

It Came from the Scriptorium

Old School Essentials Version

Ivan Cantero Muñoz "The Fictionaut"

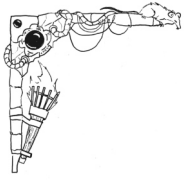


DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**



STELLAGAMA
PUBLISHING



IT CAME FROM THE SCRIPTORIUM

A BARBARIC! ADVENTURE

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This book requires Old School Essentials

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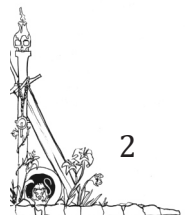
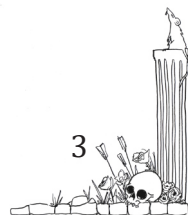


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INTRODUCTION

Dark times has fallen upon the Storm Wolf Tribe. Once edible fruits and plants had become poisonous and game that was docile turn into viciously aggressive malformed monstrosities. The source is an abbey used as a vault for dark knowledge way too harmful to be left loose on the world. Something horrible has happened to the kind yet weird monks living in the abbey and it seems to be ancient and beyond evil. Is up to the tribe's most brave warriors to find out and stop this force before it engulfs the Storm Wolf tribe in its darkness.

It Came from the Scriptorium is a horror dungeon crawl adventure for 3 to 5 PCs, using Old School Essentials. The default setting is the Steel Borderlands, a wilderness distant from the settlements composing the civilized lands of kingdoms and empires but it will fit very easily into almost any sword & sorcery setting.

The players should be aware that due the horror nature of his adventure that their PCs mortality rather will be high.

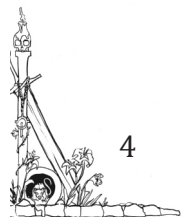
Note that this books required **Old School Essentials** for its use.

ABOUT THE AUTHOR

Ivan Cantero Muñoz (born Barcelona, 1984) has a degree in humanities by the Universitat Autònoma de Barcelona and a post-grad/master in Comparative Theory of Art, Literature and Thought by the Universitat Pompeu Fabra, is currently a Ph.D. candidate in Philosophy (Culture Theory). His involvement in the tabletop roleplay industry come from his work as freelance translator and on-line professional Game Master. This is his first published adventure.

STELLAGAMA PUBLISHING

Stellagama Publishing is an international role-playing game publisher focused on science fiction and sword & sorcery gaming, founded in January 2016. We publish gaming material for Cepheus Deluxe, Quantum Engine, and Old School Essentials. Our goals are primarily to publish enjoyable and immediately playable supplements, settings, rulesets, and adventures for our fellow players and referees. Our flagship setting is this book - Terra Arisen - a high-action space-opera universe in which Terra only recently gained its freedom from the mighty Reticular Empire. Our flagship ruleset is Cepheus Deluxe, an old-school 2D6 sci-fi role-playing game. We also published a sword & sorcery 2D6 ruleset, Sword of Cepheus, in 2020, and a series of lighter rulesets under the Quantum line, including, Barbaric!, in 2021.



BACKGROUND

The Abbey of Saint Asteria is the only archive for forbidden texts on the whole continent. The Abbey was created and administered by the kingdom's major benign religion. The monks living within its walls are misfits or disgraced individuals who have been given the task of cataloging and guarding the scrolls and codices that compose this small yet lethal library. This task is more a punishment than an honor. Abbot Martius is the current head of the Abbey, a young man who fell from grace as a result of some very questionable acts in the last crusade. Martius decided to use one of the tomes to perform a ritual granting him access to the soul of Saint Asteria, the female titan champion of the church on whose remains the abbey was built. Martius intended to gain favor from communing with Saint Asteria. However, in his arrogance the abbot instead opened a gate to a malicious, sadistic entity that predates the deities and spirits of the world: The One Who Dwells In the Void. This malevolent entity possessed the abbot, and in a single infernal night the abbey became a den of unspeakable horrors and the source of a terror that threatens the entire world.

The abbey is located close to the ancestral lands of the Storm Wolf tribe, semi-nomadic "barbarians" who respected the "Holy men living in the stone hut." Then, one day, the local game began to change: even the humblest hare became a vicious malformed beast capable of eviscerating the mightiest of hunters. The Storm Wolf shaman told the chieftain that the source of the corruption was the Holy Men in their hut. She could discern the presence of pure evil: a spirit bent on harming both mortals and immortals. Fearing that the tribe may soon have to deal with something worse than ferocious mutated game, the Storm Wolf chieftain ordered the most able and bravest of his warriors to journey to the Abbey and see what has happened to the monks.

SETTING OVERVIEW

THE BROTHERHOOD OF THE QUILL

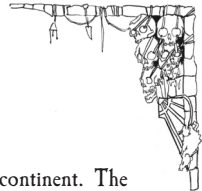
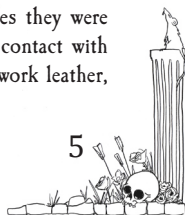
An order of monks originally formed for the sole purpose of copying texts relevant to both church and kingdom until the invention of printing. Now the Brotherhood is dedicated to keeping the copies of all texts regarding forbidden dark arts and knowledge. The dangerous nature of this mission has made the Brotherhood a punitive order where monks are sent as punishment for sinning in the eyes of their religion.

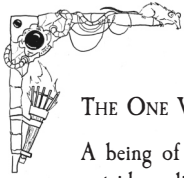
SAINT ASTERIA

A giantess who converted to the Church and fought in the Great Schism Crusades. She fell from wounds sustained during the conflict's most decisive battle. The ground was sanctified and the Abbey was built upon her remains.

