



# The Devil in the Crypt



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# The Devil in the Crypt

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*Haunted by evil both otherworldly and mundane, the tomb of the sorcerer-king Akhenseti lies waiting. Within its halls are secrets to be uncovered, enemies to be defeated, and weirdness to be encountered.*

The Devil in the Crypt is an OSR adventure for a party of 4-8 characters between level 1 and 3. It is designed to be system agnostic and compatible with traditional role-playing games.

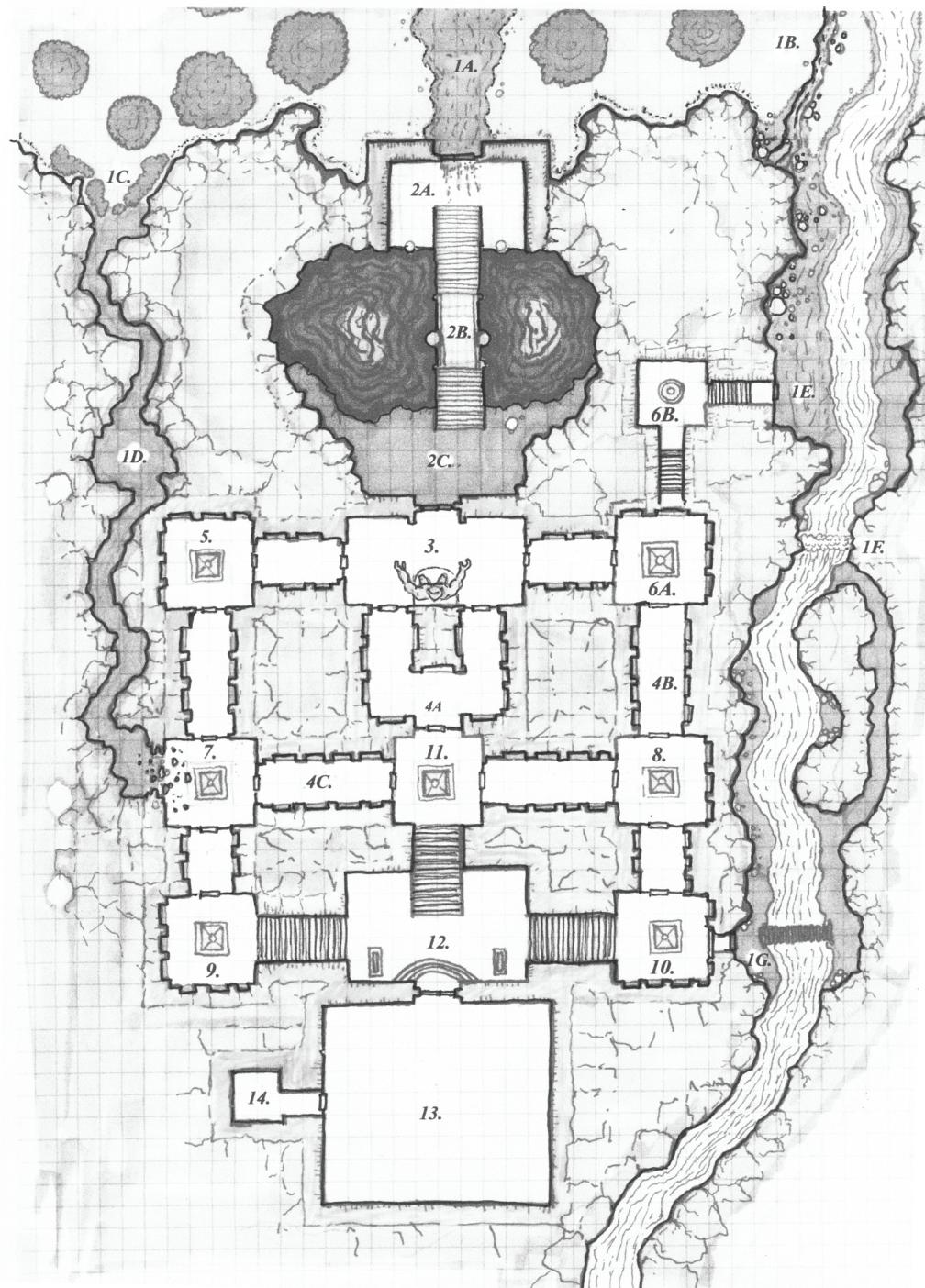
- This adventure assumes silver standard. If you use gold standard, all treasure should be adjusted accordingly.
- The armor classes are given as both descending and ascending values. The ascending values are in brackets.
- This adventure assumes that a single basic saving throw is used. All creatures are assumed to use the same saving throws as a fighter of the same level as their hit dice. If your system of choice has several categories of saving throws, check the categories in order and use the first one which applies to the situation.
- For details on the Summon spell, see Lamentations of the Flame Princess: Weird Fantasy RPG.

