

Module PY1

SOLAR SANCTUARY OF THE CANNIBAL CORPSE

By R.J. Thompson



A **GATEWAY TO ADVENTURE** module for use with Original Edition Fantasy and Old School Essentials Retro Adventure Game, For Character Levels 1-3



DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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SOLAR SANCTUARY OF THE CANNIBAL CORPSE

USING THIS MODULE

Solar Sanctuary of the Cannibal Corpse was originally conceived of as a module to be used with role playing games based upon the Original Fantasy Role Playing Game, first published in 1974. As written, it accomplishes this task. However, during its creation, Gavin Norman Kickstarted and released his *Old School Essentials* game. When this was done, it was decided that the **GATEWAY TO ADVENTURE** line of products would be made to supplement *OSE*. As such, the product you are now reading can be used with Original edition, B/X, and Advanced edition games.

Supplementing *OSE* and being usable with other old school adventure RPGs, **GATEWAY TO ADVENTURE** modules make several assumptions. In the true spirit of the early game, adventure modules for **GATEWAY TO ADVENTURE** may contain encounters which appear too difficult for a party of adventures of the levels for which are designed. Some adversaries, traps, etc. may need to be avoided. In the early days of the hobby, it was not assumed that the party could defeat every challenge they came up against. Sometimes it is best that the party flee, avoid, or negotiate with a foe rather

than fight it. Sometimes an enemy may be able to be defeated by using cunning and knowledge, rather than combat and special abilities. A prime example may be in the slaying of a vampire by forcing it into direct sunlight or staking it through the heart while it sleeps. In fact, if a player knows real world folklore about a creature, they should be encouraged to use that knowledge to role play and defeat their foe. Likewise, traps and puzzles may require the players' cunning to solve, rather than a roll of the dice. These things should be made aware to the players before embarking upon this adventure, in the spirit of fairness. Creativity and cunning on the part of the players should be encouraged and rewarded. The referee should read the entire adventure, including the sections on new monsters etc., prior to running it, making alterations where they see fit. Additionally, this product is intended as an "adventure kit" rather than a full adventure. Some details are left vague (such as NPC interactions) as it is made to inspire the referee to make their own. You will not find exhaustive boxed text or a laundry list of everything found in the village here. This is meant to be used at the table, and thus it is malleable.

BACKGROUND FOR THE PLAYERS

The plague year has been harsh. Countless victims have fallen to this terrible disease. Many commoners with no knowledge of healing have been called to assist the healers as plague doctors, checking on victims

and clearing the dead bodies. Yet in this dark time, darker rumors have emerged. In the north country, it is said that those who die of the plague are rising from the grave! Worse, these undead have a taste for human flesh, and seem to spread the disease further to those who survive their attacks. Many believe that this new evil marks

the place where the plague originated. The players may begin the adventure by passing through the accursed north country and seeing the zombie plague first hand, or by being hired by magistrates or nobles from other regions to investigate the happenings in the north.



BACKGROUND FOR THE REFEREE

The rumors of the zombie plague are true. In fact, the plague spreading everywhere is the same plague, but has not evolved fully into the zombie plague in regions outside of the north at this time. The truth of the matter is that several necromancers and vampire lords are working in concert under the orders of a mysterious vampire known to most only as the Red Queen. There is one such vampire necromancer overseeing the plague in the north country, Count Barlowe

Karnstein, who is a member of a long thriving vampire family. The Karnsteins, along with their necromancer companions, seek to eliminate human life as we know it, replacing most humans with easily controlled zombies. What the vampires intend to use as a proper food source if this goal is achieved is unknown, and should the players be able to question Barlowe, he will not share this information.

Barlowe has made his base of operations in the catacombs beneath an old temple-barracks complex once used by paladins and clerics of Helios, the sun god. He has thoroughly desecrated the temple and unleashed the plague's secondary symptom, namely zombification, by performing obscene rituals from within this sanctuary.

Recently, the people of the nearby village St. Clara's Bridges have become aware of Barlowe and that he is somehow connected to the zombie plague. The villagers do not have any exact information, only that there is a vampire who is somehow responsible for the zombies in the area. They have obtained this information through their village wise woman via an oracular rooster named Estro.

NOTES FOR THE REFEREE

Solar Sanctuary of the Cannibal Corpse has been designed so that it may be dropped into any pre-existing fantasy campaign world with minimal work on the part of the referee. It is designed to be the first in a series of linked adventures taking place during a plague year, which will be forthcoming from *Appendix N Entertainment*. The players should ideally be traveling and be away from urban areas. Likewise, the players may be hired to investigate strange goings-on related to the plague in a rural region nearby, if they typically operate out of an urban locale.

For ease on the part of the referee, the village of St. Clara's Bridges has been provided in this module. St. Clara's Bridges is intended to be the base of operations for the PCs to work out of in both this and possibly future modules that will be coming in this series. If the referee is using a locale from their home campaign world, the

St. Clara's Bridges section of this module can be ignored or used solely for inspiration.

In the spirit of replay-ability several random tables have been included in this module, to ensure that it is not exactly the same twice. Tables for filling the barracks in the temple complex at random are provided, as well as a table for determining where Klaus, Barlowe's human minion, is located every time the PCs arrive at the temple. A table for the whereabouts of Barlowe himself is provided but should only be used if the PCs investigate the temple complex after nightfall. Regarding the random encounter tables, these utilize some encounters that have set locations. If an encounter has occurred in its proper location and has been resolved, it should be ignored on the random encounter table and vice versa.

RUMORS

Prior to leaving for the desecrated sanctuary, the PCs should each acquire

a rumor from the table below about the happenings in the region. You may

choose to have them already possess this knowledge prior to beginning or this information. To discover which may wish to role-play a scenario in St. Clara's Bridges, in which the PCs interact with the occupants and gain this knowledge prior to beginning or this information. To discover which rumor a PC knows, roll 1d12 and consult the table below.

RUMORS

- 1 A vampire is behind the zombie plague. (T)
- 2 The temple complex in the north is haunted. (F)
- 3 Paladins of Helios, the sun god, once used the temple complex as a base of operations. (T)
- 4 The vampire in the temple complex has human followers. (T)
- 5 Vampires may be killed by being submerged in water, exposed to sunlight, or by driving a stake through their heart. (T)
- 6 The vampire in the temple was once a paladin of Helios. (F)
- 7 The “zombies” created by the plague are actually ghouls. That is why the dead rise as these creatures. (F)
- 8 The paladins hid a cache of gold and gems, attained in a holy crusade, on the temple grounds. (F)
- 9 The paladins in the catacombs were the first to be raised as plague zombies. (F)
- 10 Our sacred rooster, Estro, might be able to help with your task. (T)
- 11 A villager named Klaus disappeared shortly before the outbreak of the plague. He is clearly in league with the vampire. (T)
- 12 It is best to venture into the catacombs during the day and slay the vampire while he sleeps. (T)



ST. CLARA'S BRIDGES

Aesthetically, St. Clara's Bridges looks much like a medieval German village on earth, with half-timbered buildings. It is an agricultural and fishing village that trades with larger towns via the river. Most of the buildings in the town are homes, with some exceptions (see *Places of Note*). Many of the non-farming villagers have a trade, such as tanning or carpentry, and run businesses out of their homes. There are three covered bridges that span the river banks, two leading to an island in the river.

