



Eminence Luminous & Virgin Tenebrous

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Overview

Introduction

Eminence Luminous & Virgin Tenebrous is an old-school renaissance module for character levels 5 to 7. It assumes the characters have magic weapons, scrolls and potions, as well as a healthy retinue of hirelings. This is a megadungeon lite. It contains 8 levels (4 above, 4 below the ground) and a few smaller locations.

The module takes place in a lawful monastery besieged by dark forces. The monks inadvertently summoned a chaotic goddess of death and winter, who promptly killed everyone nearby. The deity is now trapped in the convent by divine protections. Its presence reshaped parts of the monastery and raised undead abominations. Scavengers descended on the holy site and now feast on the corpses. So far few were brave enough to enter the monastery and nobody attempted to plunder the vault below yet.

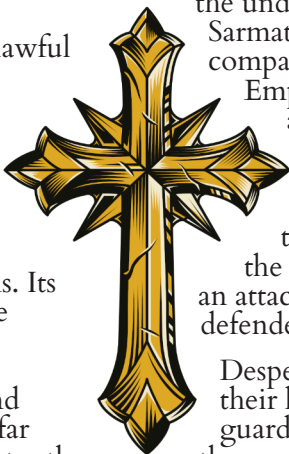
The module is inspired by a mid-17th century event in Polish history called Deluge and the siege of Częstochowa.

Requires **Old-School Essentials Advanced Fantasy**.

The module uses Item-Based Encumbrance from Necrotic Gnome.

Background

During the conquest by the Sanguineous Host, the Eminence Luminous Monastery was the last stand of the Masovian forces. Monks and priests of the Church of Anastasy, disparate nobles and surviving soldiers congregated at the holy site in the hope that it would be impregnable by the undead. They were wrong. The Sarmatians hired mercenary companies from the Unholy Empire. Under the command of a recently transformed Masovian noble named Radville besieged the monastery. For months they weathered the walls and the defenders, finally launching an attack that would overwhelm the defenders.



Desperate, the monks reached for their last resort. They were guarding a powerful artifact inside the vault. The ancient icon of a woman clad in black was said to be a summoning device for a powerful angel called the dark maiden. The priests and monks performed the summoning and were successful. The entity appeared, but it was no angel. Instead, the monks summoned Morana, a chthonic deity of death, rebirth, dreams and winter. The pagan goddess could not understand the Anastasists' chants and prayers.

I don't like your bullshit setting

You break my heart, but that's OK. The adventure still works. It's easy to adjust the module to the setting you are using.

- ‡ The Eminence Luminous is a monastery of a lawful deity of your choice. In mythic Europe, it's simply a Christian monastery. In classic fantasy, it's a place of worship of a god of dawn, justice, or some other do-goody shit.
- ‡ Morana can be a chaotic nature deity, a spirit or a demon. She is neither good, nor evil, and associated with death, rebirth, winter and dreams. In mythic Europe, she is the Slavic pagan deity. You shouldn't have problems converting her to some minor deity in the classic fantasy setting. Read up on Wiki.
- ‡ The Sanguine Host is either an evil force waging war against the Monastery or just a foreign army. In mythic Europe, they are Swedes, German mercenaries and Polish traitors. In classic fantasy, they can be a mercenary army led by a vampire lord.

Though confused and angered, the dark maiden was still compelled to act - and she did.

Morana unleashed her unholy might, but doing so in the middle of the sacred site of the Dead God perverted her efforts. Everyone alive was immediately struck dead, both the defenders and invaders. Some soon returned as undead abominations. Eternal cold enveloped the Monastery and some buildings were transformed into enchanted dimensions straight from Morana's domain. The Eminence Luminous became a frost prison for the dark maiden.

Why are we here? It's cold as fuck.

It's well known that the Monastery had a vault. The PC should be easily enticed to plunder it for its riches. The too god-fearing PCs can be hired by a bishop of Breslau to retrieve the Holy Icon of the Dark Maiden, unbeknownst to him it was used to summon Morana. Alternatively, they might be in service of a vampiric castellan, who wishes to recover the

Black Armor of Zavisha.

You can also try one of the following motivations:

- ‡ Your brother was a monk in the Eminence Luminous. You will find his body and give him a proper Anastasist burial.
- ‡ In your dreams, you are visited by a pale beauty, urging you to come to the Eminence Luminous and become her savior. You wake terribly cold after every dream.
- ‡ One of you is destined to be the next king of Masovia. The rumor has it that the royal insignia of the first kings are in the Eminence Luminous. Find them and your path to the throne will be clear.
- ‡ You lived lives of debauchery, plunder and mayhem. Your souls are damned for hell. The mystic Hieronymus the Stylite promised you will be redeemed, if you restore the Monastery to its former glory.
- ‡ The kingdom of Masovia has not perished as long as you are alive. What is a better place to start an uprising, than the holy site of the

Eminence Luminous? With a little effort, you can turn into a stronghold, from which you launch the campaign to reclaim your homeland.

The Eminence Luminous monastery is well known across the kingdom, also as the place where the Royal loyalists are congregating. People in the neighboring villages and even far away locales can share stories from their pilgrimages or attendance of visits for celebrations. Before the party ventures into the monastery make sure they hear 1D4 rumors from the Rumors Table.

Environment & weather conditions

The area around the Eminence is freezing and extremely dry. There has been no precipitation since Morana was summoned, as she hates and fears water. The temperature is harshly below freezing within a 1 kilometer radius and then tapers to the temperature of the current season.

Unless the characters explicitly wear thick winter clothing, they will suffer from exposure. The character can survive the cold for a number of turns equal to their CON before they start taking 1D6 damage every hour from frostbite. Putting on heavy layers of clothing provides significant protection. The character can survive a number of hours equal to their CON before suffering damage. However, wearing heavy winter clothing comes with a persistent negative modifier of -2 to all physical checks, including attacks. Spending two turns around a large fire or in a warm room resets the counter toward the frostbite but does not heal the frostbite damage. The Protection from Cold spell naturally protects from the cold completely.

The Holy Seals

Five holy seals are installed inside the monastery. They consecrate the grounds, make the arcane magic unreliable and repel unholy creatures. At the moment the seals are taxed by the presence of Morana, who is trapped by them on the monastery grounds. Every time a seal is destroyed or desecrated, there is a cumulative 10% chance of freeing Morana. Destroying all seals frees the deity as well.

After Morana departs for every remaining seal there is a cumulative 10% chance that any spell cast by a magic-user, an illusionist or a druid fizzles out. For example, with 3 seals remaining, there is a 30% chance of such spells not working. The clerical magic is unaffected.

Additionally, any unholy creature (not only undead) on the grounds gets turned as if by the Turn Undead ability. Use the number of remaining seals as the Cleric's level to determine the effect of Turning. Repeat this check every hour. Lower-level undead will likely get destroyed, while the higher-level ones will be preoccupied with getting away from the nearest seal. The creatures locked inside the crypts will escape only if they can find an open way out. Otherwise they will cower in a place that is as far from a seal as possible.

Banishing or killing Morana

Death or disappearance of Morana immediately reactivates the Holy Seals. Additionally, the Royal Quarters and the Winter Palace start to shake, break down and will collapse into ruin within 1D6 turns. Anyone inside will be killed when that happens. Servants of Morana from the Winter Palace disappear and so does the Toymaker in

the Royal Quarters. Any treasure or magic items in these buildings disappear too.

The weather returns to whatever season it is at the moment. The bodies soon start to rot, raising a terrible stench and drawing swarms of enormous horse flies.

Wandering monsters

Different areas have different encounter tables and encounter rates. You will find the tables in the Appendix B: Tables. You are encouraged to modify both depending on the PC's actions. An obvious example is to remove a unique monster from the encounter table after the party destroys it. Treat it as no encounter instead and let the players know about it. They should be aware that their past action had a positive consequence on their future adventures. Similarly, after they release a monster to roam the grounds of Eminence, it should start appearing in random encounters.

Note on energy drain. There are a lot of undead creatures in this module because that's the theme. Facing multiple creatures with the energy drain ability is brutal and would make some random encounters way too devastating. I am also personally not a

fan of it. For these reasons, I recommend using the Energy Drain created by **Gabor Lux aka Melan**.

If you choose to run with the original energy drain rules instead, consider running it for players with slightly higher levels or adjust the monster encounters.

The room descriptions

The room descriptions follow this structure:

- ✦ (Optional) Information about sounds, smells or any other specific conditions that the party notices before they enter the room.
- ✦ Description: One or two sentences of what the party first sees. Paraphrase or read it to the players. I keep the description shorts and include all the pieces that players can interact with. The goal here is to not require making your own notes. These descriptions act as such.
- ✦ Some terms in the description are bolded. There will be bullets below that refer to these terms, so refer to that bullet when the player starts interacting with an element.
- ✦ If there is a monster in the room, the first bullet point will mention that. Describe the monsters to the

Does energy drain suck?

These rules may help if you think it does.

- ✦ Wights, wraiths and other lesser undead drain 1d6 Constitution.
- ✦ Specters, vampires and other greater undead drain 2d4 Constitution.
- ✦ Shadows drain 1d6 Strength.
- ✦ Scores recover at a rate of 1 per day.
- ✦ A character drained to 0 in a score is lost, and becomes an undead of the given type.

With these changes in effect, undead represent a greater immediate threat, but do not damage long-term character viability.



players.

- ✦ The next bullets are detailed descriptions of anything that is important in the room. The thing being described is bolded.
- ✦ Next comes the treasure.
- ✦ Finally, in some places I included a little bit of fluff, to show you how smart and creative I am. Mostly it doesn't have any influence on the

game, but in rare circumstances knowing the backstory might help you improvise later.

You do need to read the module at least once to run it, but you should not need to make your own notes. If you find that having your own notes is necessary, please do share feedback on what could be improved!.

Fields of Carnage

A blasted landscape of dugouts, trenches, tunnels, ramps, redoubts, craters and violent death. Sporadic undead soldiers, missing limbs, but still clad in armor, shamble mindlessly around. Countless mutilated cadavers, some partially devoured, litter the battlefield.

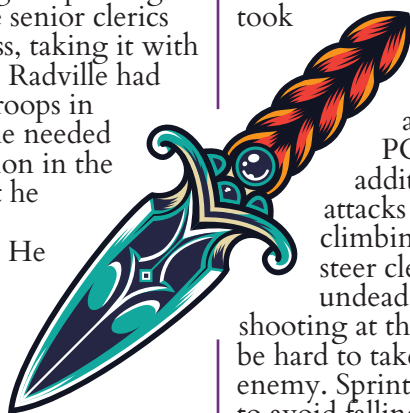
The monastery is surrounded by a circle of elaborate siege earth-works. Neither side had sufficient artillery or even ordnance to engage in prolonged barrages. As long as the senior clerics were alive in the fortress, taking it with hunger was impossible. Radville had no desire to waste his troops in risky assaults, because he needed them to maintain position in the ranks of nobility. What he had was plenty of time, discipline and patience. He decided to take the monastery with solid engineering.

The lines of trenches start at around 1500' from the Eminence's walls and at 400', except on the eastern side where they get as close as 300'. There are sand ramps and ramparts scattered here and there, allowing the arquebusiers to fire from the same height as the defenders on the walls.

There are plenty of undead in the fortifications. Some are mindless and only approach if alerted by loud noise. Others have malicious cunning and

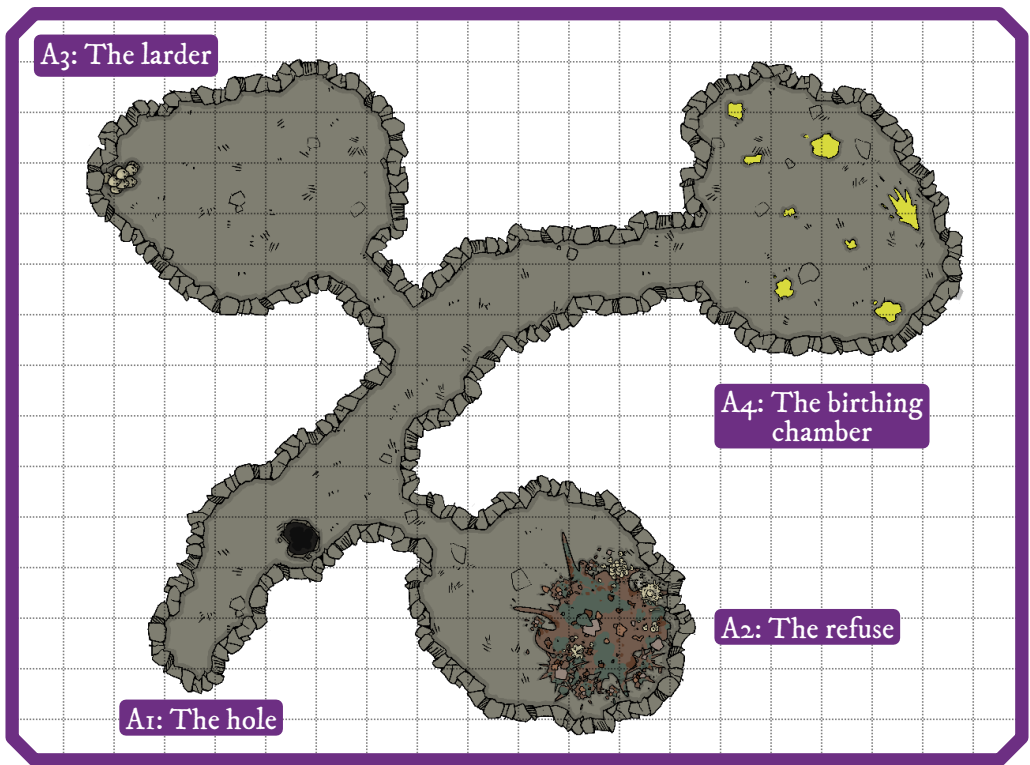
actively seek prey or wait hidden in trenches to ambush the living.

Establish the distance the party needs to cover to cross the battlefield or get to a specific point among the earthworks. Use their movement speed, remembering about encumbrance, to determine how many turns it is going to take them. For every 4 turns, make an encounter check with a 1-in-6 chance. Take into account any measures the party took when running a random encounter.



For example, by avoiding the trenches, the PCs might have an additional round of ranged attacks against monsters climbing out from them. If they steer clear of the ramparts and undead arquebusiers start

shooting at them from one, it might be hard to take shelter or reach the enemy. Sprinting requires DEX checks to avoid falling into trenches and attracting attention. If they sneak through the trenches, they won't be easily visible, but they won't see the enemies either. They might also try climbing a rampart to survey the battlefield and spot encounters ahead of time. The party might even have measures to circumvent this completely, for example by flying over the battlefield and avoiding the majority of problems.



Ghoul Mother's Lair

If a melee fighting occurs where one side is above the trench and the other inside, grant the fighters above a bonus of +2 to attacks. The trenches are narrow and fit only one person per rank. Using slashing, two-handed weapons is impeded inside the trench and attacks are made with -2 modifier.

I desecrate the body

There are a lot of corpses on the battlefield and on the convent grounds. The siege force was over 3000 men strong against 300 defenders in the monastery. There is a lot of opportunity to loot the bodies. Anytime the players ask if there are some bodies around while being outside, say yes. Unfortunately, the cadavers are frozen, stiff and clad in armor, making it hard to quickly recover whatever valuables they had on them when they died. Searching

one body takes a turn, but different PCs can loot different corpses. Every search has a 1-in-6 chance of finding something of value. To see what is on the body, roll D100 on the “**I desecrate the body**” table.

Don't count exactly how many bodies were looted. Instead, keep a count of the total turns the party spent looting the bodies and add that number to the result of the roll. Over time the results will get higher, resulting in a roll of 101 or more, which means no treasure or even worse - trouble.

A: Ghoul mother's lair

The ghoulish mother resides in a tunnel about 600' to the north of the Eminence. The entrance to the tunnel is inside a trench in the direction of the monastery. The besiegers wanted to build a tunnel under the walls but



didn't complete it.

For as long as the ghoulish mother gets cadavers to eat, she will birth a ghoulish or a ghaist once a week. She depends on her children to bring her food.

During the day most of her brood stays with her. At night they depart and it is possible to surprise her alone.

However, as soon as she is in danger, all her children will rush to the lair.

Every round there is a 1-in-6 chance that 1D4 ghoulish and a ghaist appear, up to two dozen in total. If the party slew some of the ghoulish before, there will be fewer total.

Of course being locked in a cramped tunnel with two dozen ghoulish is a death trap. Storming the lair is not the answer. There are no flammable materials to kill it with fire either.

At: The Hole

The stench of death and rotting flesh exudes from a cramped **tunnel** supported by rough wooden beams. A curtain of frozen entrails hangs above the entrance.

- ✦ The **tunnel** widens inside to about 5' wide. Using two-handed

weapons is severely hindered by a -5 modifier.

- ⊕ About 10' into the tunnel there is a pit trap with vicious spikes driven into the ground. It has a 2-in-6 chance to collapse under a character. Whoever falls in takes 2D6 damage and must make a save vs. poison to avoid a nasty infection. On failure, they will collapse unconscious in 3 days and die 1 day after from sepsis.

A2: The refuse

A repulsive **pile** of shattered bones, viscera, flayed skin and soiled clothes reaches up to the waist. It reeks.

- ⊕ Anyone within 10' of the **pile** must make a save vs paralysis or suffer -2 to hit.
- ⊕ There is **ghast** hiding in the filth. It will ambush anyone who comes close enough to dig in the pile. If nobody does, it will follow the characters to attack them from behind.
- ⊕ Digging through the refuse allows the recovery of a string of 10 snow-white pearls, each worth 200gp. However, the stench remains on their body, giving them -3 to CHA until cleaned.

A3: The larder

Headless **cadavers** hang on butcher hooks mounted in the ceiling. The **heads** lie in an orderly pile in the corner.

- ⊕ The rules for searching the **bodies** apply here. There are 12 bodies in total.
- ⊕ One of the **heads** is alive - sort of. It will start calling to be picked up. His name is Emilian and he used to be a sorcerer. He is a level 3 magic user, has 4 HP, AC 14 (small target) and memorized spells: Phantasmal Force, Sleep and Floating Disc. He is happy to offer his service, as long

as he is treated with dignity. No tossing, rolling or holding by the hair. He likes to ride on the floating disc. Also, if the party engages in any carnal activities, he insists he needs to watch. Treat as a hireling.

A4: The birthing chamber

Yellow amniotic fluid drenched the dirt floors, turning them into mud and collecting in foul puddles. Leathery, chewed-through birth sacs and torn-off umbilical cords litter the floor.

- ⊕ The ghoulish mother is here. She will furiously attack anyone who enters.

B: Ravelin

The ravelin is a pentagonal, brick, 20-meter-tall fortification in front of the gate. If the PCs approach from the south, there is a 2-out-of-6 chance they are spotted by the two revenants manning the murder-holes. The revenants will start firing their muskets, thinking they are invaders. They start shooting once the targets are in a reasonable range and hide while reloading. Unless the characters have a telescope or use magic, it's impossible to spot them with the naked eye. The revenants coordinate the fire to focus on a single character, ideally unarmored.

There are no entrances to the ravelin except the hatch in the roof. There is no access to the roof save the bridge from the fortress proper. Climbing the ravelin walls requires either scaling sheer surfaces, using a grappling hook or levitation.

B1: Ravelin's roof

A dozen **bodies** froze in an eternal watch on the battlements between **cannons** and munitions.

- ⊕ The **bodies** can be looted using normal rules of desecrating the bodies.



Ravelin

- ⊕ The **cannons** are fully functional and can be fired if any of the PCs have artillery training.
- ⊕ There is a battered wooden hatch leading into the ravelin on the western side of the roof. The hatch is booby-trapped and will trigger an explosion upon opening. Anyone within 20' radius must make a saving throw against breath attacks. On failure, they take 3D6 damage or half on a success.
- ⊕ If the party retreats without destroying the revenants, the next time the ladder leading down from the hatch will be unscrewed. As it tilts with the first character, it will pull a string, triggering another booby trap. Same damage. If the party keeps on coming back, keep

trying to mess with them.

B2: The descent

A rickety **ladder** leads to a desolate room.

- ✦ Detonating the booby trap from the hatch damages the **ladder**. It will break under the first character. Fall deals 1D6 of damage.
- ✦ If the characters detonated the **booby trap** or were otherwise loud, they would hear the **voices** of people preparing for combat from behind the north door. "This is it, brother! Give them no quarter and ask for none!"

B3: The last stand

Dust dances in the shafts of light from the murder holes in this triangular chamber. Desiccated corpses sit slumped alongside the walls.

- ✦ Cosma and Damian, two **revenant** brothers, keep watch and are eager to continue fighting against the invaders. Only the presence of an official from the monastery whom they know or evidence that the characters serve them will convince the two to lay down arms and lay to rest.
- ✦ During either negotiations or combat they continue - as annoyingly and solemnly as possible - their declarations that this is their final fight. "Nowhere to retreat, here we stand!"; "Let's take as many with us to hell as we can!" Theoden in Helm's Deep on repeat.
- ✦ If they get destroyed in combat, this is in fact not their last stand, as they are the ever returning revenants. Add them to the random encounters, they will keep barricading themselves in random places, insisting on the finality of their struggle. Best, have them cut off the character's escape route. Explaining to them that it's actually not their last stand due to their

undead nature permanently destroys them.

- ✦ They are immune to Turn Undead, because, after all, there is nowhere to run.

B4: Small Armory

A magnificent **blunderbuss** hangs on the wall behind a sea of bulging **barrels**.

- ✦ The **blunderbuss** is obviously booby-trapped and will trigger an explosion in the room, dealing 2D6 damage to everyone in the room or half on a successful save vs. breath.
- ✦ The **barrels** with the gunpowder trigger a secondary explosion that kills everyone in the ravelin. No save.
- ✦ The blunderbuss is magical and shoots divine fire in a 15 feet cone, dealing D6 to anyone caught in the area and 2D6 to any undead or supernatural creature. Afterward, it must recharge, with a 1-in-6 chance of doing that per round.

B5: The drawbridge

A sturdy **drawbridge** connects the ravelin to the Eminence proper.

- ✦ The **drawbridge** is sturdy and safe, but also booby-trapped. There are barrels of gunpowder attached at the bottom and not visible from the top. A risky move from the defenders, these barrels can be detonated with a precise shot. Anyone on the bridge when that happens takes 12D6 damage.

C The Brigand Camp

These are disbanded Alban mercenaries turned brigands. They are vulgar, cutthroat and violent, but also have a twisted sense of honor, mostly around keeping their word, being a man and a true Alban. They have no qualms against murdering you if they don't

know who you are. Once you make their acquaintance, they will have some reservations. They have no clue what happened to the monastery; they were on reconnaissance (for alcohol) when Morana was summoned. Superstitious as hell, they refuse to enter the holy place now. They eat the dead horses and never miss an opportunity to mention that it's all that the fucking cavalry is good for.

Until they meet the characters, they might try to kill them, especially if they can avoid retribution. They will try to shoot a cannon at the characters if they spot them looting to the west of

the Monastery. They have a 1-in-6 chance of hitting the party, aiming at the biggest cluster of characters. On a hit everyone takes 4D6 damage, save vs. breath for half. If the characters survive and meet the brigands face to face, they will be more amiable and even apologize for the “misunderstanding”.

In the longer term, the brigands can be a replacement for a PC or a hireling that meets an untimely demise in the monastery. There are a dozen of them and each is a level 3 fighter armed with a two-handed ax and a pistol.

The Brigands

Angus Freakishly strong (18 STR), flexes and poses obsessively

Blaine Attaches himself to whoever looks affluent and creepily compliments them.

Bruce Brags constantly that he is a bastard son of some lord. Expects to be treated as nobility.

Donal Has no teeth. Asks people to pre-chew meat for him on every rest.

Maeve Refuses to plan (repeated refrain: “Planning is for pussies!”) and wants to charge into everything.

Rory Not afraid of any man and ready to fight in the first line, but scared shitless of anything supernatural

The Eminence

Upon reaching the walls the characters can see the grounds of the monastery.

✦ In the north eastern part rises an alien structure made of ice. This is **I: The Winter Palace**. The structure has an entrance in the west to **I1: The Entrance** and one in the south to **I10: The Sled**. There is a well (**D7: The Well**) to the west of it.

✦ In the north west stands a two story building with a chimney from which billows black smoke. This is **H: The Scavenger Lairs**. It has an entrance in the east leading to **H1: Entrance Hall** and on in the north leading to **H7: Carrion-pollen storage**.

✦ In the south east there is an impressive basilica with a tower in the western side. It has an entrance in the west leading to **F1: Serene Vestibule** and a Wizard Locked entrance in the east leading to **F11: Vestry**. There is a smaller building (**D4: Cenacle**), attached in the south and a separate belfry (**D5: The Consecrated Bell**) near the south east corner of the walls.

✦ In the south west stands a brick, two-story building. It has an entrance in the east to **G1: Royal Foyer** and in the north to **G6: Side entrance**. There is a statue of an angel (**D6: The angel statue**) to the north east of it.

✦ In the middle of the southern wall

stands a gatehouse (**E: Gatehouse**).

✦ Between the buildings there are scores of bodies and several small campsites.