## Introduction

In a valley by a major trade route, the rulers of ancient Khem built crypts and catacombs to harbour their mummified remains. Largest of these was the tomb of the sorcerer-king Akhenseti, which also served as a temple dedicated to the forces of the Outer Dark. The valley is shunned by the local population and considered to be haunted by evil spirits, but an infernal cult has resumed the bloody rites in the temple. Adventurers and soldiers of fortune may be attracted to the crypt through rumors of treasure or pleas for help from merchants whose caravans have been lost in the area.

## Legends and rumors

PCs who visit caravan cities and oases in the area may hear the legend about how, in ancient Khem, there lived a priest-king called Akhenseti, who abandoned the faith of his fathers and instituted a bloody cult dedicated to the sinister forces of the Outer Dark. With the help of these forces he strove to master the secrets of sorcery and thereby make himself an equal of the gods. Even after the evil priest-king had been deposed - either by



a group of brave heroes or betrayed by the powers of darkness (the accounts vary) - many of his dreadful creations lived on. Mightiest of these was a ring by which the sorcerer-king could summon forth an enslaved devil, and a mirror that could be used to communicate with the infernal gods of the Outer Dark.

Each of the PCs may also have heard one of the following rumors.

2d6	Rumor
2.	Many of the crypts have more than one entrance.
3-5.	The tombs of the old sorcerer-kings contain immeasurable treasures.
6-7.	The tombs are haunted by bloodsucking revenants.
8-9.	Caravans travelling along the trade route have gone missing in the vicinity of the tombs.
10-11.	Herders have noticed strange sounds and lights above the area by night.
12.	Masked people have been seen going back and forth from the crypts during the night.

## Random encounters in the crypt

The DM rolls 1d6 every third turn in the crypt. There is a random encounter if the die shows 1. This does not apply to room 7 and 9.

1d6	Encounter
1.	<b>A cobra:</b> MV 90' AC 5 [14] HD 2 AT 1 bite D 1d4+poison M 7
2.	<b>5d10 rats:</b> MV 60' AC 9 [10] HD 0 (1 hp) AT 1 bite per 5-10 rats D 1d6+plague M 5
3.	<b>1d4 baboons:</b> MV 120' AC 8 [11] HD 0 (1d4 hp) AT 1 bite D 1d6 M 7
4.	<b>2d4 jackals (obeys the cultists):</b> MV 180' AC 7 [12] HD 1 AT 1 bite D 1d6 M 8 (5)
5.	<b>1d6 cultists (wears red robes and black masks):</b> MV 120' AC 6 [13] HD 1 AT 1 sword D 1d8 M 8
6.	<b>A mummified cat</b> follows the PCs as long as they are in the crypt, yowling loud enough that random encounters occur when subsequent rolls come up 1 or 2.



## Room descriptions

The temple is built in majestic proportions. The corridors are 20' wide and 20' high, while the rooms are 30' high. The walls are decorated with frescoes depicting blood sacrifices to the animal-headed gods of ancient Khem.

### 1A. Stone gate

A stone double door, barred from the inside.

### 1B. Underground river

A ledge leads down to the cave entrance where the brook flows in.

### 1C. Old bones

A man-made cave is hidden behind the bushes. Human bones are

strewn about the cave entrance.

### 1D. Lair of the ghouls

**5 ghouls:** MV 120' AC 7 [12] HD 2 AT 1 bite D 1d6 + paralyzation M 9

Hidden among filth and broken bones are 23 sp and the missing ankh symbol from the obelisk in room 11.

### 1E. Nest of giant scorpions

**3 giant scorpions:** MV 120' AC 5 [14] HD 3 AT 2 claws + 1 sting S claws 1d6, sting 1d6 + poison M 8 Secret door leading to 6B.

### 1F. The waterfall in the deep

The waterfall leads down to 1G. There are crumbled remains of a stairway on the eastern cave wall.

## 1G. Wooden bridge

The secret door on the western wall leads to 10. A rotten wooden bridge leads across the water.

## 2A. Wheel tracks

Ledge with a stair down to 2B. Sandy wheel tracks leads in from the door, towards 13.

