



**WEEPING CRYPT
OF MYRTHALAS**

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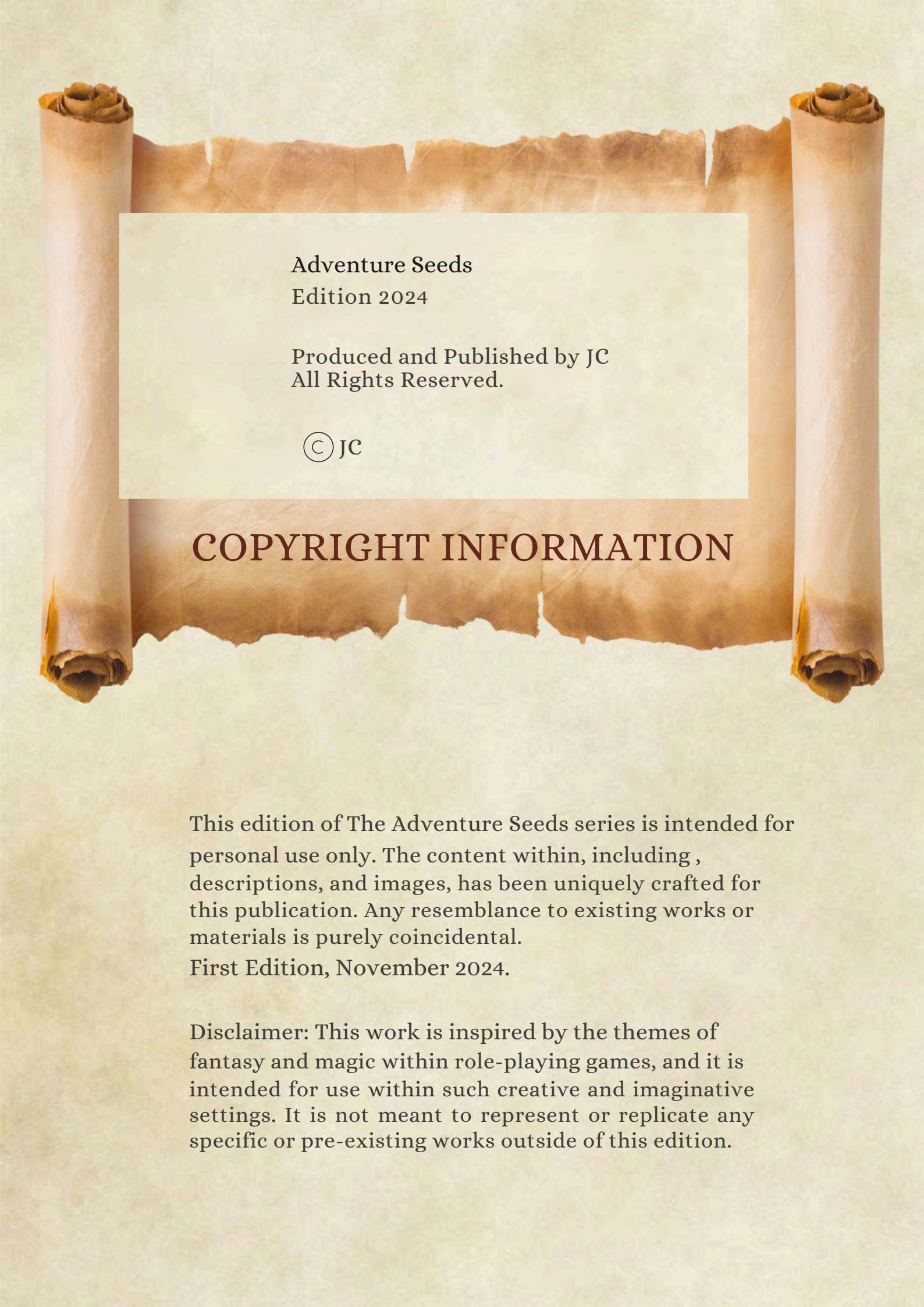
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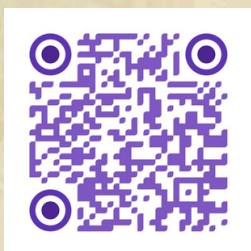
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THE WEEPING CRYPT OF MYRTHALAS

REALM DESCRIPTION

DM GUIDANCE: SETTING THE ATMOSPHERE

The Weeping Crypt of Myrthalas is a realm steeped in sorrow and dread. The players should feel an oppressive weight in the air, a sense of melancholy that grows the closer they get to the crypt. Use sensory details like faint whispers, the damp chill of the forest, and shifting shadows to immerse the players in the eerie environment. The horror in this adventure is psychological as well as physical, with illusions and curses designed to unnerve.

