

*The Winding Waters are blocked, and you put your boats ashore...only to realize to your horror you've stumbled near the Warlock's Crypt! Can you make it past the spell webs to escape?*

### ADVENTURE GOAL

Your party will face off against encounters in three Scenes. Each Scene ends when you have defeated all encounters facing characters. Once the third Scene ends, the party completes the adventure!

### ADVENTURE SETUP

Use City 1 as the Primary Encounter Deck and Dungeon 2 as the Secondary Encounter Deck.

Place three generic tokens alongside of the Adventure Environment card. These are the Warlock's Crypt's spell webs, defense mechanisms forged long ago. Each spell web is tied to one Scene.

Remove all of the Locations from Dungeon 1 and Adventurers 2; without revealing them, draw two encounters from Dungeon 1 and one from Adventurers 2, and shuffle them together, placing them facedown underneath the first spell web token. Repeat for the other two spell web tokens.

All Humanoids and Giants count as Undead and gain: **Save +1**. Any encounters with the printed Undead type gain: **Save +2**.

### ENCOUNTERS

At the start of each Scene, reveal encounters as indicated in the chart below. First reveal encounters from the Secondary Deck equal to the Dragonfire level. Then, if you still need to draw more encounters, reveal remaining encounters from the Primary Deck. Place the first revealed encounter facing the character whose Class Type color matches the encounter's color, and distribute the rest to the left from that character.

SCENE	REVEAL ENCOUNTERS EQUAL TO
1	Number of Characters -1
2	Number of Characters
3	Number of Characters +1

### TRIGGERING THE SPELL WEBS

During Scene One, while there are still other active encounters, at any time during their turn, any player may choose to trigger a spell web and reveal the first spell web's top encounter. Place it facing the character whose Class Type color matches the encounter's

color. The person who revealed the encounter and the player it faces each draw one card. (If it's the same player, they draw two cards.)

Every player may discard one card to discard the revealed encounter and reveal the next encounter from that stack; the encounter is not defeated, so no gold payout occurs. This can be done up to twice per spell web, but the final encounter cannot be skipped and must be faced, even if only one spell web encounter has been skipped for this Scene. New cards are not drawn in conjunction with revealing these additional encounters.

At the end of any turn when there are no revealed encounters, if at least one encounter from the first spell web was not revealed, it is immediately revealed now and placed per the rules above; additional encounters in this spell web, if any, are discarded. If this encounter is revealed at this stage, players do not draw cards and cannot discard cards to discard the encounter.

The same rules above apply to the second and third spell webs during Scenes Two and Three. Players cannot trigger a spell web outside its Scene.

## ENDING A SCENE

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The standard rules apply for the Short Rest after each Scene.

## COMPLETING THE ADVENTURE

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After Scene Three, the party has completed the Adventure!

## AWARDING XP & MAGIC ITEMS

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For each Scene that you start, each player receives 1 XP. If the party completes the entire Adventure, the players each receive a bonus of 2 XP, for a total of 5 XP.

The standard rules apply for awarding Magic Items.

## OPTIONAL SCENARIOS

- **The Darkness Surges:** When building the spell webs, instead of the standard setup, randomly select one non-Location encounter from Dungeon 1 and two encounters from Adventurers 2: +1 XP upon Adventure completion.
- **Spring the Trap:** Gain access to one spell web a Scene early: +1 XP upon Adventure completion.  
Or, gain access to all three spell webs during in Scene One: +2 XP upon Adventure completion.  
Using either of these options allows you to sidestep the restriction on triggering only one spell web per Scene. However, when all standard encounters are defeated, all spell webs that are available for the current Scene will reveal an encounter as per the *Triggering the Spell Webs* rules.

## WARLOCK'S CRYPT: PROLOGUE

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On a turn of the river, you see it ahead. Backlit by a low-slung moon. A series of black towers jut toward the sky—the talons of a great, clawed hand, from which an eerie, unnatural fog spills down into the river valley.

Warlock's Crypt.

Risen from the fallen corpse of an ancient Netherse floating enclave, this city of the undead stands as a blight against all that is revered and right in the world. If you could smite it from existence, of course you would. But its power is beyond you. At least for now. Venturing anywhere close to its putrid miasma would be foolhardy at the best of times, but the river's waters bear you nonetheless, widening and shallowing as you fall into the city's shadow.

The stench of corrupted flesh wafts in with the fog. The air is moist, and cold. Shadows swirl and shift at the edge of your vision. In the distance, to either side of the river's edge, shrieks and the insane touch of cold, cold laughter.

Then—ahead!—a barricade of...bleached timbers...thorny brush...

Steering to the low bank, you drift close enough to see the timbers are the yellowed, ancient bones of giant monstrosities. The skull of a dragon. What could only be an abboleth's spine. In between, piles of humanoid ribcages tied together with sickly, spiked vines. Every thorn appears sharp as a dagger's tip, dripping black ichor into the waters below.

It's a portage you would rather do without, as beneath your feet old bones snap and crunch like brittle twigs. Not fifty feet along the bank you stumble across the shattered remains of paired canoes. A trap!

If a doubt remained, it is dispelled by several large shadows breaking away from the night, shambling forward to bar your path. Eyes aglow in the darkness. Clawed hands already reaching for you.

There are fates worse than death.

And Warlock's Crypt knows them all.

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### USING THE SIDEBAR RULES BELOW, START ADVENTURE

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The first time only that you play this Adventure, if the average Campaign Score of the party is 1.5 or more, after all encounters have been revealed at the start of Scene Three, discard a Market card. Place the *Vampire* (Difficulty 3 City encounter from base game) facing the character whose primary color it matches. (If there's a tie, randomly determine where it is placed.) Regardless of whether you complete the Adventure, if you defeat the *Vampire*, all players receive +1 XP.)

## WARLOCK'S CRYPT: EPILOGUE

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The night is alive with hoarse moans and the answering calls of high-pitched screams.

Fog clings like the spectral webbing of long-dead spiders. Cold. Moist. Heavy, where it tangles about your legs as you slog through the final portage. Reluctant to let anyone pass.

The stench of rotted flesh and sour earth clings to you still as you splash into the river shallows, below that barricade of bone and poisoned thorns.

Piling into the small craft, shoving off from those hellish banks, everyone takes their toll of the battle. Wounds burn with something worse than infection. One among you draws from their shoulder a sliver of bone like a poisoned quill. Another slaps a dark poultice over bloody furrows raked along one arm. Bad, yes. But, glancing back, it could have been so much worse. The decayed corpses left behind have certainly found no rest, no peace. Many of them begin to stir again, before you've even lost them in the thickening fog.

It's hard to call this a victory. Not when the undead city looms so near...and what has been experienced can't be but a sour taste of its unholy power. But now, for tonight, this is at least something as important.

Survival.

The current isn't swift, not yet, but at least it is steady, and every loud heartbeat takes you that much farther from death's touch. The fog thins, becomes patchwork. Everyone breathes easier, until it lifts for a brief moment and gives all one last glimpse of the naked riverbank.

A skeletal figure, dressed in mail and the moldering remnants of a knight's finery, stands at the water's edge. Sword in hand. Teeth clenched in death's inhumane grin. It follows you with empty sockets filled with sparks of unholy fire. It is there for a moment only before the last touch of fog wreathes it again in distant shadow, leaving behind only the memory of its cold gaze and a single whisper that floats out of the night.

"Soon..."