## 2B. Abyss.

A colony of bats are sleeping here during the day. A stone ledge with stairs leading up to 2A and down to 2C. The stairs are heavily worn, and bear the tracks of ironshod wheels.

**44 bats:** MV Fly 120' AC 6 [13]  
HD 0 (1 hp) M 6

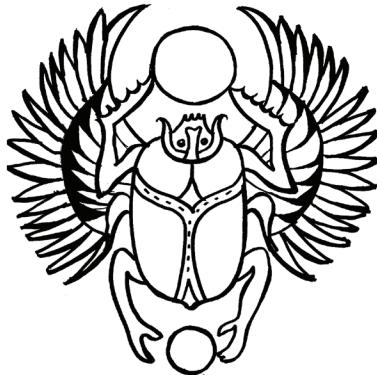
The bats do not attack, but may confuse creatures by flying around them, which gives -2 on attacks and saving throws, and makes spellcasting impossible. The bats must make a morale check every round to avoid fleeing.

## 2C. Bronze gate

A large bronze gate on the southern wall. Stairs leading up to 2B.

## 3. Effigy of the sorcerer-king

A large statue with an eroded inscription on the base: "My name is Akhenseti, king of kings. Look on



my work, ye mortals, and despair." Anyone meeting the gaze of the statue must make a save to avoid becoming paralyzed, weeping until death by dehydration unless someone comes to their aid. The eyes of the statue are two jewels, each worth 100 sp.

## 4A. The golden scarab

A gilded wall relief depicting a scarab. The gold leaf is worth 100 sp if scratched away. However, this will also draw out the swarm of flesh-eating scarabs living behind the relief.

**1 insect swarm:** MV 30' AC 6 [13]  
HD 2 AT 1 swarm D 1d3 (x2 against unarmored creatures) M 11

## 4B. Unstable ceiling

There are cracks in the ceiling and stone fragments on the floor. 15% risk that the ceiling will collap-

se and bury everyone moving through the corridor. Uncareful movement will increase the risk to 30% (or higher, according to the DM's judgement).

#### **4C. Barricade**

The corridor is barricaded from room 11. Nine skeletons are trying to break through, using a crocodile-headed statue as a battering ram.

**9 skeletons:** MV 120' AC 6 [13]  
HD 1 AT 1 short sword D 1d6 M 12

The skeletons take half damage from slashing weapons. Projectiles only do 1 hp, plus any magic bonus.

#### **5. Sarcophagus**

The corridor in the south is barricaded from within the room. In the middle of the room there is a black stone obelisk, and on top of this a green flame is burning, emitting cold. There is an upside down ankh symbol on the side of the obelisk. If turned upright, the flame goes out (see room 14). In front of the obelisk there is a closed sarcophagus filled with yellow mold. In the sarcophagus there is also a meteorite-iron dagger, worth 100 sp, and an amulet made of carved lapis lazuli, worth 50 sp.

#### **1 yellow mold:** HD 2

The yellow mold gives off a spore cloud when the sarcophagus is opened. Everyone within 10' must make a save or take 1d8 hp in damage per round in 6 rounds.

#### **6A. Secret door**

Obelisk (see room 5). There is a secret door leading to 6B in the northern wall.

#### **6B. Fountain of dark wisdom**

A fountain. Anyone drinking its waters must make a save to avoid falling asleep for 1d4 turns. The affected is plagued by terrible dream visions of the terrors of the Outer Dark and cannot be roused. When the drinker awakes he or she has switched to Chaotic alignment.

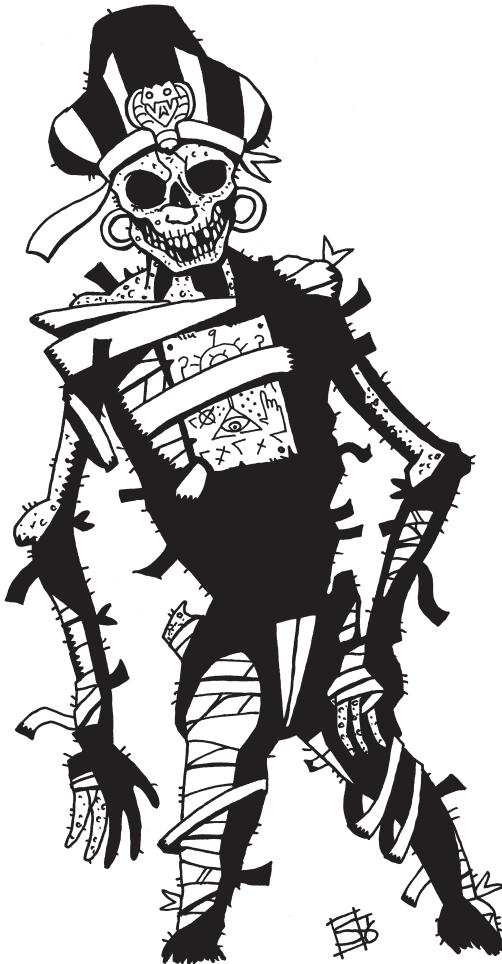
The stairway in the east leads up to 1E. The southern stair leads down to the secret door in 6A.