ADVENTURE BEGINS: THE VILLAGE OF WITHERVEIL

Description: The players begin in **Witherveil**, a small, desolate village at the edge of the **Duskmire Thicket**. The village is plagued by strange disappearances and horrifying nightmares that seem to come to life. The villagers speak of the **Weeping Crypt**, a cursed burial site where none dare tread.

The adventurers are approached by **Old Renna**, the village matron, who begs for their help. She tells them of the crypt's curse and the artifact that holds the key to saving Witherveil: the **Tear of Myrthalas**, hidden deep within the crypt.

DM GUIDANCE: SETTING THE SCENE IN WITHERVEIL

Describe the despair of the villagers. They are hollow-eyed, their faces gaunt from sleepless nights. The atmosphere is heavy with fear, and whispers of the crypt haunt every conversation. Use the village to foreshadow the horrors to come.

EXAMPLE DM NARRATIVE

As you approach the village of Witherveil, the first thing you notice is the silence. No birds sing, no children play. The air is thick with an oppressive stillness, broken only by the occasional creak of shutters or the distant cry of a restless animal. The villagers you see are haggard and hollow-eyed, their movements slow and hesitant, as though weighed down by an invisible burden. The scent of damp earth and decay hangs in the air, mingling with the faint tang of burning wood from a single distant hearth.

KEY NPC: OLD RENNA

Description: Renna is an elderly woman with a hunched back and deep-set, haunted eyes. She is the matron of Witherveil and has lived long enough to remember the crypt before it was cursed. She knows the legends of Myrthalas and the Tear and serves as the players' guide to the adventure's stakes.

Dialogue Example:

"You've come to the wrong place, travelers... unless you mean to help us. The forest... the crypt... they've taken everything. My sister went into that cursed place years ago. She never came back. The only thing that can save us now is the Tear of Myrthalas, but... it lies in the Weeping Crypt. No one who's gone there has returned."

DM Tips:

- Renna's dialogue should be heavy with emotion, emphasizing the desperation of the villagers.
- Use her to foreshadow key elements of the crypt, such as the Mourning Knight or Myrthalas herself.

JOURNEY TO THE CRYPT: THE SORROW'S APPROACH

DM GUIDANCE: BUILDING SUSPENSE

The journey to the crypt is as much a psychological trial as a physical one. The **Sorrow's Approach** is a mist-shrouded path through the **Dusk mire Thicket**, where the line between reality and illusion blurs. Use haunting imagery, unsettling sounds, and moments of uncertainty to set the players on edge.

DESCRIPTION

The path to the crypt winds through a forest of twisted, leafless trees, their branches clawing at the sky like skeletal fingers. The ground is damp and uneven, littered with decayed leaves and scattered bones. A thick, unnatural mist rolls in, muffling sound and obscuring vision. Strange shadows flicker in the corners of the players' eyes, and faint whispers drift on the air, too soft to make out.

ENVIRONMENTAL CHALLENGES

- **Spectral Illusions:** The players see fleeting images of people they know or lost loved ones, drawing them deeper into the forest. They must succeed on a Wisdom saving throw (DC 14) or become disoriented, taking longer to find the crypt.
- **Apparitions:** Ghostly figures appear along the path, silently pointing the way. They vanish if approached, leaving behind an unsettling chill. Players who ignore the apparitions may encounter dead ends or more dangerous encounters.
- **The Withered Grove:** A section of the forest where the trees seem to move subtly, blocking paths and creating a labyrinth-like effect. Players must succeed on a Survival check (DC 15) to navigate the grove.

EXAMPLE DM NARRATIVE

The forest grows darker as you press on, the twisted branches forming a canopy that blocks out the crimson glow of the moon. The mist thickens, clinging to your skin like damp cloth and muffling your footsteps. Shadows flicker at the edge of your vision, and faint whispers drift through the air, just beyond comprehension. The path ahead splits and twists, each direction seeming as unwelcoming as the last.

