

# BLOOD MOON CRYPT

*Under a bleeding sky, spectral guardians clash endlessly within the Blood Moon Crypt while liquid shadow pools shift with lunar phases to swallow the fearful into unknown depths. Zealous Crimson Penitents seek to harvest this chaotic undead energy for a ritual meant to purge all sin from the world.*

## HOOKS & RUMORS

- A stolen Penitent journal reveals a stealth route through shrinking shadow pools to reach the central altar before the ritual begins tonight.
- Diplomacy with a trapped guardian might reveal how their fear fuels the shifting shadows, offering a path to break their cycle of resurrection.
- The Crimson Penitents plan to force open the crypt gates at dawn, so adventurers must use stealth or violence to stop their holy massacre.
- A map found near the entrance shows that deep fear transports victims to the deepest vaults where the ritual energy is strongest.

## RANDOM EVENTS (D6)

1	<b>Lunar Surge</b>	The moon brightens suddenly, causing all shadow pools to expand rapidly and swallow nearby cover spots instantly.
2	<b>Whispering Wind</b>	A cold breeze carries voices of the dead that reveal a hidden trap location or secret door to listeners.
3	<b>Guardian Fracture</b>	Two spectral enemies stop fighting each other and turn their attention toward the nearest living creature.
4	<b>Penitent Patrol</b>	Four Crimson Penitents march through the area chanting loudly, forcing players to hide or engage in combat immediately.
5	<b>Shadow Siphon</b>	A pool drains completely dry for a moment, revealing a hidden chest filled with cursed artifacts from previous victims.
6	<b>Fear Echo</b>	The air fills with a hallucination of the party's deepest fears, causing confusion and requiring saving throws to act normally.

## LOCATIONS

### Threshold of Bleeding Sky

Crimson light filters through cracked domes, illuminating swirling shadow pools that hiss and exp...

### Hall of Weeping Shadows

Cracked stone floors ripple with viscous black fluid that smells of burnt copper and old graves.

### Chamber of Screaming Glass

Shards of jagged crystal protrude from walls, humming with a frequency that induces nausea and di...

### Vestibule of Broken Vows

Marble pillars stand shattered, draped in tattered crimson robes that whisper forgotten prayers t...

### Altar of Final Purge

Crimson Penitents chant atop a dais surrounded by trapped spectral guardians locked in eternal co...

## ENCOUNTERS (D6)

1	<b>Shadow-Stalker Ambush</b>	Liquid shadow erupts from the floor to grapple three unsuspecting adventurers while spectral wolves circle the perimeter. The creatures are immune to non-magical weapons but vulnerable to bright light sources. Players can use the hanging chandelier for elevation or shatter nearby lanterns to blind the beasts before engaging in melee combat.
2	<b>Penitent Purification Squad</b>	Four Crimson Penitents chant a barrier spell that amplifies the glass hum, forcing players to save against madness every round. They stand behind rotating crystal panels that block line of sight but also protect them from ranged attacks. Players can sabotage the chanting by breaking the crystals or sneak through the moving cover to strike the ca...
3	<b>Guardian Civil War</b>	Two warring spectral knights clash violently near the iron gate, ignoring intruders until attacked or provoked by loud noises. Their fighting creates shockwaves that knock characters prone if they stand too close to the impact zone. Players can let the guardians exhaust each other, sneak past the battle through the whispering robes, or trick one...
4	<b>Fear-Induced Transport</b>	A deep pool expands rapidly due to a sudden spike in player fear, dragging two characters into its depths instantly. The liquid transports victims to a random lower level based on their current terror levels and sanity scores. Players can throw ropes to save allies or use magical light to shrink the pool before it swallows more party members.
5	<b>Zealous Interrogation</b>	A high-ranking Penitent attempts to bind a captured player with chains of solidified shadow to extract ritual secrets. The captor uses the vibrating walls to mask their voice, making communication difficult for nearby allies. Players can negotiate by offering false information, use the glass shards as improvised weapons to cut the bonds, or trig...
6	<b>Ritual Acceleration</b>	The moon phase shifts unexpectedly, causing all shadow pools to surge upward and threaten to engulf the entire chamber instantly. Crimson Penitents rush to stabilize the flow using heavy stone anchors that block movement paths for everyone. Players can sabotage the anchors to speed up the purge or help stabilize them to buy time for a tactical r...

## NPCS

**High Inquisitor Valerius:** A stern cleric clad in blood stained vestments who believes the ritual will save humanity from eternal damnation. He commands the Penitents with absolute authority and views the spectral guardians as mere fuel for the cleanse. He offers to spare the party if they assist in the ritual, but secretly plans to sacrifice them all to power the final purge.

**Ghost:** Knight Elara A tragic spectral warrior trapped in an endless loop of combat who desperately seeks release from her curse. She recognizes the futility of the Penitents' goals and offers to guide players through secret paths if they promise to destroy the altar. Her form flickers violently when near strong fear, making her a volatile ally who might accidentally attack friends in panic.

**Brother Silas:** A disillusioned Penitent who secretly doubts the ritual's efficacy and hides stolen supplies for those who oppose Valerius. He knows the location of the hidden lever that controls the shadow flow but fears his superiors will execute him if discovered. Players can recruit him as a spy, intimidate him into revealing secrets, or expose him to the Inquisitor for leverage.

**The Weeping Oracle:** A haggard woman bound to the Vestibule who speaks in riddles about the moon's phases and the cost of sin. She claims to see the future but her visions are often distorted by the liquid shadow surrounding her feet. She provides crucial hints about the ritual crystals but demands a memory from the party as payment for her knowledge.

## PLOT RESOLUTIONS

The adventurers could shatter the ritual crystals to free Ghost and her kin, ending the cycle but angering The Crimso...

The adventurers might aid High Inquisitor Valerius to complete the purge, gaining immense power while sacrificing the...

The adventurers could recruit Brother Silas to sabotage the anchors, causing the shadow pools to swallow the ritualis...

The adventurers might bargain with The Weeping Oracle for a memory to calm the moon, stopping the shadows but losing...

The adventurers could trick the spectral guardians into attacking the Penitents directly, breaking the curse through...

## TREASURE

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**Lantern of Truth** — This antique lantern burns with a cold white flame that reveals invisible creatures and dispels minor illusions instantly. Found in the Hall of Weeping Shadows, it was once used by the guardians to find their way home. The light causes severe pain to undead creatures but drains the wielder's vitality every time it is lit for more than a minute.

**Shards of Silence** — A pouch containing three jagged glass fragments that completely mute all sound within a ten-foot radius when thrown. Recovered from the Chamber of Screaming Glass, they were used by Penitents to stop the haunting cries of the dead. Using them grants stealth advantages but also prevents the wielder from casting verbal spells or shouting warnings to allies during combat.

**Chain of Broken Vows** — A heavy iron chain that glows faintly red and can bind spectral entities for one minute per charge. Taken from Brother Silas's stash, it was forged from the gates of the crypt itself. The chain burns the user's hands if they try to break a promise while holding it, inflicting psychic damage equal to their guilt level.

**Moon-Phase Compass** — A brass device that points toward the nearest pool of liquid shadow and predicts its expansion for the next hour. Discovered near the Weeping Oracle, it allows travelers to navigate the shifting dungeon safely without falling into the depths. The compass spins wildly if the user feels fear, requiring a steady hand and calm mind to read accurately.