#### **7. Broken wall**

Obelisk (see room 5). The ankh symbol on the obelisk is missing (see 1D). A hole in the wall opens up to the tunnel of the ghouls. Gnawed bones are strewn all over the floor.

#### **8. Treasure vault**

Obelisk (see room 5). This is where the cult keeps its plundered



treasures: 200 lb salt (50 sp), 20 lb white lotus (100 sp) and 50 yards of silk (500 sp). These are guarded by two stone statues, one with the head of a hippopotamus and one with that of a hyena.

**2 animated statues:** MV 30' AC 1 [18] HD 3 AT 2 D 1d6 M 12

**9. The guardian who never sleeps**  
Obelisk (see room 5). The room is barricaded from the stair leading to room 12. This is the lair of Apep-Kha, a mummy tasked with protecting the temple against all intruders and controlling the animated skeletons (see 4C). Apep-Kha is at war with the cult and may agree to temporary alliances. On his chest he carries a sheet of papyrus which prevents the devil Khartshma from attacking the wearer as long as he himself does not attack.

**Apep-Kha:** MV 60' AC 3 [16] HD 4 AT 1 touch D 1d6 + mummy rot M 12

May only be harmed by fire or magic. Everyone who sees him must make a save to avoid becoming paralyzed by fear for 1d6+1 rounds. His touch infects the victim with mummy rot, which prevents all magical healing and decreases the rate of natural healing to 1/10. Mummy rot may only be cured by magic.

Hidden in a secret compartment in the western wall are 2 golden cups (150 sp each), 1 golden carafe (300 sp) and 20 gp.

## **10. Empty room**

Obelisk (see room 5). The floor is covered by piles of rubble. There is



a secret door leading to 1G on the eastern wall.

## 11. Four-way intersection

Obelisk (see room 5).

## 12. Control room

Antechamber of the great hall. Here are cultists (1d4 by day, 2d6 by night) led by Rafek, a renegade priest. They use Khartshma to plunder caravans in the area.

**Rafek (level 4 magic-user):** MV 120' AC 7 [12] AT 1 staff D energy bolt 1d10 / club 1d6 M 8

Spells *Darkness, Cause fear, Radioactivity, Web*

Rafek's staff is an ancient high-tech plasma weapon. The front end shoots a powerful energy bolt (1d10 hd, ignores armor). The back end has a club head which

may be used in melee (1d6 hp). On a natural 1 when using the energy bolt, roll 1d10: 1-2 The staff explodes like a Fireball (5d6 hp); 3-10 The staff has run out of charges.) There is a podium in the middle of the room. On top of the podium is a round stone dial with hieroglyphs and a small statuette depicting the devil Khartshma (see room 13). The dial may be turned in order to align the hieroglyphs with the statuette. This makes the devil perform various tasks. At the moment it is set to #2, the Guardian.

### 1. The Gate to the Underworld.

The devil returns to its homeworld through the portal in room 14.

**2. The Guardian.** The devil guards room 13 and attacks everything alive in the room. The

devil returns to room 13 if on its homeworld or outside the crypt.

**3. The Beast.** The devil goes out of the crypt and attacks every living thing it encounters within a day's travel.

#### **4. The Master and Apprentice.**

The devil offers to teach sorcery but demands one human sacrifice per spell. It knows *Summon*, *Charm person*, *Continual Darkness* and *Web*.

The door to room 13 is flanked by two black obsidian statues depicting faceless sphinxes. A statue weighs 300 lb and they are worth 200 sp each.

The stone dial has 15 hp and reduces the damage from each hit by 5 hp. If destroyed, Kharshmas HD will immediately increase to 15. The devil is now free to spread death and destruction in the world as it pleases. It will begin by obliterating the closest settlements, advancing outwards counter-clockwise in an ever increasing spiral of death.