D The Ramparts & Bastions & Grounds

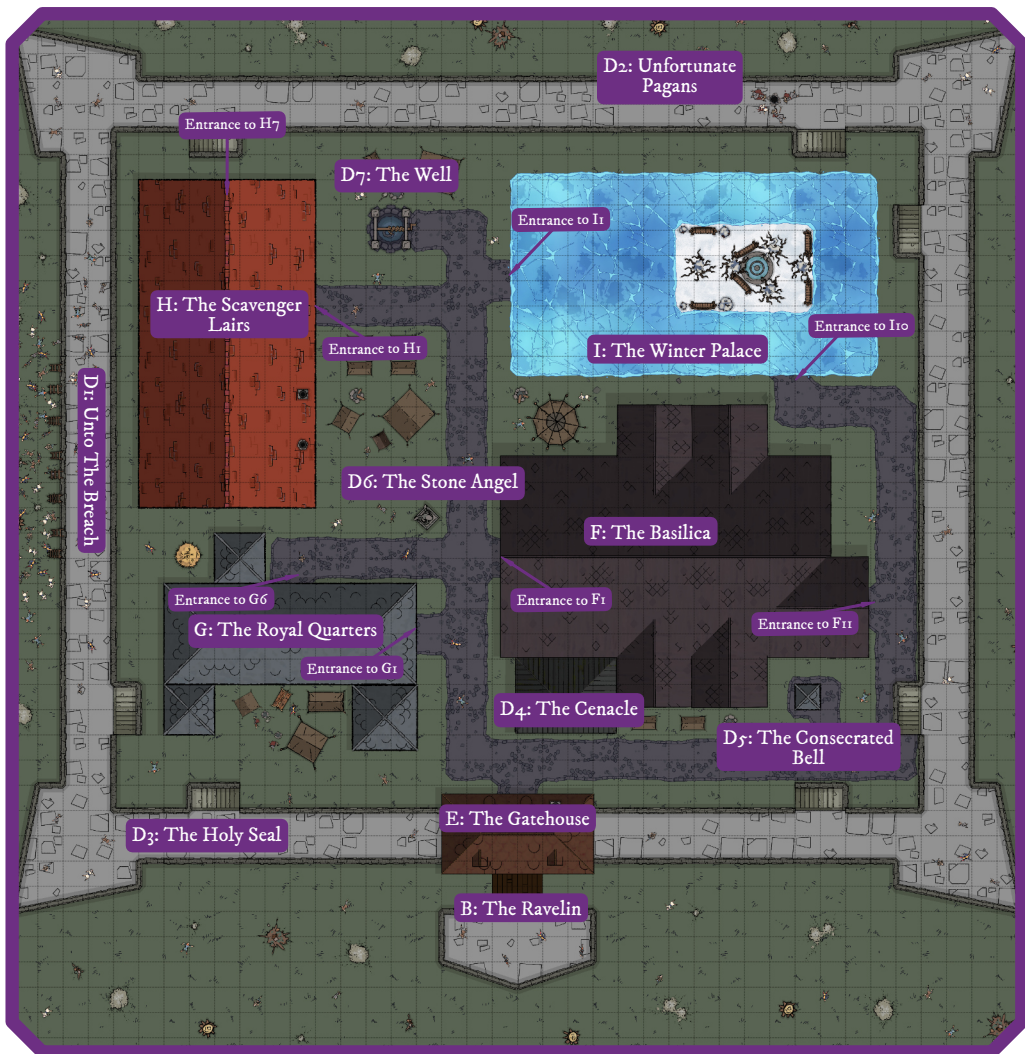
When climbing the walls from the outside there is a 2-in-6 chance that the party will be ambushed by 1D6 armored skeletons and 1D6 armored zombies that will try to prevent the escalade by making ranged attacks from the walls. It takes 3 rounds to climb the walls using a rope and 1 round using a ladder. Ladders can be found on the battlefield with a 1-in-6 chance per turn of searching.

D1: Unto The Breach

A dozen sturdy ladders lean against the battlements. A quag of **trampled corpses** spreads out below.

✦ A **gibbering moulder** formed from the mass of **trampled bodies** and lurks below the corpses. It emerges when the characters get close to the ladders in the middle of the party, splitting their marching order into two. The moulder speak lines from Henry V. starting with declaring in unison "We few, we happy few, we band of brothers".

✦ It only takes one round to climb the ladders.



The Ramparts & Bastions & Grounds

✦ This is where the besiegers achieved a successful escalade and forced the hand of the monks to summon the Morana. A close inspection of the battlement will reveal to the players that there was a sufficient invading force on the battlements that the defense was lost.

D2: The Unfortunate Pagans

Four **bodies** lie in frozen pools of blood among **mining equipment**.

There is a **crude hole** dug in the allure.

- ✦ The **bodies** are clad in heavy bison furs, which can be used as protective clothing. One of them wears a crown made of antlers. Each cadaver is wearing a non black sickle shaped pendant. A chaotic cleric recognizes these as symbols of Morana.
- ✦ There are two **pickaxes**, a **hammer**, a **chisel** and a **shovel**.
- ✦ This is the location of one of the



holy seals that has been embedded in the walls. The pagans started the **digging** work, but were violently prevented from completing their task. It takes an hour for 3 people to dig it up.

✦ The pagans were murdered by Kmita, so they will all have slashing wounds from his saber.

✦ Detect magic will show a holy aura breaking through the stone in the area.

D3: The Holy Seal

✦ One of the Holy Seals has been buried inside the wall at this location.

✦ It takes an hour for 3 people to dig it up.

✦ Detect magic will show a holy aura breaking through the stone in the area.

D4: Cenacle

Menacing, incomprehensible **whispers** can be heard in the room. There are rows of **confessionals** along both walls.

✦ Anastasists used it for confession and contrition rituals, where the faithful would be absolved of their sins. Thanks to Morana's influence these sins can take physical shape and form.

✦ Any character that enters the room will have their worst sins take shape. Choose whatever vile thing the PC did in the past - murder, betrayal, abandonment all work. Sin takes a physical form as a **shadow** and attacks the character, following them until destruction. If the PC survives, they are absolved of the sin and feel their conscience is lighter. If they enter the room again, another sin might materialize. If the character

hasn't committed anything atrocious enough, they are safe.

⊕ Under the **confessional** farthest from the entrance on the left there is a trap door that leads to the **L5: Stairs to Cenacle**.

⊕ In the middle **confessional** on the right there is a body of a priest. He wears a magical stole, which grants the wearer the ability to memorize an additional level 2 cleric spell. The stole is made from a cloth and is likely to get damaged by exposure to fire, attacks from monsters or elements. It must be worn visibly to grant access to the spell.

D5: The Consecrated Bell

A bullet-ridden **belfry** houses an imposing, five tonnes iron **bell** inlaid with **white gold**.

- ⊕ Inside the **belfry** there is also a wheel and axle that can be used to make the bell ring. It requires a combined strength of 30 to be used.
- ⊕ Ringing the **bell** for at least 1 minute, grants the characters an all around bonus of +1 to AC, attacks, damage, saving throws, you name it. The bonus remains for 24 hours. The ringing also immediately triggers an encounter.



The Gatehouse ⊕ The inlaid **white gold** forms prayers to the Dead God in the Imperial script. It is possible to scrape it off and collect roughly 2000gp of worth. This removes the beneficial effect of the bell, as well as curses the people that stole the gold. They permanently receive the -1 modifier to everything.

⊕ Chaotic creatures can't touch the bell.

D6: The Angel Statue

A sorrowful, female **stone angel** gazes mournfully at the basilica, her arms and wings outstretched in agony.

- ⊕ Moving the **stone angel** requires a combined Strength of 80 or more.
- ⊕ Underneath the base is a narrow shaft leading to **M3: Shaft**. Only a

single, unarmored character can fit into the shaft. There are no hand holds inside, but a careful descent by using friction and pushing your legs and back against the walls is possible.

D7: The Well

A humble **well** with a **winch** and a wooden bucket.

- ✦ Going down the **well** leads to **M16: Underground lake**.
- ✦ The **rope** is solid enough to support a bucket full of water, but will break under the weight of a person, plunging them into ice cold waters of the lake.

E: The Gatehouse

A red brick building holds vigil over the entrance to the Eminence and overlooks the ravelin. Should the ravelin fall, the defenders would have rained fire on the invaders from the gatehouse.

E1: The gate

An iron **portcullis** blocks the way between the bridge to the ravelin and the Eminence grounds.

- ✦ Lifting the **portcullis** requires a combined 80 points of STR.

E2: Guardsroom

A **winch** with a rusting chain stands near the easter wall. A **crooked painting** hangs near the stairs to the second floor.

- ✦ The **winch** operates the portcullis in **E1: The gate**.
- ✦ The **crooked painting** depicts a battle between Teutonic and Masovian knights. Fixing or removing it triggers a hidden bomb behind it. Everyone in the room

must make a save vs. breath or take 4D6 damage. Immediately trigger a random encounter due to noise.

E3: Expended Arsenal

A sad ensemble of four **barrels** and a dozen cannonballs stand along the wall.

- ✦ The **barrels** are half-full with gunpowder.
- ✦ One of the **barrels** has white gold crown worth 4000gp buried in the gunpowder. The crown belonged to an ancient Masovian king. Whoever finds it has a strange premonition that they are the last descendant of the Masovian dynasty. As long as they possess it, anyone loyal to the crown has the same feeling. The

Sarmatian vampires do as well and will try their best to off the character. Kmita will fall on his knees, ask for forgiveness and offer his services upon seeing the crown.



E4: The Shooting Gallery

Overtured chairs surround a table with a **pot** of coins and **dice**. Two lonely **arquebuses** lean on the southern wall near murder holes.

- ✦ The **dice** are magical. The bearer can reroll dice on any damage roll. If they roll the maximum damage, the dice lose their power.
- ✦ There is 36gp and 24sp in the **pot**. The **arquebuses** are of regular quality and functional.

F The Basilica

A brick, gothic church with a 300' tall belfry tower survived the arrival of Morana unscathed. There are two entrances. One from the east to the



vestibule and one from the west to the vestry. The west entrance has a Wizard Lock spell on it.

Use the **The Eminence - Random Encounters** table when the party is inside.

F1: Serene vestibule

Two marble **fonts** are shaped like children holding wicker baskets. The walls flanking inner doors are covered by a lattice of cracks with **strips of parchment** between them.

⊕ The **fonts** contain 6 units of frozen,

but functional, holy water.

⊕ The **strips of parchment** contain prayer of supplication. There are hundreds of them between the crevices. If a Lawful character puts a benevolent prayer into the wall, they receive a minor blessing that is active for a week. The blessing depends on the nature of the prayer. Neutral/Chaotic don't receive any benefits. Asking for money doesn't work. The prayer can't be repeated for a year. Examples include:

✍ Grant me courage -



The Basilica

Automatically succeed saves against fear/terror.

- ✦ Save me from evil - Reroll one failed save in the future.
- ✦ Give me strength - +1 to melee damage rolls.
- ✦ Guide my arm - +2 to attack rolls.

F2: Broken steps

A crooked **staircase** goes up the basilica's tower.

- ✦ At the 50' level the **steps** abruptly end. **The Raven** tore them out to deny access to **F3: The Raven's Nest**.

- ✦ **The Raven** has a 50% chance of being in the lair. He will kindly ask the party to leave, as he wishes to maintain privacy in his humble abode.

F3: The Raven's Nest

Violent wind blows through the arched windows of a belfry. Instead of a bell, an intricate **cradle** made from roots and branches suspends from the ceiling.

- ✦ **There** is a 50% chance that The Raven is here. He insists the party leaves him alone at once. He needs to brood.
- ✦ The **cradle** has a single, human sized entrance. An open golden

locket with a picture of a comely couple hangs on a branch inside the cradle. It's worth 200gp and the Raven will go to great lengths to get it back. There is also a black plate armor +3 with a bat engraving on the front, wrapped in oily cloth. The Raven only wears it when he goes into combat.

- ✦ Fighting the Raven is extremely perilous here. He will throw himself with another character out of the belfry window and turn into a bird mid-air. The unfortunate character will fall 50' down. Afterwards, the Raven attempts hit-and-run attacks, flying into belfry and turning into a humanoid inside to knock another character outside.

F4: Crypt entrance

A worn-out, stone **staircase** leads below the basilica.

- ✦ The steps lead to **L1: Staircase**.

F5: Barricaded nave

Pews are stacked into a floor-to-ceiling wooden barricade. They transformed into an impenetrable wall by sprouting roots and branches that tightly wrap around the antiquated wood.

- ✦ A boy choir can be heard from the other side of the barricade.
- ✦ Thorough search: one of the floor tiles is loose and contains the middle finger of St. George, a relic. Grants the bearer +2 to attack and +1 damage against monstrous creatures.

F6: The chapel of St. Ambrose

A soot-stained **wooden icon** of a stern looking bishop hangs on the northern wall. Below lie tarnished, **golden trinkets** surrounded by a sea of burning **candles**.

- ✦ The chamber is comfortably warm

and can be used by the party to offset the effects of the cold. The candles never go out or shrink.

- ✦ Trying to reach beyond the **candles** to grab the treasure makes the candles blow up with holy fire. 4D6 damage to anyone nearby, no saving throw. Afterwards the candles go out and the room succumbs to the cold.
- ✦ Treasure: khanjali dagger +3, golden goblet (500gp), pearl necklace (600gp), an amber with a locust trapped inside (300gp), 1820gp, 1160s.

F7: Forsaken chapel

An empty stone altar stands forlorn at the northern wall.

- ✦ An icon used to be here, but it was moved **N7: The Icon of St. John Chrysostom**.

F8: The Ocular Chapel

A **tapestry** of a maiden with a tear where her eyes would be. Blind eyes sprouted on all surfaces silently follow anyone who enters.

- ✦ Behind the **tapestry** is a hollow space with a beech wood box. The box is trapped with a poison needle (save vs poison or die in 3 turns). Inside the box there is a still fresh, moist left eye of St. Lucia, a relic. The wearer is immune to getting blinded through magic, called shots or any other effects.
- ✦ Every full turn of staying in this room requires a saving throw vs magic. On failure, the PC starts to mutate and a **blind eye** emerges in a random part of their body, causing immense pain. The victim is stunned and must repeat the saving throw once a round to end this. While in pain they scream incomprehensibly, triggering an encounter check every round. This repeats every turn.

✦ Any religious fanatic or a superstitious fool will take an eye sprouted in a visible place as a sign of witchery. The victim will be captured and have the eye forcibly cut out, or simply killed if they resist.

F9: The chapel of Salt

A worn out, human-sized, **salt statue** extends its hands towards the entrance, palms open in a welcoming gesture. Its face is a smooth, unrecognizable mask.

- ✦ Licking the **statue** grants +2 to saving throws against chaotic magic to Lawful PCs. To Chaotic PCs it acts as poison, dealing 1D6 damage. Breaking off pieces turns them into regular table salt.
- ✦ **Melting** the statue reveals a massive diamond worth 2000gp inside the chest. The statue loses its properties afterwards. The diamond is not visible from the outside.

F10: Unholy Service

Skeletal remains in a crimson chasuble sit in a cathedra and give a fiery sermon. A choir of four **altar boys** with scorched, black skin flanks a shattered **altar**.

- ✦ Clerical spells cast in this chamber have a 2-in-6 chance of failing. Turn undead works as if the cleric was two levels lower.
- ✦ The **skeleton** is Provincial Clemens Cord, currently a divine lich. He is trapped in the cathedra. The wood of the seat embraced him with fresh branches and roots, creating a wooden cocoon around his dead body. He can't move at all, but can speak and cast spells.
- ✦ The **altar boys** are wights. They are completely out of sync with the sermons and sing continuously. Their voices sound almost celestial. You can play something from the Scala & Kolacny Brothers repertoire.

✦ Upon entrance, he will invite the party to kneel and participate in the service. He will give a fiery, but an utterly blasphemous sermon about the Dead God.

- ✦ “What kind of a god would allow himself to be killed? His whispers are nothing but a death rattle. Anastasy is a lie. If he ever returns, he will be no better than an undead abomination!”
- ✦ He will not take kindly to interrupting him or disturbing the service. The first time he simply demands “Silence, heathens!”. The second time orders the wights to attack and unleashes a barrage of spells.
- ✦ Listening to the whole service shakes the character's faith. Any cleric spell cast on them, whether positive or negative, has 1-in-6 chance of failing. They get +2 to saving throws against effects triggered by clerical magic, divine creatures or divine magic items. Their AC increases by 2 against lawful, divine creatures. Unfortunately, lawful clerics are further affected and permanently lose the ability to memorize one spell, choosing from the highest level available.
- ✦ After the service it is possible to talk to Cord. He doesn't care about Morana or the disrepair of the Eminence. If anything, he urges the party to burn it all down or blow it up. He encourages plunder of the vault and the crypts, especially the coffins (“We buried them with a lot of tasty morsels!”). He can help sketch a simple map of the crypts and reveal secret passages. Unfortunately, he doesn't know about a safe path through the vault, only that it is guarded by invisible sentinels.



- ✦ In the rubble of the shuttered altar there is a buried golden ostensorium worth 1000gp.
- ✦ The crimson chasuble on Clemens is magical and allows a cleric or a magic user to memorize an additional level 3 spell.
- ✦ One of the legs of the cathedra is magical and can be treated as a Mace +3. Additionally, when held openly, any demonic or fae creature in the range of 20' takes

1HP damage per round.

FII: Vestry

Two heavy oaken wardrobes face each other. Religious implements stand on a table draped in pristine white cloth.

- ✦ The eastern door is secured by a Wizard Lock as if cast by a level 8 magic-user.
- ✦ Choir singing can be heard beyond the western door.

- ✦ The southern **wardrobe** contains albs, surplices, habits and chasubles. One of the chasubles is magical, granting a lawful bearer the ability to conjure one gallon of high quality wine once a day in an empty container. A PC can survive on the wine instead of water, if they are fine with being constantly shiftfaced.
- ✦ The northern **wardrobe** has pergamins and paperwork related to the Monastery properties. It's all worthless now.
- ✦ On the **table** there is a golden chalice (500gp), a golden altar bell (500gp) and a silver incenser (200gp). Selling these will be problematic, but returning them to a church still grants XP.

G The Royal Quarters

The Royal Quarter used to house secular dignitaries, including the King of Masovia on his infrequent visits. Morana's power turned it into a nightmarish pocket realm with distorted space, making it much larger on the inside than its dimensions would permit. The place follows the logic of a nightmare, where you can't escape your doom, the doors lock behind you and you are hunted by creatures of horror. Except these monstrosities are all some kind of toys.

The doors in the quarters are open, but they have a 2-in-6 chance to close and lock themselves behind the characters. Ideally, this happens when a dangerous monster approaches ahead, to reinforce the nightmarish nature of the level. Don't force that, but simply check for the door closing right after checking for the random encounter.

Magic-users and illusionists immediately recognize that the building is under a powerful enchantment. All the external windows are bricked up. The doors are made of horn and ivory. This is highly

unusual. Detect Magic reveals the aura of a nightmare.

G1: Royal Foyer

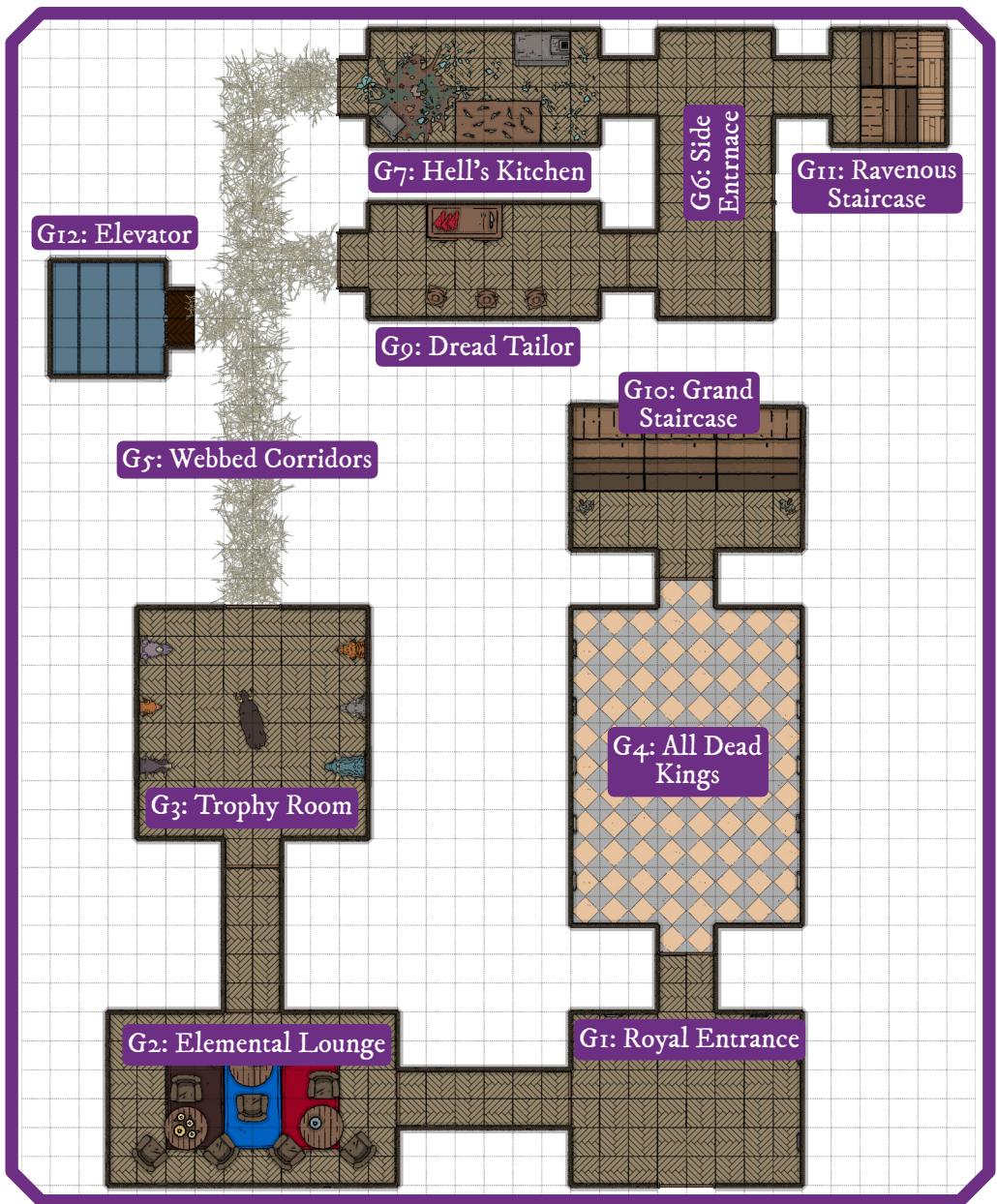
Four animated oil **paintings** in golden frames adorn the walls.

- ✦ The **paintings** are a teleportation trap that sends the characters to a room associated with the depiction on the painting. The paintings appear alive, their oil surfaces moving in shifting. Touching the painting activates the trap.
 - ✦ A caravel in a storm. Teleports to G14.
 - ✦ A field full of butterflies. Teleports to G17.
 - ✦ A battlefield, eerily similar to the view outside of the walls. Teleports to G16.
 - ✦ A royal banquet. Teleports to G19.

G2: The Elemental Lounge

A vibrant **carpet** runs through a comfortable chamber with soothing, wooden paneling. Between leather chairs and chaise longues stand three coffee tables with articles of indulgence: a brass **samovar**, a **tobacco box** with pipes and **crystal decanters** with shot glasses.

- ✦ The **carpet** depicts three elemental spirits in a three-way battle: a marid, a djinni and an ifrit.
- ✦ Making tea in the **samovar** summons a djinni (game stats like a 12 HD **air elemental**). Make a reaction check. On a friendly result, the Djinni grants a Wish spell. Otherwise it attacks.
- ✦ Smoking **tobacco** gives you cancer and also summons an **Efreeti (lesser)**. Make a reaction check. On a friendly reaction, it grants the smokers an effect of the Fire Resistance spell for a year and a day. Otherwise, it appears, casts the



- Fireball spell and then disappears.
- ✦ Drinking vodka from the **crystal decanter** also gives you cancer according to the WHO and summons a marid (game stats like a 12 HD **water elemental**). Make a reaction check. On success, it grants the Water Breathing spell for a year and a day. Otherwise, everyone in sight takes 2D6

damage, no save, as water evaporates rapidly from their bodies.

- ✦ All elementals appear only once, afterwards their items lose their power. The items only summon the elementals inside the Royal Quarters, but any effects persist outside.

Angry monarchs

- 1 Mieshko the First. Technically not a king, but merely a prince. Pointing that out makes him immediately disappear. “We must accept the new faith or all our people will perish!” Attacks chaotic or obviously pagan looking characters.
- 2 Boleslav the Bold. “Death to the scripture thumper!” Attacks lawful clerics.
- 3 Boleslav the Bold. “Death to the scripture thumper!” Attacks lawful clerics.
- 4 August the Strong. Nobody heard of him. It’s a future ghost from a different reality. Challenges the strongest character to a strength contest. Winning increases their STR by 2, losing decreases it.
- 5 Boleslav the Chaste. “You must remain pure.” Casts the Quest spell on a random character. Unclear how to complete, but very clear how to violate.
- 6 Popiel. Also not a king, but doesn’t give a shit. Ghostly rodents swarm in his clothes. Summons 1D6 giant rats every round, which attack the party.
- 7 Henry VIII Tudor. Wrong king for the wrong kingdom. Looks for women, says he seeks a wife. In truth he wants to cut their heads off.

⊕ The samovar and the porcelain tea set are worth 400gp, but the latter is very fragile.

G3: Trophy room

Heads of overwrought bears, stags and boars decorate the walls. Taxidermied pack of wolves is locked in a perpetual hunt of a furious **bison**.

- ⊕ The animal **heads** will attack anyone who enters the room. Use the stats of a flying skull, but the Turn Undead doesn’t work. There are 6 of them in total.
- ⊕ During the fight the **bison** provides a derogatory commentary. “How do you like being hunted, asshole?”
- ⊕ Cutting the bison open reveals a

cache of 10 blood diamonds in its stomach, each worth 500gp. It takes three turns to cut through, during which the bison will scream bloody murder, call for help and speak ill about the characters’ mothers. Make an encounter check every turn.

- ⊕ The **wolves** have nothing inside and if cut open they will whine “I thought I am human’s best friend.”

G4: All Dead Kings

Faded, tattered **tapestries** of royal visages flank an impressive hall with crumbling stone floors.