ARRIVAL AT THE CRYPT

The crypt itself is a massive, crumbling mausoleum carved into the side of a cliff. Its stone walls are covered in blackened vines, and its entrance is flanked by statues of weeping figures, their faces eroded into hauntingly vague expressions. A faint red glow emanates from the cracks in the crypt's walls, and the sound of distant wailing echoes from within.

EXAMPLE DM NARRATIVE: THE CRYPT'S EXTERIOR

As the trees thin, the crypt comes into view—a foreboding structure of dark stone and weathered carvings. Vines creep across its surface like veins, and the statues that guard its entrance seem almost alive in the shifting light of the crimson moon. The air grows colder, and the wailing that haunted the forest now grows louder, as though the crypt itself is mourning.

NEXT STEP: THE CRYPT'S DEPTHS AND ENCOUNTER WITH THE MOURNING KNIGHT

The players enter the **Weeping Crypt**, where they will face their first major challenge: the **Mourning Knight**, a spectral guardian bound to the crypt's defense. The next section will detail the crypt's layout and this pivotal encounter.

THE CRYPT'S DEPTHS AND ENCOUNTER WITH THE MOURNING KNIGHT

DM GUIDANCE: IMMERSING PLAYERS IN THE CRYPT

The **Weeping Crypt** is a labyrinthine tomb filled with sorrow and danger. As the players descend, they should feel the oppressive weight of the crypt's curse. The environment itself is hostile, with eerie sounds, shifting shadows, and traps that seem to feed on the players' fear. Every corner of the crypt tells part of the tragic story of Myrthalas, revealed through carvings, spectral echoes, and cursed artifacts.

LAYOUT OF THE CRYPT

The crypt is divided into three main areas, each with its own dangers and discoveries:

1. **The Entry Hall:** The first chamber, filled with inscriptions and ghostly apparitions that offer cryptic warnings.
2. **The Wailing Passage:** A long corridor haunted by spectral wails that disorient and weaken intruders.
3. **The Mourning Knight's Chamber:** A grand hall where the crypt's spectral guardian awaits.

ENVIRONMENTAL FEATURES

- **Living Shadows:** The shadows in the crypt move independently, creeping along the walls and floors. Players must succeed on Wisdom saving throws (DC 13) to resist the feeling of being watched.
- **Mournful Echoes:** Faint whispers and cries echo through the crypt, growing louder the deeper the players venture. At random intervals, ask players to make Charisma saving throws (DC 12). On a failure, they feel overwhelming despair, imposing disadvantage on their next ability check or saving throw.
- **Inscribed Warnings:** The walls are carved with depictions of Myrthalas' tragic tale, as well as cryptic warnings for intruders. Players who investigate these carvings with an Intelligence (Investigation) check (DC 14) can glean clues about the crypt's traps and the Mourning Knight's tactics.

EXAMPLE DM NARRATIVE: THE CRYPT'S INTERIOR

The air grows colder as you step into the crypt, and the faint red glow from the walls bathes everything in an eerie light. Shadows stretch unnaturally long across the floor, twisting as though alive. The sound of distant wails echoes through the stone halls, the mournful cries growing louder with each step. The carvings on the walls seem to watch you, their hollow eyes staring out from scenes of sorrow and despair.

THE ENTRY HALL

The crypt begins with a wide, vaulted chamber where rows of decayed statues line the walls. At the far end, an altar of black stone bears a glowing red crystal. When approached, ghostly apparitions of long-dead worshippers materialize, their forms flickering like candle flames.

FEATURES

- **Altar of Warnings:** The crystal on the altar projects an illusion of Myrthalas in her living form, delivering a cryptic message:
"Turn back, for only sorrow lies ahead. Those who disturb my rest shall join me in my eternal woe."
- **Spectral Worshippers:** The ghostly figures are non-hostile but emit faint whispers that cause unease. Players who linger near them must succeed on a Wisdom saving throw (DC 13) or gain disadvantage on Perception checks while in the crypt.