The village is steeped in local tradition and superstition. The referee is encouraged to make up and use real world traditions and superstitions, especially those regarding the undead and disease, to add a level of verisimilitude to role-playing in the village. Amongst these might be the belief that a vampire cannot cross running water; beliefs like this should be true of normal vampires and of Barlowe Karnstein. The island is currently the safest place in the village and is the dwelling of both the local

wise woman and apothecary. The desecrated temple is located to the northeast of the village and can be reached in two hours on the northeastern road, or three hours, taking a slight detour if going by water on the eastern fork of the river. The banks of the river cannot be followed beyond a certain point, due to rough terrain.

When the PCs arrive in St. Clara's Bridges they should be entering from the southwest road, approaching the building marked 10 on the referee's map. At their arrival, two plague doctors will be unloading a small cart of bodies and setting them ablaze in the field southeast of the road, across from building 10. An old man watches from the front of the building. He will eye the PCs up and down and go inside if they begin to approach him. It should be noted that most buildings are adorned with garlic flowers and bulbs, and many also have medals of St. Clara nailed to their front doors. This has been done to ward off the plague, as well as the vampires.

PLACES OF NOTE IN ST. CLARA'S BRIDGES

1. Stables. The stables are currently run by a stable boy named Hans. Hans used to work for Klaus, the stable master. Shortly before the outbreak of the plague, Klaus became paranoid and often went about the village muttering to himself about "eyes in the dark." After a short time, Klaus disappeared. In truth, Klaus had been tending to the stable in the evening and was overtaken by the

Count, who used his power of obsession to take hold of Klaus's mind, turning the man into his slave and guardian. Klaus now watches over the count by day and acts as a sort of groundskeeper at the desecrated temple.

2. Blacksmith. The blacksmith of St. Clara's Bridges is an old, stocky, woman named Ermel. Ermel, while working here shoeing horses, is

actually here as her retirement. Not only is she an accomplished blacksmith, but she once served the Duke in Ludolf's Pointe as a weapon and armor smith. In her free time, Ermel studied the art of silversmithing and can craft jewelry, including holy symbols. She will also silver the PCs weapons or craft solid silver weapons, if she knows they intend to slay the undead and attempt to rid the land of the plague.

3. Wise Woman. The village wise woman is a stooped elderly widow named Frau Berchte. Berchte is a folk healer and diviner. In healing, she works with the apothecary, Adelman, and Sister Magdalena, the local priestess of St. Clara. Berchte's method of divination is a bit odd. In fact, she is not even the one who possesses the gift. Berchte has an oracular rooster named Estro. Estro is a descendent of sacred roosters once kept at the temple of Helios. The Paladins bred this animal, sacred to the sun god, and placed blessings upon the line of chickens and rooster they had raised. Estro is the last of these roosters and possesses oracular powers. Estro's powers of divination are used in conjunction with a set of runes that Berchte casts on the ground. The rooster then pecks at the runes that are significant to the question at hand, and Berchte interprets them. If Berchte meets the PCs and learns that they intend to go to the temple, she will offer to let them take Estro, his runes and a month's supply of chicken feed with them. She will also teach them how to interpret the runes. If the PCs take

Estro, read the section of this booklet detailing the rooster and his abilities. Berchte may comment, in passing, that Estro was once visited by a druid that spoke directly with him. The druid mentioned that Estro also likes to be called by the name Bruce.



4. Apothecary. Adelman, the apothecary, is a slight, middle-aged man. He is at a loss as to what to do about the plague. Many of his remedies slow the onset but cannot cure the disease once it has taken root. He can provide the PCs with herbal healing potions that restore 1d3 hp. Additionally, he can provide a plague doctor outfit with four doses of aromatic herbs. Wearing a plague doctor outfit with aromatic herbs in the mask will provide a +5 bonus to saving throws made against contacting an air born illness and it will also prevent any penalties or illness incurred from the stench of decay. A dose of aromatic herbs lasts

for one day. It must be noted that armor heavier than chain may not be worn under the plague doctor outfit. For pricing, see *Prices of Items in St. Clara's Bridges*. For more information on the plague doctor outfit, see *Appendix A: Plague Doctor Gear*.



5. Church of St. Clara. St. Clara's Church is tended to by Sister Magdalena, who lives in the small house next door. Magdalena is a young, humble priestess. She wears a habit, as is the tradition of women who serve St. Clara. If she sees fit and finds the PCs worthy, she will administer Cure Light Wounds spells upon them for a small donation. She will also make holy water at the normal cost. She is deeply troubled by the plague of undead but will not leave her flock in St. Clara's Bridges. Rather, she stays to help protect the people and minister to the sick.

6. Boat Wright. Only truly of interest if the PCs wish to traverse the river by boat. While they may not have money to buy a boat, Cort, the boat wright may be persuaded to give them credit on renting one of his vessels, or purchasing a canoe on credit, assuming he believes their cause to be worthy. Cort can typically be found practicing his craft in the yard behind the shop.



7. The Schultheiss's Manor. Reinolt currently presides as the Schultheiss of St. Clara's Bridges. As Schultheiss, Reinolt acts as both mayor and guardian of the village. Reinolt is tall, fair haired and wears a long mustache. He has served the Duke his entire life and will help the PCs to stop the plague in any way that he can, outside of leaving the village, as he will stay on in order to defend the village. He can give information about the location of the temple and the two routes by which the PCs can get there. He will also suggest meeting with Frau Berchte, if the party has not yet done so. He is

trained with both the sword and polearms, and will aid in any battle that makes its way to village. Reinolt fights as a 3HD veteran. If trouble comes to the village Reinolt also has five 1HD veterans in the watch who will fight at his side.

Veteran

AC 2 [17], **HD** 1 to 3 (4/9/13hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **M V** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1 to F3), **ML** 9, **AL** Any, **XP** 10/20/35, **NA** 2d4 (2d6), **TT** V

8. General Store: The general store is run by a portly, dark haired, balding, mutton-chopped merchant by the name of Bruno. Bruno will aid the party as he can but will not take a loss on goods. All commonly available adventuring gear can be acquired here at normal cost.



9. The Nixie's Prize: The Nixie's Prize functions as both the village tavern and inn, and it is owned by the land lady, Erma and her husband and tavern keep, Englebert. The couple is getting on in years, but still show great hospitality to their patrons. Erma is a short stout woman, while Englebert is tall and gaunt.

10. Grandfather's Place: This is the home of an elderly man known locally only as "grandfather." This is as close to town as he likes to get. If the PCs take an interest in him, and can prove their worth, he will help them. In truth, the man is Adelbrecht Von Garrett. In his youth Adelbrecht was a hunter of the undead. He settled down in the sleepy village of St. Clara's Bridges to live out the rest of his days in peace. He will share his knowledge with the PCs, if they have proven their worth to him. In addition to sharing vital statistics and lore regarding the zombies, flying heads, and vampires, Adelbrecht believes that the paladins of Helios once held a sword that could lay the undead to rest. He believes that the sword is somewhere within the catacombs below the chapel in the temple complex.

11. The Quarantine: This large pole barn is currently being used as a makeshift quarantine. Those with the plague are brought here to keep them away from the general populace. Plague doctors (in reality, just ordinary villagers with minimal training from Adelman), aid those dying of the plague, and keep vigil

over those here. When one of the ill passes, the body is immediately taken to the field just south of the village and burnt, to prevent it from rising.