- ⊕ Every time the party passes through the hall a royal ghost emerges from one of the **tapestries**. The ghosts

are generally violent, malevolent or just annoying. Use the **Angry monarchs** table to determine the ghost's behavior.

- ✦ Destroying any tapestry triggers a ghost to emerge immediately and become indiscriminately violent.
- ✦ If a PC is in the possession of the crown from **E3: Expended Arsenal**, the ghosts don't attack. Instead all appear at once and say in unison: "Come join our ranks!"

G5: Webbed corridors

A narrow path leads between a sea of gleaming spider **webs** that stretches infinitely to the left and right.

- ✦ Every time the party crosses the corridors, make an immediate **encounter check**. If an encounter occurs, D6 steel spiders appear (game stats like **crab spider** but with Damage reduction: Half damage from non-magical weapons).
- ✦ The spider **webs** are made of steel and refuse to burn. They are hanging close enough to the path that the party must move cautiously if they don't want to disturb them. Moving any faster immediately triggers an encounter with the spiders.

G6: Side entrance

Austere paneling lines the walls. Lonely, worn-out **shoes** stand next to the southern wall.

- ✦ As the characters cross this chamber, a booming voice demands: "Take off your filthy shoes!" If the characters refuse to do that, the Hofmeister **specter** appears to violently punish them. He berates them as he does that.
- ✦ The **shoes** next to the door are cursed and can't be taken off once put on. They prevent the PC from running away in combat, they are

frozen in place and forced to experience whatever horror is coming their way.

G7: Hell's kitchen

Shattered **plates** litter the floor, an overturned **cauldron** spilled its guts in a corner, a dozen **knives** have been driven into the heavy, wooden table top. Blackened pots and pans have been stuffed into an open brick **oven**.

- ✦ The broken **plates** act as caltrops. The player who steps on them must save vs paralysis or take 1 point of damage and have their speed halved for the next 3 days. Magical healing can reduce the time to recover on 1HP for 1 day basis.
- ✦ The **knives** will start flying violently in the PCs direction, 1 per round, a random target every time. Make an attack roll with +4 bonus, on hit deals 1D6 + 1 damage.
- ✦ If 3 or more people enter the room at the same time, the **oven** breathes fire. Everyone in the room takes 3D6 points of damage, save vs breath halves.
- ✦ There is a hatch hidden below the sludge from the **cauldron**. Small ladder leads to the cellar.

G8: The cellar

Two dozen **wine bottles** are laid on shelves in a cramped cellar.

- ✦ Each **bottle** contains high quality wine worth 100gp and counts as an item. There are 24 in total.
- ✦ This is a dream wine. Drinking it acts as casting a Commune spell. The spell takes effect the next time the character sleeps. Drinking the whole bottle grants all 3 questions. Drinking only a single glass grants one.

G9: Dread Tailor

Three wooden **dummies** sport half-finished silken garments prickled

generously with **long needles**. Bolts of splendid **fabric** are laid on a table alongside tailor's tools.

- ✦ The **dummies** come to life and attack by ramming the characters. Game statistics like Wood Golem.
- ✦ A cloud of **needles** flies towards the characters. Save vs breath or take 1D6 damage.
- ✦ The **crimson red bolt** comes to life and tries to wrap itself around a character to strangle them. Game statistics like Strangle Weed.
- ✦ There are 10 more bolts of cloth, inanimate. Each is worth 200gp and counts as an item.

G10: Grand staircase

Two suits of dented **armor** in torn Teutonic tabards flank a room-wide staircase leading up.

- ✦ The **armors** animate if anyone approaches the staircase or attacks them. They proudly declare in old German that they will purge the pagan scum of the face of the earth. If the purged don't seem to understand, they considerably switch to Latin. Afterwards they attack the PCs. If someone speaks in Old German or Latin, it is possible to convince the armors that they are servants of the Dead God and be spared. However, any visible signs of witchery or paganism will make that impossible.
- ✦ The stairs creak loudly under the weight of the characters. If the boards are removed, they reveal an empty cavity under the staircase with yet another suit of plate armor +2 belonging to the late Ulrich von Jungingen. It has been pierced in many places and bears a blood-smeared tabard, but nevertheless offers regular protection. The bearer has a strange urge to invade Prussia.
- ✦ Unless the animated armors are

stored under the stairs after defeating them, they reassemble and will start stalking the PCs across the whole eminence. Add them to the random encounter table. They will have new dents from the last fight.

- ✦ The staircase leads to **G13: Landing**.

G11: Ravenous staircase

Warped, oak **stairs** lead to the second floor. The banisters are shaped like stretched tendons and the finials on the posts like colossal, cracked teeth.

- ✦ The **stairs** are a single, massive **mimic**. It waits until the party is on the steps to glue them on and then attack them.
- ✦ Once every turn the stairs tremble and shake for a couple of seconds.

G12: Elevator

A cramped, grime covered iron cage with a worn out winch and foldable door.

- ✦ Every time the party attempts to use the elevator, check for **wandering monsters**. If there is an encounter, there is a 3-in-6 chance elevator door locks itself automatically, trapping the party inside until the monster arrives. Once the monster approaches, the door automatically opens itself, forcing the party to face the monster. The winch doesn't work while the monster approaches.
- ✦ Close inspection reveals that the **elevator rope** is frayed. Every time the party uses the elevator there is a 1-in-6 chance that the rope holding the cage breaks mid-run and zooms to the bottom. Everyone takes 2D6 points of damage or half on a successful save vs paralysis. The elevator operates successfully afterwards, as if nothing happened.
- ✦ The elevator conveniently appears

on the **level** where the party currently explores.

- ⊕ The elevator can support up to 10 people or 1000lbs.

G13: Landing

Marble **busts** with faces contorted in fear line the walls of the oaken landing.

- ⊕ The **busts** depict all the characters in the party and Morana. Destroying any bust causes the character to permanently lose D6 hit points. This also affects Morana and results in -1 to future reaction checks. There is a loud shriek

G14: Abominable wardrobe

A rich **tapestry** depicting the characters as wooden dolls hangs on the northern wall. To the east stands an enormous, 3 door **wardrobe**.

- ⊕ When a character enters the room, one of the **wardrobe** doors open up and a wooden doll copy of the character exits. At most 3 copies exit per round. For each copy, have the character make a CHA check. On success the doll salutes and joins them as a hireling. On failure, the doll attacks the character. If the character is killed, the doll drags the body into the wardrobe, never to be found again. The doll has exactly the same stats as the character, but only mundane equipment. Only one copy will ever exit for each character.

- ⊕ As the dolls exit from the wardrobe, they disappear from the **tapestry**. The tapestry is worth 10s with any dolls on it (awful taste, but great execution) and 100s if they are all gone.

- ⊕ Moving the wardrobe requires a combined 40 points STR. There is a secret passage, roughly 2 feet wide and 50 feet long. At its end there is a ring of wishes with a single charge.

- ⊕ The wardrobe itself is empty. Anything left inside disappears forever, including the characters. No save, you fool!

G15: Playful armory

Articles of violence and murder hang on the walls. Dummies with yellow smiley faces bear polished cuirasses, plackarts and pauncers.

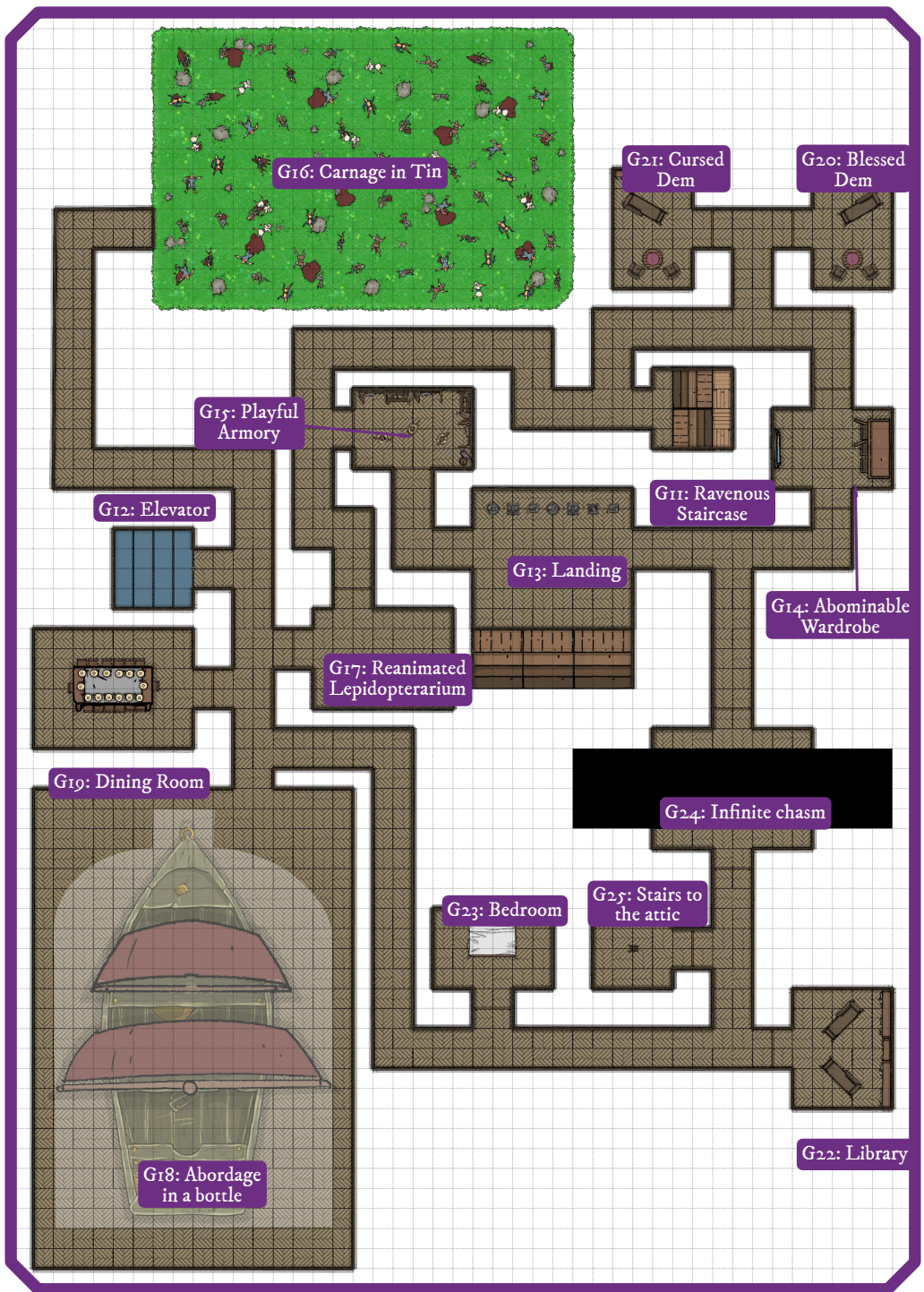
- ⊕ Almost all **weapons** and **armor** in this room are wooden, painted toys.
- ⊕ Anyone who enters this room must make a saving throw vs magic. On failure, all their non-magical weapons and armor **turn into toy** equivalents, rendering them useless. Any hireling made defenseless must make a morale check or flee.
- ⊕ A turn of searching has 1-in-6 chance of discovering the following magical armaments:

- ✦ Hoodsnapper - Old fashioned, blade jagged, two-handed sword +2. Grants the bearer ability to make an additional attack any time they kill an enemy. The use causes impotence to the PC until they kill 3 enemies in a single round.
- ✦ Two winged hussar pistols - If shot from a horse they hit automatically. Red & white pearl finish.

G16: Carnage in tin

An infinite horizon of blasted landscape peppered with tin bodies of life size toy soldiers. Each of the **dolls** met a violent end and their wounds are reflected with anatomic precision.

- ⊕ This is a pocket dimension that is a twisted reflection of the massacre outside of the Eminence's walls. The tin dolls mimic the dead soldiers in the real world. The dimension extends infinitely outside of the door in every direction. The door back to the



Royal Quarters hangs in the air without a frame.

- ‡ The characters can search the **doll bodies**, just like the real ones. The counter for the “I desecrate the body” table rolls here is separate from the one in the real world and starts at 0. It is possible for the characters to find an exact copy of a unique item that is already in their hands. Use the table for a nice description of how the dolls were massacred.
- ‡ Every turn there is a 1-in-6 chance of random encounter. Use **Fields of Carnage Random Encounters** table. A wooden doll equivalent of the monster is encountered and it's always hostile. Use the stats of the monster with additional damage immunity to piercing damage.

G17: Reanimated Lepidopterarium

Thousands of needle pinned **butterflies** flutter frantically in glass displays.

- ‡ Any **monster** that enters the room will not attack the party unless provoked. They are enamored by

the beauty of the butterflies and gaze around in wonder and fascination.

- ‡ The **butterflies** are undead, brought back to life by Morana. They are generally harmless to the player characters. However, as undead creatures they are hateful of their own kind. If released in sufficient numbers, they will start hunting the carrion bees and other insects in the vicinity of the Eminence. In the long term it means starvation in the region, as the undead butterflies will kill all pollinators. The butterflies are affected by spells or abilities that target the undead.

G18: Abordage in a bottle

An immense hall houses a gargantuan **flask** with a life-sized **caravel** inside.

- ‡ The **flask's** mouth is 20 feet above the floor and will fit a person.
- ‡ 3 rounds after the party enters the **caravel's** deck, the reality shifts into an open sea with a strong squall. Those that are in the bottle, but not on the deck, find themselves in the water. From the outside it appears as if the bottle suddenly got half

Tin mutilations

- 1 Tin entrails flowing from the stomach, the doll desperately tried to hold them together.
- 2 Left half of the doll's head was blown away and tin parts of the brain and shards of the skull litter the ground.
- 3 A tin bone emerges from a stump of a doll's blasted arm.
- 4 The doll's face turned into a mask of tin scars from sudden heat.
- 5 A doll lies in a pool of tin blood from a gush in the throat.
- 6 A doll torn in half crawls away from an explosion dragging its tin trails behind.

filled with water and the caravel floats in it. Entering through the mouth at this point leads to a wild ocean up to the horizon, with the caravel tossed by the waves.

Whoever is in or enters the water must make a saving throw vs paralysis or start drowning, taking 1D6 damage. Each round they can make another saving throw and on success reach the ship.

- ⊕ Once the squall starts, a dozen ropes also appear from thin air and 24 skeleton pirates slide on them onto the deck. They speak in Portuguese. If any character can communicate with them, they can be bribed with at least 100 gp each. If they receive the gold, they jump into the water. Otherwise, they offer no quarter. Once the skeletons leave, the squall ends.

- ⊕ The caravel has no entrances to the hull. There is only one door on the main deck, leading to the captain's quarters. The door is locked and trapped with a poison needle (save vs poison or die in three turns). Inside the quarters there is a locked treasure chest. This lock is also trapped with a poison needle.

- ⊕ Inside the chest there are: 2000gp, 3000sp, 4 blood diamonds, each worth 500gp, a golden tiara worth 1000gp, a string of pearls worth 500gp and an iron ring of protection +2.

G19: Dining room

An oaken table groans under the weight of a smorgasbord of **delicacies** laid out on a snow white table cloth.

- ⊕ All the **food** is fake, made from perfectly painted wood.

- ⊕ Every turn spent in this room causes the characters to go hungry, as if a full day passed. They must consume a ration or suffer the effects of not eating for a day.

- ⊕ Under the table cloth the table is carved into the map of the vault, with the traps marked by violent cuts.

G20: Blessed Den

Fresh **fruits** are laid in a tasteful wicker basket on a coffee table surrounded by leather armchairs. A **chaise lounge** sits between a compact **bookcase** and **liquor cabinet**.

- ⊕ There are a dozen **fruits** in the basket. Consuming one heals 1HP. The fruits are replenished every day, but if taken out of the royal quarters they rot within an hour.

- ⊕ Sitting on the **chaise lounge** immediately heals 1D6 points of damage. Works once a day.

- ⊕ Perusing the books from the **bookcase**, which are all light poetry and classical play, grants the reader 200XP. Works once per character, including the hirelings.

- ⊕ The **liquor cabinet** holds 2 potions of heroism, 2 potions of invulnerability and 2 potions of giant strength.

G21: Cursed Den

Fresh **fruits** are laid in a tasteful wicker basket on a coffee table surrounded by leather armchairs. A **chaise lounge** sits between a compact **bookcase** and **liquor cabinet**.

- ⊕ There are a dozen **fruits** in the basket. They are all poisoned. Make a saving throw vs poison or die in 3 turns. The fruits are replenished



every day, but if taken out of the royal quarters they rot within an hour.

- ⊕ Sitting on the **chaise longue** immediately gets you stuck to it. Yes, it's another **mimic**.
- ⊕ Perusing the books from the **bookcase**, which are all incomprehensible streams of consciousness of an unknown author. The reader permanently loses 1D3 points of Intelligence.
- ⊕ The **liquor cabinet** holds 3 potions of poison and 3 potions of delusion. They look like 3 different pairs of different potions. One is silver, one azure and one vividly green.

G22: Library

Little **books** with colorful backs stand neatly on bookshelves. Two chaise longues stand in the center of the chamber.

- ⊕ The **books** are full of children's stories with twisted, terrible endings. Reading them for a turn grants a permanent benefit, at most one at a time. Choose randomly which story influences the character from the **Grimm teachings** table.

G23: Bedroom

A sinister **shadow** lurks behind the **veils** of a canopied bed.

- ⊕ When the **veils** are opened, there is no one on the bed.
- ⊕ The **shadow** changes on every visit, to resemble a different creature from the Greek mythology (a medusa, a harpy, a hydra, a minotaur, etc.).

G24: Infinite chasm

A pitch black **chasm** runs through the

Grimm teachings (D6)

- 1 **Little Red Riding Hood.** +2 AC against attack from werewolves. Little Red and the grandma are forced to each other by the wolf.
- 2 **Sleeping beauty.** The princess doesn't fall asleep, but instead is paralyzed and aware of her surroundings throughout the ordeal, driving her insane. Immunity to Sleep or Hold Person spell.
- 3 **Little Mermaid.** The prince drowns the mermaid in a bathtub when he discovers she is not truly human. +4 to saving throws against charm.
- 4 **Rapunzel.** Rapunzel starts eating her hair to deny it to the witch and dies as a result of the infection in her stomach. +4 saving throws against poison/disease.
- 5 **Hansel & Gretel.** +2 to saving throws against spells cast by witches and hags. The hag has Gretel murder Hansel and become the next witch of the woods.
- 6 **Three little pigs.** The hogs gang up and beat the living shit out of the wolf. +1 to attack rolls against any monster that has more HD than the PC.

middle of the chamber.

- ✦ The **chasm** is 20ft wide. Having any part of the body directly above the chasm requires a successful save vs magic or being put into magical sleep for 6 turns. Unsecured characters fall in and will continue waking up to falling, only to be put to sleep again, until they die of thirst.
- ✦ Sleeping characters secured with rope will hit the wall, immediately waking up from the impact and taking 1D6 points of damage.

G25: The Stairs to the Attic

A rickety ladder leads to a hatch in the ceiling.

- ✦ The hatch leads to **G26: The Attic**.

G26: The Attic

This room is covered in magical darkness.

A cramped, windowless attic is littered with mutilated **toys**: headless rocking horse, vivisected giant teddy bear, mechanical sparrows with twisted necks. In the center stands a craftsman desk with a variety of tools and a **lamp** that literally sucks in the light.

- ✦ **The Toymaker** is always here. Because he doesn't want to leave his desk, he is interested in retrieving the medusa wig in **N3: The Wig of the Cerulean Gorgon**. He offers 3000gp for bringing it to him. A day later a mechanical medusa starts stalking the Eminence (game stats like a medusa but with half damage against non magical weapons). Add the monster to the random encounters, including outside of the Royal Quarters.
- ✦ The **lamp** on the table is magical and once per hour it casts the Darkness spell, overcoming any active light spells. The Toymaker likes it ("I work best in the dark.")

and will be upset about its theft.

- ✦ If the PCs attack the toymaker, some of the toys come to life and help him. Use game stats of 3 wood golems. Killing the toymaker removes any of the random encounters, with the exception of the ones that would enter from the outside. It makes the exploration of the Royal Quarters much safer.
- ✦ The toymaker can be convinced with a magical item to replace part of a character with an artificial equivalent. He will boast that he can improve their weak flesh and in what ways. Any modification costs 1D6 permanently lost HP. Examples include:
 - ✦ Buttons instead of eyes to see in the dark.
 - ✦ Wooden peg instead of a leg to increase movement speed by 30.
 - ✦ A plush ball instead of the heart for automatic success on saves vs death.
 - ✦ A nice sea sponge for a brain to memorize an additional spell of any level.

H: The Scavenger Lairs

This two-story building somehow avoided the effects of Morana's wrath. Instead, it was infested by various scavengers that depend on the supply of the dead bodies in the vicinity of the Eminence.

There are wide windows on both floors, so the characters can easily peek inside or even try to break them to enter the building. The only exception is the northern part of the building, which was taken over by **Carrion Bees** and turned into a hive. Except for a single door that is still passable, all other points of ingress are covered with plaster and resin.

H1: Entrance hall

Wide corridor with well worn, maple floors runs north and south.

H2: The Spectral Library

Opulently decorated, leather bound **volumes** comfortably occupy countless shelves. Barely audible **whispers** and rustle of pages flow between orderly rows of writing desks.

- ⊕ The power of Morana
- ⊕ ed a bunch of bibliothecography spirits. They haunt this place and enforce library rules: STFU, don't damage books, don't take the volumes out of the room. Any transgressors will be accosted by 1D6 **ghosts** and initially admonished. If that doesn't help, the ghosts will either directly attack or try to possess the person and force it to remove themselves (ideally in a violent fashion) or return the stolen books.
- ⊕ There is an 80% chance of meeting **Radville** here. He isn't interested in fighting and doesn't feel threatened either, as he expects the ghosts to tackle anyone who becomes violent. He tries to find a way to reverse his state back into full fledged vampirism, so he is very much interested in curses and triggering them (as opposed to lifting).



- ⊕ The **books** in the library are mostly about religion, dogma and hagiography. There are some inquisitor treaties about fighting forces of darkness, mostly through persecuting witches and exposing heretics. Searching through the library for a turn has a 1-in-6 chance of coming up with a more interesting book. Check the result in the **Library finds** table.

H3: The Serpentine Scriptorium

Whirling strands of **floating ink** billow around writing desks. On the far side of the room rolled parchments lie neatly deposited in an open, honeycomb shaped **filing cabinet**.

⊕ The **ink** was awakened and made semi-alive by Morana. Anyone trying to cross the room must make a save vs paralysis or they get touched by the ink and receive a permanent tattoo as it seeps into their skin. Every time that happens,

roll on the mutation table. Each mutation can only be applied one time. In case any attribute decreases below 0, the character dies.

⊕ The **filing cabinet** contains a dozen magical scrolls: raise dead, dispel evil, 2 x commune, 2 x cure serious wounds, protection from evil, 2 x remove curse, striking, cure disease, stone to flesh.

H4: Vitray workshop

Seven **stained glass pieces** lean against the walls. Two **tables** covered with tools and papers stand near the

Library finds (1D6)

1 **Apocalypse of St. Francis.** Locked with consecrated iron bounds. Contains unpublished writings of St. Francis. It's a basilisk text that makes the reader lose the desire for any earthly riches. The character stops gaining experience from gold, but receives the ability to cast Speak with Animals once a day. If widely distributed, it leads to a collapse of civilization.

2 **On Fair Sex.** Author unknown. Misogynistic ravings of an ancient incel. Reading this grants a negative modifier of -3 to any CHA checks when interacting with women. A red wafer is stashed inside, but it has no effect.

3 **Practical Martyrdom.** Reading this book grants the character a supernatural ability to sacrifice themselves. If someone in their immediate vicinity is about to die, the character can save vs paralysis. On success, they die instead.

4 **Inquisitor's prayerbook.** Lawful characters can use this to pray for an hour to receive a temporary bonus: +2 to saves vs. magic and immunity to charm for 24 hours.

5 **Effective Excommunication.** Book on holy curses against the heretics and apostates. A cleric can spend 200xp to improve their Curse spell and increase the maximum effect of the spell to: -4 penalty to saving throws, a -6 penalty to hit, reducing an ability score by 75%.

6 **So speaks Lazarus.** A diary of a man who was brought back to life by the Dead God. This is actually a scroll of Raise Dead.

windows.

- ✦ The **stained glass pieces** are magical. Touching them yields various results. Starting from the left to the door and going clockwise:
 - ✦ The Archangel Michael. +1 to attack and damage in the next battle.
 - ✦ The burning of Giordano Bruno. The character takes 2D6 fire damage.
 - ✦ The Holy Cross. Nothing. If the characters look behind it, they will see the secret sliding door to H4: Spandrel.
 - ✦ A devil with a pitchfork. Summons a Hellhound (3HD) which attacks the party.
 - ✦ A holy maiden. Returns the PC their virginity, making them an excellent sacrifice material. They become aware of this.
 - ✦ St. Adalbert. Any Masovian receives permanent +1 to saving throws.
 - ✦ Archimandrite Stanislaus. Teleports the PC who touched it to **M15: The crypt of the Archimandrite Stanislaus**.
- ✦ If Morana leaves the Eminence, the stained glass loses its magic.
- ✦ There are beautiful designs of stained glass on the **table**. Clergy will pay 500gp for them.

H5: Spandrel

A **sturdy** chest stands by the wall.

- ✦ The **chest** is locked. There is a poison needle in the lock (save vs poison or die).
- ✦ Inside the chest are the monastery's recent donations: 1600gp, as well as jewels: 8 pearls (100gp each), 4 emeralds (150gp each), 6 turquoise (50gp each), 1 diamond (500gp).

H6: The Distillery

Two bulbous, steel **vats** dominate the hall. Near the walls run stacks of oaken **barrels**.