THE STORM WOLF TRIBE

The natives of the valley where the Saint Asteria Abbey is located. Before the Crusades they were stone-age shamanistic semi-nomads that followed a hunter-gatherer lifestyle. After their contact with the major nations of the continent during the Crusades, they learned how to forge iron, work leather, farm, and herd beasts. They still practice their semi-nomadic warrior culture.



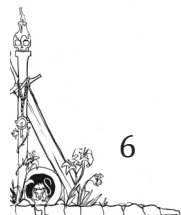


THE ONE WHO DWELLS IN THE VOID

A being of incomprehensible nature that harnesses divine-like power, inhabiting whatever is found outside reality. Its evil transcends time and space and seems to embody a sadistic malice motivated by a thirst for chaos. Its intentions for this world do not differ from those that it has visited previously: to cause as much horror and destruction as possible.

HARASSER

Minions of The One Who Dwells In The Void. These cylindrical chromed constructs belong to a reality in which magic is scarce and its inhabitants depends on technology. They can shoot laser beams from their red optic lenses and are able to produce diverse melee weapons to act as enforcers of their master's will.



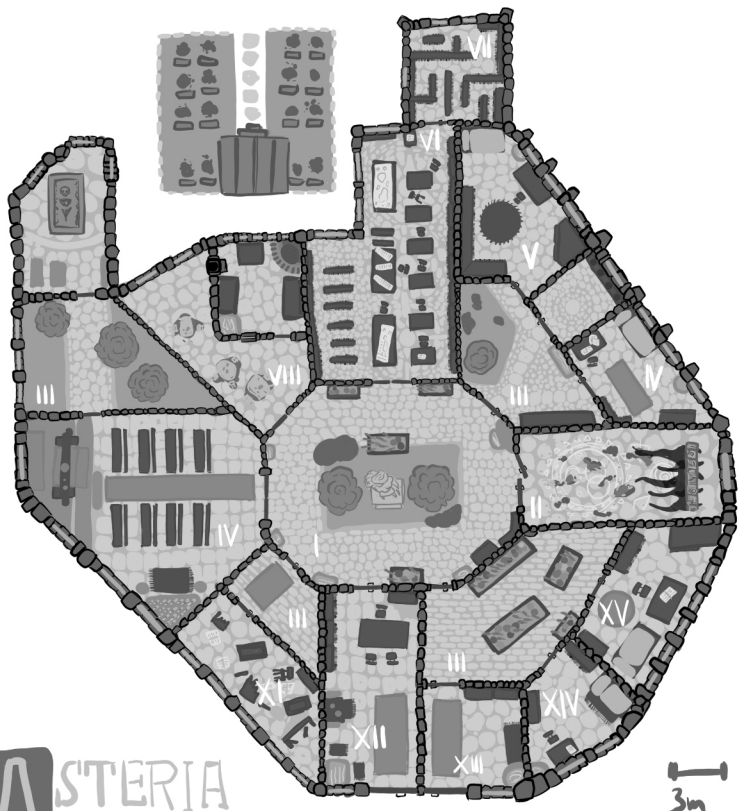
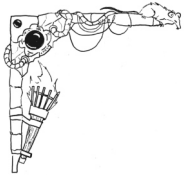
REFEREE'S INFORMATION

When Abbot Martius was given the leadership of the monks of Saint Asteria, he brought to the last copy of a forbidden tome known as De Rerum Aetherium to the Abbey. The Church's crusaders had discovered this tome during the last campaigns against a nation of fiend worshippers. De Rerum Aetherium contains passages about how to contact entities located in distant realms beyond the known spheres of reality and perform rituals that grant private audiences with deities or their closest servants. These dangerous powers forever consigned De Rerum Aetherium as a tool of blasphemy and heresy.

Martius was aware that the souls of titans do not go to the same after life as the rest of humanoid mortals, and no one in the Church had managed to commune with Saint Asteria. If Martius could contact one of the Church's most important saints, surely the High Hierophant would reward him. The other Brothers realized that if they participated in the ritual Abbot Martius proposed, they would be able to return to the orders they belonged to before their punishment. Most of the monks agreed to participate in the ritual to open a channel with the giants' afterlife. Only Carolus, a monk famed for his illuminations but exiled to the Brotherhood of the Quill for his hedonistic and lazy tendencies, refused to be part of the ritual. As punishment, Abbot Martius had Carolus walled into the only tower of the monastery.

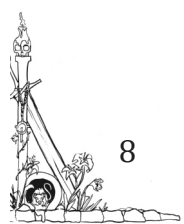
When the monks performed the ritual they lacked a proper translator of De Rerum Aetherium's arcane language. Instead of contacting the spirit of Saint Asteria, they opened a gate into The Void. Abbot Martius stepped through the gate in the hopes of meeting the revered paladin Asteria. What returned through the portal was The One Who Dwells in The Void, wearing the body of Martius as a suit, accompanied by Harassers. The monks fled. The One Who Dwells in The Void to re-animate the corpses of the gnomes and halflings that succumbed to the Belly Miners Plague, that were interred at the Abbey. They, and the remains of Saint Elois, became undead horrors. While the monks tried in vain to determine what happened to Abbot Martius, The One Who Dwells in The Void began to invade their dreams, driving them insane. The former monks are now agents of chaos. Since that night The One Who Dwells in The Void has spread its influence, corrupting all living things





st. ASTERIA

3m



TOWARDS THE ABBEY OF SAINT ASTERIA

The monastery stands right in the middle of a clearing located at the foot of a mountain known as Asteria's Rest, along the border of the territory belonging to the Storm Wolf Tribe. The most remarkable element that PCs will notice are the massive rib bones protruding from the dirt, and a giant skull resting on the foot of the mountain. The Abbey is protected with a wall and a tower. There is a single entrance barred by two enormous doors that are covered in depictions of monks studying, writing, and praying. As the PCs approach the Abbey there is a 50% probability that **Brother Carolus** will spot them. If so, he will begin shouting to get their attention. The PCs can't understand what he's shouting because of the distance and poor acoustics.