THE WAILING PASSAGE

This long, narrow corridor is filled with spectral wails that claw at the players' sanity. The air grows colder, and the sound becomes almost unbearable, creating a sense of panic and dread.

HAZARDS

- **Wailing Effect:** All players must make Constitution saving throws (DC 14) at the start of the corridor. On a failure, they take 2d6 psychic damage and have disadvantage on Wisdom saving throws for 1 hour.
- **Traps:** Pressure plates along the floor trigger poison darts that deal 2d6 poison damage unless players succeed on a Dexterity saving throw (DC 14).
- **Spectral Hands:** Ghostly hands emerge from the walls, grasping at players. They must succeed on Strength saving throws (DC 12) to avoid being restrained for one round.

EXAMPLE DM NARRATIVE: THE WAILING PASSAGE

The corridor stretches endlessly before you, the sound of wailing growing louder with each step. The cries are filled with anguish, clawing at your mind and making your thoughts sluggish. The walls seem to shift and shimmer, and ghostly hands reach out from the stone, their cold touch sending shivers down your spine. The air grows so cold that your breath clouds in the dim red light.

ENCOUNTER WITH THE MOURNING KNIGHT

At the end of the Wailing Passage lies a massive, circular chamber with a cracked stone floor and a vaulted ceiling. The Mourning Knight, a spectral guardian bound to protect the crypt, stands motionless in the center. Its armor is tattered and corroded, and its once-magnificent sword now drips with black ichor.

THE MOURNING KNIGHT: OVERVIEW

The Mourning Knight is a tragic figure, a warrior who once served Myrthalas but was cursed to guard her tomb in death. Its sorrow fuels its strength, and its attacks are infused with necrotic energy.

EXAMPLE DM NARRATIVE: THE MOURNING KNIGHT AWAKENS

The chamber is vast and silent, save for the faint drip of water echoing through the air. In the center stands a figure clad in rusted, spectral armor, its head bowed as if in mourning. As you step closer, it raises its head, revealing hollow eyes that glow faintly with blue light. The figure speaks, its voice low and filled with sorrow: "Turn back, or join me in my eternal vigil." It raises its blade, and the room grows colder as the shadows close in around you.

COMBAT FEATURES

- **Environment:** The chamber is filled with hazards, including:
 - **Cracked Floor:** Sections of the floor crumble underfoot, forcing players to succeed on Dexterity saving throws (DC 13) or fall prone.
 - **Shadow Pools:** Dark pools of shadow deal 1d6 necrotic damage to players who end their turn within them.
- **Tactics:**
 - **Phase Shift:** The Knight uses its incorporeal nature to phase through walls and floor, attacking from unexpected angles.
 - **Sorrowful Strike:** A melee attack that deals both slashing and necrotic damage. Targets must also succeed on a Wisdom saving throw (DC 14) or be frightened for 1 round.
 - **Lament of the Fallen:** The Knight releases a wave of necrotic energy, forcing all players within 20 feet to make a Constitution saving throw (DC 15) or take 3d6 necrotic damage.

STAT BLOCK FOR THE MOURNING KNIGHT

THE MOURNING KNIGHT

Medium undead, neutral

Armor Class 16 (spectral armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Wis +4, Cha +4

Damage Resistances necrotic, cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

TRAITS

Incorporeal Movement. The Mourning Knight can move through other creatures and objects as if they were difficult terrain. It takes 5

(1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The Knight makes two melee attacks with its Sorrowful Blade.

Sorrowful Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 15 (2d8 + 3) slashing damage plus 7 (2d6) necrotic damage. Targets must make a DC 14 Wisdom saving throw or be frightened for 1 round.

Lament of the Fallen (Recharge 5-6). The Knight releases a wave of necrotic energy. Each creature within 20 feet must make a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage.



JOURNEY TO THE FINAL BOSS: THE TOMB OF MYRTHALAS

DM GUIDANCE: DEEPENING THE HORROR

The journey from the Mourning Knight's chamber to the tomb of Myrthalas plunges the players deeper into the heart of the Weeping Crypt. As they descend, the environment grows more surreal and oppressive. The crypt seems alive, responding to their presence with twisting corridors, mournful echoes, and haunting visions. This section is not just a physical journey but a psychological test of the players' resolve.