- ✦ The monks were making krupnik, a honey based tincture. There is plenty in the **barrels**. Drinking a portion adds +1 to attack, CHA checks and saving against fear, but -1 to all others. The bonus stacks, but if the negative modifier goes over the CON, the PC passes out.
- ✦ There is a yeast ooze in one of the **vats**. If someone opens the vat, the ooze surprises them. Use game statistics of a **gray ooze**.

H7: Carrion-pollen Storage

The sweet smell of honey mixes with the putrid stench of rotten flesh. Floors and ruined furniture are lined with sticky, pinkish resin. The air vibrates with frenzied buzzing.

- ✦ There are 3D6 carrion bees, delivering and processing the collected flesh into **flesh honey**. Make sure to make a reaction check, because they aren't necessarily aggressive.
- ✦ It's warm inside, as the room is insulated with carrion-propolis - the resin and the constant movement of bees warms up the air.

H8: The Honey Storage

The contorted honeycombs full of blood-red honey run across the walls and through the center of the room. A crooked staircase is bedaubed with the resin.

- ✦ The **flesh honey** is easily accessible for anyone who wants a taste.
- ✦ There are 3D6 **carrion bees** producing the honey. Make sure to make a reaction check, because they aren't necessarily aggressive. They will get agitated though if

someone starts climbing the stairs.

- ✦ The staircase is sticky with semi-liquid resin. Anyone trying to climb it must make a save vs paralysis or is stuck for a turn to free themselves.

H9: The Refectory

Two massive dining tables lay bare, save a single set of plates and cutlery on the far end of one.

- ✦ There are sounds of cooking and appetizing aroma coming from the eastern door.

H10: The Kitchens

A human leg roasts lazily on a rusty spit. A fatty, viscid liquid bubbles joyfully in a cauldron over a modest fire.

- ✦ **Acastor** can be found here and he will be surprised, as he is entranced in the cooking.
- ✦ As soon as the ghoul sees the party, he will exclaim “No need for violence! It’s all consensual!” If the violence is inevitable, he tries to avoid fighting and will jump out of the window to save its skin if necessary.
- ✦ There is a bag with a 364gp, 120sp, 50cp, two jeweled rings, each worth 100gp and a garnet worth 400gp in the pantry. Acastor

collected it, but is not attached to it and will offer it to the party if it might convince them to let him live.

- ✦ The cauldron contains ghoulish made from first sons.

H11: The Vulture Griffon’s nest

Cold wind enters through a blasted wall into a gargantuan **nest** of branches, twigs and regurgitated bones erected among beds of a ruined dormitory. Bee corpses are strewn here and there.

- ✦ It’s a she! There are two eggs in the **nest**. They hatch in 7 days after the arrival of the characters, unless destroyed. If that happens, increase the chance of random encounters with a new encounter of two very hungry young vulture griffins.
- ✦ If the eggs are destroyed or stolen and the vulture griffin is alive, it goes into a frenzy. It hunts mercilessly for anything that lives around the eminence and always fights to the death.
- ✦ The western wall of this room was blasted open by a lucky artillery shot from the besiegers.
- ✦ Bishop’s Scepter (Mace +2, Cure Serious Wounds once a day) is inside the nest.

Flesh Honey

Consuming a portion of the honey heals 2D6 points of damage and cures any disease. The honey is extremely addictive. After 1 day after the last portion the PC needs more and gets -1 to all the rolls per each portion consumed, i.e. if the PC consumed three portions, they get -3 to all rolls. This penalty is reduced by 1 for each week without consuming the honey. Additionally, once in withdrawal, the character must make a save vs. poison to not attempt to get another fix. The honey doesn’t spoil.

After consuming 7 units of the honey, the character must save vs poison. Failure means they become a semi-ghoul and can only gain sustenance from consuming the honey or human flesh. On success, they are immune to this change.



Additionally, every round 1D6 more aggressive carrion bees will join from other chambers.

H13: Queen's cell

A bloated, carapacious, 6' long **monstrosity** sits on a resin heap. Its miniature wings flutter furiously, similarly to 6 pairs of vicious mandibles. Segmented eyes gaze with hateful cunning.

⊕ The **queen** doesn't attack at first, but will defend itself if anyone comes close to her. It tries to remain away from melee.

⊕ There are 10 **carrion bees** protecting the queen. They perform warning dances for a round and then furiously attack.

⊕ Each round after the first 1D6 of aggressive carrion bees will join from other chambers to defend their queen, independent of whether the PCs are violent.

⊕ Queen's destruction makes all other bees go into a frenzy. There are no more reaction checks, they attack anyone on sight and fight to the death.

- ⊕ The resin on which the queen resides fossilized into an immense chunk of amber worth 5000gp.
- ⊕ The queen's carapace can be turned into an armor with AC 16 that is wearable by Druids by a skilled armorer. A Druid knows that.

H12: Brood's nest

The original walls of the chamber are not visible under the thick, pulsating layer of the pinkish resin. A couple of dozen of oozing, semi-translucent **eggs** with barely discernible insectoid silhouettes nest comfortably on two ruined beds.

- ⊕ 3D6 **carrion bees** tend to the **eggs**. They make warning dances for one round, and attack the round after.

I The Winter Palace

Because Morana is trapped in the Eminence, she can't reach into whatever inter-dimensional palace she usually resides in. She settled for the second best thing and turned some of the monastery's buildings to resemble her frigid kingdom, while she resides in the central viridarium.

The structure is built from opaque dry ice (frozen carbon dioxide). Touching the walls without protection means 1D3 points and some guaranteed skin loss. If it's a hand, that means temporary negative modifiers to attacks and precise manipulation, for example lock picking. Trying to melt it is not a great idea, as it might lead to asphyxiation. The ice doesn't have a liquid state and immediately sublimates into gas, which might give the players an idea what it is. Otherwise the PC must make a save against poison and either lose consciousness for a 1D6 turns. In extreme scenarios, for example, starting a fire in the structure, the accumulation of the gas can lead to death.

The doors have a 2-in-6 chance of being stuck due to frost.

I1: The Entrance

A towering, ape-like **hulk** made of snow and dead plants stands in the center of a hall.

- ✦ The creature is an undead, frozen **shambling mound**.
- ✦ The **hulk** will cordially greet the characters in the Winter Palace of Morana, The Queen of Winter, Harbinger of Death, Usher of Rebirth and Lady in the Dreams. It proclaims itself the guardian of the entrance. He apologizes for the sorry state of the winter-palace-in-exile.
- ✦ The statue only allows visitors who display allegiance to Morana. One

way to do that is to present a symbol of deity (a few can be found on the bodies in D3). A chaotic cleric has a level-in-6 chance to know how to craft them.

- ✦ The creature is too big to pass through the doors in the palace, so it won't be able to chase the characters past its chamber.

I2: The Frozen Fountain

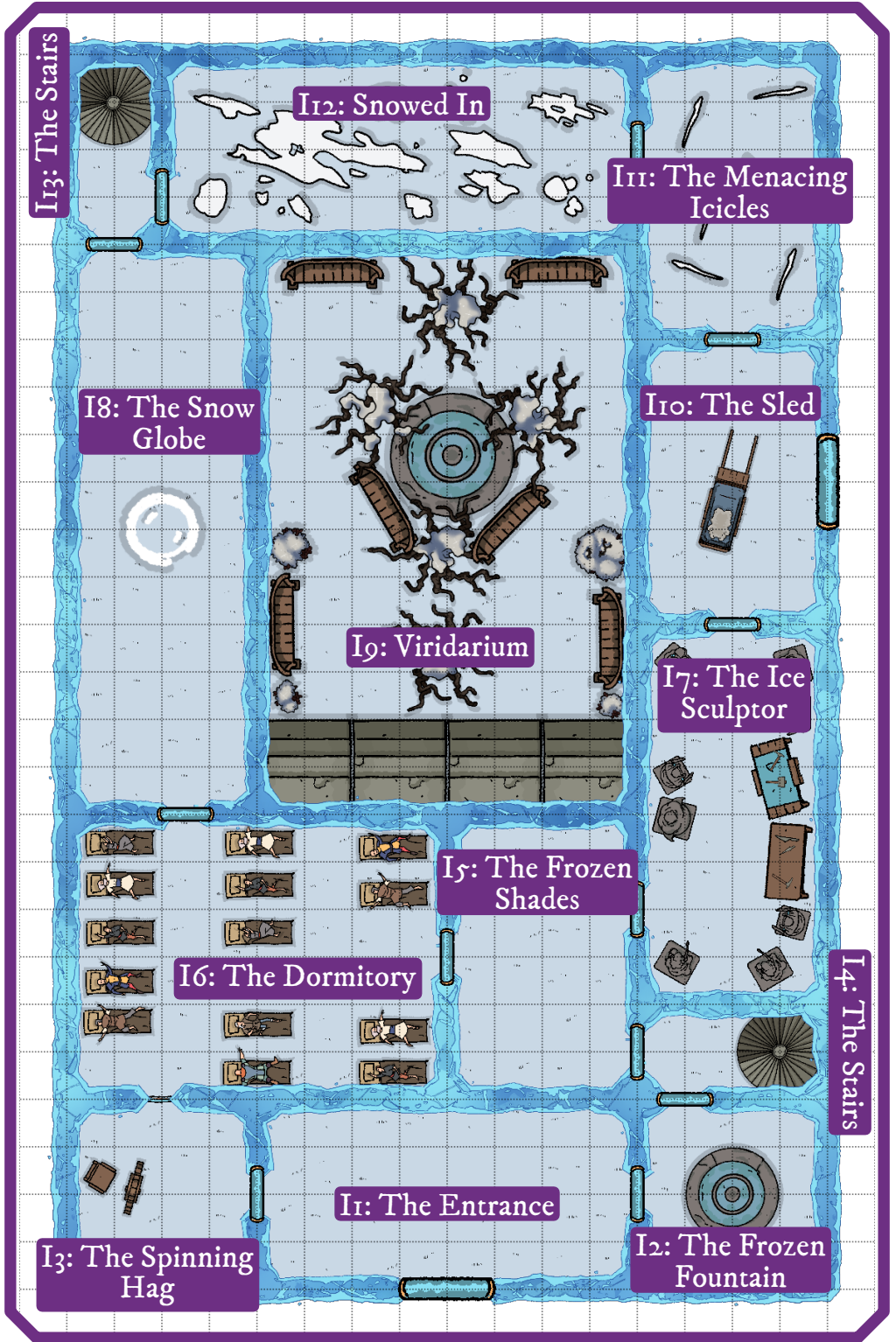
Majestic streaks of frozen water hang in the air above the basin of a delicate, marble, sea shell-shaped **fountain**.

- ✦ An **ice fiend** awaits in the **fountain**. It surprises the party with a 3-in-6 chance.
- ✦ If the ice fiend is destroyed, it will reform after an hour. Unless the PCs declare they watch out for it when crossing the room, it will surprise them again.
- ✦ Destroying the fountain removes the ice fiend, but pisses off Morana and the intelligent denizens of the palace.

I3: The Spinning Hag

A wizened **woman** tirelessly labors at an ebony spinning wheel. There is something repulsive about her constant licking of her lips.

- ✦ The **woman** is a frost hag (stats like a **black hag**, but with talons and teeth made of icicles) and her name is Ludmila. If asked what she is doing, she answers that she is making yarn to make warm clothes for "the wee ones", when Morana takes them. She seems to take perverse satisfaction in saying that.
- ✦ Ludmila doesn't like being here and might divulge information that is harmful to Morana, including how to kill her. She doesn't think the characters have what it takes to do that, so she needs to be convinced of their prowess and ruthlessness.
- ✦ She can make them magical



undergarments of protection from cold in exchange for another magical item. Or a living child below the age of 12.

I4: Stairs

Spiral **stairs** made from sculpted ice lead upstairs.

- ✦ The **stairs** lead to **I17: Stairs**.
- ✦ The stairs are slippery. Moving fast on them requires a save vs paralysis or failing and taking 1D6 damage.

I5: Frozen Shades

Translucent **silhouettes** appear constantly for a few seconds, only to disappear into a cloud of snow that slowly dissipates in the air.

- ✦ Closer inspection of the **silhouettes** reveals that many show signs of their demise: gushing wounds, evidence of sickness or malnutrition or simply old age.
- ✦ These are souls of the dead that enter the afterlife. It is possible to summon and speak to the dead by simply invoking their name. There is a 2-in-6 chance that the shade will appear and speak with the characters. There is also a 1-in-6 chance that it returns as a violent frozen shadow that immediately attacks for disturbing its rest.

I6: Dormitory

Pale, frozen, contorted **bodies** hold a silent vigil among a dozen bare beds.

- ✦ The **bodies** are 14 frost zombies. Touching or attacking any of them makes them come to life in unison and attack. Unless destroyed they join the random encounters.
- ✦ Moving fast through the room has a 3-in-6 chance of accidentally touching the zombies. Roll once per group of PCs.

I7: Ice Sculptor

A dozen of almost lifelike human **ice sculptures** are scattered about the room, their level of detail crossing the threshold of the uncanny valley. In the far left corner 3 ice blocks await for work.

- ✦ A frantic, slightly insane frost **vodyanoi** named Shuvar (game stats like 12HD **water elemental**) works tirelessly on new sculptures, muttering to himself about being behind and having to haste. He creates statues of the dead that belong to Morana's kingdom.
- ✦ He is unwilling to create a **sculpture** of a character, because they aren't dead yet. If pressured or otherwise prevented from doing regular work, it will relent and create a likeness of any character. That creature becomes a character's hireling, independent of their CHA limit. It has the same stats as the character, but never heals any HP. Once the statue is destroyed, the character's soul belongs to Morana and they can't be ever resurrected. The sculptor will only create a single statue for one person.
- ✦ The sculptor is responsible for the creation of ice sculptures that can be encountered in the palace. Killing him removes that encounter from the Wandering Monster table.

I8: Snow Globe

A gargantuan **glass globe** stands in the centers of the long hall. Inside the globe snowflakes appear from thin air and gently fall down onto a layer of snow.

- ✦ The **globe** rolls rapidly in the direction of anyone entering the room. The target must make a save vs paralysis or take 2D6 damage from getting trampled or crushed against the wall. It's not all bad - for every lost HP the character gets 100XP from gazing into the eternal



snow inside the globe. This is only granted once per character.

- ⊕ Once the globe harms one target, it will choose another one. Check the speed with which the characters move against the length of the hall to determine how many attempts it's going to have.
- ⊕ The globe is impervious to damage and has sufficient momentum to break through wooden barriers. It won't leave the hall.

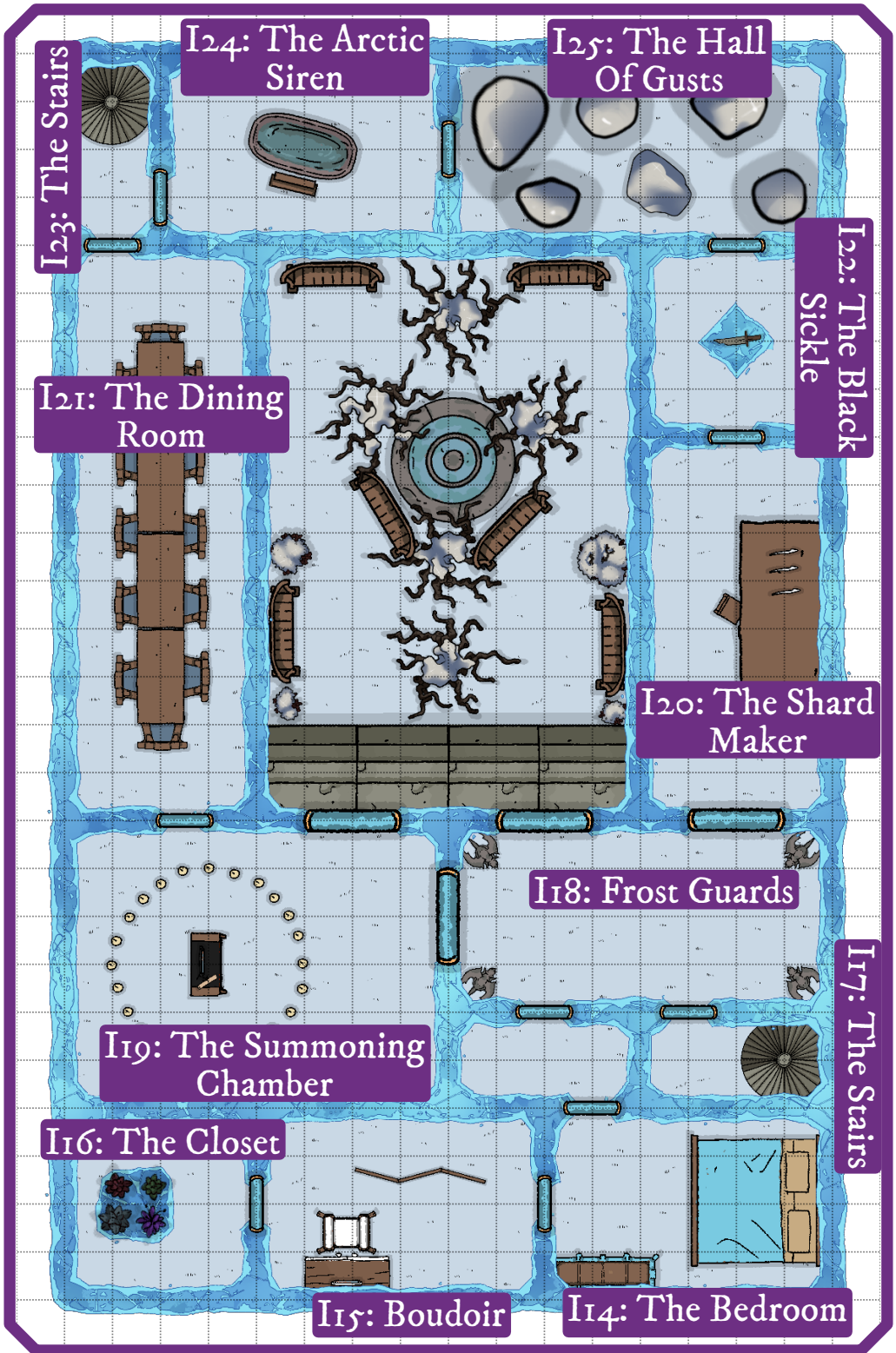
19: Viridarium

A glamorous ice staircase leads into a dead garden of icy flowers, gray branches and modest benches. Near a frozen, marble fountain sits a melancholic beauty clad in a black dress, a veil and a crown made of bones, dead blossoms and animal skulls.

- ⊕ This is where **Morana** spends all her time. Until the divine seals are broken, the dead nature inside the Viridarium makes her suffering bearable.
- ⊕ Attacking Morana draws her servants to protect her. Every round there is a 2-in-6 chance that either one of the permanent residents or wandering monsters arrives to protect their queen.
- ⊕ The staircase is slippery. Moving fast requires a save vs paralysis to not fall.

110: The Sled

A luxurious, white oak, two-person sled is parked in the middle of the chamber. Welcoming white furs are laid on the seats.



✦ Spending a turn under the **blankets** removes any negative effects from the cold exposure.

I11: The Menacing Icicles

Savage, overgrown **stalactites** threaten impalement across the hall.

- ✦ For every character passing through, there is a 1-in-6 chance that the **icicle** dislodges and falls on them. If they don't make a save vs paralysis, they take 3D6 points of damage.
- ✦ The icicles can be dislodged with projectiles. It takes 3 turns to shoot them all down by one person. When they fall they make noise, so double the chance of a random encounter.
- ✦ Every time the party returns, the icicles have grown back.

I12: Snowed in

The chamber is filled with **fresh snow** 5' high.

- ✦ If the characters observe the **snow** for a turn, they will hear giggling and from time to time they will see young women's heads popping up from the snow, only to disappear right away.
- ✦ These are frost **rusalkas**. There are 6 of them. They can move through snow as if swimming. They will jump on anyone wading through the snow and try to smother them.
- ✦ They are somewhat sexist and ageist. They only attack men aged 40 or less. Other characters don't appeal to them. If they grab an older man, they discover their mistake after a round and let them go, but not before telling him: "Your withered seed is of no use to us, old man."

I13: Stairs

Spiral stairs made from sculpted ice lead upstairs.

✦ The stairs lead to **I23: Stairs**.

✦ The stairs are slippery. Moving fast on them requires a save vs paralysis or failing and taking 1D6 damage.

I14: The Bedroom

Bedding made out of snow lies on an opulent **bed** carved out of a single block of ice.

- ✦ Lying in the **bed** ruins it and deals 1D6 of frostbite damage. However, it grants the effects of Protection from Cold for 24 hours.
- ✦ The bed gets fixed after 24 hours by an unseen maid. On the third time, however, there will be a booming voice when someone approaches the bed: "Would you stop messing up the bloody bed!?". There aren't any other consequences.

I15: Boudoir

A delicate, snow-white **vanity desk** with an elliptical **mirror** stands next to a boudoir **screen**.

- ✦ If someone sits in front of the **vanity mirror**, it says, in a business-like tone. "Ask your question. Yes or no only." The mirror answers one question per person. It lies every other time.
- ✦ The desk is worth 500gp if carried out carefully, but the mirror will not work outside of the palace. The mirror will protest loudly, triggering random encounters while being stolen. Stealing the mirror means -1 to reaction checks in the Winter Palace.
- ✦ If someone stands behind the **screen**, their silhouette on the screen starts moving independently. The silhouette portrays the character's death in a gruesome way.

I16: The Closet

Simple, black, linen **dresses** hang on ice hooks. Four regal, floral **crowns**

made of withered flowers, bones and skulls of small animals are laid on a slab of ice.

✦ The **dresses** are of excellent quality, but will be considered peasant clothing and can't be sold as treasure.

✦ The **crowns** are magical, but are only usable by non-lawful women. Each crown gives access to a single spell. The crowns can be depleted and lose their power. The first time the spell is cast the chance of that happening is 1-in-6, the second time it's 2-in-6, and so on. These spells are:

- ✦ Raise Dead
- ✦ Finger of Death
- ✦ Control Weather (The spell is only limited to weather effects associated with winter)
- ✦ Projected Image

I17: Stairs

Spiral stairs made from sculpted ice lead downstairs.

- ✦ The stairs lead to **I4: Stairs**.
- ✦ The stairs are slippery. Moving fast on them requires a save vs paralysis or failing and taking 1D6 damage.

I18: Frost Guards

Four **gargoyles** made of polished ice stand in the corners of the chambers.

✦ Make a hidden reaction check for Morana. A negative result means the ice **gargoyles** will attack intruders who enter the chamber. They have the same stats as regular gargoyles, but take double damage from fire.

✦ The ice gargoyles reform after a day after being destroyed.

I19: The Summoning Chamber

A weathered, pine **icon** depicting a dark woman stands propped on a makeshift altar surrounded by a circle of black candles. Four desiccated **corpses** stand around motionlessly in a quiet adoration.

✦ This is the **icon** used for summoning Morana. Next to the icon is a scroll describing the ritual to call the dark maiden.

✦ The corpses are mummies of the monks. They aren't aggressive, unless someone tries to cross the threshold of the candle circle or attacks them. The paralyzing effect of a mummy only kicks in once they start moving. Stealing the icon without destroying the mummies makes them start seeking it around the Eminence. Add them to the random encounters.

I20: The Shard Maker

An impeccably dressed man works

New spell: Summon Morana

This spell only works if Morana is freed from the Eminence and the casters have access to the icon and the scroll with the ritual description. The spell can be used to nuke virtually any place in the world. A dedicated group of 12 people is required to re-enact the ritual. The ritual comes with a cost: everyone involved directly in the summoning dies, no save, no resurrection possible.

The effects are similar to what happened in the Eminence. The living die, the dead return, the undead are destroyed or morphed into a more living state (e.g. vampires become dhampirs) and can't revert to being undead again.

patiently at a long wooden table. His blackened hand holds a minuscule **icicle**, which he sharpens with a whetstone.

✦ The man is known as the **Shard Maker**. He is a level 10 Magic-User in the eternal service of Morana. He doesn't mind it and sees his loyalty as a point of honor. He will converse with the players and can provide a plethora of information, as long as they don't disturb his work. He has long forgotten his name, which he will admit with some melancholy, and uses his title exclusively.

✦ There are a dozen **shards** ready at the table. The Shard Maker will explain that these are used to lustrate the champions of Morana. To do so one must drive the shard into their eye. The process is terribly painful and has the following effects:

- ✦ Saving throws vs death are improved by +4.
- ✦ Permanent effect of the spell Resist Cold.
- ✦ Immunity to spells: Sleep, Death Spell, Finger of Death.
- ✦ Alignment becomes Chaotic and cannot be changed by any means.
- ✦ The character can't be resurrected by any other means than Morana's intervention.
- ✦ The character is automatically charmed when in the presence of Morana.
- ✦ Once per year the character can receive a task from Morana, similarly to the Quest spell, no save. In this case the character will be immediately tasked with destroying the holy seals.

I21: Dining Room

A set banquet tablet runs through the hall. Frozen **dainties** are laid out

between luxurious **cutlery**.

- ✦ **Food** is completely frozen, but after being thawed it is perfectly fine to consume.
- ✦ There is white gold **cutlery**. 12 of each: salad forks, regular forks, knives, spoons, desert spoons. Each piece is worth 50gp, totaling 3000gp. If the characters take them, make sure to comment that they are stealing cutlery like common thieves. If they are considered nobility, they lose that status for any supernatural effects (e.g. a vampire that feeds only on noble blood would find theirs unsatisfactory).

I22: The Black Sickle

A crude, black iron **sickle** with a bone handle is entombed inside a **block of ice**.

- ✦ The **sickle** is a one-handed, magical weapon and deals D10 damage. If 10 is rolled, the target must make a save vs. death or die instantly.
- ✦ Stealing the sickle permanently reduces the reaction rolls by Morana and her servants by 1. Furthermore, human servants of the deity will attempt to recover the artifact in the future, gladly resorting to violence.
- ✦ Thawing the **block of ice** to retrieve the Black Sickle takes 4 turns. If during that time any encounter occurs, that encounter will be hostile.

