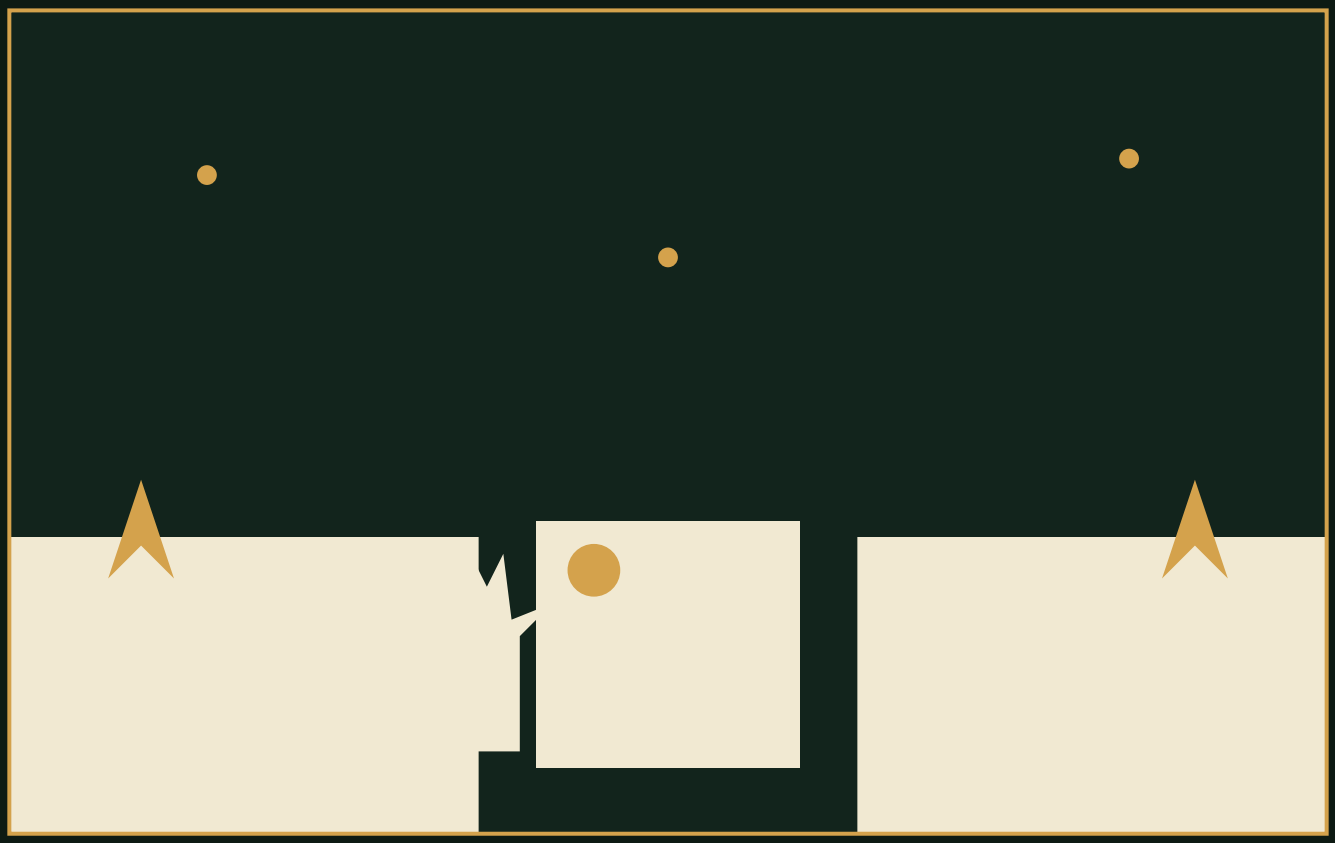
Escape the Skeleton Crypt

The Old Crypt of Hollow Hill



A hidden door seals shut behind you — now the only way out is through three ancient, rattling guardians.

Talewick Quests — original content, free to print and play.

Read this to your players to start

Pickle, the cat who belongs to Dot the baker, has run into the old crypt under Hollow Hill. The heroes follow her in, and the heavy stone door slams shut behind them. The only way out is the exit door at the far end, past two fussy skeletons, a riddle, a tricky floor and one very tired guardian.

Who's in this adventure

Skeleton
Heart Points 4 · Guard 12
Broom Swipe +2 (1d4 Heart Points)

Skeleton Guardian
Heart Points 12 · Guard 13
Bony Bonk +3 (1d6 Heart Points)

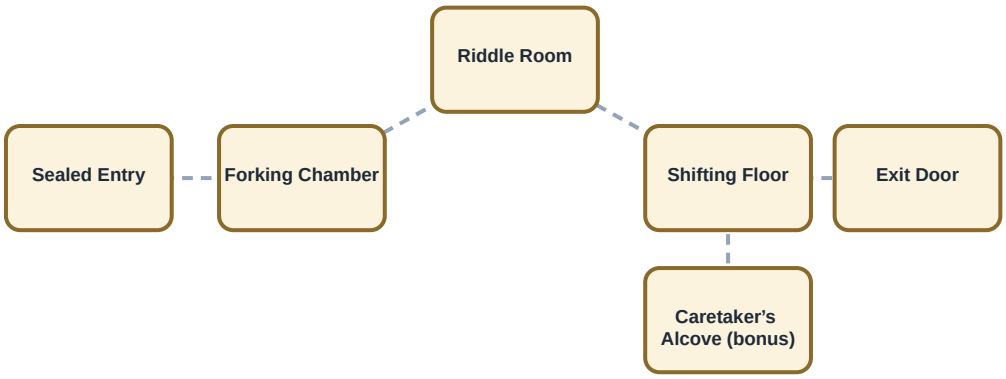
Tips for running this one

• Nothing in this crypt wants to hurt anyone. The skeletons are fussy old caretakers, and the big one is just very tired. Play them grumpy and creaky, never scary.

• The puzzle has one answer: Sun, then Star, then Moon, the order the sky says goodnight. If a table is stuck, give them one word at a time.

• Short on time? The Quick Quest is the first scene and the climax, and it still has the twist and the answer: see the climax’s DM notes.

Map



One main passage runs from the sealed entry to the exit door. The two paths out of the forking chamber meet again at the Riddle Room. A little side room past the shifting floor holds the Epic Session bonus.

SHOW YOUR PLAYERS THIS

A Note Scratched by an Earlier Visitor

Scratched into the wall near the fork, in wobbly capitals: WIPE YOUR FEET. THE BONES ONLY WANT A TIDY CRYPT. READ THE ARCH BEFORE YOU PULL ANY LEVER. THE BIG ONE IS NOT ANGRY. HE IS JUST TIRED. FROM A FRIEND WHO GOT OUT.