DESCRIPTION OF THE CRYPT'S DEPTHS

The deeper sections of the crypt are ancient and decayed, with walls that appear to bleed black ichor. The faint red glow from the upper levels fades, replaced by a suffocating darkness broken only by the flicker of the players' light sources. The air is cold and damp, and the sound of distant sobbing grows louder.

ENVIRONMENTAL FEATURES

- **Reality Distortion:** The crypt bends and twists, creating disorienting passages. At times, players find themselves back where they started unless they succeed on a Wisdom (Survival) check (DC 15) to stay oriented.
- **Weeping Walls:** The walls of the crypt are streaked with black, tar-like ichor that drips onto the floor. Any player who touches the ichor must make a Constitution saving throw (DC 14) or be poisoned for 1 hour.
- **Spectral Memories:** The players witness visions of Myrthalas' life, projected into the air like ghostly reenactments. These visions provide clues to the story of the crypt's curse and Myrthalas' guilt.

EXAMPLE DM NARRATIVE: THE CRYPT'S DESCENT

The air grows colder as you descend deeper into the crypt, and the faint red glow of the upper levels gives way to total darkness. Your light flickers and sputters, struggling against the suffocating gloom. The walls seem to pulse faintly, their surface streaked with black ichor that drips onto the cracked stone floor. Whispers echo from unseen corners, and spectral figures flicker into view—images of a queen in anguish, her crown slipping from her head as she weeps over a shrouded body.

SIGNIFICANT CHALLENGES

1. THE HALL OF REFLECTIONS

This corridor is lined with polished black stone that reflects twisted and distorted images of the players. The reflections move independently, creating an eerie and unsettling effect.

- **Challenge:** The reflections attempt to trap the players' souls. Each player must succeed on a Wisdom saving throw (DC 15) or become immobilized as their reflection "steals" their movement. Immobilized players must succeed on another Wisdom saving throw (DC 15) to break free.
- **Hint:** Observant players who examine the reflections (Perception DC 14) notice faint differences between their true movements and the reflections, revealing the trap's nature.

EXAMPLE DM NARRATIVE:

The walls of the corridor gleam like black mirrors, reflecting your forms in twisted, grotesque detail. As you step forward, the reflections move—but not in sync with your movements. One turns its head toward you, its hollow eyes locking onto yours, and for a moment, you feel your legs freeze, as if something is holding you in place.

2. THE WAILING SPIRITS

A chamber filled with restless spirits bound to the crypt, endlessly wandering and lamenting their fate. These spirits are not hostile unless provoked, but their presence is draining.

- **Effect:** Any player who enters the chamber must make a Charisma saving throw (DC 14) or lose 5 temporary hit points as the spirits' sorrow weighs on their soul.
- **Interaction:** If the players try to communicate with the spirits, they reveal fragmented details about Myrthalas' sorrow and betrayal, offering cryptic warnings about the curse.

EXAMPLE DM NARRATIVE:

The air grows thick with an overwhelming sense of loss as you step into the chamber. Dozens of ghostly figures drift aimlessly, their faces obscured by flickering shadows. Their low wails echo through the crypt, filling your mind with an unbearable sadness. As one spirit passes close, it whispers:

"Her sorrow binds us all... Leave this place before it takes you too."

3. THE THRESHOLD OF SORROW

The final barrier before reaching Myrthalas' tomb is a massive stone door carved with depictions of her greatest regrets: a figure standing over the bodies of her loved ones, her face frozen in anguish.

- **Challenge:** To open the door, the players must each contribute a drop of their blood to the stone basin before it. Doing so forces them to make a Constitution saving throw (DC 14). On a failure, they lose 5 hit points and feel a deep sense of sorrow, gaining disadvantage on Wisdom saving throws for 1 hour.
- **Narrative Reward:** Once the door opens, the players are flooded with a vision of Myrthalas' final moments, showing her despair as she willingly bound herself to the crypt to protect the Tear from those who would misuse its power.

EXAMPLE DM NARRATIVE:

The door looms before you, its surface carved with harrowing images of loss and despair. A stone basin sits at its base, empty but stained dark with ancient blood. As you approach, the carvings seem to shift, the figures turning their hollow eyes toward you. A voice whispers faintly from the other side of the door:

"Only those who share in my sorrow may pass."