I23: Stairs

Spiral **stairs** made from sculpted ice lead downstairs.

- ✦ The stairs lead to **I13: Stairs**.
- ✦ The stairs are slippery. Moving fast on them requires a save vs paralysis or failing and taking 1D6 damage.



I24: Arctic Siren

A half-woman, half-seal lies uncomfortably in a luxurious tub that is way too small to accommodate her.

- ⊕ The siren, **Hispidia**, is not enthusiastic about her current situation. She was summoned by Morana and had to heed the call, but the lack of water made the experience unbearable. She will be grateful if the party tells her about the lake under the well and helps her get there.
- ⊕ Hispidia can offer accurate information about Morana and is happy to do so unless threatened. She won't cross the goddess though, even though she is not happy. Even the dead gods have ways to exact revenge.
- ⊕ If anyone tries to get her to sing, she will coldly offer "How about we skip the singing and I just

drown you in the bath."

- ⊕ If she or Morana are threatened, or if someone makes fun of her being half-seal, she will indeed start singing, which has a charming effect. Use game stats of a harpy, except she can't fly.

I25: Hall of Gusts

Snow dances chaotically chased by unseen **gusts** of wind. The path through is partially blocked by 10' tall heaps of white powder.

- ⊕ When the party crosses the chamber a powerful **gust** of wind will extinguish their lanterns and torches. Make an immediate encounter check. If there is an encounter, the monsters were waiting quietly in an ambush behind the heaps of snow.

The Great Below

There are a lot of coffins in the crypts. The PCs are encouraged to loot them. Looting follows a similar pattern to “I desecrate the body” table. Keep track of how many coffins were looted and add them to a D100 roll, then consult the “**I pry the coffin open**” table. The more coffins are opened, the more dangerous it becomes. Opening the coffin takes a turn. Use the chance of opening a stuck door for determining success. If the coffin is in a 5' x 10' alcove, at most two people can attempt to open at the same time.

The only monsters in the Crypts are the violent undead raised by Morana's presence. They are simply a time pressure against the characters that keeps on mounting the longer they stay.

L: The Crypts, Lvl 1

L1: Staircase

Stone stairs leading up.

- ✦ The staircase leads to **F4: Crypt entrance**.

L2: Open Coffin Policy

Two austere **open coffins** lean on the wall.

L3: The Bone Storage

The doors to this room have an opening at about 5' feet, allowing you

to look inside. The door themselves are locked.

Bones and **skulls** fill the chamber reaching up to shoulders.

- ✦ This room is connected to the **M5: Bone Sink**. If the hatches are released, it will be emptied in 3 turns.
- ✦ If the remains of the dead are removed, a Pendant of Protection +3 AC is revealed in the corner of the room.

L4: Charnel pools

A twisting **footway** runs between two **pools** filled with charred bones.

- ✦ Whenever the party crosses through this chamber, make two encounter checks. Each success means that a **necrophidius** rises from one of the pools and attacks the party. The monster appears far enough to not be reachable by melee weapons and starts the combat with the hypnotic dance. Passing through the pool to reach it requires a successful save vs paralysis to not get stuck between the bones.
- ✦ Touching or entering the **bone pools** immediately triggers an encounter.

L5: Stairs to Cenacle

A sturdy wooden ladder leads to a trapdoor.



- ✦ The ladder leads to D4: Cenacle.
- ✦ The trapdoor is blocked by a confessional. STR 20 or more is required to lift it.

L6: Angelic Columns

Two intricate **columns** depicting somber female angels support the ceiling.

- ✦ The **columns** are actually two Caryatid Columns. They attack non-Lawful PCs trying to cross the room and retaliate to any violence. They will also let through people who recently went through a confession and penance.

- ✦ Clerics recognize the columns as dangerous to sinners, blasphemers, heretics, heathens and non-believers. This might give the players a hint that a speedy confession in the F12: Cenacle can allow them to pass unmolested.

L7: Bone Ossuary

Countless bones and skulls adorn the walls. At the far end stands a humble altar with a mollified silver cross.

- ✦ Non-chaotic PCs that pray in this chapel receive a permanent blessing of +1 bonus to a chosen saving throw. They also have a sudden and



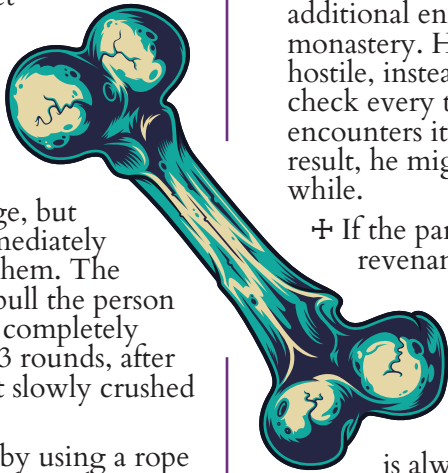
profound sense of their mortality. The bonus is lost if they die and get resurrected.

- ✦ The undead won't enter here, so any random encounter that results in an undead creature is ignored. This makes this place a fairly safe place to be in. However, desecrating this place in any way will make it lose its special properties. This includes stealing the cross (worth 200gp).

L8: The Quickbone

The room is divided by a gaping, 20' wide **opening** in the floor.

- ✦ The **opening** is filled up with bones, up to ten feet below the floor level. It's unknown how deep it goes.
- ✦ Falling into the bones not only deals 1D6 of damage, but also the person immediately starts sinking into them. The bones unnaturally pull the person in and they will be completely submerged within 3 rounds, after which they will get slowly crushed and suffocated.
- ✦ Rescuing someone by using a rope or a pole requires at least three people, to overcome the pull of the bones.



coffins, revenants are put to rest forever. Obviously, any intelligent undead is not enthusiastic about entering it.

- ✦ The **body** on the table is a revenant and he is gagged. It was supposed to be destroyed in the furnace, but the final assault on the Monastery started. The consecrated silver chain is worth 2000gp.
- ✦ Sending the body in the furnace with the silver chain will destroy both.
- ✦ The revenant is completely insane and will plead, demand, threaten or even cry to be released. If the party does so, they can keep the chain, the revenant leaves and becomes an additional encounter in the monastery. He is not immediately hostile, instead make a reaction check every time the party encounters it. With a friendly result, he might join the party for a while.

- ✦ If the party destroys the revenant in a usual way, it promises vengeance. They can keep the chain, but the revenant becomes an additional encounter in the monastery and is always hostile.

L9: Crematorium of Holy Flames

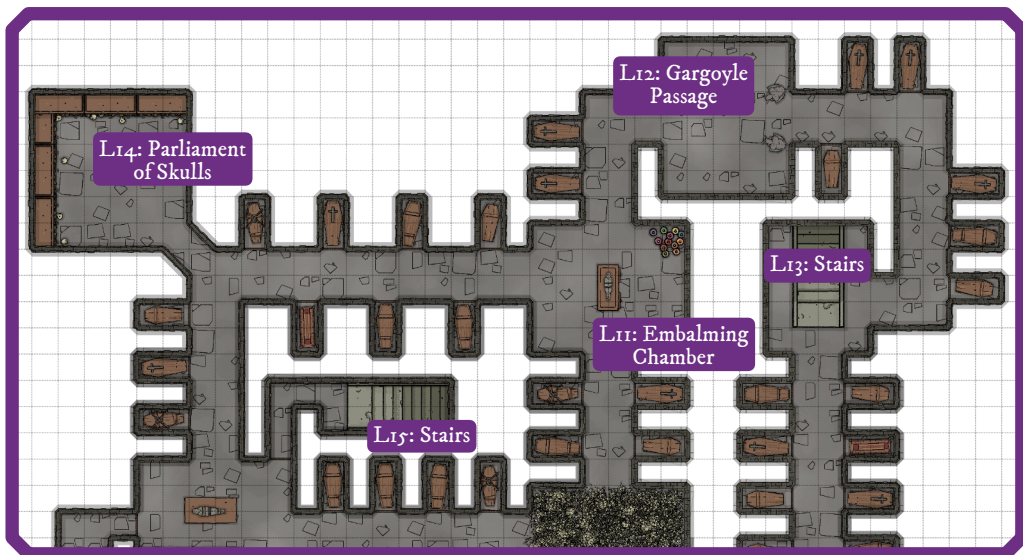
A grand stone **furnace** with a warped, iron door extends from the northern wall. Nearby a **body** wrapped in a thick, silver chain writhes on a table.

- ✦ The consecrated **furnace** can destroy any physical undead, circumventing any measures that would prevent its destruction. Phylacteries don't save the lichs, vampires don't return to their

L10: The Ashen Chamber

Stacks of funerary **urns** occupy both sides of the room. Many lids have fallen off and the floor is covered by streaks of ash.

- ✦ Entering the room immediately triggers an **encounter check**. If there is an encounter it's always an ashen wraith rising from one of the urns.
- ✦ This is where the ashen wraiths originate. There are 46 **urns** in total.
- ✦ Destroying an urn has 3-in-6 chance of an ashen wraith



appearing and attacking the party.

- ✦ Putting the lids back on the urns will remove the ashen wraith encounter for a day (treat as no encounter it comes up), but they will open up again the day after.
- ✦ Finding a way to completely disintegrate the ash will prevent any further appearances of the ashen wraiths. Spreading the ashes has the opposite effect, increasing the chance of an encounter. Burying the ashes in consecrated ground will also prevent the wraiths from appearing.

L11: Embalming Chamber

Scent of myrrh and cedar mixes with a putrid odor of decay. A **bloated cadaver** lies on an elevated stone slab. A dozen ceramic **jugs** rest in the north-eastern corner.

- ✦ If the **cadaver** gets pierced or damaged in any way, it blows up with a loud noise. Everyone in the area takes 2D6 damage, or half on a successful DEX check from flying bones and viscera. Additionally, everyone gets infected with a disease. Once a day they must make a save vs. poison. On failure they

take 1D6 points of damage and can't recover HP through natural healing. On success they recover from sickness and can start healing normally. Finally, the explosion triggers an immediate wandering monster encounter.

- ✦ The **jugs** contain the holy embalming fluid, totaling 12 units. Consuming a unit of the fluid permanently lowers the HP by 1, but grants +1 to all saving throws against effects caused by the undead, including spells cast by the undead.
- ✦ Alternatively, the embalming fluid can be used as a ranged weapon. It works exactly like holy water, but only affects the undead. Each jug counts as an item.

L12: Gargoyle passage

Alcoves are carved in the east and west wall. Inside there are two soapstone **gargoyles** with dog heads and bat wings.

- ✦ The **gargoyles** demand the bishop's scepter to allow passage and will attack anyone who tries to cross without it. (The scepter is inside the vulture griffon's nest in **H11**:

Vulture griffon's nest).

- ✦ Both gargoyles are soft spoken, kind and professional in their duties. They apologize profusely if they are required to attack and will continue requesting the invaders to retreat, to avoid further bloodshed. During combat they praise prowess (“Impressive strength, I really felt the impact.”) and provide feedback for improvement (“Don’t lower your shield.”).

L13: Stairs

Stone staircase leads deeper into the crypts.

- ✦ The stairs lead to **M1: Stairs**.

L14: Parliament of Skulls

Two-level chamber lined with shelves housing a throng of tightly packed **skulls**. The skulls fidget, chitter and clack their teeth, as they try to free themselves from the shelves.

- ✦ The **unholy skulls** get agitated by the presence of the living. Every turn 1D6 of them dislodge themselves and attack the party.
- ✦ If all skulls are destroyed here, the next floating skull encounter will be the last one. From now on, treat it as a no-encounter.
- ✦ Destroying all the skulls requires 60 turns by a single person, as well as being able to access skulls on the second level. Area spells like Fireball can effectively remove a significant number of skulls. Reduce the time by one turn for every point of damage such a spell incurs.
- ✦ This chamber is 30’ high and spans between level 1 and 2 of the crypts.

L15: Stairs

Stone stairs lead deeper into the crypts.

- ✦ The staircase leads to **M12: Stairs**.

M The Crypts, Lvl 2

M1: Stairs

Stone stairs lead up to the surface.

- ✦ The staircase leads to L13: Stairs.

M2: Bone Hedge

Thousands of bones grew into a perilous **tunnel** through the chamber. Ossein thorns threaten from every side and leave only a cramped, narrow trail through.

- ✦ Only moving slowly through the **tunnel** is safe. Moving fast means taking 2D6 damage from getting scratched and stabbed by the bones.
- ✦ It is possible to hack the bones and widen the path, but the bones regrow in 2D6 turns.

M3: Shaft

A gloomy shaft opens up in the ceiling.

- ✦ Only a single, unarmored character can fit into the shaft. There are no hand holds inside, but a careful ascent by using friction and pushing your legs and back against the walls is possible.
- ✦ The shaft leads to **D6: The Angel Statue**. Moving the statue from inside the shaft requires superhuman strength.

M4: Agiocannibalism

Three ceramic **urns** stand in front of weathered, wooden **icons**. The faded paint on the icons peels and cracks, making the saints’ features barely recognizable.

- ✦ The **urns** contain ashes of three saints. Consuming the ashes grants you a permanent, mixed blessing of the saint. Only the first consumption has that effect, you can’t combine results from multiple urns.



⊕ A cleric will recognize the saints on the icons and what they are associated with.

- ✦ The first icon shows St Stephen, the first martyr, who was stoned to death for his teachings. Consuming his ashes halves any blunt damage (including falling) dealt to the character, but in the first round of any combat you take double damage (blunt damage reduction still applied).
- ✦ The second icon shows St. Agatha, a virgin martyr. She was supposed to be burned at a stake, but was instead sent to

prison due to an earthquake. Consuming her ashes halves any fire damage dealt to the character, but you make saves vs paralysis with a -5 modifier.

- ✦ The third icon shows St. Tewdrig, king-turned-hermit, who returned for the last battle and died. Your hirelings get +1 to attack and damage. You take an additional point of damage from each physical attack in combat.

M5: The Bone Sink

- An empty chamber with a flagstone



floor and 4 iron **trapdoors** mounted in the ceiling.

- ⊕ If 2 or more people are in the room at the same time, the pressure on the floor makes the **trapdoors** open. Bones, skulls and greasy ash start to rapidly fall into the room. The room gets filled in 3 turns, making the passage blocked.
- ⊕ This room is directly below the L12: Bone Storage.

M6: Secret passage

- ⊕ The northern section of the wall is hiding a secret passage. There is a subtle **outline** of a portal in that section of the wall. It can be detected if the PC searches exactly for that or with 1-in-6 check.
- ⊕ There is no mechanism to open the door. The **lever** that opens the door is hidden in the coffin directly to the west, past locked doors. The coffin is bolted to ground and if pried open it reveals the lever.

M7: Secret Unctions

A splendid **amphora** sits on a simple wooden **table**.

- ⊕ The **amphora** contains 20 units of holy oil.
- ⊕ If a living, lawful creature is anointed with the oil, they receive the following benefits for a full week: +2 to all saving throws and additional hit die.
- ⊕ If used to anoint a dead body, it will not return as an undead under any circumstances. If raise dead is cast on the corpse, it's 100% successful.
- ⊕ If tossed on an undead or a hellish creature, it acts as a Dispel Evil spell.
- ⊕ The **table** itself is magical and holy. Supposedly it was made by the Dead God himself. Once a day it grants the following effect to an item placed on it:
 - ✦ A simple basket fills with fish and bread, as if cast by Create Food spell.

- ✦ A sword gets enchanted as if by the Striking spell, but for a full day. A fire erupts on the blade, but doesn't hurt the owner. A whip can get similarly enchanted, but without the fire.
- ✦ A cursed item placed on the table has its curse permanently removed.

M8: Stairs

Stone stairs lead up to the surface.

- ✦ The staircase leads to L15: **Stairs**.

M9: Coins to Leaves

The chamber drowns in heaps of dried, vibrantly colorful leaves.

- ✦ For every round spent in this room 10% of coins in PC possession turns into leaves from plants and trees across the world.

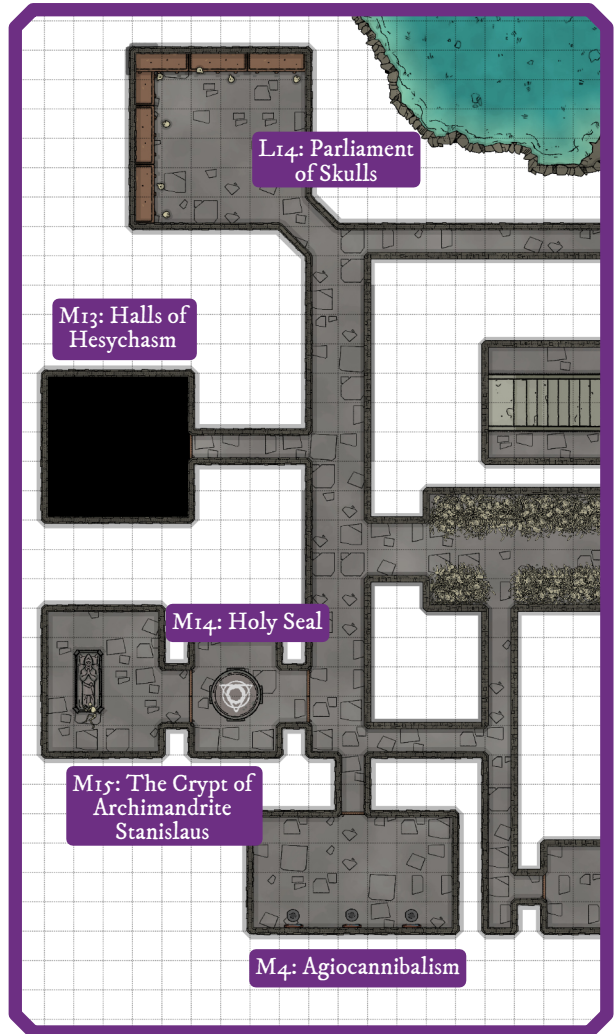
M10: Skull pyramid

A pyramid of a dozen **skulls** stands on top of a marble **dais** in the center of the chamber.

- ✦ If someone disturbs the **skulls** or enters the chamber, the skulls come to life and attack. There are 12 unholy skulls.
- ✦ If characters with combined strength of 60 or more push the **dais**, it will reveal a 3' deep cavity in the floor below. Inside there is a wooden stake with dozens of thorny twigs wrapped tightly on one end. It's a wand of Death Spell with 2 charges inside.

M11: Secret passage

A vertical wooden **lever** pokes from a wall at the dead end of a passage.



- ✦ The **lever** opens the wall to the south. There is no way to open the wall from the other side.

M12: Stairs

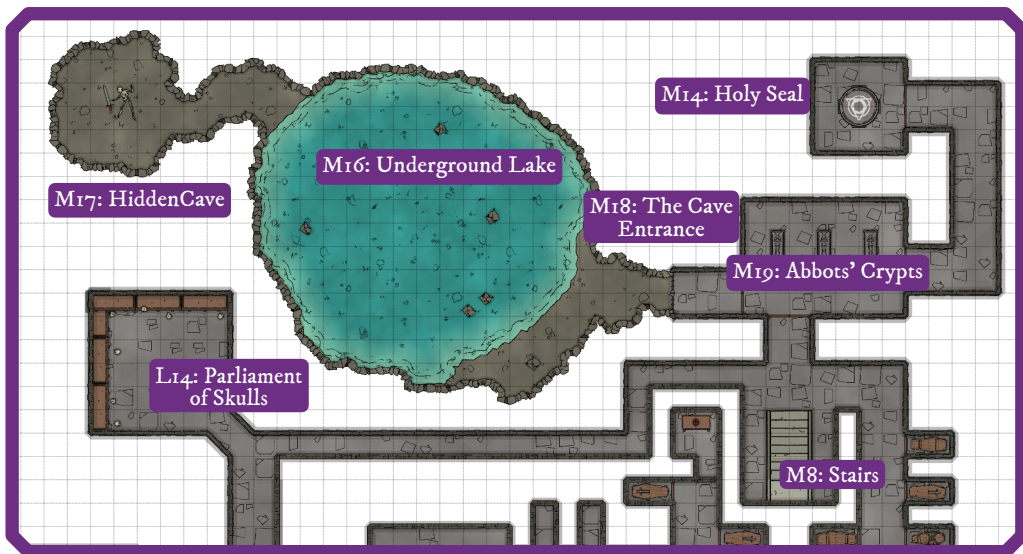
Stone stairs lead deeper below the monastery.

- ✦ The staircase leads to **N1: The Vault Entrance**.

M13: Halls of Hesychasm

Unnatural **darkness** and **silence** consume the chamber.

- ✦ The chamber is covered with magical continual **darkness** and



silence.

- ✦ In the center resides **Kalistos** the Ascetic (Cleric level 14) who devoted his life to listening to Whisper of the Dead God. The divine grace removed his earthly need to eat and, thank the Dead God, to defecate too, for there is no privy in this chamber. He wears a cilice and sports a 10ft long, white beard.
- ✦ Kalistos is completely unmoved by any developments of the outside world and claims that virtually any events, including mass calamities, are part of the Dead God's plan. He has access to Divine spells of any level, but will generally refuse to cast them for reasons other than to get rid of people who try to disturb him. In that case he will use Quest for some bullshit tasks, like seek inner peace or find balance with a general guidance that the completion of them must happen elsewhere.
- ✦ Kalistos will defend itself against monsters lured into its chamber, but will immediately see through the character's plan and afterwards treat it the same way as disturbing him.

M14: Holy Seal

A spectacular granite stone covered by holy symbols is bolted to the floor with mighty iron nails.

- ✦ This is one of the holy seals that protect the Eminence.

M15: The crypt of Archimandrite Stanislaus

A **skeletal** figure kneels leaning on an open **sarcophagus**, its hands clasped in prayer. It wears a tattered purple vestment over a cassock and a pristine, blood red miter.

- ✦ **Archimandrite Stanislaus** is here. He can't leave his crypt because of the Holy Seal outside. Initially he is disinterested in leaving his cell. Once he learns about Morana, he will regretfully urge the characters to destroy it, so he can leave his imprisonment. He offers assistance in destroying the pagan goddess and further patronage.

- ✦ The **sarcophagus** is empty.

M16: Underground lake

The smooth, frigid **waters** of an underground lake fill this naturally

formed cavern.

- ✦ Falling into the freezing **water** means 1D6 points of damage from the freezing shock. Every turn spent in the water means another 1D6 points of damage. After leaving the water unless the PC dries up their clothes, they take additional 1D6 points of damage from cold every hour. Swimming without clothes might be a way to avoid that damage.
- ✦ During the day the south-eastern shore is visible due to the shaft of light coming from the well above. The north-western shore is not.

M17: Hidden cave

An 8 feet tall yellowed **skeleton** lies next to a two-handed **sword**. The skeleton has 6 fingers and toes.

- ✦ These are **bones** of an ancient nephilim who died hiding in this cave.
- ✦ The two-handed **sword** is Pogrom of the Divine +2, +4 against holy creatures, speaks telepathically in Aramaic, screams enthusiastically if used to kill a holy being.

M18: The cave entrance

The natural cavern turns abruptly into a wide, artificially carved corridor. The path is blocked by a **portcullis** and a winch is visible on the other side.

- ✦ Lifting the **portcullis** requires a combined STR of 50.

M19: Abbots' crypt

Three stone **sarcophagus** have lids **sculpted** into the shape of church dignitaries.

- ✦ Every time the party enters the chamber, one of the **sculptures** rises as a stone golem and attacks the violators. Only one statue rises

each time.

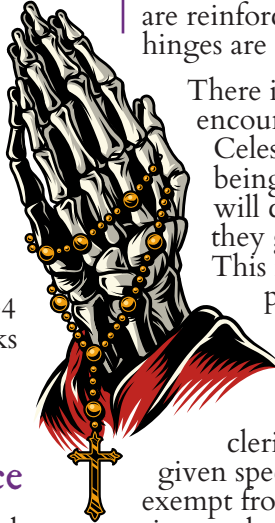
- ✦ However, if any of the lying statues gets attacked, it rises immediately too. Attacking multiple statues (e.g. with a fireball) raises them all immediately.
- ✦ If the statue doesn't get destroyed, add it to the random encounters in the Crypts.
- ✦ The **sarcophagus** can be looted using the "I pry the coffin lid open" table.

