Crypts of Karigulon

In the depths of the Crypts of the Dead lie chambers containing unholy relics of the demon god Karigulon. A band of heroes seeks to retrieve forgotten relics of the crypts before the mountain destroys the crypts and everything inside.

"Crypts of Karigulon" is a single-session adventure for 1st level characters using the *Shadowdark RPG Quickstart* books. This scenario fits into a single 4-hour session using a countdown timer described in "Darkness Descends" as the characters acquire as many lost relics as they can before the crypt and, and everything in it, is destroyed.

Background

Hundreds of crypts and chambers rest in the mountains above the City of Arches. Over the millennia, the mountain draws these crypts further back into its depths. The older the crypt, the deeper it is pulled into the mountain until it is, eventually, destroyed.

Mysterious sages of the Tower of Kartan learned that a very old crypt holds six powerful relics of a bestial god of cannibalism and bloodshed known as Karigulon the Dread Fang. They also learned that the crypt is hours away from being devoured by the mountain. PCs may be here for many reasons, but all have one goal – to work with their companions to acquire as many relics as they can before the mountain destroys the crypts.

Scenario Setup

Before the scenario begins, roll for the locations of the six relics using the lists in the "Six Relics" and "Relic Locations" sections. Write down the relic's number next to the location where it appears for easy reference during the game.

Print and hand out the pre-generated characters from the *Shadowdark RPG Quickstart* guide. Slain characters can be replaced with new characters after any current combat has concluded. New characters may be lost explorers, escaped prisoners, or treasure hunters.

Set two timers: one 30 minutes before the end of the session which triggers the "Darkness Descends" event and one for the end of the session in which the mountain devours the crypts and everything inside. These timers are in addition to torch timers.

Darkness Descends

30 minutes before the end of the session or when the characters retrieve the sixth relic, the mountain rumbles and darkness falls upon the PCs, extinguishing any light. Any attempt to create light now requires a hard (DC 15) check. This check is at disadvantage for lighting a torch or lantern since it's completely in the dark.

As soon as darkness descends, a **werewolf** avatar of Karigulon known as Bloodstroke becomes aware of the characters, howls, and attacks. Bloodstroke is always hunting, always hungry, and always hostile. Ignore activity and reaction rolls but roll for distance.

With 30 minutes left, the characters must reach area 1 with their canoes intact to survive with whatever relics they acquired.

Encounters

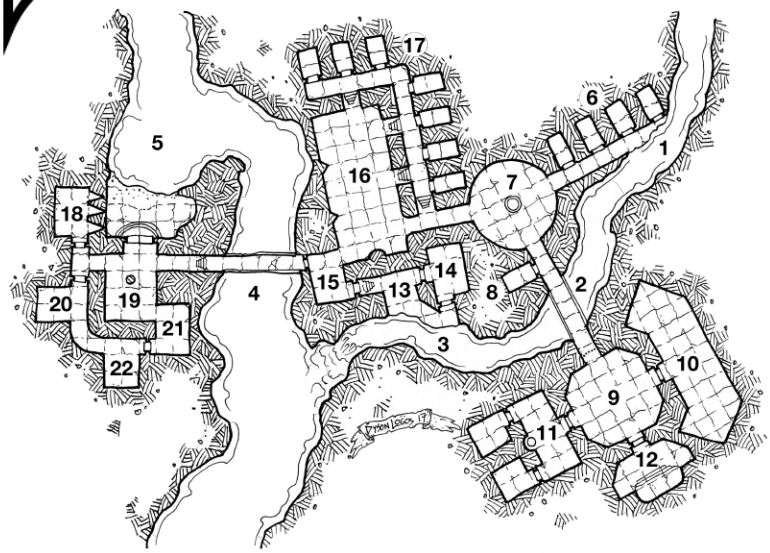
The crypts are considered risky – 1:6 chance for an encounter every two rounds. Use "Distance", "Activity", and "Reaction" checks from the inner cover of the *Shadowdark Game Master's Quickstart Guide* where appropriate.