PRICES OF ITEMS IN ST. CLARA'S BRIDGES

BLACKSMITH PRICES	
GOODS	PRICE
Common weapons and items	Normal cost
Silver weapon	10x weapon cost
Silvering a weapon	3x weapon cost

APOTHECARY PRICES	
GOODS	PRICE
Aromatic herbs (1 dose)	5gp
Herbal healing potion	25gp
Plague doctor outfit	50gp

PRICES AT THE NIXIE'S PRIZE	
GOODS	PRICE
Ale/Beer, pint	1ep
Ale/Beer, ½ pint	3sp
Wine, glass	1ep
Cherry wine, glass	2sp
Mead	1gp
Tea	1sp
Bread, slice	1cp
Soup	1sp
Stew	1ep
Roast fowl, meal	8sp
Roast beef, meal	1gp
Pot pie	1ep
Cheese, wedge	1sp
Cheese, wheel	1gp
Fruit, seasonal	2sp
Vegetables, seasonal	1sp
Night stay, common room	1sp
Night stay, private room	1gp

ESTRO THE ORACULAR ROOSTER

Estro, the Oracular Rooster of St. Clara's Bridges, is the last of a line of sacred roosters that were kept by the Paladins of Helios in their heyday. The sacred roosters had both oracular and solar based abilities granted by Helios. People would travel on great pilgrimages to see the roosters and get their advice. It is said that the first of these sacred fowl could generate a ray of sunlight, in honor of his lord.

AC 7 [12], **HD** 1* (4hp), **Att** 1 × beak (1d3), **THACO** 19 [0], **MV** 30' (10') / 90' (30') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Lawful, **XP** 13, **NA** 1, **TT** None

Augury: Once per day, a person may ask a yes or no question and cast the rune stones. Estro will peck around the runes and pick out runes to answer the question.

Detect Magic: Once per day, a person may ask Estro to detect magic in a given area. Estro will peck at all enchanted items in that area.

Sunbeam: Once per day, Estro can emit a ray of sunlight from his eyes. The sacred roosters of old would do this to salute Helios just before crowing at sunrise. This is a beam of light that stretches out for 120'. For all intents and purposes, this light functions exactly as normal sunlight, except that it also deals 1d8 points of damage to any undead, demon, or devil it comes in contact with. Neither Berchte, nor the other villagers know that Estro has this ability, for he has never done so in front of them. If anyone crows like a rooster in his presence, Estro will let loose his sunbeam.



TRAVELING TO THE SANCTUARY

The PCs have two options when traveling to the desecrated temple: they can walk along the road, through fields and woodland, chancing an encounter with a large herd of plague zombies; or they can travel on the river. Travel by road is approximately 6 miles. Travel by river takes a more roundabout route, and is

RIVER ENCOUNTERS, DAY

D12	ENCOUNTER
1-4	Floating Heads (1d6)
5-7	Giant Bass (1d2)
8-10	Sea Snake (1)
11	Plague Zombies, Floating in River (1d6)
12	Miasma (special)

RIVER ENCOUNTERS, NIGHT

D12	ENCOUNTER
1-3	Floating Heads (1d6)
4-7	Giant Bats (1d3)
8-10	Sea Snake (1)
11	Plague Zombies, Floating in River (1d6)
12	Miasma (special)

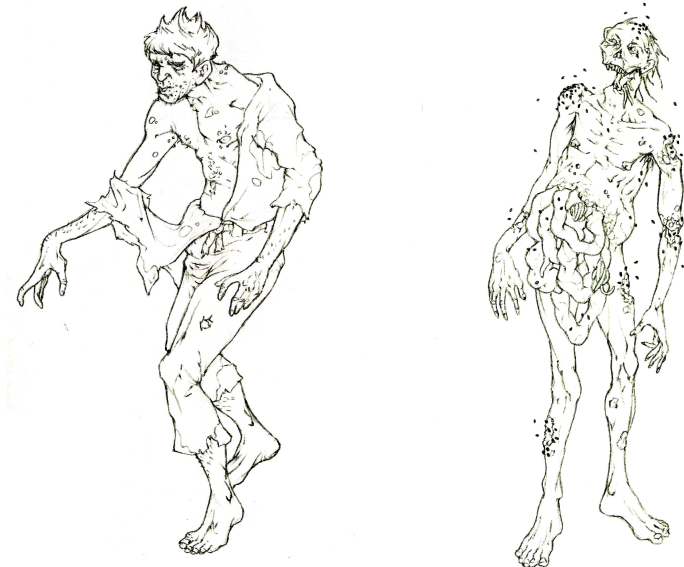


OVERLAND ENCOUNTERS, DAY

D12	ENCOUNTER
1	Merchant (1)
2-3	Bandit (1d8)
4-5	Floating Heads (1d6)
6	Pit Viper (1d3)
7-8	Crab Spider, Giant (1d4)
9-10	Plague Zombies (1d10)
11	Plague Zombies (2d10)
12	Miasma (special)

OVERLAND ENCOUNTERS, NIGHT

D12	ENCOUNTER
1	Bandit (1d8)
2	Floating Heads (2d6)
3	Pit Viper (1d3)
4	Wolves, Normal (2d6)
5	Crab Spider, Giant (1d4)
6	Vampire Bat, Giant (1d10)
7-8	Plague Zombies (1d10)
9	Plague Zombies (2d10)
10	Plague Zombies (3d10)
11	Barlowe Karnstein
12	Miasma (special)



MIASMA

A theory held by many sages, apothecaries, and healers holds that diseases, such as the plague, are transmitted by foul odors often emitted from rotting matter known as miasma. In the case of the current plague, not only is miasma a means of contracting the disease, it is also the means by which the plague originated. Barlowe Karnstein magically created clouds of the infecting miasma and sent them out into the world to spread the plague. Now, clouds of this

necromantic miasma float about the land, hovering near the ground. If the PCs get caught in a cloud of miasma, they must make a **save versus poison** or contract the plague. The miasma clouds can be avoided if they are detected. Barlowe's magical miasma has a faint green phosphorescence which can be seen with a 1-in-6 chance (3-in-6 for elves) during the day and 3-in-6 chance (5-in-6 for elves) at night.

THE PLAGUE

Those who contract the plague will experience symptoms of the bubonic plague for 12d6 hours. After this time,

the plague claims its victim and they transform into a zombie within 1d12 turns.



THE SOLAR SANCTUARY OF THE CANNIBAL CORPSE



SANCTUARY ENCOUNTERS

Once the PCs enter the desecrated temple complex, close attention should be paid to the time of day; the temple is far deadlier in the dark than in the light. The grounds and barracks are unkept and decrepit, and often a light mist hangs over them. The cathedral is a bit better kept as Klaus lives within it. The catacombs are silent, save for any sound made by the PCs or Klaus, if he is present.

Below are encounter tables for the complex. Note, the interior of the chapel and the catacombs do not have

random encounters. In addition, tables are provided for determining where Klaus is at any given time, and where Barlowe Karnstein is when he is awake at night. Barlowe will always be in his coffin in room 23 while the sun is up. Klaus's whereabouts will be random at any time. Klaus's table should be rolled on once every 3 turns. Regarding Barlowe's whereabouts at night, he will begin the first turn at night in room 23. Every turn thereafter, roll 1d6. On a roll of 1 or 2 his location should be moved per the table.