As they approach the entrance, there is a 50% chance that one of the trees near the gate animates, uproots itself, and twists into a vaguely humanoid monstrous **Quartering Tree**. It then attacks the visitors.

I. CLOISTER

This is a hexagonal space containing a garden that doubles as an orchard. The monks grow fruit trees and medicinal herbs here. The monks used these to create their treatments for pilgrims affected by Belly Miner Plague. When the PCs first arrive here there will be no encounters, but subsequent visits to the Cloister have a chance of encounters: there is 25% probability of stumbling upon 1d4+1 **Hooded Marauders**, 25% probability of encountering a **Harasser**, or a 50% probability of meeting **Brother Bernardus**. Roll for each sequentially and stop rolling once there is an encounter.

II. ENTRANCE

This space is a hallway that travels north and south, leading to the cells and to the cloister respectively. There is nothing unusual here, except for an unnerving silence: the monks should be chanting, moving around, or working. If the party has arrived at night, the lamps that illuminate this area have not been lit.

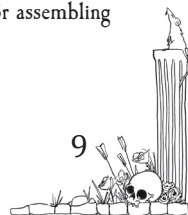
III. Gardens: The Abbey contains several gardens. Nothing of value for the PCs and if they used them to rest, they will risk suffering the attack of 1d4+1 **Hooded Marauders**.

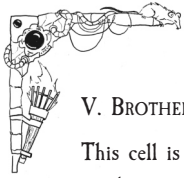
CELLS

IV. BROTHER POLYBIUS' CELL

This cell contains the monk's corpse, showing the circular saw cuts and laser burns he sustained while fleeing from a harasser. Before succumbing, Polybius wrote in his own blood on the north wall "Carolus is still in the tower". He also left some notes on a desk, which are trapped with explosive runes. Polybius made this trap in case the minions of The One Who Dwells in The Void or the entity itself entered his cell. The PCs must cast Read Magic on the runes before reading them. If this trap is triggered, the detonation will draw 1d4+1 **Hooded Marauders** or a **Harasser** (roll 1d6: 1-3, **Marauders**, 4-6, **Harasser**).

Polybius' cell contains schematics for tools copied in secret from ancient engineering tomes. **Brother Bernardus** is using one such device as a weapon now. There is also a small workbench for assembling prototypes.





V. BROTHER CLAUDIUS' CELL

This cell is haunted by the monk's regret of using dark magic. Whoever enters to inspect the area must save vs Spells to avoid suffering flagellant wounds on their backs. Their minds will also be flooded with visions of what happened on that fateful night when the Abbot stepped through the portal. If one of the PCs makes their save, they may find the cat-of-nine-tails **Claudius** used. **Claudius** named this blessed holy weapon Repentant Resolution, and it exists to help exorcise the evil the monks unleashed upon the world. **Claudius** was a pirate captain in his youth and hidden beneath a loose tile on the floor there is a small chest containing three treasure maps to different locations where the treasures obtained from his former life of plundering can be found.

VI. BROTHER BERNARDUS' CELL

This cell is decorated with the ceremonial masks—gifts from his days preaching in the southern lands. Upon inspection, it is clear that one of the hanging masks is missing. The rest of the cell and its contents has been vandalized in a fit of destructive and murderous rage. If the PCs decide to wear one of these masks, **Brother Bernardus** will hesitate to attack if he is encountered.

VII. BROTHER CAROLUS' CELL

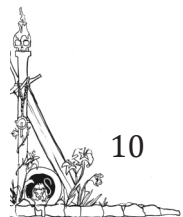
At first glance, **Brother Carolus'** cell is as austere as it should be for a member of his order. Further inspection reveals decidedly un-austere foods and spirits hidden away beneath the monk's bed. More surprising are the books of erotic poetry hidden inside other books on the bookshelf. In the desk the PCs find masterful sketches of a humorous nature depicting other monks and the Abbot.

VIII. ABBOT MARTIUS' CELL

Compared to the other monks' cells, **Abbot Martius'** cell is a bit more luxurious. There is higher quality furniture, and the quarters are better organized and much tidier. In fact, insightful PCs might understand that the Abbot was obsessed with cleanliness and order. On the desk, one can find the notes regarding **Martius'** theological research, through which he had hoped to obtain his redemption and permission to return to more civilized lands. However, the research does contain obvious warnings about the nature of entities that "Lie Between the Spheres." Notes scribbled in the margins show that **Martius** deliberately dismissed any cautionary tales as superstition and ignorance of higher magical theory. **Martius'** research shows that he had indeed found a way to access the Outer Realms in a quicker and more effective manner.

IX. OTHER CELLS

These cells belong to the remaining unnamed monks at the Abbey. These cells are as austere as expected for this religious order. They contain nothing of value. If the PCs decide to use them as a place of rest, a random encounter here indicates an attack by **ld4+1 Hooded Marauders**.