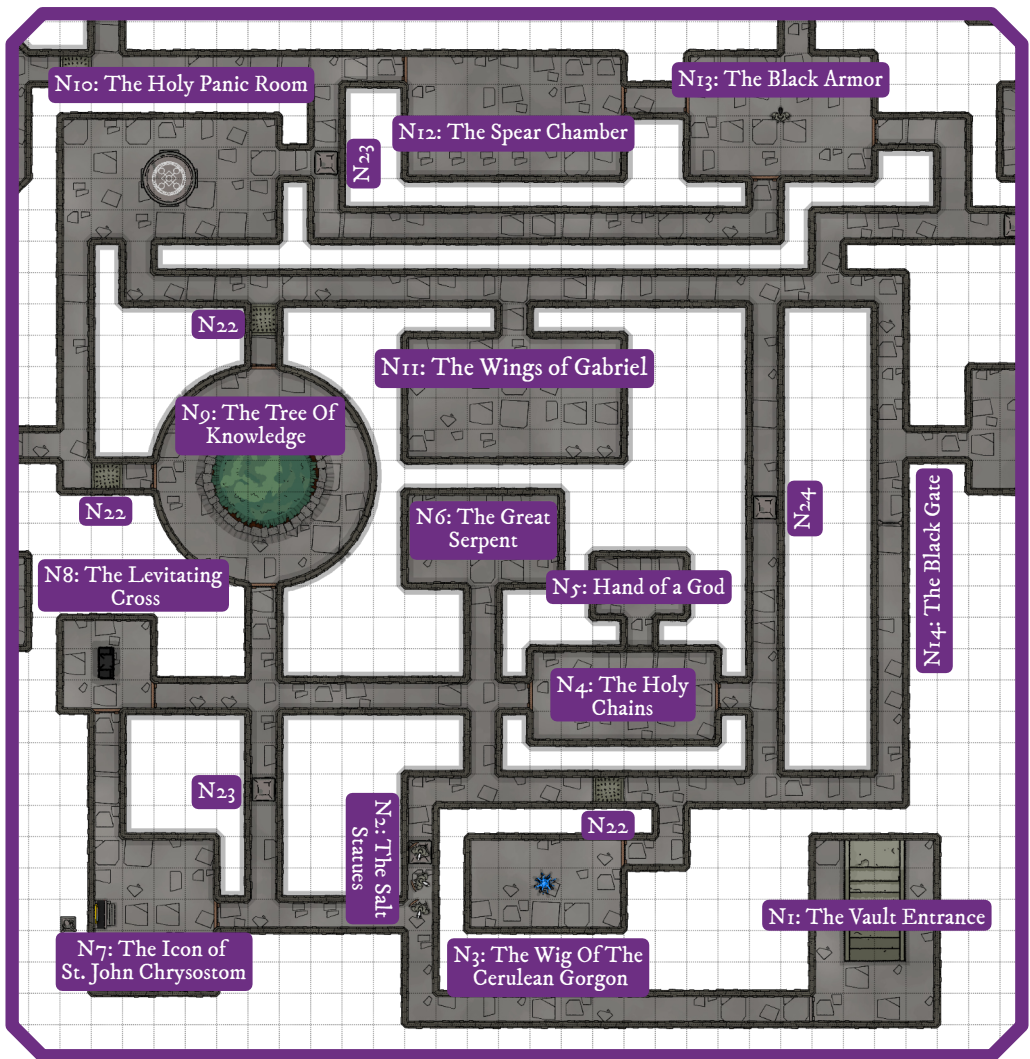
N The Vault

Every room in the vault is locked, unless marked otherwise. The doors are reinforced with iron bands. The hinges are not accessible.

There is only one random encounter type in the vault: a Celestial Stalker. These divine beings are bound to the vault and will continue haunting it, even if they get continuously destroyed. This is possible thanks to the proximity of the Nephilim structure, which acts as a beacon to them and divine magic woven into the place by the Anastasist clerics. A couple of monks were given special rites that made them exempt from the Stalker wrath. These rites are kept secret in the Holy See and require a pilgrimage to be granted. Dispel Magic also works for cleansing individual chambers or corridors and preventing the encounter from occurring in them. The summoning of the Celestial Stalker was done by an 11 level Cleric for the sake of calculating the probability of the failure for Dispel Magic. There is a 1-in-6 chance every turn that the stalker appears.

There are some nasty traps laid in the corridors. I generally avoid using them, because they are neither fun, nor realistic. However, in this case they make sense. From the realism standpoint, no foot traffic is expected





in the vault. Unless you have ill intentions, you aren't going to be here. The select monks that need to come down, know the safe path and have keys. The traps are for everyone else and they offer no mercy.

N1: The Vault Entrance

A sturdy iron door bars the entry.

- ✦ As the party approaches, a **spectral hand** appears and writes in blood-red paint on the wall. "Turn back. Only death awaits you beyond this door." This is of course a Magic Mouth spell, just thematically

adjusted.

- ✦ The stairs up leads to **M12: Stairs**.

N2: The salt statues

Three intricately detailed salt statues block the corridor.

- ✦ The one in the front stands on the pressure plate that activates salt curse. Lifting the statue makes the pressure make a loud click. Pressing the pressure plate will activate it again. It works like **N24: Salt trap**.

N3: The Wig of the Cerulean Gorgon

A **scalp** of blue hair intertwined with dead serpents has been laid on a marble tripod shaped like women's legs.

- ✦ Putting the **wig** on brings the snakes to life. The character gains additional melee attack per round that deals 1D6 and the target must save vs poison or die. Every round there is a 1-in-6 chance that the PC must make a save vs paralysis or turn into stone.

N4: Holy chains

Two dozen rusted **chains** hang on hooks driven into the ceiling.

- ✦ One of the **chains** can be pulled to open the secret door to **N5: Hand of a God**.
- ✦ The chains are magical and holy. They are relics of the early martyrs, who were kept in these shackles. If laid out on the floor, they can be used as a barrier that certain unholy monsters can't cross unless they succeed on save vs magic.

N5: Hand of a God

A flaxen, desiccated **hand** with 6" long fingers is laid on a stone block.

- ✦ Touching the **hand** immediately summons a **Celestial Stalker** to interdict.
- ✦ The hand can be grafted in place of your own. At this point it takes effect:
- ✦ The alignment changes to Chaotic.
- ✦ Strength becomes 20 if it is lower.
- ✦ The melee damage from attack using the hand increases by D8.
- ✦ The hand can be used as a wand to cast any Cleric spell level 1 to 5 as if they were Cleric level 14. It has 10 charges. Every time it's used more of the character's body takes the flaxen color and becomes

desiccated. On the 10th time their head transforms and the character is lost to the player. They become a major villain in the setting.

N6: The Great Serpent

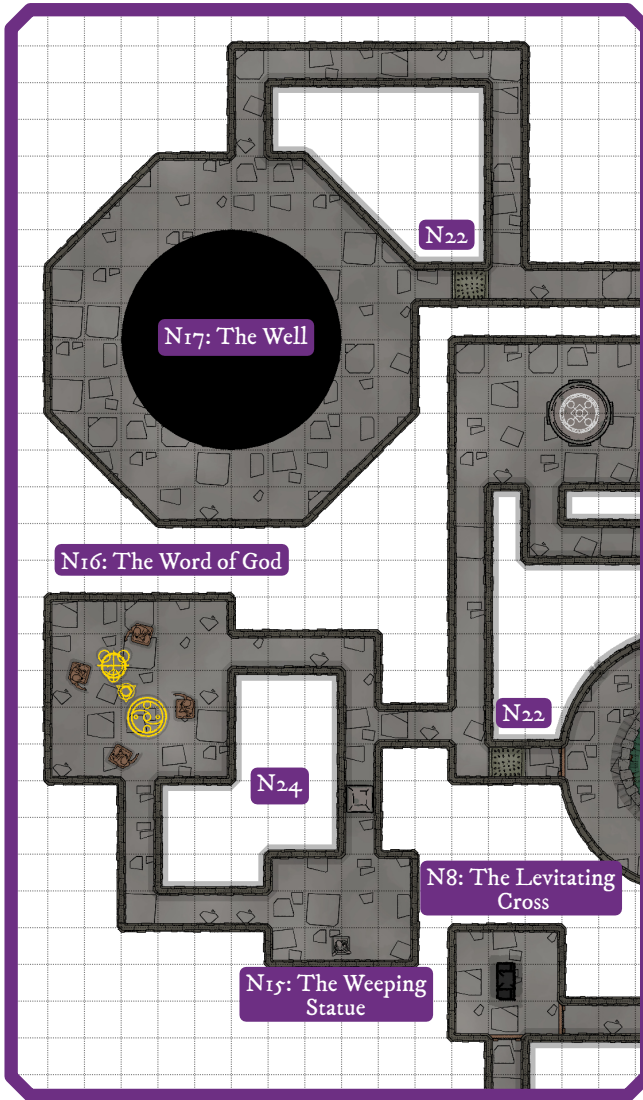
The doors are bolted sevenfold from the outside with a **plaque** above the door. A quiet **hissing** can be heard from the inside.

- ✦ The **plaque** is in the Imperial Script and says "Beware The Great Deceiver".
- ✦ Inside lives a 20ft long, sentient **Serpent** (game stats like **Couatl**). It is completely unrelated to any of the religious dogma, but kept imprisoned here as a source of sin. It begs to be released, claiming that it had no part in this original sin nonsense. If released, it will thank the party and remark that perhaps one day he can repay them.
- ✦ Once released, it will start consuming corpses, 1 a day. Increase the counter for looted bodies in the "I desecrate the body" table by 1 every day. After a while all corpses will be gone. This upsets the Raven and enrages the Ghoul mother.
- ✦ The Great Serpent will establish a cult around itself, offering a protection racket in return for light worship ("Virgins not necessary. Sheep are just fine."). It is indeed grateful to the party and can act as a patron in the future.
- ✦ Clothing made from the skin of the serpent, grants +2 to CHA.

N7: The Icon of St. John Chrysostom

An immaculate **silk** shroud covers a rectangular item standing on a pedestal and leaning on a wall.

- ✦ Underneath the **silk** is the icon of St. John Chrysostom, encrusted with gold. The silk shroud itself is



✦ The icon doesn't work on supernatural creatures and most importantly on the guardians of the vault.

N8: The levitating cross

Human-sized, rusted, iron cross levitates in the center of the room.

✦ There are hinges on one side and clamps on the other. It can be opened and a person can fit inside. The cross can be moved around by pushing, but it's very slow. It always levitates at the same height from the ground. Being inside grants AC 20. The levitation effect cannot be dispelled.

N9: The Tree of Knowledge

Ripe, almost bursting fruits bear heavily on branches of a low tree planted in the middle of the room. The stone tiles were removed to expose earth in a circular flowerbed where the tree buries its roots.

✦ Consuming the fruit grants the ability to distinguish between the

good and evil, divine from unholy. The character can cast Know Alignment and Detect Magic together up to three times a day. However, The PC permanently loses the ability to be resurrected or brought back to life, including becoming an undead.

- ✦ The fruit can't be identified by anyone, including magical means.
- ✦ The fruit remains fresh for exactly 7 days and then turns into ash.

worth 100gp, while the icon is worth 3000gp to a collector. The gold can be scraped off the icon for 500gp total, but it ruins the value of the icon. It's also problematic due to icon's effects

- ✦ Lifting the shroud makes everyone that sees it save vs magic or start praying loudly. Closing your eyes doesn't help. The saving throw can be repeated once a round. The loud prayer triggers an immediate encounter check, also repeated every round.

N10: Holy Panic Room

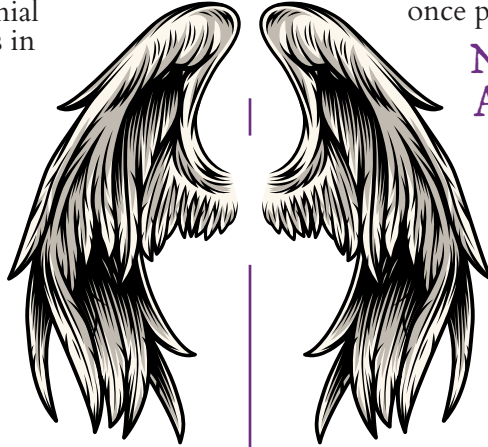
A spectacular granite stone covered by holy symbols is bolted to the floor with mighty iron nails.

- ⊕ This is one of the holy seals that protect the Eminence.
- ⊕ In case something got free in the vault the monks created a repelling room, reinforced with a holy seal. Undead, fae and unholy monsters won't enter, but the celestial stalker is unaffected.

N11: Wings of Gabriel

Majestic, immaculate, 10 feet wide feather wings ending with bloody scapulas are laid out on a snow-white ceremonial cloth. Surgical tools in an open, leather kit are laid out on a pulpit.

- ⊕ A successful WIS check allows performing a surgery that grafts the wings to a person. This permits flight and a +2 bonus to saving throws against magic, but costs permanent loss of 2 hit points. Failure on the WIS check means loss of hit points, but the wings can't be grafted. The person with the wings requires custom clothing and armor that fits over the wings.
- ⊕ Any angel attacks the bearer on sight. People generally recoil in revulsion, unless there is something wrong with them. The wings don't actually belong to Archangel Gabriel.



N12: The Spear Chamber

Three brilliant glass displays hold antiquated spears.

- ⊕ Breaking a glass display summons a violent Ophanim that will chase the party until they are destroyed. Every display is protected by its own being.

⊕ The spears are:

- ✦ The Spear of Scaled Doom. It's a +4 weapon against any creature that is covered, even partially, by scales.
- ✦ The Unholy Lance. It's a +4 weapon against any celestial/divine creature.
- ✦ The Infernal Skewer. On a maximum damage roll (6 on a D6), the damaged creature must make a saving throw vs. death or instantly die. Works only once per creature.

N13: The Black Armor

A magnificent suit of matte black armor hangs on a dummy.

- ⊕ This is a magical suit of plate armor +3 of Zavisha the Black, only usable by Lawful characters. Additionally, it grants the bearer the ability to reroll the die on an attack check once per combat. Making a promise while wearing the armor triggers a geas spell automatically cast on the PC without a save to perform that action.
- ⊕ The Raven can don the armor and vow to never again eat human flesh to free himself from his curse. He then becomes a full-time fighter for justice. In the time of a great need he returns to aid the PCs.

N14: The Black Gate

- ⊕ A jet-black iron gate bars the path



through the corridor.

- ✦ It's closed, but not locked. The **iron** is actually a mass of enchanted nano-machines that were recovered from a ruined tower of a vile arch-wizard, Albrecht Sptitzweg. The gate will lash out on anyone who hasn't been consecrated by the monks living in the Eminence, which might not be possible anymore.
- ✦ The gate has 30HP and is immune to piercing damage. It attacks 2

times per round lashing out with whips made of jet black iron, +4 to hit, 1D8 damage.

N15: The Weeping Statue

A crudely hewn **statue** of a penitently kneeling woman with hands folded into prayer **bleeds** tears from closed eyes.

- ✦ Licking off the **blood** heals wounds and restores 2D6 HP. There is enough for one healing every 24 hours.

⊕ It increases the encounter chance by 1 (for example 2-in-6 instead of 1-in-6). It is indeed a statue of Mokosh and its presence draws monster's to their primordial mother.

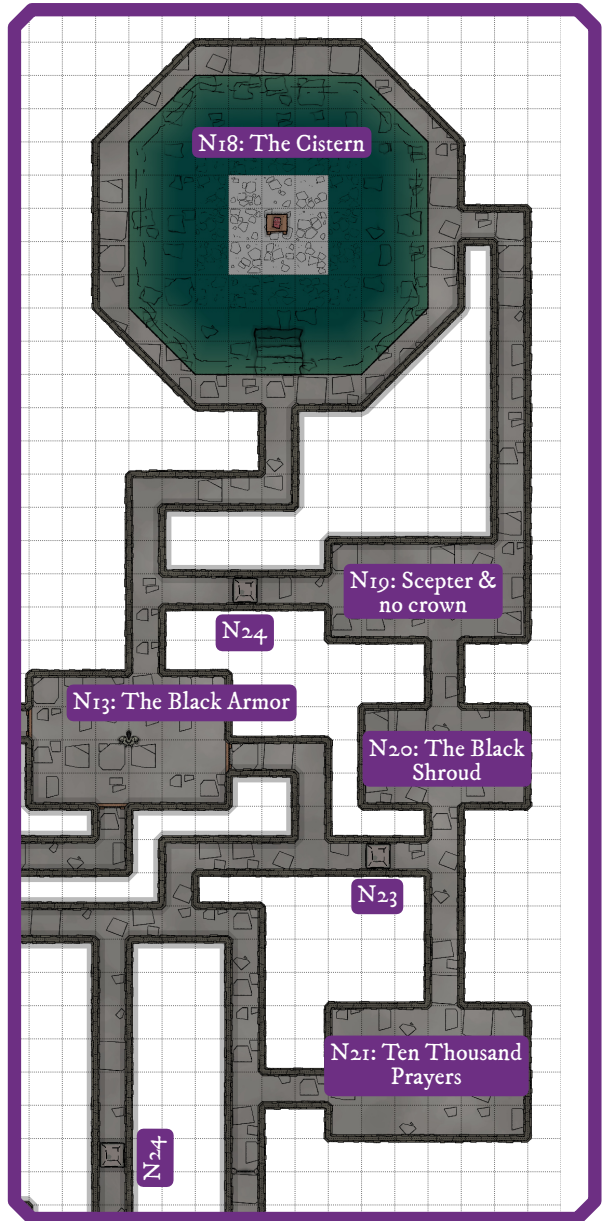
⊕ Nobody in the church knows whom this statue depicts, so it was hidden in case it's heretical or pagan. Weighs 50kg and requires both hands to carry.

N16: The Word of God

Golden, radiant symbols float gently in the center of the room, surrounded by four salt sculptures of monks.

⊕ This room contains the Word of God, the Logos Dei. All PCs familiar with the religion of the Dead God immediately recognize the Word. They are also familiar with the power that it grants and that only the worthy might claim it. Any PC can try. If they do, they must save vs magic. If they are successful, they are now in the possession of the Word. If they fail, they permanently turn into a pillar of salt. Lawful characters get an advantage of the roll, chaotic one get a disadvantage. The character should be their actual behavior, not the information on the character sheet. Right before the roll, the referee should describe their past actions. If they murdered, betrayed, tortured, etc. they become painfully aware of their unworthiness. Alas, no backsies. Characters turned into salt can't be resurrected, stone to flesh doesn't work either.

⊕ Holding the Word of God gives the character the ability to cast Wish



one time. The casting takes no time, always acts first in the initiative order and requires no components. It can be even cast when the character is declared dead. The Wish is sufficient to banish Morana and end her effect on the Eminence.

⊕ Additionally, until the character uses the Word of God, they receive +3 bonus to all saving throws.

N17: The Well

A 30' wide shaft made of smooth, tenebrous material leads deeper underground. There are no visible seams, cracks or handholds.

- ✦ The shaft leads 100' down to **O1: The Ingress**. Thieve's scaling sheer surfaces ability is of no use on these walls.

N18: The Cistern

Narrow steps from the doors lead down to a basin full of oily, opaque water. In the center a dais rises with a lectern and a book.

- ✦ Studying the **water** for a turn reveals subtle movement of water serpents that guard this room. There are 6 water serpents and they immediately attack anyone who enters the water, but don't chase the ones who exit. If attacked from the steps, they are smart enough to take shelter in the water and hide behind the dais. Use the game stats of a sea snake.
- ✦ The **book** is wrapped in a chain with a padlock and chained to the lectern. The padlock is protected with a poison needle (save vs poison or die in 3 turns).
- ✦ The book title says "Philosophy of Materialism" and the introduction promises to save you from the clutches of the clergy's lies. If any character reads the book, they become immune to any direct cleric spell effects. This includes both positive (e.g. Cure Light Wounds, Resist Cold, Raise Dead, etc) and negative (e.g. Hold Person, Quest, Cause Serious Wounds, Finger of Death, etc) effects. It doesn't protect against indirect



effects, e.g. weapons enchanted with Striking or snakes conjured with Sticks to Snakes. Additionally, the PC receives twice the amount of XP for treasure hauled to the settlement. The book is indestructible. Author unknown.

N19: Scepter & no crown

Behind a **glass** case rests a royal scepter next to an empty, red pillow.

- ✦ Breaking the **glass** immediately summons one celestial stalker.
- ✦ The **scepter** is worth (4000gp), but otherwise has no special properties. There was a crown on the pillow, but one of the monks took it and hid it inside a gunpowder barrel in **E3: Expanded Arsenal**.

N20: The Black Shroud

The doors to this room have 7 independent locks.

A dark, rectangular **cloth** lies on a primitive wooden pedestal. An outline of stunning visage appears in the material.

- ✦ Magical sight reveals that the **cloth** emanates black aura of hate, so strong it consumes the light.
- ✦ Touching the **cloth** activates it. It immediately envelops the victim's face and start smothering them. The character must make a save vs magic. On success, the shroud falls off, inactive. On failure, the character dies and the shroud slips off. The dead character returns within 24 hours as.. someone else. The returned personality has only two wishes: carnage and debauchery. It will depart to pursue its passions, unless there is an opportunity in the monastery. While the returning person is alive, the shroud loses its property and

regains it when they are killed.

- ✦ The shroud is indestructible by any means, except maybe the Wish granted by the Word of God.

N21: Ten thousand prayers

A detached stone **wall** leans on rough hewn wooden beams. The surface is covered by multifarious **inscriptions**.

- ✦ Clerics recognize the **inscriptions** as divine prayers. Studying the inscriptions for a turn allows the character to re-memorize a Cleric spell. This works once a day.
- ✦ The **wall** is in poor shape and trying to move it has a 5-in-6 chance of making it collapse and crumble to pieces, making it lose its properties and trigger a random encounter check.

N22: Pit trap

- ✦ The pit is 10' deep (1D6 damage) with spikes (2D6). The spikes are coated with poison (save vs poison or die in 3 turns). The poison can be collected (3 units).
- ✦ The pit trap is not very sensitive and has a 2-in-6 chance to trigger on the passing character.

N23: Fire trap

- ✦ A pressure plate in the floor releases a fireball in a 12' radius dealing 4D6 damage or half on save vs breath.
- ✦ The trap is very sensitive and will trigger if poked with a pole or a spear.

N24: Salt trap

- ✦ A pressure plate in the floor unleashes salt curse in a 12' radius. Save vs. magic or turn into salt statue.
- ✦ A stone to flesh spell can be used to return them back to life, provided that the salt statue hasn't been significantly damaged.

- ✦ The trap is very sensitive and will trigger if poked with a pole or a spear.

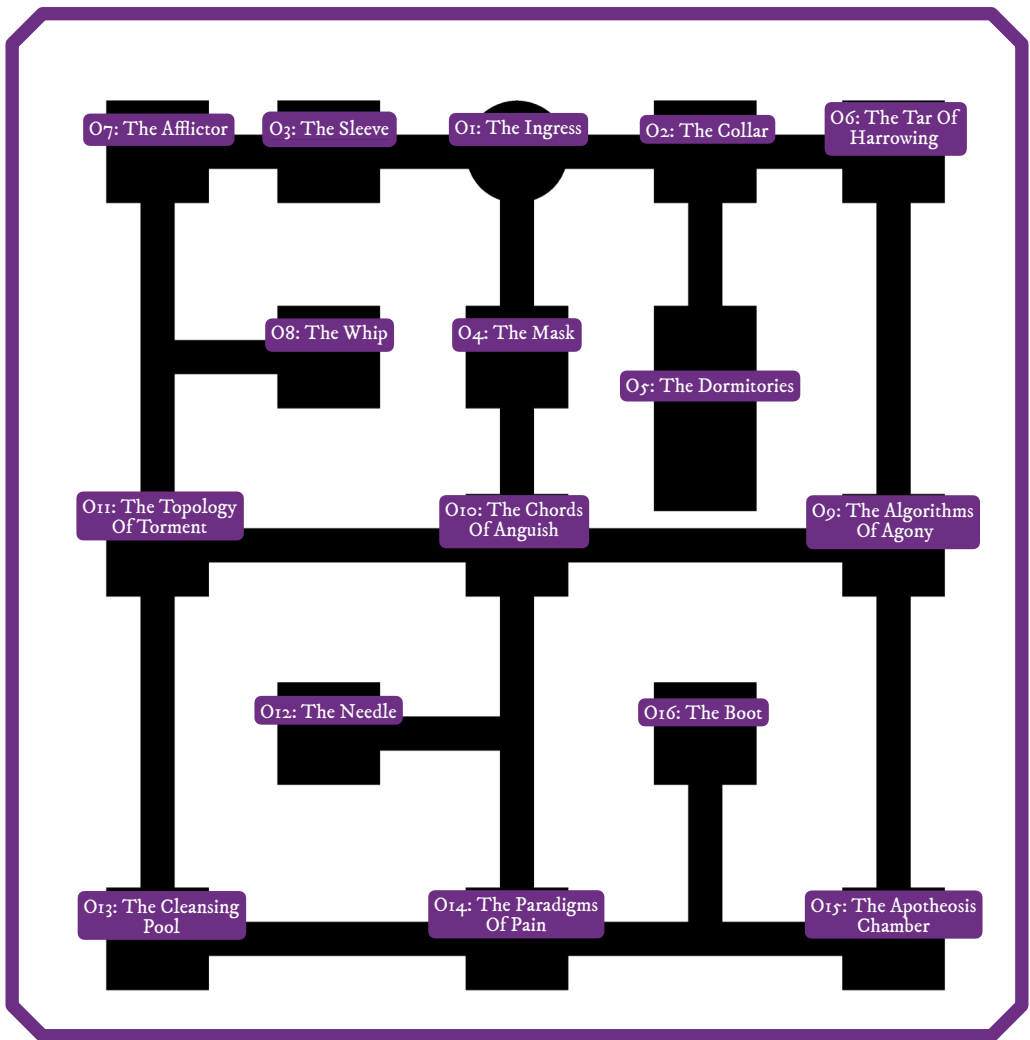
O: The Sanctuary of Pain

A rogue Nephilim faction built this facility. They tried in vain to attain collective godhood as a deity of suffering. They failed as the manufactured pain lacked the authenticity required for apotheosis. The Nephilim vanished, but their blasphemous implements remain. Don't give any of the backstory to the players. The purpose of this deepest section of the dungeon is to invoke the sense of otherworldliness. Make the players wonder what is the purpose of a BDSM dungeon underneath the monastery.

The whole structure is built from a dark, smooth, alien material, including the shaft leading to the vault. There are no breaks, crevices or scratches. The surface is impervious to any damage the characters can deal. Everything is built for creatures significantly taller than characters, over 2 meters tall. Make sure to imply that to the players. The ceiling is 20' tall, the steps are too high to scale them comfortably, characters' legs hang over the floor when sitting on a throne.

There are no random encounters on this level. Instead, the structure self sanitizes itself from living beings. Every turn every character takes 1 point of damage. Ritual bathing in the Cleansing Pool will protect against that.

Explosive sixes. Throughout this section various items will hurt the characters. If the damage roll is marked as explosive, anytime a 6 is rolled on a dice, add that value to the total and keep rolling until none of the dice come up as 6. This can potentially yield unbounded damage and kill



virtually any character if they are very unlucky. Explosive damage is marked with an asterisk, for example $1D6^* + 1$.

O1: The Ingress

The round chamber has no ceiling, making it the bottom of a stupendous cylinder.

- ⊕ The shaft leads 100' up to **N17: The Well**.