TEMPLE COMPOUND ENCOUNTERS, DAY

D12	ENCOUNTER
1-5	Floating Heads (1d6)
6-7	Crab Spider, Giant (1d4)
8-9	Plague Zombies (1d6)
10	Plague Zombies (1d8)
11	Plague Zombies (1d10)
12	Klaus

TEMPLE COMPOUND ENCOUNTERS, NIGHT

D12	ENCOUNTER
1-2	Floating Heads (1d6)
3	Floating Heads (1d12)
4	Floating Heads (3d6)
5-6	Crab Spider, Giant (1d4)
6-7	Vampire Bat, Giant (1d10)
8	Plague Zombies (2d4)
9	Plague Zombies (2d6)
11	Klaus
12	Barlowe Karnstein

KLAUS'S WHEREABOUTS

D12	LOCATION
1	In the barracks and halls of the northern wall. Roll 1d6, 1=6, 2=7, 3=8, 4=9, 5=10, 6=11. He will stay here for 1d12 turns. Roll 1d6 per turn to see where in the barracks he is. If zombies are present in a room, he will not be in that room.
2	14: The library, tending to books
3	15: Checking the gargoyle
4	16: Ascending from or descending to the catacombs
5	19: Attempting to feed Barlowe's "livestock."
6	23: Watching over Barlowe or Barlowe's coffin, depending upon the time of day
7	21. Rummaging through an empty loculus for grave goods.
8	1: Wandering the grounds
9	1: Herding plague zombies out the gate
10	13: In his room, sleeping on a cot against the wall
11	13: In his room, awake eating
12	Klaus is away from the sanctuary

BARLOWE'S WHEREABOUTS AFTER DARK

D12	LOCATION
1	23: Still in his coffin
2	23: In the sepulchre but out of his coffin
3	19: Feeding on his "livestock"
4	20: Performing abysmal rituals
5	16: Ascending to the chapel
6	14: Reading in the library
7	13: Leaving the chapel
8	1. Wandering the grounds
9-12	Barlowe is away from the sanctuary

KLAUS

Klaus used to be the stable master in the village of St. Clara's Bridges. He was unfortunate enough to encounter Barlowe Karnstein while returning home from the Nixie's Prize. Barlowe charmed Klaus, causing an obsession and making the stable master his loyal servant and guardian by day. Klaus acts as a watchman and groundskeeper for Barlowe. He will attempt to avoid combat when possible, instead attempting to trick the PCs into thinking he is being kept against his will and luring them to more dangerous areas of the sanctuary. He will not lead them

anywhere in the catacombs, unless he is encountered there, as he does not want anyone to get close to Barlowe. Under the charm of the vampire, Klaus fights as a 1HD veteran.

Veteran

AC 2 [17], **HD** 1 to 3 (4/9/13hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1 to F3), **ML** 9, **AL** Any, **XP** 10/20/35, **NA** 2d4 (2d6), **TT** V

BARLOWE KARNSTEIN

Count Barlowe Karnstein has been undead for nearly 200 years. He is here doing the bidding of the Red Queen, putting the plague to work. Others are now doing this work in nearby locations, but he was the first. He chose this location, as many

merchants and travelers pass through St. Clara's Bridges on their way to and from Ludolf's Pointe. He maintains his vigil here, overseeing the region surrounding St. Clara's bridges. Barlowe fights as a 7HD vampire.



ENTERING THE SOLAR SANCTUARY OF THE CANNIBAL CORPSE

When approaching from the road, it will be noted that the main gate to the compound is open. As the rear gate is closed and locked, the easiest entry point is through the opened main gate.

The only cause for alarm will be if Klaus is walking the grounds. However, if the PCs wish, there is no reason that they cannot batter down the rear gate or climb over the walls.

1. The Yard: The yard is empty, unless Klaus is wandering, save for any random encounters that occur. If the PCs make a significant amount of noise near the stables, area 3, there is a 2-in-6 chance they will wake the heads that sleep in the area.

2. Stable Storage: This room contains

mundane items used in the stables. Within the room are 2 shovels, 1 pitchfork, 1 rake, and several saddles worn with dry rot.

3. Stable: The woe begotten stable appears to be empty, that is, unless the PCs look up. In the rafters, above the empty stalls, 3d4 floating heads roost like birds, sleeping. There is a 4-in-6 chance that the PCs will wake them, simply by the noise made by walking into the stable.

Floating Head

AC 7 [12], **HD** ½* (2hp), **Att** 1 x slam (1 + energy drain), **THACO** 19 [0], **MV** 15' (5') / 90' (30') flying, **SV** D14 W15 P16 B17 S18, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (4d4), **TT** None



4. Stable Boy's Quarters: This simple room contains a small foot locker, a rope bed and a chamber pot. Anything of value is long since gone.

5. Stable Master's Quarters: This room contains a small foot locker, a rope bed, and a chamber pot. The footlocker contains a small cache of grave goods that Klaus has been stealing from uninhabited loculi. The footlocker contains: 1d10gp, 1d12sp, 1d100cp and one scroll of *Protection from Evil*.

6. Barracks: The barracks contain 12 beds, each with a footlocker. Each footlocker has a 1-in-6 chance to contain something of value; roll on the table below to determine what was found. There is also a 2-in-6 chance that 2d10 plague zombies have gotten themselves trapped in this room.

Plague Zombie

AC 8 [11], **HD** 1* (4hp), **Att** 1 × claw or bite (1d4 or 1d6 + plague), **THACO** 19 [+0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d12 (4d6), **TT** None

WHAT IS IN THE FOOTLOCKER?	
ID8	THE GOODS
1	3d10sp
2	Dagger
3	Bronze Holy Symbol of Helios, worth 20gp
4	Antique Chain Mail
5	Helmet
6	Gem worth 10gp
7	Healing Potion
8	Gold Holy Symbol of Helios, worth 40gp

7. Commander's Quarters: These were the quarters of Commander Auron, who now resides in area 22. The room contains a bed, a desk, a footlocker and a fireplace on the northern wall. There is nothing useful to be found in the room, save a scrap from the commander's journal which contains information detailing what his sword (put to rest with him) is capable of, and the prayer to Helios which will activate it. There is a 1-in-6 chance that 1d6 plague zombies have wandered into the room. If zombies are present, the door will already be open.

Plague Zombie

AC 8 [11], **HD** 1* (4hp), **Att** 1 × claw or bite (1d4 or 1d6 + plague), **THACO** 19 [+0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d12 (4d6), **TT** None

8. The Cleric's Quarters: These were the quarters of Sister Andrea, who was a cleric of Helios and served as second in command in the company. There is a fireplace on the southern wall, sharing a chimney with the one in the commander's quarters. There is also a bed, desk, wardrobe and footlocker. There is little of use here, old moth-ridden clothing primarily. If the PCs

search the wardrobe, they will find a false back which hides a small shelf. On the shelf are the following cleric scrolls: 1 *Cure Light Wounds*, 1 *Silence 15' Radius* and 1 *Cure Disease*. There is a 1-in-6 chance that 1d6 floating heads have entered the room through the chimney

Floating Head

AC 7 [12], **HD** ½* (2hp), **Att** 1 x slam (1 + energy drain), **THACO** 19 [0], **MV** 15' (5') / 90' (30') flying, **SV** D14 W15 P16 B17 S18, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (4d4), **TT** None

9. Hallway: The hall is bare. There is a 1-in-6 chance that 1d4 plague zombies have entered the hall. If zombies are present, Klaus has shut the door behind them, keeping them here as a potential trap for unsuspecting visitors. If zombies are present here, Klaus will not be found in areas 7, 8, 9 or 10.