X. PARLOR

A comfortable and well-furnished area intended for the monks to conduct business with pilgrims or other outsiders like the Storm Wolf tribe. After the PCs arrive, each round they stay in this chamber causes any source of light to diminish until it is extinguished—even if is magical. If it is daytime, the effect is similar to a total eclipse taking place outside. If the PCs try to bring any light into the chamber after it becomes pitch black, the furniture transforms into living creatures from another dimensions that are twisted to resemble a chair, a table, etc. The creatures are in agony at first but then start laughing maniacally in gurgling and hissing voices. The PCs must save vs. Spells to avoid suffering a mental breakdown that would send them into a berserk rage, attacking anything in sight until the laughter ends. Even if no one in the party is affected, the sound of the laughter will catch **Brother Bernardus'** attention.

XI. CHAPTER HALL

This impressive chamber is where the ritual took place. The air is sweet with the stench of death mixed with a faint scent of ozone. Everywhere are the mutilated corpses of monks; their congealed blood partially conceals the arcane chalk symbols drawn on the floor. The walls are also covered in arcane sigils, and in the middle of the room stands a horseshoe-shaped metallic contraption which buzzes and hums constantly. Arks of white electrical energy dance from around the machine, while in its center there is a tear in the fabric of reality leading to a void of absolute darkness. Peering into the dimensional breach allows the PCs to view landscapes and creatures they shouldn't ever see they should make a save vs. Spells to avoid suffering a panic attack or other mental condition up to the GM. However, the threat in the Chapter Hall is **The One Who Dwells In The Void**, who will manifest to stop the PCs if they are here to destroy the machine or deface the arcane symbols drawn on the walls. If the PCs have not yet met **Brother Carolus**, and are unaware of the device's nature, **The One Who Dwells In The Void** will not manifest. Instead, it will watch the PCs interact with the tear in the fabric of reality and let their own curiosity be their undoing.

Interacting with the Gate: roll 1d6

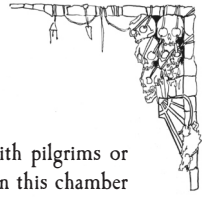
1-2: The Character's mind has a vision from a Place Beyond and suffers the same effects as the Confusion spell for 1d4 rounds.

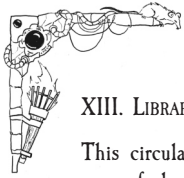
3-4: The Character is drawn through the Gate and ends up in another world. The destination could be randomly determined, or for the GM to decide.

5-6: The PCs' presence attracts 1d4 **Invisible Stalkers** that attack the party and their allies.

XII. SCRIPTORIUM

Before entering this chamber, the PCs will hear the faint sound of quills scratching upon paper, the occasional cough, and the turning of pages. However, the scriptorium is devoid of any life. All that remains are the abandoned workstations of the copyists covered in a mess of supplies needed for the proper illumination and copying of important texts. If the PCs do look around for anything of interest, the hooded figures of scribe specters will fade into existence, working away as if nothing happened. Any kind of noises, even a whisper, will make the undead react with violence against the PCs.





XIII. LIBRARY

This circular chamber is filled with tall freestanding bookshelves arranged so chaotically that the room feels like a labyrinth. Many of the books found here are rare tomes of esoteric knowledge, filled with chapters dedicated to dark rituals and spells. While navigating this area, the PCs save vs. Spells to avoid being tricked by **The One Who Dwells In The Void** as it alters space and time to make the library far more immense and labyrinthine than it is. There is always 1d4 **Harassers** wandering here. If a PC steals a tome from the library, they can study its passages for 1d8-1 days and learn a spell of the GM's choice.

XIV. DINING ROOM AND KITCHEN

The original furnishings of this area have been substituted with ones made from the bones of the monks found in the crypt. If that is not bad enough, if a PC died during the exploration of the Abbey, their corpse will be found in the kitchen as the main ingredient in an assortment of dishes, from blood pudding to stew. None of the entities that currently dwell in the Abbey need to eat.

XV. CHAPEL

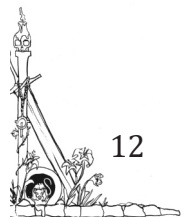
This chamber contains the relics of Saint Elois, and its windows depicts scenes of the most important episodes in both Saint Elois' and Saint Asteria's lives. The six banners are made of silk (800gp each) and the four chandeliers are fashioned out of gold (each 500gp). The reliquary is adorned with gems (2,500gp). As soon as the PCs approach to the altar, the reliquary will explode. Emerging from the wreckage are the re-animated remains of **Saint Elois**, now possessed by a demonic force. **Poltergeist** immediately shut all the exits. If the PCs try to escape through the windows, the characters depicted in the glass will "jump" into reality making the windows burst into a shower of sharp shrapnel.

XVI. CONFESSIONAL

If the PCs enter this space, they will suddenly fall through a dark void. A void gargoyle will steal one piece of equipment before the party crashes through the booth where the Abbot used to listen to the monks' confessions.

XVII. CRYPT

The crypt once contained the remains of both monks and pilgrims suffering from the Belly Miner Plague, but it is now completely empty of any mortal remains. The corpses were all reanimated **The One Who Dwells in The Void**. A short inspection reveals the alcoves had been opened from within, and if Brother Carolus is present he will explain to the PCs the pilgrims' background. There is a 50% probability that **The One Who Dwells in The Void** arrives as the party explores the crypts.



XVIII. TOWER

By order of the Abbot, the monks built a wall to block access to this fortification. The PCs will need to use brute force to gain entry. As the PCs climb the spiral staircase, they will see protection wards drawn on the walls. At the top in a small chamber is **Brother Carolus**, who is aware that something terrible happened to his Order. With enough food and water for a month, the jolly monk hoped that someone would notice that something was wrong at the Abbey and come to investigate before he ran out of supplies, or the wards he has drawn all over the tower wore off. As soon as the PCs enter the tower, he will be very welcoming and ask them to join him on the top of the tower. In his tiny scriptorium workstation, he will explain what is happening in the Abbey, and what can be done to stop **The One Who Dwells In The Void**.