ARRIVAL AT THE TOMB OF MYRTHALAS

The tomb is a massive, circular chamber with a domed ceiling covered in faintly glowing runes. At the center lies a sarcophagus carved from black stone, surrounded by pools of shimmering liquid that emit a faint silver light. Myrthalas herself is bound to the tomb, her spectral form hovering above the sarcophagus, shrouded in tattered veils.

EXAMPLE DM NARRATIVE: ENTERING THE TOMB

The chamber beyond the door is vast, its air heavy with sorrow. The domed ceiling glows faintly, its surface inscribed with runes that shift and shimmer like tears. At the center of the room lies a black stone sarcophagus, its surface carved with the image of a weeping queen. Above it, a spectral figure hovers, her form cloaked in shadow and veils. Her voice fills the room, low and mournful:

"You have come to take my Tear... but can you bear the weight of my sorrow?"

The players now stand at the threshold of the final encounter with Myrthalas, the Cursed Queen. The next section will detail this climactic battle, including her tactics, abilities, and the final steps to retrieve the **Tear of Myrthalas**.

ENCOUNTER WITH THE FINAL BOSS: MYRTHALAS, THE CURSED QUEEN

DM GUIDANCE: CREATING A HAUNTING AND EMOTIONAL SHOWDOWN

The confrontation with Myrthalas should feel deeply personal and tragic. Myrthalas is not a mindless villain but a cursed queen who sacrificed everything for her people, only to have her sorrow twist her into a vengeful specter. As the players face her, use the environment and her dialogue to convey the weight of her despair. The fight should challenge the players both strategically and emotionally, making them question whether they are liberators or intruders.

APPEARANCE

Myrthalas is a spectral figure, her form shifting between regal beauty and a decayed, sorrowful wraith. She is shrouded in tattered veils that billow as if caught in an unseen wind, and her hollow eyes glow faintly with a silvery light. Her voice is mournful, echoing through the tomb as if the walls themselves carry her sorrow.

EXAMPLE DM NARRATIVE: MYRTHALAS' MANIFESTATION

The spectral queen hovers above her sarcophagus, her veils shifting to reveal a face both beautiful and tragic, marked by hollow eyes that glow with an eerie silver light. Her voice fills the chamber, low and filled with pain:

"I see you, trespassers. You come for the Tear, yet you know not the weight it carries. My sorrow binds this place. My sorrow binds me. Will you take what little I have left?"

BEHAVIOR AND PURPOSE

Myrthalas is bound to the crypt by her curse and the power of the **Tear of Myrthalas**, which contains her essence. She views the players as invaders and a

threat to her legacy, attacking to defend what remains of her sorrowful existence. However, throughout the battle, she expresses doubt, her tragic nature offering a chance for redemption.

COMBAT FEATURES

THE ENVIRONMENT: THE SHIFTING TOMB

The tomb itself reacts to Myrthalas' emotions, creating dynamic hazards and opportunities.

- **Shimmering Pools:** The pools of liquid surrounding the sarcophagus emit a faint silver glow. Any creature standing within them at the start of their turn regains 5 hit points but must succeed on a Wisdom saving throw (DC 14) or be overwhelmed by sorrow, taking disadvantage on attack rolls for 1 round.
- **Collapsing Runes:** The glowing runes on the ceiling pulse during the fight, causing bursts of radiant energy to rain down. At the end of each round, randomly choose a 10-foot radius; creatures in that area must make a Dexterity saving throw (DC 15) or take 2d8 radiant damage.
- **Shadow Tendrils:** Myrthalas can summon shadowy tendrils that lash out from the floor, grappling players. Targets must succeed on a Strength saving throw (DC 14) or be restrained until the end of their next turn.

MYRTHALAS' TACTICS

Myrthalas fights with a blend of necrotic and radiant magic, reflecting the duality of her sorrow and lingering nobility.

- **Opening Moves:** Myrthalas begins by summoning two **Sorrowbound Shades**, spectral allies that harass the players while she uses her ranged abilities.
- **Mid-Battle Strategy:** At half health, Myrthalas grows desperate, unleashing her **Wail of Eternal Sorrow**, a devastating area attack. The pools in the chamber begin to darken, reducing their healing properties.
- **Final Phase:** In her last moments, Myrthalas becomes fully incorporeal, phasing through walls and summoning spectral copies of herself to confuse and overwhelm the players.