Plague Zombie

AC 8 [11], **HD** 1* (4hp), **Att** 1 × claw or bite (1d4 or 1d6 + plague), **THACO** 19 [+0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d12 (4d6), **TT** None

10. Kitchen and Pantry: This room contains several cabinets, all bare. There is also a stone oven and fireplace that share a chimney with area 11. There is a 1-in-6 chance that 1d4 floating heads are roosting in the rafters in this room.

Floating Head

AC 7 [12], **HD** ½* (2hp), **Att** 1 x slam (1 + energy drain), **THACO** 19 [0], **MV** 15' (5') / 90' (30') flying, **SV** D14 W15 P16 B17 S18, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (4d4), **TT** None

11. Dining Hall: Four long tables sit in this room, each with eight chairs. There is a large fireplace on the east wall. Tiles bearing spiral suns adorn the fireplace but have been defaced. There is a 1-in-6 chance that 1d12 zombies are trapped in this hall. There is also a 2-in-6 chance that 2d6 floating heads are roosting in the rafters.

Plague Zombie

AC 8 [11], **HD** 1* (4hp), **Att** 1 × claw or bite (1d4 or 1d6 + plague), **THACO** 19 [+0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d12 (4d6), **TT** None

Floating Head

AC 7 [12], **HD** ½* (2hp), **Att** 1 x slam (1 + energy drain), **THACO** 19 [0], **MV** 15' (5') / 90' (30') flying, **SV** D14 W15 P16 B17 S18, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (4d4), **TT** None

12. The Jacks: In the rear northern section of the yard are the jacks. If the PCs look in the jacks, they will discover a statue of Helios seated upon “the throne.” Barlowe had the statue moved here as a form of desecration and insult to the god of the sun. This is the same statue that is missing from area 17. The statue (as the PCs will likely attempt to move it back) weighs 3000 coins (300 lbs.)

13. Klaus's Room: This is the room in which Klaus sleeps and keeps watch over the chapel. There is a cot and bench along the southern wall, along with a small table. There is one window on the southern wall, which has curtains drawn over it. If Klaus begins in this room, he will attempt to watch the PCs enter the compound

through the window, while attempting to hide himself.

14. Library: The library has many old musty books on theology and religion. Many of these are specifically about Helios. One book sits out on a prayer desk. Klaus has been reading this recently, worried at what he has found. If the PCs investigate this book, they will discover that it was penned by Sister Andrea. In it, she speaks about the powers of the sacred roosters that were kept here. She raised many such roosters herself. If a PC spends at least 2 turns perusing the writings, they will learn all of the abilities that Estro has, and how to coerce him into using the abilities that Berchte was unaware of. The contents of the library, at least those that are not decayed, would fetch 500gp from the right buyer. A sage or temple of Helios may be willing to pay up to 750gp if properly enticed.

15. Narthex: The narthex has two sets of double doors facing the east, and one single door to enter from the north. Four large pillar candles sit in the corners of this room. Additionally, a large dog-like gargoyle paces back and forth in this room. He is one of Barlowe's chief guardians and he will attack anyone other than Barlowe or Klaus who enter the narthex. Additionally, he will enter the sanctuary if he hears unfamiliar voices from within. He cannot see into the sanctuary from here, due to the drawn curtain.

Gargoyle, Dog

AC 5 [14], **HD** 4 (18hp, **Att** 2 × claw (1d3, 1 × bite (1d6, 1 × horn (1d4, **THACO** 16 [+3], **MV** 120' (40' / 150' (50' flying, **SV** D8 W9 P10 B10 S12 (8, **ML** 11, **AL** Chaotic, **XP** 75, **NA** 1d6 (2d4, **TT** C



16. Catacomb Entrance: The chamber leading to the catacombs is locked with a sigil key from the statues in room 17.

17. Sanctuary: The sanctuary has three pews against the northern wall. Faded golden curtains are drawn over the doors leading to rooms 14 and 16. The curtains meet in the middle of the hall leading to the narthex, concealing the hallway.

Against the western wall are four statues. From the left to the right they depict a male child, a grown man, an elderly man and a skeleton. All have their right arm outstretched with their hand closed, as if holding something tightly. In the center of the statues is an empty throne. Behind the throne are four stained glass windows. Each window has a sigil above it and depicts both a season and station of the sun. The first, on the far left, depicts the sun rising over a farmer plowing a field in spring. The second window shows the sun at midday above flourishing crops in summer. The third window displays a setting sun before an autumn harvest. The final scene is night, over a barren field in winter.

If the statue of Helios from the jacks is returned to his throne, it will speak, saying, "Behold the signs of My mysteries!" At this the statues will open their closed hands, revealing stone sigils, just larger than the size of a coin. These sigils are the same as the sigils depicted in the stained-glass window. The stone sigils function as keys for entering the catacombs and areas within the catacombs. Barlowe and Klaus have copies of these sigils that Klaus was able to fashion before

removing the statue in their act of desecration.

The door to area 14 is a sturdy oak door, but a common one. The door to the catacomb entrance is a stone door that appears to slide, however, no effort will open the door. On the front of the door are the words, "Our master in his youth." beneath these words is a round indentation, a little larger than a standard coin. If the spring sigil is placed in the indentation the door will slide into the ground and allow entrance. The sigil can be removed before the door slides open. If the wrong sigils are placed in the indentation, a light will show forth from the words on the doors and all in the room must make a **save versus spells** or be put to sleep for 1d4 turns. On the wall to the right of the door is a round knob, about six inches in diameter. If turned all sigil doors that have been opened will be reset.

18. Hallway: At the bottom of the stairs lies a hallway containing three doors, all similar to the one leading to the catacomb entrance. The doorway leading to area 19 has a message reading, "Our master in his prime." The summer sigil is used to open this door.

The door leading to area 20 states, "Our master in his waning." The autumn sigil is placed here.

The door leading to area 21 grimly decrees, "Our master, as he lies beyond this gate."

If the wrong sigils are placed in any of the indentations, a light will show forth from the words on the doors and all in the room must make a **save**



versus spells or be put to sleep for 1d4 turns. The space marked by the letter "T" is a floor trap which will release a small cloud of the plague miasma. The nearest two living characters to the space, including the space itself, will be **spells** or be put to sleep for 1d4 turns. The space marked by the letter "T" is a floor trap which will release a small cloud of the plague miasma. The nearest two living characters to the space, including the space itself, will be affected. If the PCs get caught in a cloud of miasma, they must make a save versus poison or contract the plague.

19. Barlowe's Pantry: This room was once used to store materials used to prepare the dead for burial. Barlowe has added chains to the walls which now hold 5 victims that he has been feeding upon. Klaus is charged with the feeding of these people, just enough to keep them alive. Despite Klaus's efforts, one of the prisoners on the west wall has died. There is a 1-in-6 chance that they will become a zombie every turn. If the PCs free the victims, they should be awarded 250 XP. If they also see the victims to safety, they should be awarded 1000 XP each.

Plague Zombie

AC 8 [11], **HD** 1* (4hp), **Att** 1 × claw or bite (1d4 or 1d6 + plague), **THACO** 19 [+0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d12 (4d6), **TT** None

20. Ritual Chamber: This chamber was once used to prepare the dead to be laid to rest in the catacombs. The center of the chamber contains a large stone slab, once used to hold the body

of the deceased. Now Barlowe uses the slab as an obscene altar for his ritual chamber. Within these walls, he created the magical miasma which transmitted the plague. Magical runes, sigils, and thaumaturgical circles, painted in blood, adorn the room. A cleric or magic-user can study the room. It will take 1d6 turns to decipher the symbols. Once deciphered, a cleric or magic-user can spend an additional hour performing rituals to dispel the magic, lifting the plague. It should be noted that if the plague is lifted but Barlowe Karnstein is not destroyed, he will go back to work, recreating the plague as soon as he is able.

