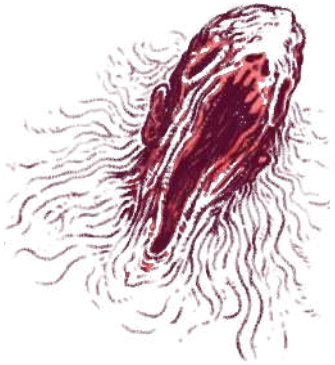
The Crypt of Crimson Ice

Rumors of wealthy merchants' burials lure grave robbers to this old cemetery. "The deeper you go, the greater the reward", they hear. But instead of riches, they may find another fate—becoming sacrificial prey to what lies in the deepest tunnels, where the cold seeps into the bones, and each step echoes off the ancient, frozen walls.

Ixtab: Priest and last of his sect, completely burned body. Very old, gained immortality through his Lord Chalkuk, whom he cares for, feeding crushed, liquefied bodies. Controls twisted hounds to hunt down trespassers. He will stick to his murderous routine until the long-awaited cosmic event. Attack: Obsidian axe. Magic: Telekinesis, Shield, Hypnosis.

Twisted hounds: Vicious creatures born from Chalkuk's anus as larvae. Over time, they acquire a dog-like form with sharp fangs and yellowish glowing eyes, bearing the face of a sacrificed victim. Attack: bite, frost breath.

Eugene: Was a brave town's mayor many generations ago. Known for stopping a pirate incursion at the cost of his head. His talking skull wants to be reunited with his body. Helping him will put the ghosts on your side.



Ghosts: The spirits of the victims remain trapped in these rooms, due to the cosmic energy of Chalkuk, whom they detest. They just want to rest in peace. Attack: life drain.

Chalkuk: Colossal extraplanar deity. Hibernates in a frozen chamber, amassing power to create a portal equivalent to the Bermuda Triangle. Touching it deals d6 frost damage. The eye is its weakness: Burning or a deep stab kills the beast, triggering a sudden, massive surge of melting goo from its entrails, flooding the entire chamber in seconds. If awakened, an earthquake starts. The tremor level will rise from 1 to 6. Roll d6 each turn, if the result exceeds the current level, it icreases and the PCs save DEX or take dmg equal to the tremor level. If it reaches 6 the crypt collapses, crushing everyone.

Notes for GM: Place hounds, ghosts and Ixtab where it makes more sense to you, use the Encounters table, or combine both methods.

Encounters (d6):
1. D4 hounds, hungry.
2. D4 hounds, sleeping.
3. Mourning ghost.
4. Prisoner on the run.
5. A rival tomb robber.
6. Ixtab and two hounds.

Sanctum: Shrine extolling a cyclopean idol missing its eye; restoring it reveals a wooden frog mask: it can reverse gravity on a target for 3 turns. 2 uses, recharge it by dropping off a cliff while wearing it.
- Lysergic incense: INT save or take mental damage and start hearing unsettling ghostly whispers.
- Book of prayers in an arcane language.

Skull wall, hidden door. Many skulls have golden teeth; one of them speaks—it's **Eugene**'s.

Ixtab's notes: *"The hunt is going bad, fresh bodies are scarce. I already fed him with the blood of my brothers, only I am left".*

Anteroom: Large containers with corpses dissolving in acid. Nefarious tools. Ice walking boots. Amulet: protects from spirits.

Ixtab's room: Partially hidden trap door.
- Explosive flasks.
- Life-drainer ritual dagger, hurts ghosts.

Plaque: *"May mortal hands not disturb the gelid prince".*

Entrance. Dead grass around. Eerly cold to the touch. Carving: *"Let no living soul awaken his frozen sleep".*

Sarcophagus hall: "Mayor **Eugene**, martyr. May your head find peace wherever it is". Within lies a headless skeleton, surrounded by otherworldly seeds: consuming them induces visions of events unfolding nearby.

Entrance. Church ruins. Cold air, like entering a fridge.

Sharp ice stalactites may fall if the door is struck.

Locked stone door.

Freezing water.

Storeroom: Victims' belongings: piles of moldy shoes, rotting clothes, picks and shovels, a conquistador armor.

Purple roots, edible, healing properties.

Blood pool.

Murky water:
- Rusting chains.
- Anteroom's key.

Niches: Urn *"Traitor"* has jewels inside, and ashes toxic on touch. Urn *"Virtuous"*: ashes grant a random spell if ingested.

Tied up grave robber.

Locked.

A layer of ice with traces of gold is blocking downward access.

Birthing endless broods of larvae, writhing and crawling.

Frozen chamber: Slippery crimson ice covers everything. Chalkuk, the ancient one, hibernates, eyelidless staring into the void. Seems to lie on countless silver coins.

Cavities, under thick ice:
- Bone flute, calms the hounds.
- Ancient jeweled tiara.
- Idol's eye.

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