ABILITIES

ACTIONS

1. **Weeping Strike:** Melee Weapon Attack: +7 to hit, reach 10 ft., one target.
Hit: 14 (2d8 + 5) necrotic damage, and the target must make a Wisdom saving throw (DC 15) or be frightened until the end of their next turn.
2. **Sorrow's Lament (Recharge 5-6):**
Myrthalas emits a wave of necrotic energy in a 30-foot radius. All creatures must make a Constitution saving throw (DC 16) or take 21 (6d6) necrotic damage and be pushed 10 feet.
3. **Summon Sorrowbound Shades:**
Myrthalas summons two spectral allies to fight alongside her. The shades have 30 hit points each and deal 2d6 necrotic damage on a hit.

LEGENDARY ACTIONS

1. **Shadow Tendril:** Myrthalas targets one creature within 30 feet, forcing them to make a Strength saving throw (DC 14) or be restrained for 1 round.

2. **Echo of Sorrow:** Myrthalas creates a spectral double of herself that lasts until the end of her next turn. The double can make a single Weeping Strike on its turn.



MYRTHALAS, THE CURSED QUEEN

Large undead, neutral

Armor Class 17 (spectral veils)

Hit Points 150 (20d10 + 40)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, grappled, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elvish

Challenge 10 (5,900 XP)

TRAITS

Spectral Form. Myrthalas can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Sorrowful Aura. At the start of each player's turn, if they are within 20 feet of Myrthalas, they must succeed on a Wisdom saving throw (DC 15) or take 5 psychic damage as her sorrow seeps into their mind.

ACTIONS

Multiattack. Myrthalas makes two Weeping Strikes or uses her Sorrow's Lament if available.

Weeping Strike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) necrotic damage, and the target must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

Sorrow's Lament (Recharge 5-6). Myrthalas releases a wave of necrotic energy in a 30-foot radius. All creatures must make a DC 16 Constitution saving throw or take 21 (6d6) necrotic damage and be pushed back 10 feet.

LEGENDARY ACTIONS

Myrthalas can take 3 legendary actions per round.

Shadow Tendril. Myrthalas targets one creature within 30 feet, forcing them to make a Strength saving throw (DC 14) or be restrained for 1 round.

Echo of Sorrow. Myrthalas creates a spectral double that can make a single Weeping Strike.

CLIMAX AND RESOLUTION: LIFTING THE CURSE OF WITHERVEIL

DM GUIDANCE: DELIVERING A SATISFYING CONCLUSION

The resolution of *The Weeping Crypt of Myrthalas* should bring a sense of accomplishment and catharsis. The players have overcome the horrors of the crypt, faced the tragic Myrthalas, and now hold the **Tear of Myrthalas**—a powerful artifact infused with her sorrow. Use vivid descriptions to emphasize the lifting of the curse and provide a moment for the players to reflect on their journey.

RETRIEVING THE TEAR OF MYRTHALAS

The **Tear of Myrthalas** is a crystalline artifact about the size of a human heart, glowing faintly with silver light. Its surface appears to ripple like liquid, and faint whispers can be heard emanating from it.

EXAMPLE DM NARRATIVE: THE TEAR OF MYRTHALAS

As the last echoes of Myrthalas' cry fade, the crypt grows silent. At the center of the chamber, the Tear of Myrthalas hovers above the sarcophagus, glowing with a soft, silvery light. Its surface shimmers as though made of liquid crystal, and faint whispers fill the air around it—murmurs of sorrow, loss, and gratitude. As you reach for it, the whispers quiet, and a wave of calm washes over you. The crypt seems to breathe a sigh of relief.

RETURNING TO WITHERVEIL

The journey back to Witherveil is no longer fraught with danger. The **Duskmire Thicket** appears less menacing, and the oppressive mist begins to lift. The air feels lighter, and faint rays of sunlight pierce through the once impenetrable canopy of twisted trees.

EXAMPLE DM NARRATIVE: THE PATH CLEARS

The forest that once seemed alive with malice now feels still, almost serene. The mist that clung to the ground has dissipated, revealing patches of vibrant moss and wildflowers beginning to bloom. The air carries a faint hint of life, and for the first time, you hear the distant chirping of birds. The weight that pressed on your chest is gone, replaced by a sense of hope.