21. The Catacombs: The catacombs contain eighteen loculi, seven in the northern hall, five in the central hall, and six in the south. There are 3d6 skeletons of the former paladins here. These were raised by Barlowe to be his grave guardians. Once anyone besides Barlowe or Klaus enters the catacombs, they will rise and attack. If all 18 skeletons are not present, the loculi from which they rise from should be determined at random, rolling 1d6, where 1-2 = northern, 3-4 = central and 5-6 = southern, until a given region is filled, or all available skeletons are placed. This should be done prior to running the adventure to save time. If Barlowe is sleeping and the skeletons attack in the central passage, he has a 1-in-6 chance of waking up. If fighting occurs in the southern hall, there is a 2-in-6 chance that Auron will rise from his crypt and join his warriors.

The spaces marked by the letter "T" represent floor traps which will release

a small cloud of the plague miasma. The nearest two living characters to the space, including the space itself, will be affected. If the PCs get caught in a cloud of miasma, they must make a **save versus poison** or contract the plague.

Skeleton

AC 7 [12], **HD** 1 (4hp, **Att** 1 × weapon (1d6 or by weapon, **THACO** 19 [0], **MV** 60' (20', **SV** D12 W13 P14 B15 S16 (1, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **TT** None



The loculi also contain grave goods. If following table to determine what is searched, a loculi has a 4-in-6 chance found. of containing something. Roll on the

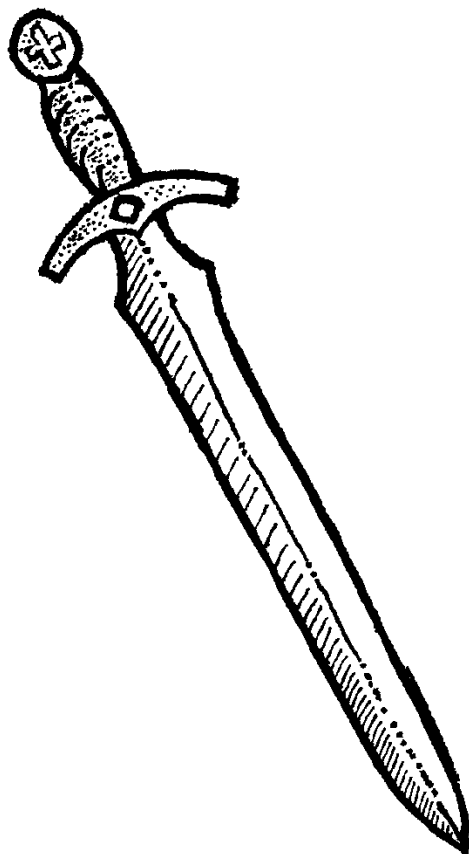
WHAT IS IN THE LOCULUS

ID6	GRAVE GOODS FOUND
1	A short sword
2	A deck of playing cards
3	A charm of protection (see Appendix B)
4	3d6 sp
5	1d10 gp
6	Bronze Holy Symbol of Helios, worth 20 gp

22. The Crypt of Auron: This is where the commander of the Paladins of Helios was laid to rest. Barlowe has raised him up as a greater skeleton to guard over the catacombs. If his crypt is entered, he will rise and fight the entrants to the death. Auron's chain mail is still in excellent condition, as is his blade, Light Bringer (see Appendix B.)

Auron's Skeleton

AC 5 [14], **HD** 4 (16hp, **Att** 1 × weapon (1d6 or by weapon, **THACO** 16 [+3]), **MV** 60' (20', **SV** D10 W11 P12 B13 S14 (F4, **ML** 12, **AL** Chaotic, **XP** 75, **NA** 1, **TT** Special (Light Bringer, chain mail, gold holy symbol of Helios, worth 40gp)



23 The Crypt of Barlowe Karnstein: This is the resting place of Barlowe Karnstein. His coffin is in the center of the room. Presuming that the PCs can reach him during the day, slaying him is as easy as staking him through the heart. That is, unless Klaus is lurking, or the PCs woke Barlowe while fighting in the halls beyond. In order to remove Barlowe's strain of the plague from the land, his ritual chamber must be dealt with and he must be destroyed. The PCs will stand no chance against him in a fair fight. If they cannot stake him, they must be creative! In this instance, clever thinking and creativity should be rewarded. Additionally, do not be tempted to award partial experience if he is staked through the heart and it seemed too easy; slaying a vampire at a low level is no small feat and should be rewarded. If Barlowe is killed and his plague lifted, each PC should be awarded with an additional 1,000 XP.

Vampire

AC 2 [17], **HD** 7 to 9** (31/36/40hp **Att** 1 × touch (1d10 + energy drain or 1 × gaze (charm, **THACO** 13 [+6]/12 [+7]/12 [+7], **MV** 120' (40', **SV** D8 W9 P10 B10 S12 (7 to 9, **ML** 11, **AL** Chaotic, **XP** 1,250/1,750/2,300, **NA** 1d4 (1d6, **TT** F



APPENDIX A: MONSTERS

Auron's Skeleton

The animated remains of the former commander of the Paladins of Helios. Auron's Skeleton is the chief grave guardian of Barlowe Karnstein.

A C 5 [14], **H D** 4 (16hp, **Att** 1 × weapon (1d6 or by weapon, **THACO** 16 [+3], **MV** 60' (20', **SV** D10 W11 P12 B13 S14 (F4, **ML** 12, **AL** Chaotic, **XP** 75, **NA** 1, **TT** Special (Light Bringer, chain mail, gold holy symbol of Helios, worth 40gp **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.

Bat, Giant Vampire

Carnivorous bats that may attack adventurers, if hungry.

A C 6 [13], **H D** 2 (9hp, **Att** 1 × bite (1d4+ unconsciousness, **THACO** 18 [+1], **MV** 30' (10' / 180' (60' flying, **SV** D12 W13 P14 B15 S16 (1, **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10, **TT** None



Echolocation: Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.

Unconsciousness: For 1d10 rounds (save versus paralysis.

Blood drain: A vampire bat may drain blood from an unconscious victim: 1d4 hit points automatic damage per round. A victim killed by blood drain becomes undead (possibly a vampire after 24 hours (save versus spells.

Estro the Oracular Rooster

Estro, the Oracular Rooster of St. Clara's Bridges, is the last of a line of sacred roosters that were kept by the Paladins of Helios in their heyday. The sacred roosters had both oracular and solar based abilities granted by Helios.

A C 7 [12], **H D** 1 (4hp), **Att** 1 × beak (1d3), **THACO** 19 [0], **MV** 30' (10' / 90' (30') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Lawful, **XP** 10, **NA** 1, **TT** None



Augury: Once per day, a person may ask a yes or no question and cast the rune stones. Estro will peck around the runes and pick out runes to answer the question

Detect Magic: Once per day, a person may ask Estro to detect magic in a given area. Estro will peck at all enchanted items in that area.