If the portal in room 14 is open, it will remain so permanently, slowly spreading its chaotic influence and corrupting the surrounding area. If it is closed, there is a 50% risk that it will explode in a holocaust of green flame and make the ceiling in room 13 and 14 collapse. Anyo-

ne in these areas should make a save to avoid being crushed to a pulp instantly. Survivors still take 6d6 magical damage from the explosion (tough a second save will reduce this amount by half).

#### **13. Forecourt to Hell**

This great hall is the lair of Kharshma, an infernal devil. It has the shape on a vulture-headed warrior in a war chariot pulled by a black sphinx. The warrior is screeching wildly, while the sphinx talks with a majestic voice. The devil is always accompanied by a howling sand storm.

**Khartshma:** MV 180' AC 7 [12] HD 9 AT 1 bite + 1 sword or 1 arrow S bite 1d10, sword 1d8, arrow 1d8 SA immunity to fire M 12 Haste (always active on self), Diffuse (AC +2, the first attack against the creature always fails)

#### **14. Portal and inner tomb**

The corridor opens up on a vast plain of whitened bones beneath an endless night sky. If anyone goes in here while Khartshma is in room 13, the devil will pursue and destroy the interloper. There is a 1 in 6 risk for a random encounter each turn in Khartshma's infernal realm:

1. devil (2d4 HD, random form and abilities)
2. 3d6 skeletons
3. 1 djinn
4. 2d4 radioactive zombies
5. 1d4 hell hounds
6. a dimensional portal opens up to a random campaign setting from the DM's collection.

If the green flames have been put out in all of the seven obelisks, the portal closes and the corridor instead leads to the tomb of Akhenseti. In the middle of the room there is a huge sarcophagus made from black obsidian. If contains jewels worth 1000 sp, as well as Akhenseti's ring and mirror. There is no corpse to be found, however.

weapons and can move through solid objects.

### Akhenseti's mirror

A glass mirror, 20" in diameter, set in a bronze frame decorated with mysterious glyphs. If the mirror is viewed in total darkness the spell Contact Other Plane is activated and a kaleidoscopic inferno appears before the viewer, who must make a save to avoid becoming paralyzed with fear for 1d6 rounds. Through the mirror the user may ask questions to the cosmic consciousness Abaraxaz (12 questions, 5% Don't know, 95% True Answer, 50% Insanity; roll for each separately; see Contact Other Plane).

### Akhenseti's ring

This is an exquisite golden ring with a small black pearl. The word "Shemyaza" is carved with ancient Khemite signs on the inside. When the wearer touches the pearl and utters this word the devil Shemyaza is summoned. The wearer must make a d20-check to control the creature (see Summon).

**Shemyaza** is a vaguely human-like creature with features from both hyena and peacock. It has 8 HD and may cast Animate Dead and Cloudkill once per round. It is also immune to non-magical

## New Spell

### Radioactivity

Level: 2

Duration: Instantaneous

Range: 90'

This spell projects irradiates a 10' radius within range. Roll 1d10 to determine damage die: 1. 1 hp; 2. 1d4; 3. 1d6; 4. 1d8; 5. 1d10; 6. 1d12; 7. 2d6; 8. 3d6; 9. 4d6; 10. 5d6. A save reduces damage by half.



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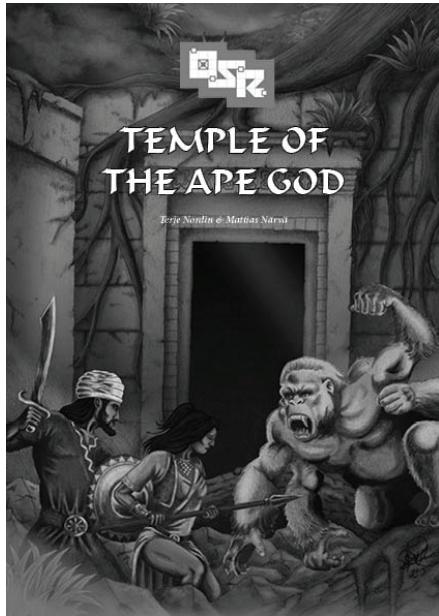
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*In the depth of jungle, a terrible and ancient foe has awakened. There are rumors of gold to be won there, but it will take more than luck and a sharp sword to survive after daring the savage forces of the wilderness.*

*The lost temple of the Ape God awaits!*

Temple of the Ape God is a location based adventure suitable for 4-6 characters of levels 2-4. It is designed to be system agnostic and compatible with traditional role-playing games.

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Svärd &  
Svartkonst