The protection runes drawn by **Brother Carolus** make the Tower the only place in the Abbey that evil forces cannot enter.

XIX. STABLES, CHICKEN COOP AND PIGSTIES

This area once contained the monks' main source of animal protein as well as their means of transportation when were summoned to civilization. Now, because of the influence of **The One Who Dwells In The Void**, what inhabits this place is the aberrant amalgamation which will not attack the PCs unless these try to put this horrific hulk of tissue and organs out of its misery.

XX. SMITHY

This workshop is where **Brother Claudius** prepared to face the horrors in the Abbey using some of the mechanical designs developed by **Brother Polybius**. Sadly, **Polybius** succumbed to the flame sprite before he could enact his righteous retribution. The flame sprite will jump from the furnace as soon as the PCs start inspecting the smithy and attack them. If any member of the party took the designs found in **Brother Polybius**' cell, his ghost will appear and help the PC build a device.



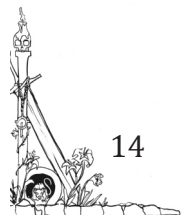
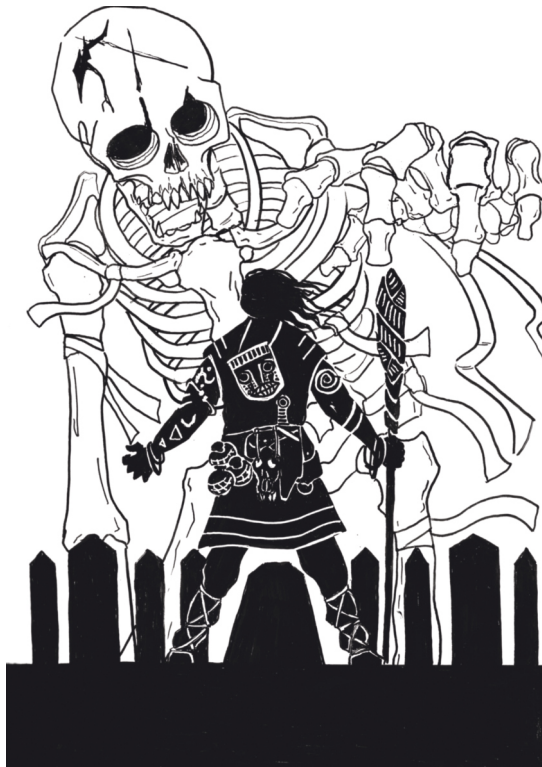


THE GRAND FINALE

If the PCs do manage to shut down the machine, damage the body of the Abbot, or try to exorcize **The One Who Dwells in The Void**, this will cause the entity to get somewhat annoyed with the meddling Storm Wolf barbarians. It will raise the remains of the crusaders scattered through the woods around the Abbey as void wights. The PCs can try to fight this army, but that would be most unwise considering the numerical superiority of the undead horde. If they do manage to resist the first wave, **The One Who Dwells In The Void** will then re-animate Saint Asteria, not as a void wight as it had originally planned, but as an unintelligent skeletal colossus.

The party can try to flee into the woods, but they will be pursued by the void wights or the skeletal colossus. This might mean that the PCs unintentionally lead the entity's minions to where their tribe is now settled. If **Brother Carolus** is still around he will suggest using the ritual device, as he can recalibrate the apparatus and open a gate to somewhere safe. However, that will take 3 turns for the monk to accomplish this delicate task while the PCs hold off the void wights.

What happens once the PCs step through the gate is up to the GM and beyond the scope of this module. Perhaps this adventures marks the beginning of a long campaign in which the PCs try to find their way back home. Or perhaps the gate leads them back to their tribe's settlement, but without the forces of evil hot on their heels. Does **Brother Carolus** sacrifice himself to sabotage the device? Do the PCs?



NPCs

BROTHER CAROLUS

Level 4 Cleric S 12 D 10 C 14 I 12 W 16 CH 16

HP: 28 AC: 9 [II] THAC0: 19 [+0]; AL: Lawful; Weapons: Very big elven thesaurus (does the same damage as a mace)

Spells (2/2): Detect Evil, Light, Bless, Hold Person

Brother Carolus is a balding male human in his late forties whose physic borders on obese. As the third son of a nobleman, Carolus spent his youth without much being asked of him. He aspired to become an artist, but those dreams were stymied when his brothers died during the Crusades. His father forced him to become a monk with the hope that Carolus would quickly rise through the ranks of the Church to become a powerful and influential Abbot. However, Carolus was far too fun-loving and lazy to earn any respect or attain any position of relevance. Still, the Church saw some value in his astonishing artistic talents: he was sequestered at Saint Asteria's Abbey to curb his hedonistic ways while his art would be put to use enhancing the value of the tomes dedicated to the lives of the saints. Hand-drawn illuminations and miniatures are a prized addition to any religious text.

Carolus enjoys good food, good ale, and good comedy: puns, lewd jokes, and double-entendres. If the PCs befriend him, he will confess that his laziness is really an act of rebellion. He had hoped that it would lead to his expulsion from the Abbey and monastic life entirely. Still, he is altruistic and generous despite his hedonism, and will help the PCs stop the evil that has taken over the Abbey once he is freed from the tower.