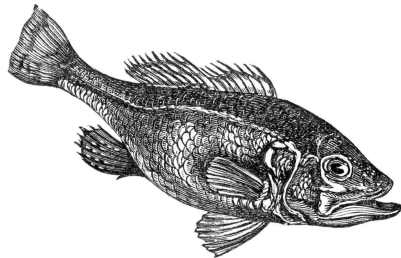
Sunbeam: Once per day, Estro can emit a ray of sunlight from his eyes. The sacred roosters of old would do this to salute Helios just before

crowing at sunrise. This is a beam of light that stretches out for 120'. For all intents and purposes, this light functions exactly as normal sunlight, except that it also deals 1d8 points of damage to any undead, demon, or devil it comes in contact with. If anyone crows like a rooster in his presence, Estro will let loose his sunbeam.

Fish, Giant Bass

Shy; only attack when seeing a bite-size (halfling-size or smaller) morsel close by.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None



Floating Head

Lowest of the zombies created by the plague, these are decapitated undead heads that feed off of the life force of the living.



AC 7 [12], **HD** ½* (2hp), **Att** 1 × slam (1 + energy drain, **THACO** 19 [0], **MV** 15' (5' / 90' (30' flying, **SV** D14 W15 P16 B17 S18 (0, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (4d4), **TT** None

Energy Drain: If attack is successful target must **save vs. wands** or lose 1d6 xp.

Gargoyle, Dog

Similar to their humanoid counterparts, the statuesque gargoyle dogs are often used as guardians.



AC 5 [14], **HD** 4 (18hp, **Att** 2 × claw (1d3, 1 × bite (1d6, 1 × horn (1d4, **THACO** 16 [+3], **MV** 120' (40' / 150' (50' flying, **SV** D8 W9 P10 B10 S12 (8, **ML** 11, **AL** Chaotic, **XP** 75, **NA** 1d6 (2d4), **TT** C

Blend in with stone: May be overlooked or mistaken for inanimate statues.

Guardians: Almost always attack when approached.

Spell immunity: Unaffected by sleep or charm spells.

Skeleton

Skeletal remains of humanoids, reanimated as guardians by powerful magic-users or clerics. Often encountered in cemeteries, crypts, or other forlorn places.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon, **THACO** 19 [0], **MV** 60' (20', **SV** D12 W13 P14 B15 S16 (1, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **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).

Snake, Pit Viper

5' long snakes with grey/green scales.

AC 6 [13], **HD** 2* (9hp, **Att** 1 × bite (1d4+ poison, **THACO** 18 [+1], **MV** 90' (30', **SV** D12 W13 P14 B15 S16 (1, **M L** 7, **A L** Neutral, **X P** 25, **N A** 1d8 (1d8), **TT** None

Infravision: 60'. (Pits in the head allow heat sense.

Initiative: Always gains initiative (no roll, due to special senses.

Poison: Causes death (save vs poison).

Snake, Sea Snake

6' long snakes that live underwater, coming up for breath only once per hour. Will prey on humans.

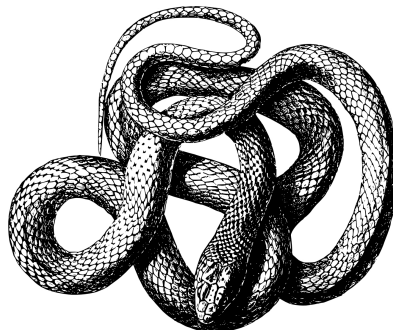
AC 6 [13], **HD** 3* (13hp, **Att** 1 × bite (1hp + poison, **THACO** 17 [+2], **MV** 90' (30', **SV** D12 W13 P14 B15 S16 (2, **M L** 7, **A L** Neutral, **X P** 50, **N A** 1d8 (1d8, **TT** None

Pinprick bite: 50% chance of going unnoticed.

Poison: Slow acting: effects felt after

1d4+2 turns. Save vs poison or die 1 turn later. At this point, the neutralize poison spell has a 25% chance of not working.

Larger individuals: Sea snakes with more than 3 HD may be encountered.



Spider, Crab

5' long hunting spiders that can change their color to match their surroundings.

AC 7 [12], **HD** 2* (9hp, **Att** 1 × bite (1d8 + poison, **THACO** 18 [+1], **MV** 120' (40', **SV** D12 W13 P14 B15 S16 (1, **M L** 7, **A L** Neutral, **X P** 25, **N A** 1d4 (1d4), **TT** U



Ambush: Attack by dropping on victims from above.

Surprise: On a 1-4, due to camouflage.

Cling: Can walk on walls and ceilings.

Poison: Causes death in 1d4 turns (save versus poison with a +2 bonus.

Vampire

Greatly feared undead monsters that live by drinking the blood of mortals.

Dwell in ruins, tombs, and deserted locales.

AC 2 [17], **HD** 7 to 9** (31/36/40hp)
Att 1 × touch (1d10 + energy drain or
1 × gaze (charm, **THACO** 13 [+6]/12
[+7]/12 [+7]), **MV** 120' (40', **SV** D8 W9
P10 B10 S12 (7 to 9, **M L** 11, **AL**
Chaotic, **X P** 1,250/1,750/2,300, **NA**
1d4 (1d6, **TT** F



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.

Energy drain: A successfully touched target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a vampire in 3 days.

Charming gaze: Save versus spells at – 2 or be charmed: move towards the vampire (resisting those who try to prevent it); defend the vampire; obey the vampire's commands (if understood); unable to cast spells or

use magic items; unable to harm the vampire. Killing the vampire breaks the charm.

Regeneration: A damaged vampire gains 3hp at the start of each round, as long as it is alive.

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

Change form: At will; takes 1 round:

a. Humanoid: Standard form.

b. Dire wolf: **Att** 1 × bite (2d4), **MV** 150' (50'). AC, HD, morale, saves as vampire.

c. Giant bat: **Att** 1 × bite (1d4), **MV** 30' (10') / 180' (60') flying. AC, HD, morale, saves as vampire.

d. Gaseous cloud: **MV** 180' (60') flying. Immune to all weapons. Cannot attack.

Summon beasts: In human form only. Creatures from the surrounding area: 1d10 × 10 rats, 5d4 giant rats, 1d10 × 10 bats, 3d6 giant bats, 3d6 wolves, or 2d4 dire wolves.

Coffins: Must rest in a coffin during the day or lose 2d6hp (only regenerated by resting a full day). Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.

Vulnerabilities:

a. Garlic: Odor repels: save vs poison or unable to attack this round.

b. Holy symbols: If presented, will keep a vampire at bay (10'). May attack wielder from another direction.

c. Running water: Cannot cross (in any form), except by a bridge or carried inside a coffin.

d. Mirrors: Avoid; do not cast a reflection.

e. Continual light: Partly blinded by the light from this spell (–4 to attacks).

Destroying:

a. Sunlight: Save versus death each

round or be disintegrated.

b. Stake through the heart: Permanently kills.

c. Immersion in water: For 1 turn permanently kills.

d. Destroying coffins: Permanently killed if all hit points lost when unable to rest (see coffins).

Veteran

Low level fighters, often on their way to or from war.

AC 2 [17], **HD** 1 to 3 (4/9/13hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1 to F3), **ML** 9, **AL** Any, **XP** 10/20/35, **NA** 2d4 (2d6), **TT** V



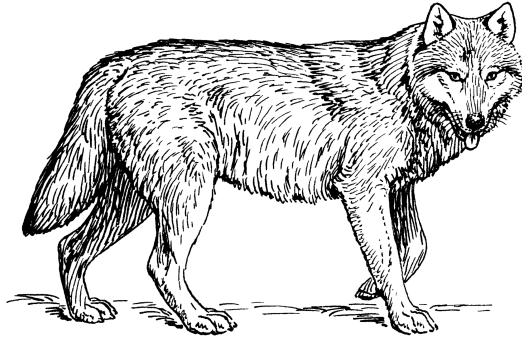
Level and alignment: A group may all be of the same level and alignment, or these may be determined randomly, per individual.