O2: The Collar

A **throne** made from the smooth, black, stone material grows in the center of the room facing north. A 1'

diameter **ring** is installed in the middle of the backrest.

- ⊕ On closer inspection: the **ring** can be opened and its height is adjustable.
- ⊕ Closing the ring around a neck deals $1D6^*$ damage. Any spellcaster immediately recovers one cast spell, but can't go over their spell limits. They take additional damage equal to the spell level.

O3: The Sleeve

A **throne** made from the smooth, black, stone material grows in the center of the room facing north. A 2'

long **tube** is installed on the right arm rest.

- ✦ On closer inspection: There is a **dial** on the left arm rest with 5 positions. The intensity increases from left to right, but there is no indication of that and there are no symbols.
- ✦ Sitting on the throne and putting an arm into the sleeve deals 1D6* points of damage. Their melee damage increases between 1 and 5 for the next 24 hours, depending on the position of the dial. They immediately take additional damage equal to the bonus.

O4: The Mask

A **throne** made from the smooth, black, stone material grows in the center of the room facing north. A circular **plate** is installed on an articulated arm protruding from the top of the backrest.

- ✦ On closer inspection: the arms position is adjustable. There is a **dial** on the left arm rest with 5 positions. The intensity increases from left to right, but there is no indication of that and there are no symbols.
- ✦ If someone sits on the throne and positions the plate in front of their face, they take 1D6* points of the damage. Their saving throws are improved by between 1 and 5, depending on the dial. They take additional damage equal to the improvement of their saving throws.

O5: The Dormitories

A dozen smooth, 10' long **slabs** grow out of the floor.

- ✦ Sleeping on one of the **slabs** with fewer than half of the HP total works as casting Commune. If the character focuses on a specific deity before falling asleep, they commune with them. Otherwise,

they reach a random entity with all consequences of that. Focusing on the Dead God makes the character hear his Exequial Whispers.

- ✦ This place is otherwise safe to rest, except for the periodic damage if the PCs haven't cleansed themselves in the pool.

O6: The Tar of Harrowing

The chamber's floor is a perfectly still surface of a viscous, tar-like **liquid**.

- ✦ The **liquid** obfuscates a 60' deep basin. Swimming through the tar takes 3 rounds and each round being submerged in the liquid deals 1D6* damage.
- ✦ The liquid can be harvested into containers to be used as a ranged weapon. On hit it deals 1D6* damage. The tar loses potency after a week.
- ✦ At the bottom of the pool lies the Circllet of Spikes. While worn, the character loses 1D6 HP, which cannot be healed until the Circllet is removed. The character can target any visible, living creature. Both the character and the target must make a saving throw vs paralysis. Whoever fails, becomes incapacitated, writhing in pain on the ground until someone removes the circllet or either side dies. The Circllet breaks after 3 uses.

O7: The Afflictor

A 7' black tall **cylinder** levitates 2' above the ground in the center of the room. A massive ruby is installed in its center and a dozen whip-like appendages extend from its surface.

- ✦ The **cylinder** is a dormant Afflictor mechanism (game stats like the Eye of Terror but without the bite attack). It will attack if someone strikes it or enters the chamber. The ruby will light up with ominous red shine once activated.



O8: The Whip

A humble, stone kneeler faces the wall. A vicious **whip** hangs coiled on a hook.

- ⊕ The **whip** is made from an unidentified polymer. It's a non-magical melee weapon. It deals 1D6* damage. If used with Backstab ability (or any other that add damage dice), they all become explosive.

O9: The Algorithms of Agony

Inlaid metal **inscriptions** run from floor to ceiling on all walls of the

chamber.

- ⊕ The **inscriptions** are in Aramaic and were made using arsenic. Disturbing the inscriptions means save vs poison or death.
- ⊕ Aramaic speakers can study the words for an hour to understand the Algorithms of Agony. They retain that ability for a full moon cycle. After that the inscriptions must be studied again.
- ⊕ Activating the Algorithm has the following effect for the next 24 hours: the character loses any AC bonuses and all attacks against them use AC 10. Whenever the character attacks a monster, the monster's AC

becomes 10 for that attack.

O10: Chords of Anguish

A chaotic lattice of countless **strings** from black, smooth material runs throughout the room.

- ✦ The **strings** are razor sharp and even touching them triggers a cut.
- ✦ Crossing the room requires a successful save vs paralysis. On failure the PC takes 1D6* points of damage and are stuck between the strings. They can reach safety on either side of the room only after they make a successful save and each failure means another 1D6* points of damage.
- ✦ The strings are, obviously, impervious to damage. Shrinking yourself allows passing without problems though.

O11: The Topology of Torment

Inlaid metal **inscriptions** run from floor to ceiling on all walls of the chamber.

- ✦ The **inscriptions** are in Aramaic and were made using lead.
- ✦ Aramaic speakers can study the words for an hour to understand the Topology of Torment. They retain that ability for a full moon cycle. After that the inscriptions must be studied again.
- ✦ Activating the Topology has the following effect for the next 24 hours: the character loses any bonuses to saving throws and always uses a flat 15 for saving throws. If they target a monster with a spell or ability, that monster also makes any associated saving throw checks without any bonuses using a flat 15.

O12: The Needle

A **throne** made from the smooth,

black, stone material grows in the center of the room facing north. An articulated **arm** is protruding from the top of the backrest.

- ✦ On closer inspection: there is an extremely thin, 5 inch spike on the **arm**.
- ✦ If someone sits on the throne and drives the spike into their pupil, they take 1D6* points of damage. For the next 24 hours the affected eye can perceive invisible creatures and see in the dark.

O13: The Cleansing Pool

Water spouts from an unadorned wall outlet into a 6' feet deep **basin** with steps on every side.

- ✦ Entering the **pool** naked and spending at least 1 turn ritually cleansing yourself grants 1 point of damage reduction for 24 hours.
- ✦ Entering the pool in any clothing defiles it for 24 hours. The water turns into rusty color and becomes acidic, dealing 1D6 points of damage per round to anyone submerged. After 24 hours the pool self cleanses and returns to the previous state.
- ✦ No outflow from the pool can be identified.

O14: The Paradigms of Pain

Inlaid metal **inscriptions** run from floor to ceiling on all walls of the chamber.

- ✦ The **inscriptions** are in Aramaic and were made using cadmium. Disturbing the inscriptions means save vs poison or death or permanent loss of 1D6 HP over the course of the following week.
- ✦ Aramaic speakers can study the words for an hour to understand the Principles of Agony. They retain that knowledge for a full moon cycle. After that the inscriptions must be studied again.

- ⊕ Knowledge of the Principles allows the character to trigger the following effect: you lose any bonuses to saving throws and it's always 15. If you target an enemy with a spell or ability, their saving throw is 15. XXXTODO: Rework.

O15: The Apotheosis Chamber

A 20' tall pyramid of the black stone material erupts from the floor and ends with a flat **platform** at the top.

- ⊕ The top **platform** is 10' x 10' and inlaid with liquid mercury forming arcane symbols. Magic-users recognize the symbols as suffering and divinity.
- ⊕ If someone casts a spell at the top of the pyramid, roll D20. If they roll more than their current HP, they don't lose the memorized spell.

O16: The Boot

A **throne** made from the smooth, black, stone material grows in the center of the room facing north. A 6 feet tall **box** is installed into the floor in front of the throne.

- ⊕ On closer inspection: the **box** is open at the top.
- ⊕ Sitting on the throne and putting feet into the box, deals you 1D6^x points of damage. For the next 24 hours your movement speed is doubled and they are under the effect of the Levitate spell.

Appendix A: Monster & NPCs

Acastor

An evolved, civilized ghoul. Wears loose, but fancy robes and abhors direct violence, mostly because it's too risky. He loves consuming human flesh. He sees himself as part of nature, a necrophage not unlike other scavenger creatures. If that argument doesn't land, he claims to be a libertarian and the dietary dealings between two consenting adults are nobody's business. In truth, he didn't ask for anybody's permission.

Very racist towards his less evolved kin, will urge a light extermination and the destruction of the ghoul mother. Might be convinced to help with that, but will run away at the first sight of trouble.

Game statistics like Ghast. His ML rating is only 6. It can speak with the dead and use that skill to prove his point about asking for consent.

Archimandrite Stanislaus

Stanislaus was a high-ranking member of the Church of Anastasy and buried under the eminence to honor his achievements. Hardly a good man, he was nevertheless devout and religious, using his influence to bring glory to the Church. Morana's power

awakened his mummified remains and turned him into a lich. Stanislaus has trouble reconciling his current state with his beliefs. He is an abomination in the eyes of the Church. Eventually his ruthless pragmatism will prevail.

Once he discovers that vampires overrun Masovia, he will start amassing an army to overthrow their rule. He will immediately try to enlist the PCs and can become violently upset if they are reluctant to join the cause, especially if they are of Masovian origin.

Game stats like a divine lich.

Armored Skeleton, Armored Zombie

The dead soldiers wear all kinds of armor, which makes it harder to hit them.

Game statistics like Skeleton and Zombie, but in both cases their armor class is 3 [16]. They carry weapons such as pikes, muskets, pistols, halberds and broadswords.

Carrion bee

Trigona necrophaga. A rat-sized, blood-red colored bee that collects dead flesh and turns it into flesh-honey.

• Game statistics like Killer Bee. The bee

queen is a 2HD Killer Bee and has 10HP.

Celestial stalker

An ophanim summoned to protect the faithful and holy places. Invisible to naked eye except for when it strikes. A radiant flash explodes every time it hits a target. If a character can perceive invisible objects, the stalker looks like a golden figure with four wings, full plate armor and a cowl. Wherever they appear they illuminate the area within 60' as if on a bright day.

Game stats like an Invisible Stalker.

Unholy skull

A flying cranium imbued with malicious intelligence and hatred towards the living.

AC 4 [15], HD 3 (13hp), Att 1 x Bite (1d8), THACo 17 [+2], MV 150' (75'), SV D12 W13 P14 B15 S16, ML 12, AL Chaotic, XP 35, NA D6, TT None

✦ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

✦ **Ignore ranks:** Thanks to the flight the unholy skull can enter the ranks of the defenders and attack anyone it wishes. They are cunning enough to attack the unarmored creatures first.

Deluded Pinocchio

A wooden doll that thinks it's a boy. Has a silly hat and shorts. On a positive reaction roll, it chooses the character with the highest WIS and insists they are its father, no matter the gender of the PC. They will follow them around and do the stupidest shit possible, triggering traps, enraging monsters

and generally making poor life choices. On a negative roll, it goes straight into rage, spewing lies ("The world is flat!", "Smallpox is a hoax!") and using its rapidly growing nose to skewer the party.

Game statistics like Wood Golem. It has an additional attack per round:

✦ **Nose skewer:** Targets every character in a straight line for up to 30' feet and works across ranks in the marching order. Each character in the straight line must make a save vs. breath or take 2D6 points of damage.

Ghoul mother

Sometimes when an enceinte woman dies a violent death, her spirit refuses to move on. It stays around, animates the carcass and transforms her into a ghoulish mother. Her only purpose now is to give birth to flesh eating monsters known as ghouls. As long as it is fed human flesh, it bears a ghoulish or ghastr (1-in-6 chance) once a week.

AC 3 [16], HD 8 (36hp), 1 x Umbilical Leash (1D8 + strangle), 1 x Claw (1D6 + paralysis), THACo 13 [+6], MV 60' (20'), SV D8 W9 P12 B12 S12, ML 8, AL Chaotic, XP 2000, NA 1, TT None

✦ **Paralysis:** For 2d4 turns (save versus paralysis). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghoulish mother will attack others.

✦ **Strangle:** A leash made from umbilical cords wraps around the neck of a victim and automatically deals 1D6 damage every round.

✦ **Corpse Vomit:** Once per combat instead of attacking, the ghoulish mother can violently vomit a corpse it was digesting. Anyone in the straight line from her must save vs breath or take 2D6 damage from acid and lose a round after being knocked over.

Grave pixies

Tiny, female humanoids with moth wings and permanent goth makeup. They come to you invisible right before you die to mock you and make your last moments a living hell.

Game statistics like a Pixie.

Ice Fiend

An elemental with jagged, crystalline, serpentine form on a column of ice. A frozen equivalent of a water fiend.

Game statistics like a Water Fiend.

Kmita

Oathbreaker and a lousy swordsman. Made an oath to serve Radville, but turned when his lord became a vampire. Kmita fled to the Eminence to beg for a release from the oath and the monk promised everything would be forgiven if he fought the undead. They lied.

Kmita died when Morana was summoned, but due to his transgressions in death he became a demonic knight. He only appears at night and traverses the grounds of the Eminence on his nightmare steed, calling out for Radville. The noble never responds, usually well hidden in his coffin in the crypts, because he is not entirely sure who would come on top if it came to exchanging blows.

Kmita's swordsmanship remains subpar despite his undead state. His shame drives him to kill any people he encounters, believing that they are invading the Eminence. Only the death of Radville can free him from his accursed state.

Stat block like Demonic Knight, but no Fireball and THAC0 19 [0].

Mares of Morana

The cavalry men died and so did the stallions. But not the mares. The mares feast on their flesh and run wild. Now they roam the countryside, forever hungry for human and horse meat. These herds of equestrian cannibals terrorize the land, consuming anything that can't outrun them.

Game statistics like War Horse.

Morana

The Queen of Winter, Harbinger of Death, Usher of Rebirth and Lady in the Dreams.

Every time the characters meet Morana, make a reaction roll, reflecting her volatile nature and stress from the Holy Seals. The roll is modified if the PCs did something to offend or please her. Every destroyed seal adds 1 to the reaction check. Subtract one for hurting her servants or stealing the Black Sickle. Mindless and animal monsters in the Winter Palace don't count towards that penalty.

If not violent, Morana pleads to be released. She has no other desires or interests, and becomes quickly agitated if her requests are not addressed. If the characters start assisting her, she can cast Raise Dead once a day, but they will turn chaotic upon returning to life. If she is friendly towards PCs, she will tell them: "Bring me your dead."

If the PCs free Morana, they will gain her favor. Each of them, including the hirelings, will be saved from certain death one time in the future. Every time that happens, they will see the dark lady smiling at them from afar.

AC 0 [19], HD 20 (90hp), Att 1 x Necrotic frost touch (3D10), THAC0 13 [+6], MV 120' (40'), SV D1 W7 P8 B10 S10, ML 9, AL Chaotic, XP 4300, NA 1, TT None

✦ **Magic:** Has access to any cleric or magic-user spells. Sings beautifully when casting them. Assume she is level 14 for the number of memorized spells.

✦ **Mundane damage immunity:** Can only be harmed by magical attacks.

✦ **Aura of frost:** Anyone in her sight takes 1 point of damage from cold every round. The Resist cold spell protects against this.

✦ **Aquaphobia:** If Morana is thrown into a natural body of water, she is immediately killed.

Plush Werewolf

An animated 7 feet tall plush werewolf toy. Neither the claws, nor the teeth meet the safety regulation and are made of steel.

Game statistics like Werewolf.

Radville, the Dhampir

Turncoat and kinslayer, the man who turned Masovian nobility to the lure of the Sarmatian vampires. Radville led the siege of the Eminence and was directly involved in the final assault. That put him in the blast radius of Morana's power. The deity granted him rebirth from his undead state into a half-vampiric state - a dhampir.

Radville loathes his new state. If the vampiric nobility discovers he can now walk in sunlight, they will both fear and despise him. He stays in the Eminence, desperately trying to figure out how to bring the original curse back on himself. He hopes that destroying Morana will revert things to their original state, but he is too weak to take on her by himself. What's more, the bloody Kmita is hunting him every night, forcing Radville to hide in the crypts.

Radville introduces himself to the PCs as Lord Ellivdar, a dhampir and a

monster slayer and ask for aid. He will drop the charade if the party comes out as Sarmatian loyalists, in which case he will order them (or charm) to aid them in the destruction of the abomination. Unfortunately, nothing can help with the curse of dhampirism.

Begrudgingly, Radville will become the thing he hates the most - a dark avenger fighting the vampiric nobility, under a pseudonym R. If the party helped him, he will come to their aid the next time they fight a vampire.

AC 2 [17], HD 9 (40hp), Att 2 x Saber (iD8 + 1) or 1 x gaze (charm), THACo 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12, ML 9, AL Lawful, XP 25, NA I, TT None

✦ **Charming gaze:** Save versus spells at -2 or be charmed: move towards Radville (resisting those who try to prevent it); defend Radville; obey the Radville commands (if understood); unable to cast spells or use magic items; unable to harm Radville. Killing Radville breaks the charm.

✦ **Regeneration:** A damaged Radville gains 1hp at the start of each round, as long as it is alive.

✦ **At 0hp:** Change into gaseous form; flee to the coffin.

✦ **Coffins:** Must rest in a coffin during the night to get rest. Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.

✦ **Direct sunlight:** -2 to all rolls.

The Raven

Dark, brooding and unbelievably cool. Loves standing still on tall buildings and silently watching over his domain. In another world the Raven would be an anti-hero crimefighter.

Unfortunately, his shapeshifter nature and the need to consume human flesh made it impossible in this one. His strict moral code prevents him from

killing for food, so he is forced to seek places rich in cadavers to satiate his dark desire. That brought him to the Eminence.

When asked who he is, he responds with “I am retribution.” or “I am the world's greatest inquisitor.” He will oppose anyone who goes against Morana, towards whom he developed mixed feelings of love and distrust. He is interested in finding someone who can deal with the ghoul's nest, but he doesn't know about the Ghoul Mother. He can't handle the ghouls himself because he is not immune to paralysis, but he can provide air support.

If the party is in trouble fighting against some monsters, there is a 2-in-6 chance that the Raven swoops down from the sky to aid them and save the day.

Game stats like Were-tiger, but can also fly.

The Toymaker

A powerful fae creature, the Toymaker is obsessively creating more and more bizarre toys. He is always at his work desk, tinkering with a new creation. He is pleasant, formal and not violent (the reaction roll is always neutral), as long as others don't disturb his work. Once he creates a toy, he releases it into the wild and immediately forgets about it, already thinking about a new project. He is never bothered by the mayhem his products might cause, since that's the cost of innovation in the competitive world of toy design.

The Toymaker knows about Morana (“I am familiar with her work.”) and is not particularly afraid of her. He can divulge information about how to destroy her, but the PCs must somehow delight him.

The Toymaker is level 12 illusionist with 34HP.

Rusalka

Beautiful and vicious female water spirits who love to drown men. Freakishly strong, they can easily overpower an adult. Love to lure victims closer into a body of water or ambush them from the depths.

AC 5 [14], HD 2 (9hp), Att 1 x smother (1d6), THACo 18 [+1], MV 120' (40'), SV D10 W11 P12 B13 S14, ML 6, AL Chaotic, XP 25, NA (1d6), TT None

- + **Ambush:** Prefers to attack enemies from a body of water or by pretending to be friendly.
- + **Smother:** A victim hit by the rusalka takes automatic 1D6 damage every subsequent round until freed.
- + **Limited charm:** Works only on men and has a limited effect. If the victim doesn't save vs spells with -2 penalty, they approach the rusalka expecting carnal relations.

Vulture griffon

A subspecies of a griffon with an elongated neck and vulture head instead of an eagle. Mostly a carrion eater, but happy to devour an occasional mule too.

Game statistics like Griffon. It has one additional attack:

- + **Acid vomit:** 1-in-6 chance per round of vomiting acid. Everyone caught in a 10', 90 degree cone takes 3D6 damage. Save vs breath for half damage.

Appendix B: Tables

Rumors, gossip and lies

- 1 Once I read an ancient, heretical tablet that spoke of antediluvian people who wished to attain divinity. The tablet said that their sacred site was located exactly where the Eminence stands today! True.
- 2 A couple of years ago we caught & staked a vampire. Didn't know how to dispose of the fucker, so we brought him to the fraters. They showed us this great furnace, burning with holy flames. The whole monastery could hear the bloodsucker's screams. Ah, good times. True.
- 3 Two years ago I was visiting the monastery for a fair. The monks showcased the real armor of the old hero Zavisha Black! They even let me touch it! Somewhat true, they didn't let him touch anything.
- 4 I once talked to the city treasurer in Breslau. He told me the tithe from the whole duchy is delivered to the monastery for safekeeping. They must be sleeping on mountains of gold! False. Also, it's very unlikely that this man talked to an actual treasurer.
- 5 Pope John XXI never died! He dabbled in necromancy and cheated death. The papists didn't know what to do with him, so they imprisoned him below the Monastery. I heard him howling at night to be released! False.
- 6 The monastery is built on consecrated ground. No magic works there! Sorcerers avoid this place like plague. Somewhat true.

Fields of Carnage - Random encounters (2D6)

- 2 Ashen **specter**. Walks among the dead and loudly bemoans the loss of life. It gets aggravated easily by violence, but can be convinced that the party respects the sanctity of life and does not attack.
- 3 **Vulture griffon** flies nearby. If the party has beasts of burden, it's delighted to taste fresh meat. If not, there is a 1-in-6 chance that it lands nearby to devour a body and mistakes the party's presence as a challenge.
- 4 2D6 of **carriage bees** fly over, returning to the hive with chunks of flesh.
- 5 D6 **armored skeletons** and D6 **armored zombies** rise from the ground and assault the party. The encounter distance is 3D6 x 10 yards.
- 6 D6 **armored skeletons** and D6 **armored zombies** lies in an ambush inside a trench. They are absolutely quiet and will ambush the party, unless the characters employ some methods to avoid detection (e.g. Silence/Darkness spell).
- 7 D6 **armored skeletons** and D6 **armored zombies** dig a perpendicular trench away from the monastery. A quiet party can easily avoid or ambush the undead.
- 8 D3 **ghouls** and a **ghast** are on a mission to satisfy mother's craving. Roll D4. 1: "Virgin flesssh." 2: "Foot of a priessst." 3: "Sssomething fatty." 4: "Earsss of a ginger. They have no sssoul!"
- 9 2D6 **Mares of Morana** gallop through the battlefield, jumping over the trenches and foaming from their mouths, hungry for warm flesh. They can't reach into the trenches.
- 10 A **wight**. The cunning creature will follow the party quietly and wait until they encounter another enemy, then attack them from behind. The party has a 1-in-6 chance to hear it. If there is a Thief in the party, they have instead a chance equal to the best Thief's Hear Noise skill. They can also spot the wight if they explicitly declare they take precautions against being followed.
- 11 At night: **Kmita** seeks Radville, but is happy to ride down some other unfortunate wretches. In the day: a single, frenzied cry "Radville!" echoes through the battlefield.
- 12 A disoriented, bare-foot priest Hieronymus (cleric, level 3) wanders the battlefield. He came to put the dead to rest, but he is only able to chase them away. Witnessing horrors of war put him into a fugue state and he forgot to keep up the Resist Cold spell. He is now hypothermic and will die in an hour. The party can save and recruit him as a hireling.

The Eminence - Random encounters (2D6)

- 2 **The Raven** gorges himself on a fallen body. Looks totally uncool as he rips into the cadaver. He will ask for some “fucking privacy”, his mouth bloody and dripping with entrails.
- 3 Ashen **wraith** forms in the middle of the party, ignoring the marching order and attacking the squishies.
- 4-5 A desiccated monk **mummy** relentlessly pursues the party. Begs to be put out of his misery, but can't help itself from being violent.
- 6-7 1D6 **armored skeletons** and 1D6 **armored zombies** rise from the ground and assault the party. The encounter distance is 3D6 x 10 yards.
- 8 A swarm of 2D6 **carrion bees** mistakes a zombie for a dead body and tears it to pieces.
- 9 D3 **ghouls** and a **ghast** jump from the nearest wall in an ambush.
- 10 Ashen **specter** stands over a body, seemingly weeping. Ambushes the party with 3-in-6 chance if approached.
- 11 A pack of D4 white **dire wolves** is dragging a carcass, but if they see the party weak and wounded, they will go for a juicier target.
- 12 At night: **Kmita** seeks Radville, but is happy to ride down some other unfortunate wretches. In the day: a single, frenzied cry “Radville!” echoes through the battlefield.

Royal Quarters - Random encounters (D8)

- 1 A monster from the Eminence grounds entered the royal quarters. Roll on Random Encounters table from the Eminence Grounds chapter.
- 2 A **deluded pinocchio**. He wants you to be his daddy.
- 3 **Plush werewolf** relieves himself on the wall to mark its territory.
- 4 Play-doh Frankenstein returns from the **G 16: Carnage in Tin** dragging two tin bodies to be his friends (game stats like **flesh golem**).
- 5 A flock of 2D6 mechanical crows feasts on the body of a wooden boy (game stats like **hawk**, but with Damage reduction: Half damage from non-magical weapons). They likely prefer fresh meat instead.
- 6 Hofmeister **lich** dusts the hallway. Subservient towards nobility, but violently prejudiced towards the commoners.
- 7 Wooden, painted adventurer party. They argue over how to share the loot of 1000gp. Fighter: "I take all the risks in the fight!" Thief: "I take all the risks in the traps!" Magic-User: "Without my spells you would be toast." Cleric: "Pay me or the Dead God will curse you." They are all level 7 and very greedy. Being wooden increases all their AC by 3. They can't leave the Royal Quarters and will find excuses to stay inside.
- 8 A patrol of D4 + 3 tin soldiers (game stats like 3HD **veteran**) tries to escape from "this house from hell". If they step outside, they turn into dust.