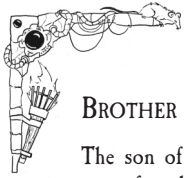
BROTHER POLYBIUS

The only surviving son of a humble smith, from an early age Polybius demonstrated a brilliant mind and a predisposition towards invention. When he realized that his father's limited experience would only get him so far, Polybius became a monk as a means of gaining access to rare tomes filled with technical knowledge. It was Polybius' curiosity and thirst for innovation that consigned him to Saint Asteria; the Church deemed his ambition "the sin of pride," and his inventions were considered dangerous as they would "lead the common people to the sin of sloth."

Polybius has no game statistics since he is dead by the time the PCs are in the Abbey. But he will appear in the smithy as an apparition if someone attempts to reproduce one of his prototypes. He will assist the PCs in the construction of the device in a breathtakingly short time (1d4 turns).

Polybius developed a great friendship with Brother Carolus out of their mutual love for speculative fiction stories and the ancient tales of the demigods.





BROTHER CLAUDIUS

The son of a prostitute, **Claudius** was once known as Rackham of the Bloody Beard: one of the most feared pirates to ever sail in the century until he mysteriously disappeared. Rackham retired from a life of violence and plunder after intercepting a noble's ship that sailed from one of the most well-known slaver outposts in the world. The human cargo on board were children intended to be the noble's playthings. Rackham became so furious that he decapitated the noble, which caused the crew to mutiny once they realized that they would not be getting any ransom for a noble prisoner. Rackham barely escaped, faked his own death, and joined the Church as the monk **Claudius**.

The monastic life brought out the best in **Claudius** and the reformed criminal thrived. That is, until the day he caught a high-ranking member of the Church abusing of a child. **Claudius** beat the priest to the brink of death and was exiled to Saint Asteria Abbey.

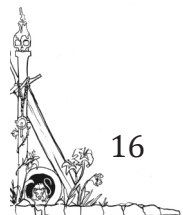
Claudius is dead when the party arrives to the monastery. However, the monk can manifest as a spectral being as explained in the Repentant Resolution section, below.

BROTHER BERNARDUS

Level 4 Fighter S 16 D 10 C 17 I 12 W 14 CH II

HP: 36; AC: 9; [III] THAC0: 17 [+2] Weapons: Alchemical Powered Chainsaw/Alchemical Power Drill (see below)

The person that was once **Bernardus** is no more. The kindly former knight-turned-monk and missionary who had heated arguments with his superiors about their hypocrisy towards the accumulation of wealth is now a murderous psychotic maniac. He has listened to **The One Who Dwells in The Void** and is a faithful fanatic to the entity's cause of entropy and chaos. **Bernardus** wanders the Abbey eviscerating anything and anyone in his way with the tools designed and built by **Brother Polybius**.



MINIONS OF THE VOID

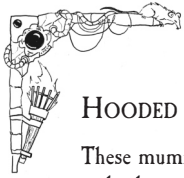
SCRIBE SPECTER

The spirit of an obsessed scholar that died before it could complete a magnum opus of great intellectual and arcane relevance. The spirit lingers here, on the mortal plane, eternally suffering the stress of looming deadlines.

AC 2 [17], HD 4** (18hp), Att 1 x Spectral Quill (1d4 + intellect drain), THAC0 11 [+8], MV 120' (40')/ 240' (80') flying SV D10 W11 P12 B13 S14 (6), ML 11, AL Neutral, XP 725, NA 1d4 (1d6), TT E

- **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).
- **Mundane Damage Immunity:** Can only be harmed by magical attacks.
- **Intellect Drain:** A successfully hit target permanently loses 1d4 points of INT. If reduced to 0 INT, the victim falls into a vegetative state and is non-responsive to external stimuli. A character suffering this condition can be restored only by Remove Curse.
- **The Quill is Mightier than the Sword:** Once per round, a single creature within the same chamber as the Scribe Specter must save versus Spells or act according to what the specter wrote as if under the effect of Charm. The Scribe Specter can use this power to alter the victim's perception of reality as if it cast Spectral Force.





HOODED MARAUDER

These mummified corpses of gnomes and halflings now are vicious undead covered in shrouds, armed with sharp claws and needle-like teeth. What makes them especially horrible are the mutated and reanimated Belly Miner parasites writhing inside their decayed bodies. The parasites spew forth from the mouths or gaping wounds of the hooded marauders to infect new hosts.

AC 9 [III], HD 2 (9hp), Att 2 x claws (1d4), 1 x Parasite (1d8) or Spreading the Gospel, THAC0 16 [+3], MV 90' (30'), SV D12 W11 P12 B15 S16 (1), ML 12, AL Chaotic, XP 25, NA 1d4 (2d6), TT C

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).

Spreading the Gospel: Cone 2' wide at the mouth, 15' wide at far end. All caught in the cone suffer 2d6 acid damage and must roll a Death or Poison saving throw to avoid infection by the larva present in the fluid. If infected, the victim rises as a zombie 1d4 rounds after dying. This can be avoided by casting a healing spell on the infected corpse.

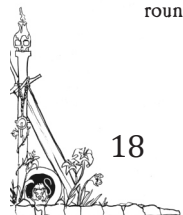
Telescopic Re-Animated Parasite: Whenever the Hooded Marauder is damaged by a piercing or slashing melee weapon, there is a 50% probability that undead parasites inhabiting the corpse retaliate by extending from the fresh wound to bite the attacker causing 1d8 points of damage on a successful attack roll.