1. 1d3 **cultists** drag a captured **bandit**. The bandit has a 3:6 chance to try to steal from his rescuers before fleeing.
2. A beast-headed suit of **animated armor** attacks.
3. 1d4 **bandits** seek treasure before the crypts collapse.
4. 1d6 cannibal **beastmen** hunt for flesh.
5. A **boar** painted with disturbing symbols and covered in blood roars.
6. 1d6 **goblins** seek a beloved companion taken by cultists of Karigulon to either area 7, 11, or 19.
7. A tattooed **ogre** wearing a jawbone helmet hunts for fresh meat.
8. 1d4 **giant rats** feast upon a half-eaten corpse.
9. A **werewolf** of Karigulon howls in hunger.
10. A swarm of 1d6 **stingbats** flows through the area.

Traps and Hazards

Doors and passages have a 1:6 chance to contain a trap or hazard (3:6 chance for a trap or hazard). Use the Traps and Hazard tables on pages 16 and 17 of the *Shadowdark Game Master's Quickstart Guide* to inspire your ideas or reroll if they make no sense for the situation.

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The Six Relics

Assign the following six relics to the relic locations below.

1. A jeweled skull goblet that casts Cure Wounds.
2. A glyphed femur that casts Acid Arrow.
3. A silver bowl that casts Augury.
4. A gold bracelet that casts Burning Hands.
5. A +1 obsidian-bladed great axe that casts Smite.
6. A gore-covered quarterstaff that casts Levitate.

Any character can cast a spell on a relic with a successful DC 12 Intelligence check. Once the spell is successfully cast, it cannot be cast again. The spell is not expended on a failure.

Any chamber not containing a relic includes random treasure from page 42 and 43 of the *Shadowdark Game Master's Quickstart Guide*.

Relic Locations

Before the game begins, roll on the following list to determine the location of each relic. Reroll on duplicate locations.

1. Location 6
2. Location 7
3. Location 10
4. Location 12
5. Location 14
6. Location 16
7. Location 17
8. Location 20
9. Location 22
10. Random Encounter (1:6 chance, increasing by one each encounter)

Crypt Locations

The following section describes locations of the crypts.

1. The stream ate away the stone of the crypt-filled hallway of area 6.
2. A stone bridge crosses the river eight feet up. A heavy portcullis blocks passage to area 9. DC 12 to open.
3. The riverbank leads to area 13. A waterfall to the west threatens to throw riders from their boats, depositing them into area 4.
4. This large river flows south into the closing gullet of the mountain. Another bridge crosses the river eight feet up.
5. Two large stone doors depict Karigulon devouring mortals in this entryway.
6. Stone-sealed crypts line the hall – DC 9 to open. On a 2:6 chance the crypt contains 1d4 bestial **skeletons.**
7. 1d4 **cultists** prepare to throw a tied-up bandit into a well leading into the otherworldly realm of the dead.
8. Prisoner cell for potential sacrifices. It's inhabited by a starving and scared **bandit** or **goblin**.
9. Mosaics show depictions of Karigulon walking among the primordials and sending forth armies of lycanthropes against screaming humanoids.
10. The skulls of many beasts going back thousands of years decorate this trophy hall.
11. A bladed pillar stands in an alcove of this torture chamber with blood grooves carved into the floor. Mosaics of hellish landscapes decorate the walls. Two adjoining chambers contain iron maidens, breaking wheels, and bladed racks.
12. This chamber contains an altar to Karigulon with a half-decayed effigy of the demon prince put together from the bones of dozens of different beasts.
13. Offerings of bones and bloody handprints on the walls going back centuries decorate this landing.
14. Rotten fur blankets buzz with insects in this hovel. Animal sacrifices decorate a small shrine.
15. 1d4 bestial **skeleton** guardians with bone-tipped spears guard this chamber.
16. Stone tables for dissection and ingestion decorate this sacrificial chamber.
17. This hall contains several burial crypts. On a 2:6 chance it contains 1d4 **skeletons**.
18. Murder holes aim at area 5. This guard chamber contains two shortbows and six barbed rot-tipped arrows.
19. 1d3 bound **skeletons** are chained to this pillar.
20. Western treasure chamber.
21. Two **animated armors** investigate disturbed skeletons in area 19.
22. Southern treasury.