Winter Palace - Random encounters (2D6)

- 2-3 **Polar bear** with 3 cubs (1HP, noncombatant) blocks the way. After a turn, one of the cubs decides to play with the PCs, which will not end well.
- 4 **Kai**, a champion of Morana (Fighter level 10, 45HP, Plate armor +2, Longsword +2, immunities from the shard made by the Shardmarker). He simped for Morana for a long time and as a result is repealed by the Holy Seals. He is confined to the Winter Palace and is in turn volatile and self loathing due to his inability to free his goddess.
- 5 2 + D6 (always even) ice sculptures (game stats like **crystal living statues**) dance polonaise. If skillfully joined in the dance, they won't be violent.
- 6-7 D3 frost **wraiths** seek the living to steal their warmth.
- 8 A family D3 + 3 **dire wolves** on a prowl.
- 9 1D6 **grave pixies** start circling around the party, mocking their attire choices & facial features, and promising them painful death in the kingdom of Morana. They are loud and obnoxious, making stealth impossible and triggering further random encounters. They can be bribed with jewels, but each wants a piece.
- 10 1D3 **frost hounds** (game stats like 3HD **hellhound**, but breath attack uses ice shards). They can be bribed with fresh meat and toys.
- 11 2D6 frozen **zombies**.
- 12 A **winter wolf** with a dead bear cub in its maw crosses the party. Challenges the party openly and snorts derisively if the challenge is not accepted. Avenging the bear cub makes polar bears docile and grants +1 to Morana's reaction checks.

Crypts - Random encounters (2D6)

2-3 6 monk **skeletons** carry a closed casket. There is an abbot **mummy** inside that will get free if they drop it.

4-5 An ashen **specter** gives last rites to a body slumped at a wall.

5-6 3 ashen **wraiths** form a procession and speak in unison the litany of fervent supplication.

7 2D6 **zombies**

8-9 D6 **unholy skulls** nibble lazily on the flesh of a young monk.

10-11 A **spawn of the worm** is plucking worms from its eye holes and stuffing them into a fresh body.

12 **Kmita** wallows in self pity. Becomes enraged that someone sees him in this state.

I desecrate the body (D100)

1 Deck of many things

2-50 Pouch with gold coins. Worth gp equal to the rolled value.

51 Golden signet, worth 100gp. It won't come off the finger, unless cut-off.

52 50' of rope and a grappling hook.

53 Full mouth of golden teeth, each worth 20gp.

54 Candle of turn undead. Burns for 5 turns. The candle light works as Turn Undead of a level 10 Cleric.

55 Roll on the Looting Trouble table.

56 A collection of very well executed, but extremely obscene smut. Might be worth 200gp to a right connoisseur.

57 A deed to a manor in the Unholy Empire, in the principality of Prince Asmodeus.

58 A set of 10 iron spikes. And a hammer. And a chisel.

59 A vial of vampiric blood. Adds 3 to STR and DEX for 24 hours, but makes you susceptible to Turn Undead (use your level as HD). Highly addictive

60 Amulet of Veles, trickster god of the underworld and also livestock. The amulet is cursed. All undead furiously focus their attacks on the bearer.

61 Leather bag with 29 magical teeth. If a character uses them to replace their own, they attach themselves. The character can eat anything and not be affected by poison or disease.

62 Jar with 4 Flesh Worms, slowly devouring a severed hand. Consuming a worm makes you immune to petrification (including salt curses), but deals 1HP of damage per hour that can't be healed. Purging the worm requires consuming an exorbitant amount of alcohol. A chaotic cleric recognizes these.

63 Scroll of finger of death, written on a parchment made from human skin in a beautiful cursive.

I desecrate the body (D100)

- 64 Metal bottle with the potion of Samson's Strength. STR increases by 4 for a day and the character's hair grows out rapidly EVERYWHERE.
- 65 Golden locket with a drawing of two very hot, identical twins. Worth 400gp.
- 66 Roll on the Looting Trouble table.
- 67 50' of silk rope. Twice stronger than regular, but doesn't count as an item.
- 68 Jar of cockroaches. If released they will seek the safest possible place, for example a chamber with no random encounters.
- 69 Hand drawn map of the Vault, with red crosses marking the locations of traps.
- 70 A birch box with 3 keys. They open random doors in the Vault.
- 71 A skull with a thick silver band around its head. The band is worth 250gp. The skull is completely mundane. If Emilian from A3 is with the party, he will demand to wear it.
- 72 A map pointing to a treasure hidden somewhere along the Baltic sea coast.
- 73 A silk bag with a curled up infant skeleton made completely out of silver. Worth 750gp.
- 74 A snow white handkerchief with the incantation embroidered in a golden thread. It's a scroll of Raise Dead.
- 75 A heavy sack with 500gp inside.
- 76 Stack of papers with delightful sonnets. The reader can use them to cast the Charm spell once a day.
- 77 Roll on the looting trouble table.
- 78 A velvet pouch with vampiric fangs, 17 total.

I desecrate the body (D100)

- 79 A page from a diary. "I dreamt of a strange house. The staircase had teeth. Two identical rooms dedicated to fortune and doom. Kitchen promised fiery death in the oven. A neverending chasm promised never ending sleep. So many toys."
- 80 The map of the crypts (show the players the map for two minutes and let them draw).
- 81 A whispering statue of a frog. Once a day when the players deliberate and present hypotheses, the statue whispers a confirmation of a true hypothesis to the bearer.
- 82 A deed to a castle owned by someone named Malevol. Easy to legitimize, hard to enforce.
- 83 A jar with 6 fresh, floating eyes. Swallowing one casts Clairvoyance.
- 84 A twig wand of Summon Animals (as if cast by level 8 druid). 3 charges.
- 85 Banner of the Winged Hussars. Carrying it into battle grants allies within sight the ability to fight one more round after their hit points were reduced to 0. They are too busy fighting to recognize they are dead.
- 86 A tube with a dozen scrolls of Light printed on a printing press! Sacrilige!
- 87 A horn composite bow. Requires 18 STR to use. The bow is magical and allows attacking multiple times per round until the character misses.
- 88 Roll on the looting trouble table.
- 89 A heavy, golden brooch in the shape of a scarab, worth 400gp.
- 90 Frozen poppyseed cake. Eating a portion gets you high and also acts as a potion of ESP and Detect Invisibility. 6 delicious portions, but must be thawed first.
- 91 Ring made a piece of yellowed bone. It's the Ring of Controlling Undead. Works similar to the Ring of Controlling Humans, but against undead creatures. Up to 6HD of undead can be controlled.

I desecrate the body (D100)

- 92 A leather tool roll with a set of thieves tools granting +10% to Opening locks and Removing Traps. There is a trumped and initials HK emblazoned on the leather
- 93 Parchment with words “Yank the chain!”
- 94 Magical notes about experiments in arcane paralysis. A magic user can spend 100XP to improve their Hold Person spell to affect targets with 5 HD.
- 95 Cursed scroll of ability reroll. The scroll depicts detailed, massive male genitals.
- 96 The cadaver has an eye that is still alive, moving rapidly. Plucking out your own eye and replacing it with this one increases the WIS and INT by 2, but take 2D6 damage in the process. The eye lives on after the PCs death.
- 97 A little man wears a white gold chainmail +3 under his garments.
- 98 A stunningly beautiful soldier carries a small bottle with a label “Aphrodite”. Inside, there is just enough of a thick, white cream for one use to permanently increase the CHA by 1.
- 99+ Roll on the looting trouble table.
- 100 A black velvet bag with 20 diamonds, each worth 100gp.
- 101 Odd: Roll on the Looting Trouble table. Even: Nothing.

Looting trouble (2D6)

- 2 The body is consumed by Scolonecromorpha centipedes underneath the armor. A swarm bursts from the body and attacks the PC, surprising them with 3-out-of-6 chance. Use 4HD insect swarm game statistics.
- 3 The corpse is actually a feral revenant waiting to attack you. It surprises the party with a 2-out-of-6 chance.
- 4 The corpse accumulated gas inside and will explode with shards of bone and frozen turd like shrapnel if disturbed. 3D6 damage, save vs breath for half and make an encounter check due to noise.
- 5-6 Gas again, this time poisonous. That poor soldier ate something he shouldn't have. Save vs poison or 3D6 damage.
- 7 The innards of the poor soul turned into a diarrhea slime. As the PC rummages through the clothing, something viscous wraps around their hand. Use green slime game statistics.
- 8 The corpse is an immaterial ghost and the PC will only notice when their hand disappears in the ethereal body. The ghost ambushes the character and attempts to possess them.
- 9 It's a ghoul in disguise. Immediately save vs paralysis. Then it tries to eat your face.
- 10-11 The youth and innocence of the corpse move your cold soul. Shaken, you have -2 to all rolls until the next time you get a good night of sleep in a safe place.
- 12 2 rot grubs ambush the character and attempt to burrow themselves in their hand.

I pry the coffin open (D100)

1-20 Nothing of value. Roll 1D8 for flavor. 1: Completely empty. 2: Ash and dust. 3. A couple of bones. 4. Yellowed skeleton. 5. Mummified remains. 6. Cadaver crawling w/ maggots. 7: A completely fresh body staked through the heart. 8: 8 feet tall skeleton with 6 fingers and toes.

21-50 The corpse grips a simple silver cross worth a sum of gold pieces equal to the roll. A lawful cleric recognizes this as a practice to prevent the corpse from returning as undead and will be reluctant to loot it. For each 10 of crosses looted, increase the encounter check chance by one, for example from 1-in-6 every two rounds, to 2-in-6 every two rounds.

51 The desiccated skin of the corpse has a tattoo with the Dispel Evil.

52 A desiccated monk clutches a silver rosary (300gp). Motherfucker won't let go!

53 A discreet vial with milky liquid hangs on the neck of the corpse. Potion of Gaseous Form.

54 The mummified body wears very well preserved Boots of Traveling and Leaping.

55 Roll on the Coffin Trouble table.

56 A corpse of a soldier buried in plate cuirass +2 with a goat head emblazoned in front.

57 The mummified corpse's eyes are liquified into two units of Detect Invisible potion.

58 A peacock feather made from silver and vitray glass (worth 500gp intact or half if destroyed) lies on top of a skeleton.

59 3 crumbling parchments with Scroll of Cure Serious Wounds. They can't be carried without destroying them, but they can be immediately used.

60 Roll on the Coffin Trouble table.

I pry the coffin open (D100)

- 61 The coffin is swarming up to the brim with chitinous scarabs. There is a hidden golden chalice worth 500gp at the bottom of the coffin. Trying to find it with a hand has a 1-in-6 chance of success, but deals 1D6 damage from the scarab bites.
- 62 The whole body decomposed except for a single, completely fresh finger, which is a holy relic. The finger is a wand of Neutralize Poison with 7 charges. If you are playing Lamentations of the Flame Princess it's a cock instead.
- 63 A skull wears a silver crown of thorns (500gp).
- 64 A corpse of a cleric buried with mace +1, +3 vs undead, head shaped like a grinning skull. The cleric's skull grins too.
- 65 Roll on the Coffin Trouble table.
- 66 A sorcerer was buried with his spellbook. All spells level 1 to 6 are there!
- 67 The blood inside the corpse turned holy and can be collected to act either as a Potion of Cure Light Wounds or Holy Water. It's not immediately obvious. Detect Magic reveals it. Cutting the corpse open hints to that too, as the blood remains fresh inside. 4 units.
- 68 4 torches stashed at the feet of the cadaver.
- 69 Two pearls (200gp each) are placed in the cadavers eyeholes. The eyeholes glow menacingly for a moment after the pearls are removed. No other effect.
- 70 Roll on the Coffin Trouble table.
- 71 No corpse, but instead two scroll tubes with Wizard Eye and Dimension Door.
- 72 The body is wrapped in a Displacer Cloak.
- 73 The coffin is filled to the brim with 100000cp.
- 74 The body has keys to three random doors in the Vault hanging from the belt.

I pry the coffin open (D100)

- 75 Roll on the Coffin Trouble table.
- 76 The skeleton wears a silver diadem shaped like a wyvern (500gp).
- 77 Scroll of Raise Dead sewn into the cadaver's decomposed clothing. How unfortunate.
- 78 The corpse opens its mouth and declares: "Purify your body in the cleansing pool and you shall be unharmed!"
- 79 The skull of the cadaver turned into a blue crystal and radiates anomalous magic. Use unknown.
- 80 The cadaver is clad in a pitch-black leather armor + 3. +1 to Hide in Shadows skill.
- 81 The corpse holds a holy wafer in open palms. The wafer heals all HP immediately and removes any curses.
- 82 The skull wears tin, wire glasses. They are magical and give the wearer x-ray vision on demand. Every time you use it there is a 1-in-6 chance they give the PC ocular melanoma (save vs poison to avoid).
- 83 The body was buried with a bottle of champagne. Whoever drinks it whole gains a level.
- 84 Empty hourglass and three vials with powders (black, purple and white). There is enough powder in each to measure one minute. Powders have various effects and turn into ash when used. Black: spells with "death" in the name don't work within 100'. Purple: the holder of the hourglass becomes invisible and immaterial. White: Any damage from physical attacks is negated in the 10' range.
- 85 Roll on the Coffin Trouble table.
- 86 Small, black prayer book. Hundreds of names on margins. Clerics can study it and spend 200xp to improve their Cure Light Wounds to heal 1 additional HP.

I pry the coffin open (D100)

87 Only a completely fresh suit of skin remained from the cadaver. It can be worn by a character granting the ability to be a level 5 cleric in addition to the regular class. It doesn't grant additional HP, but it does give access to cleric spells and turn undead ability. The skin loses its holy properties after it takes 30 points of damage. Beside taking damage by the character, the skin also takes 1 point of damage every time it is put on or taken off. It also loses 1HP every week, unless it rubs the lotion on the skin.

88 The body clutches a bag with 30 very large, pure silver coins. Each coin is worth 20gp.

89 A particularly hairy and bulky cadaver wears an ivory whistle (100gp) and has his face orifices sewn shut. Inside of his mouth there is a pearl (300gp).

90 Roll on the Coffin Trouble table.

91 A cadaver is wrapped in a thick silver chain (2000gp). Destroying the body or separating it from the chain releases a violent, unholy specter (40HP, immune to turning).

92 A straw wreath lays on the chest of the corpse. Hanging it on a door works like a Hold Portal cast by a level 10 magic-user against chaotic creatures.

93 A skull with the tongue still fresh, alive and attached to the bone matter. The tongue writhes obscenely.

94 A round, chipped, wooden shield +2 with Norse runes of protection against sorcery. 2-in-6 of neutralizing any spell cast on the PC, including the beneficial ones.

95 Roll on the Coffin Trouble table.

96 A mystic named Eckhart, a 7 cleric, sleeps in the coffin. He was buried when he fell in the holy slumber. He will join a virtuous party as a follower, but has problems with adhering to a hierarchy. On his own he will join Clemens Cord in the **F10: Unholy Service**.

97 An ebony stake carved into a viper pierces the body through the heart. The body is not a vampire and the stake is not special either.

I pry the coffin open (D100)

- 98 The cadaver grips a Spell of Protection from Magic.
- 99 Radville is chilling in the coffin. Tells you to fuck off.
- 100+ Roll on the Coffin Trouble table

Coffin trouble (1D8)

- 1 A stern, booming voice casts Curse on D6 random members of the party for trespassing.
- 2 A loud, cruel, deafening laughter immediately triggers a random encounter check.
- 3 The body is a mummy. The effects of Paralyse with terror activate when the coffin is opened.
- 4 The body is a spawn of the worm. The effects of Aura of Fear activate when the coffin is opened.
- 5 Opening the lid disturbs a ghost.
- 6 D6 rot grubs hide inside the cadaver.
- 7 The coffin crawls with a swarm of locusts that immediately attack the party.
- 8 The party gets teleported outside of the Eminence grounds.

Appendix C: The Sanguineous Commonwealth of Sarmatia

The vampire nobility rules the former Kingdom of Masovia. The night lords divided the realm into fiefdoms and elected a vampiric king. The Masovians live like cattle to be preyed upon by their dark masters, only reprieve offered to the leeches' servants. The remnants of the Masovian loyalists wage a guerilla war from the shadows and dream of an insurrection. The Church of Anastasy made a deal with the conquerors to ensure its survival but alienated the common folk. In the dark woods the old faith rises again, offering dark salvation from the vampiric lords.

History

Deep in the Carpathian mountains, a host of Sarmatian vampires slumbered for centuries. Ten years the arcane seals keeping them in torpor unexpectedly failed. The bloodsuckers emerged from their prison ravenous and descended on the unsuspecting Masovians like a swarm of locusts. For days they feasted, while easily dispatching exploratory forces of the crown and the Anastasist inquisition.

Once the Sarmatians quenched their millennium-old thirst, they turned their attention to matters of conquest. While the crown mustered the army, the ancient vampires found an unexpected ally in the disgruntled Masovian nobility. The Sarmatians struck unholy compacts with the

turncoats and many joined the ranks of the night creatures. Their combined forces waged a ruthless war against the royal loyalists, eventually defeating them in the battle.

Daily life

The life of a serf depends on who is their lord. The Sarmatians are generally considered the most ruthless. The ancients shed their vestiges of humanity a long time ago and treat their subjects as literal cattle to be bred, bled and slaughtered. The Sarmatian survivors live as true night creatures, only leaving their abominable lairs to feed on the commoners. They employ large households to maintain their land and tend to mundane affairs. Those pressed into such service are both hated and pitied. Their privileged positions save them from neither the horrors of the vampiric lair nor their master's hunger. Broken people live under Sarmatian rule, unwilling to rise or to even draw attention to themselves. Being invisible is the best chance of staying alive.

The domain of the former Masovian nobility varies depending on the character of their lord. Some pretend or even believe themselves to be benevolent overlords in charge of taking care of their subjects. Others descend into debauchery and mayhem, finally free of the limits imposed on them by society. Riding through the



Stefan Bathory

land of a Masovian nobility is always a gamble.

Running away from a fiefdom is nigh impossible. The fugitive will be hunted not only by the servants of a dark lord but also by his own family and neighbors. If a vampire discovers his property ran away, they punish the whole village. This incentivizes every person to be a spy and enforcer of the law and foil any escape plans. If that is insufficient, a caste of ruthless bounty hunters emerged who will track and bring back an escapee. The bounty hunters are both feared and reviled,

and attract the worst scum of the earth into their ranks.

Several larger cities, like Varsovia, Thorn or Posnan went under the protectorate of the king and became his personal hunting grounds. Since the king rarely requires to feed on the commoners, instead depending on his sanguineous harem, these cities are seen as a safe haven from the depredations of the vampires. Refugees and fugitives flock to them, leading to overcrowding, the spread of disease and violent crime.

- The Church of Anastasy lost much of

its power in the Commonwealth when it issued a declaration that vampires are not undead abominations, but merely accursed sinners who can seek absolution as any other. The Exarch Ostrov personally anointed Bathory. Many priests left the church and formed vampire-hunting cabals, plotting their attacks from the dark. A popular preacher, Peter Scarga, travels the Commonwealth to speak of the injustice and bring hope into the hearts of Masovians. The vampires would like nothing better, but so far they were unsuccessful as if some powerful patron was protecting the priest.

The old faith remained hidden, but not lost, in the Kingdom of Masovia. Deep in the woods the shrines of the pagan gods still stand and in every village there are men and women who remember the ancient prayers. Cults of Veles, Morana and Svarog rise again and their priests are imbued with blasphemous powers that help stave off the night creatures.

Important places

The King moved the capital to **Varsovia** and ordered the construction of a royal palace. The city is a pit of vipers where vampires vie for influence and favor of the monarch. Even famous occultists, fiends and beasts seek a position at the court, while representatives of the vampiric nobility make moves to keep the monarchy in check. Those loyal to the king and not faint of heart are known to rise quickly in the ranks of the army and gain the king's patronage. Other night lords do not look kindly at such upstarts.

The most curious development in the city is the sudden appearance of Royal Baths. This enchanted park was created by a powerful Fae known only as The Peacock. Nobody knows why the King tolerates the presence of such competition in the capital, but everyone is certain the park must have

been constructed with Bathory's permission. Sending criminals to the park for "a bath" remains a popular punishment. Some fools enter of their own volition, hoping to find hidden treasures in the chambers of the Fae lord. Nobody ever returned so far.

The former capital of **Gnezno** is a ruin. After the siege, no quarter was given to the defenders and citizens and the vampires fell into a frenzy of blood-sacking. However, the slaughter took an unexpected turn, when the victims started returning as vicious wraiths and the whole reality appeared to tear apart. Whoever could, fled and today the city is known as an accursed place to be avoided at all costs.

In the south, the free city of **Krakov** remains independent of Sarmatian rule, just like they were of the Masovian one. Despite their power, the vampires have no desire to challenge their ruler, the powerful black dragon known as Krak the Holophagus. The dragon demands a yearly tithe of 100 sheep and two virgins, but the citizens gladly pay for their safety. A cult of dragon-worshippers enforces Krak's law.

The lands surrounding **Castle Blackwood** were desolate even before the arrival of the vampiric host. A strange affliction known only as Sorrow befalls anyone who enters the domain and makes them succumb to melancholy, longing, sadness and dejection. Soon enough they lose all will to live. Those who live near the border report still seeing Lord John Blackwood, walking the border and singing heartbreaking threnodies.

Soon after the vampiric conquest, a dark miracle took place over the **Whitetower Weald**. The great woods shifted overnight, consuming fields, hamlets and manors. The woods tripled in size taking over swathes of land and turning once a civilized region into an untamed wilderness. Several expeditions sent by the crown disappeared without a trace. Those that

live at the border of the woods say that powerful forest spirits forged a pact with a coven of three hags to turn the Weald into a haven for the people of the old faith.

In the east, a Cossack uprising was mercilessly put down by the turncoat bloody knyaz Yarema who resides in the dread castle Zbarazh. But the **sich** and the **wilde fields** remain untamed and seethe with rebellion. The famous renegade ataman Bohdan Khmelny is still at large, with followers flocking to his cause, preparing for another uprising. The frail peace is further threatened by the constant slave raids from the Golden Khanate in the south.

In the north, the **Duchy of Livonia** weighs its options as a part of the Commonwealth. The Duchy is ruled by the Teutonic Order but has been a fief to the Kingdom of Masovia. This relationship remained when the Sanguineous Commonwealth was established. Today the brothers of the order believe that perhaps the Grand Master Konrad Wallenrod made a mistake by not declaring independence ten years ago, as many have urged him to do.

Not far from the city of **Vilnius** the sky fortress of Yazipharnes, the Sarmatian Vampire Prince, hangs menacingly above the horizon. Whenever the prince hungers, his gargoyle servants descend on the city to bring him new victims. He has not been seen in three years and even his children whisper his mind was broken by the millennium of slumber. Still, nobody would be foolish enough to



Prince Yazipharnes

challenge him in his flying castle.

Deep in the Carpathian mountains, the **Sarmatian Vault** remains open for plunder. Not all the ancient vampires emerged from inside and a few returned to their former prison after the conquest. Many chambers are still locked with both horrors and marvels hidden inside. Who knows, perhaps even the enchantment that would put the vampires back to slumber can be found inside?

Important people

Stefan Bathory

The king is a foreigner, born many centuries ago in the land now owned



Stefan Sable

by the Undying House of Habsburg. His election was a rotten compromise between the Sarmatian ancients and the newly turned Masovian nobility. Bathory has limited power and few allies. He is respected for his military prowess and expected to coordinate military actions against the neighbors and insurrectionists. Still, the King has ambitious plans of expanding his mandate and royal power. Most importantly, he wants to somehow get rid of Sarmatians, whom he sees as uncivilized scum. Because he can't depend on fellow bloodsuckers, he seeks alliance with other creatures of the night and employs occultists, adventurers and former soldiers to further his goals.

Stefan Sable

The second most important Stefan in the country, the elusive field marshal, wages a guerilla war against the vampires. Unlike many nobles, Stefan didn't even entertain the proposal to come to the side of the night creatures, though not for religious reasons. Today, he leads a rag-tag band of elears, striking from the darkness and disappearing into the night soon after. He is ruthless towards anyone who collaborates with the vampires, leaving scorched earth and gallows in his wake. Some say he is no less cruel than the leeches.

Johan Tvardov

An alleged devil worshiper, sorcerer and sodomite, Tvardov lives in Krakov under the protection of the dragon himself. According to the rumors, the great serpent is the security guarantee

against the devils of the Unholy Empire who wish to claim the sorcerer's soul. Tvardov employs a variety of adventurers to recover holy relics, supposedly in a desperate attempt to free himself from the contract with hell.

Elsbeth Bathory

A not-so-distant relative of the King was granted a domain in the western part of the Commonwealth. The rumors of the horrors taking place under her rule exceed those of any Sarmatian. Travelers say her fief is enchanted, preventing those who enter from ever leaving without permission. Nobles who visited Lady Bathory say she is cruel beyond imagination, drinking and bathing in the blood of



the children in her gynaecium. However, many of them say she is not one of the bloodsuckers, but something else entirely. In whispers only, they call her the Queen of Nails and Needles.

Konrad Wallenrod

The Great Master of the Teutonic Order hides a terrible secret: he is a descendant of the pagan tribes conquered by the order centuries ago. There is nothing more important to him than to bring vengeance to the conquerors and so he does whatever he can to weaken the order. When the Masovian kingdom was falling, he stalled the declaration of independence and accepted vampiric rule. Now he waits for Bathory's rule to be strong enough, so he can challenge him into an open war that will ruin the order once and for all.

Bohdan Khmelny

When the Sarmatian Host arrived, Bohdan Khmelny decided to seize the opportunity and take the sich for the

Cossacks. This betrayal earned him the eternal enmity of the Masovians but failed to deliver the promised independence. As soon as the vampires took the realm, they crushed the rebellion in the east. Khmelny survived and now bids his time to start the fire in the wilde fields. He has a retinue of loyal cossacks, but that is hardly enough to challenge Bathory.

Knyaz Yarema

Knyaz Yarema was instrumental in quelling the Cossack uprising. Despite being one of them, he allowed himself to get corrupted by the beautiful Sarmatian princess Agame. His private army together with vampiric regiments defeated the undisciplined rebels. Yarema soon came to despise the deal he made with the dark creatures. Being the guarantee of peace in the eastern provinces of the Commonwealth gives him a lot of power, but he remains under the thumb of Agame. The princess holds a powerful charm over him and forces him to do her bidding.