HARASSER

These technological terrors come from another universe where magic does not exist. Harassers are metallic cylinders the size of a bottle of wine, and have a chrome covered, perfectly smooth exterior with black and red lenses comprising its optics located on its middle. These constructs are fueled by blood, so they will incapacitate a victim first and then latch onto them to extract as much fluid as possible.

AC 6 [I3], HD 8 (36hp), Att 2 x Buzzsaw (2d10), 1 x laser beam (2d8), THAC0 12 [+7], MV 180' (60') flying, SV D10 W11 P12 B13 S14 (4), ML 12, AL Neutral, XP 650 NA 1 (1), TT None

- **Immunity:** Unharmed by gas; unaffected by charm, hold, and sleep spells.
- **Attack Multiple Opponents:** Up to 2 per round.
- **Equipment Destroyer:** On a successful attack, any mundane weapon or armor the target is wearing or using is instantly damaged beyond repair. Magic weapons or armor have a 15% chance per +1 bonus to be unaffected on each successful hit. Each time a magic item is affected, it permanently loses a +1 bonus.
- **Powered by Blood:** If a Harasser's attack roll is a 20, it attaches itself to the target with a retractable drill and extraction system and drains the target's blood. If the target fails a saving throw vs. Death, they die instantly. If they succeed on the save, they take 1d6 damage per round until the target is dead or the Harasser is destroyed.



ABERRANT AMALGAMATION

A most unfortunate and unrecognizable fusion of donkeys, goats, chickens, and pigs. This hulk of flesh and bone is in constant agony and brimming with animal hatred.

AC 0 [I9], HD 8 (36hp), Att 1 x Trample (3d8) or Chorus of Agony, THAC0 15 [+4], MV 10' (3'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 350, NA 1 (1), TT None

- **Chorus of Agony:** All within 30' who hear the shrieks and braying of the fused beasts must save versus spells or suffer the effects of a Fear spell.

VOID GARGOYLE

This demon-like creature has bat-like wings, a head which looks like a horse's skull, and the body of an orangutan covered in rubbery black skin. It is devoid of any fur and sports a lengthy tail reminiscent of a snake. These creatures sabotage and harass wizards and other mortal beings that try to travel to other worlds using the dimension known as The Void.

AC 3 [I6], HD 8 (36), Att 2 x claws (1d8) or 1 x Magic, THAC0 12 [+7], MV 360' (120') flying, SV D8 W9 P10 B10 S12 (8), ML 10, AL Chaotic, XP 1,200, NA 1 (1), TT E

- **The Sin of Greed:** Once per round during combat the Void Gargoyle can Pick Pocket as a Thief of the same level as his hit dice to steal a magical item from his opponent .
- **Spellcasting:** Knows how to cast two Druid spells of levels 1-3 and two Magic User spells of levels 1 to 3.
- **Mundane Damage Immunity:** Can be only harmed by weapons made out of wood or magical weapons.

SAINT ELOIS

The re-animated remains of a noble and just paladin, now an undead mummified horror divided into pieces .

AC 3 [I6], HD 6 (23hp), Att 1 x kick (1d8), 1 x punch (1d10), 1 x bite (1d6), THAC0 14 [+5], MV 120' (40')/ 180' (60') flying. SV D10 W11 P12 B13 S14 (5), ML 12, AL Chaotic, XP 400, NA 1 (1), TT E

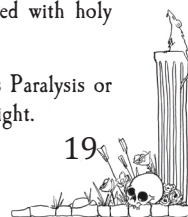
Undead: Makes no noise, until they attack. Immune to effects that affect the living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).

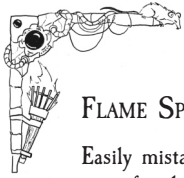
Attack Multiple Opponents: Up to 3 per round.

Attacks if Approached: Saint Elois remains motionless; it only attacks if someone touches the reliquary that contains her remains or any of the objects found in the chapel.

Mundane Damage Immunity: Can only be harmed by silver weapons, weapons sprinkled with holy water, or blessed by a cleric or monk.

Paralyze with Terror: Anyone seeing the Saint Elois relics re-animating must save versus Paralysis or be paralyzed with terror. The effect ends if Saint Elois takes damage or goes out of sight.





FLAME SPRITE

Easily mistaken for a fire elemental, this demonic entity looks like a vaguely humanoid flame the size of a thumb.

AC 0 [I9], HD 8 (36hp), Att 1 x Spontaneous Combustion, THAC0 10 [+9], MV 120' (40'), SV D6 W7 P8 B8 S10 (12), ML 10, AL Chaotic, XP 1,900, NA 1 (1), TT None

- **Spontaneous Combustion:** The flame sprite can generate a 50' long, 40' wide, 20' high zone of searing heat centered on the sprite. Those caught in it must do a save vs Death to avoid becoming a pile of cinders.
- **Weapon Immunity:** This creature is immune to both mundane and magical weapons. Mundane weapons are destroyed after their first successful attack. Magical weapons have an 85% chance of being melted and rendered useless after a successful attack.
- **Water Vulnerability:** Common and holy water instantly kills the flame sprite upon contact.

QUARTERING TREE

An ancient, gnarled oak now imbued with an extremely evil will and the mobility to apply it.

AC 2 [I7], HD 5 (19hp), Att 2 x Branches and Roots (2d8), THAC0 12 [+7], MV 60' (20'), SV D8 W9 P10 B10 S12 (8), ML 9, AL Chaotic, XP 650, NA 0 (1), TT C

Dismemberment: On a successful attack, the target must succeed on a save vs. Death, or be torn in half by the Quartering Tree.