LIFTING THE CURSE

When the players return to Witherveil, they are greeted by the haggard villagers, who approach hesitantly, their eyes filled with a mix of fear and hope. **Old Renna** steps forward, her hands trembling as she gestures toward the players to reveal the Tear.

EXAMPLE DM NARRATIVE: DELIVERING THE TEAR

The villagers gather in the square as you return, their faces gaunt but filled with cautious hope. Old Renna steps forward, her hands clasped tightly, her voice shaking as she speaks:

“Did you... did you find it? The Tear... the only thing that can save us...”

As you reveal the Tear of Myrthalas, the villagers gasp, and a soft, silvery light spreads through the square. The whispers that emanate from the Tear seem to reach the very hearts of the people, and one by one, they fall to their knees, their faces streaked with tears—not of sorrow, but of relief.

USING THE TEAR

To lift the curse, the players must place the Tear on the **Altar of Peace**, located in the ruined chapel at the village's center. As they do, the Tear releases its energy, purging the curse from Witherveil.

- **Visual Effect:** A wave of silvery light radiates outward, illuminating the village and restoring life to the land. The cracked stones of the chapel begin to mend, and the air is filled with the scent of fresh earth and blooming flowers.
- **Emotional Effect:** The villagers' haunted expressions soften, and their tears of sorrow transform into smiles of gratitude. They gather around the players, offering heartfelt thanks.

EXAMPLE DM NARRATIVE: THE CURSE IS LIFTED

As you place the Tear on the altar, it glows brighter, its light spreading outward in a wave of silvery radiance. The darkness that clung to Witherveil is banished in an instant, replaced by warmth and light. The villagers, once hollow-eyed and haggard, fall to their knees as the burden of their nightmares is lifted. Around you, the ruined chapel begins to mend, its stones knitting together as vines of green and gold twist along its walls. The scent of fresh blooms fills the air, and for the first time, Witherveil feels alive.

REWARDS AND RECOGNITION

The villagers offer the players what little they have as a token of their gratitude. **Old Renna** presents a relic of the village's past, the **Veil of Myrthalas**, as a reward.

VEIL OF MYRTHALAS (WONDROUS ITEM, VERY RARE)

- This translucent veil shimmers faintly with silvery light. While wearing it, the bearer gains the following benefits:
 - **Sorrow's Resilience:** Resistance to necrotic damage.
 - **Aura of Reflection:** Once per long rest, the wearer can project an illusory double of themselves for 1 minute. The double mimics the wearer's actions but cannot deal damage.

REFLECTIONS AND FORESHADOWING

As the village celebrates, the players may notice faint whispers lingering in the air—a reminder that while Myrthalas' curse is lifted, her sorrow lingers in the Tear. **Old Renna** warns that the Tear's power, if misused, could bring ruin once more.

EXAMPLE DM NARRATIVE: A LINGERING WARNING

As the villagers rejoice, a faint whisper drifts through the air, almost too quiet to hear:

"Remember my sorrow... and do not let it spread."

Old Renna approaches, her expression somber despite the celebration. "The Tear is a powerful thing," she says, her voice low. "You have freed us, but such power always comes at a price. Guard it well, for there are those who would see it twisted to their own ends."

EPILOGUE: THE PATH FORWARD

As the players prepare to leave Witherveil, they may choose to carry the Tear with them or entrust it to the villagers. Whichever path they take, the Tear serves as a reminder of the crypt's horrors and Myrthalas' sacrifice.

**EXAMPLE DM NARRATIVE: LEAVING
WITHERVEIL**

As you prepare to leave, Old Renna clasps your hand, her eyes brimming with gratitude. “Thank you,” she whispers. “You have saved us. Wherever your journey takes you, may you carry this light with you.” As you step beyond the village, the Duskmire Thicket, once dark and foreboding, now feels like just another forest—a testament to the power of redemption.

This concludes *The Weeping Crypt of Myrthalas*. The players leave with a sense of accomplishment and a reminder of the fine line between hope and despair. The adventure closes, but the mystery of the Tear remains, leaving room for future tales.

