonard. He is tired of being stereotyped and is sensitive to cow jokes and puns. He will offer a token if the majority of PCs can best him individually in either combat or a game, their choice. Use the dice game 21 (Blackjack) for the game. For combat, the winner is the combatant who reduces their opponent to less than 50% of their maximum health (hit points), upon which the combat ends. The minotaur heals to maximum health after each combat. If the party simply attacks instead of taking the offer, a number of minotaurs equal the the number of PCs appear for the combat. The token granted is the **satyr**.

8. An efreeti stands in the center of this room which is filled with mirrors in frames of various sizes and designs. He is Mr. Dennis. He has a jolly personality and will welcome them to the Mirror Room. He will tell the party that touching the magic mirror in this room will grant them a token, while all others will cause great harm, possibly even instant death. This would make him sad, so choose wisely. A detect magic spell will reveal the only magic mirror in the room; touching this mirror grants the **chimera** token. Touching any other mirror causes minor necrotic damage, emanating from the frame.

9. Door opens to a large room with two sets of stairs, one in the N and one in the S, that lead up to a platform that looks like the top of a crenelated castle wall. Two ogres guard the bottom of each set of stairs (four ogres total at the bottom level). At the top of the platform are three ogres, two archers and a warcaster. The archers and caster attack immediately while the ogres guarding the step are more defensive, though not stupidly so. All ogres will surrender when reduced to 25% of their maximum hit points. When the warcaster is defeated, he will hand the party the **lion** token.

10. Door opens to a small workshop. Bits of wood, rock, metal, and other debris are scattered on the floor. Beside a panel on the W wall are five levers, each made of a different material-iron, ceramic, wood, stone, and bone. On the panel is inscribed “Killer of birds, center of a peach, a philosopher’s prize, now within easy reach.” Pulling the stone lever opens the panel, revealing a space that contains the **pegasus** token. Pulling any other lever causes minor radiant damage.

To claim their prize, tokens must be placed in the empty spaces in the circle found on the S wall in room 1 (either clockwise or counterclockwise) in the following order: human-centaur-horse-pegasus-eagle-griffon-lion-chimera-goat-satyr (which is then next to the human in the circle). Now the prizes. Everyone likes prizes, right? The spirit will offer each PC a tome, which when studied for two weeks, will increase a chosen ability score by one. They are also offered the opportunity to draw a single card from the Deck of Just a Few Things. Once a card is drawn, it disappears.

Deck of Just a Few Things:

Holy Moly: You can cast Turn Undead at your level once per day. All undead now attack you with Advantage.

Jumping Jack: Your vertical and horizontal leap distances are doubled. When jumping, you have Disadvantage on landing.

Random Cloud: You can teleport 30’ at will once per day. The direction you teleport is random, roll d12 for direction.

Tossed Coin: The ability score of your choice increases by one. You lose proficiency in the skill of your choice.

Bright Idea: You can cast Faerie Fire once per day. The spell also affects you and anyone within 5’ of you.