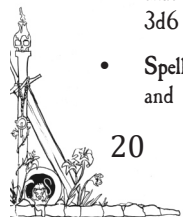
Surprise: In a forest, this creature can be mistaken for a tree. Encounter occurs at 30 yards or less on a roll of 1-3 on 1d6.

VOID WIGHT

The heavy armored skeletal remains of a crusader, covered in dirt, filled with vermin, and burning with a dark purple flaming aura. Two spheres of red light burn in its empty eye sockets. These creatures are filled with hate and murderous intent.

AC 2 [I7], HD 3 (13hp), Att 1 x magic bastard sword (1d12+1) or 1 x magic morning-star (1d8+1) or magic heavy crossbow (1d10+1) or 1 x magic or breath weapon, THAC0 13 [+6], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 12, AL Chaotic, XP 250, NA 1d4 (1d6), TT F

- **Breath Weapon:** Once per day, the void wight can emit a cone of negative energy 2' wide at the mouth, 30' wide at the far end. This blast does 3D12 of negative energy damage on a failed save vs Breath Weapon (half damage if successful).
- **Rise by the Void:** Whenever the void wight is struck by a melee attack, there is a 25% chance that the attacker suffers damage from the negative energy surrounding the wight. This does 3d6 damage on a failed save vs. Spells.
- **Spell Casting:** A Void Wight can cast Magic Missile (as a 6th level magic-user), Hold Person, and Silence Radius 15' once per day.



SKELETAL COLOSSUS

The enormous skeleton of the titan Saint Asteria, now a foul implement of destruction.

AC 0 [19], HD 36 (162hp), Att 2 x claw (3d12), 1 x stomp (8d10) or Tremors, THAC0 6 [+13], MV 90' (30') SV D2 W2 P2 S4 (20), ML 10, AL Chaotic, XP 5,450 NA 1 (1), TT None

- **Massive Undead:** Immune to effects that affect the living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).
- **Tremors:** Once per round the Skeletal Colossus can strike the earth causing an intense tremor to ripple through the area. Cracks open in the ground, and 1d8 creatures in the vicinity must roll save vs Paralysis or take 2d6 falling damage as they tumble into fissures. Any structures nearby collapse into rubble. The Abbey of Saint Asteria is built solidly enough to withstand 1d6 Tremors. Any trees nearby will also be uprooted. Characters in a forested area must save vs. Death or take 3d6 damage from falling trees.
- **Paralyze with Terror:** Anyone seeing the animated remains of Saint Asteria as the Skeletal Colossus must save versus Paralysis or be paralyzed with terror. The effect can be broken if an ally takes a round to shake the victim out of it. Otherwise, the victim can flee for their lives in a panic.

WHAT ABOUT THE ONE WHO DWELLS IN THE VOID?

The GM might wonder why the main villain of this adventure is not statted-out like the other monsters. The answer is simple: **The One Who Dwells in The Void** is a being beyond even anything even the most legendary adventurers could handle. Whenever this entity is present, the GM may do whatever they consider appropriate for such malicious being to inflict upon the adventurers. The only thing the PCs can do is roll a saving throw and hope they succeed and suffer the least harm. Enterprising GMs should feel free to get creative.

The One Who Dwells in The Void is the embodiment of ex nihilo: a reality of absolute darkness devoid of everything. Over the eons, making deals with malign sorcerers and dark cults has contaminated this entity, making it increasingly malignant and evil: it is bent on total erasure of all reality that it encounters.

Should a particularly foolhardy PC manage to attack this cosmic horror itself, **The One Who Dwells in The Void** is inhabiting the now-hollow husk that was once **Abbot Martius**.





MAGICAL AND TECHNOLOGICAL ITEMS

Repentant Resolution: A flail that resembles a cat o' nine tails, this magical item consists of a metal handle with nine knotted cotton cords each about 80cm long. This was a tool for self-flagellation, but the righteous wrath of Brother Claudius has made it an effective weapon against the minions of the Void. Repentant Resolution does 3D6 Slashing damage to any creature that is a creation or a servant of The One Who Dwells in The Void. Upon a successful attack, such targets will also be stunned for 1d3 rounds. Against other targets, Repentant Resolution functions as a flail +2. If Repentant Resolution slays five minions of the Void there is 50% chance that the spirit of Brother Claudius will manifest as an idealized knight wearing plate mail and armed with a bastard sword during a difficult encounter. His stats will be the same as a level 6 paladin with the stats S 16 D 15 C 16 I 15 W 14 CH 16 and the special abilities and traits of a ghost. The spirit remains until the encounter is over.

Alchemically Powered Chainsaw: A technological wonder developed by Brother Polybius to make the work of lumberjacks easier. This cumbersome tool creates an infernal roar whenever active and consumes one unit of alchemical substance to function. Attacks with this tool treat any armor as if nonexistent and does 4d6 slashing damage upon impact. On an attack roll of Natural 20, the chainsaw cuts through the victim, killing them on the spot. The Chainsaw can remain powered by its alchemical fuel for 1d3 hours before depleting.

Alchemically Powered Drill: This tool was made to help miners work more effectively, and like the Chainsaw it creates a tremendous amount of noise when it is active. The conic head of the tool is thrust like a spear. However, it ignores armor. On a successful hit, the drill does 4d6 piercing damage as it tears through the target in a gory and gruesome display. On an attack roll of Natural 20 the drill kills a humanoid target instantly, unless the target successfully saves vs. Death. Like the Alchemically Powered Chainsaw, the drill will run out of fuel in 1d3 hours.



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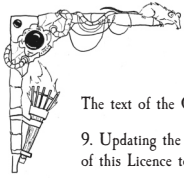
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