Wolf, Normal

Carnivorous relatives of dogs that hunt in packs. Dwell primarily in wild

lands, but occasionally lair in caves.

AC 7 [12], **HD** 2+2 (11hp, **Att** 1 × bite (1d6, **THACO** 17 [+2]), **MV** 180' (60', **SV** D12 W13 P14 B15 S16 (1, **ML** 6 (8 in larger packs, **AL** Neutral, **XP** 25, **NA** 2d6 (3d6), **TT** None



Training: At the referee's discretion, captured cubs may be trained like dogs. Wolves are difficult to train.

Strength in numbers: Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.

Zombie, Plague

Zombies created with the purpose of spreading a plague, which creates more zombies. Plague zombies are mindless and cannot follow orders, they shamble aimlessly, unless the chance to feed on flesh presents itself.

AC 8 [11], **HD** 1* (4hp, **Att** 1 × claw or bite (1d4 or 1d6 + plague, **THACO** 19 [+0]), **MV** 60' (20', **SV** D12 W13 P14 B15 S16 (1, **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d12 (4d6), **TT** None

Plague: Make saving throw or contract the plague. Victims suffer symptoms of the bubonic plague for 12d6 hours. After this time, the plague claims its victim and they transform into a zombie within 1d12 turns. (save versus poison

APPENDIX B: MAGIC ITEMS

Charm of Protection

A simple religious or arcane folk charm granting protection against evil supernatural abilities, one time only.

Saving throws: Grants a one-time +5 to save against an evil creature's spell or supernatural ability OR grants a save versus spells against an ability that would not normally allow one.

Sword, Light Bringer

Generates light on command and is a bane to the undead.

Produces Light: Upon command the sword produce light in a 30' radius. This ability lasts for 1 turn and can be used 3 times a day.

Undead Bane: The sword acts as a normal sword against all living foes.



APPENDIX C: PLAGUE DOCTOR'S OUTFIT

Historically, the plague doctor outfit was created by Charles de l'Orme in 1619. His idea was based upon the armor worn by soldiers and the idea that disease was caused by miasma, a type of "bad air" cause by foul odors. Most of the outfit was wax coated and sealed. It was intended to be a hermetically sealed suit to protect against disease. The intention was very similar to the intent of a hazmat suit. While they did not truly function as intended, being a fantasy game, they can be allowed to function as intended. Characters wearing full plague doctor's outfits gain a +5 bonus to saving throws made against airborne and touch-based disease, but not those caused by actual physical damage, such as a bite. This is due to the fact that such an attack would have compromised the suit in order to deliver the damage. Below you will find a list of the parts of the plague doctor's outfit, which aligns with the numbered illustration.

1. Hat: The hat is tied tightly in order to cover the head and prevent contagion. Historically, the hat was wide-brimmed to denote the profession of a doctor. In a fantasy setting a tightly tied hood might serve the same function, depending on the player and referee's preference.

2. Mask: The mask is the most iconic piece of the plague doctor's garb. The birdlike masks most commonly associated with plague doctors were intended to function like a respirator. These were made of leather with glass eyepieces and were typically white. The beaks would be filled with aromatic herbs or flowers intended to filter the "bad air." Pouches of these herbs were placed in other areas of the costume as well.

3. Hood: A wax coated hood, either a part of the robes or a part of the mask itself.

4. Tunic/Robe: Thick waxed canvas tunics and robes stretch from the neck to the ankle. These are of a dark color, typically black, to hide blood and other bodily fluids that would get on the clothes during the course of the day.

5. Blouse: Beneath the tunic is a leather blouse, tucked into the pants to make it hermetic.

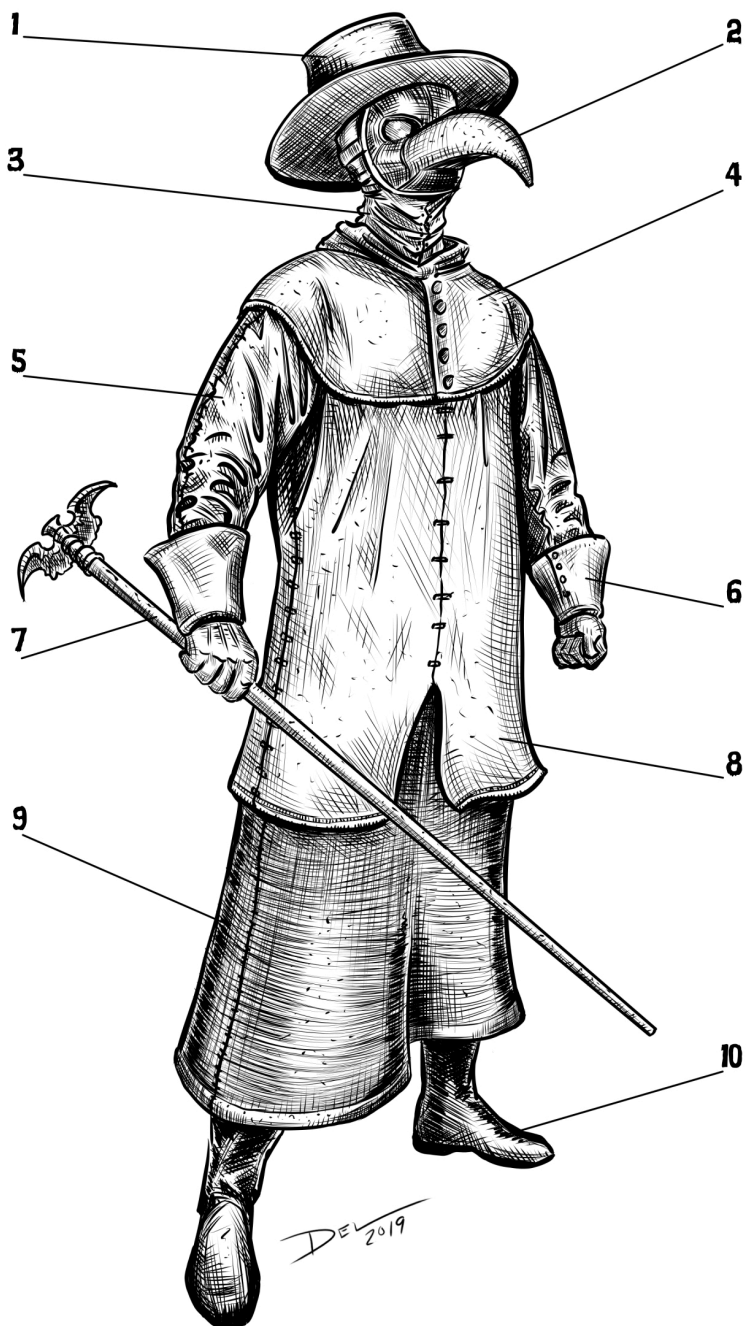
6. Gloves: Waxed leather gloves, essential to ensure that the sick are not touched. The cuffs are long so that they can be pulled far over the cuffs of the tunic.

7. Cane: The cane is used in examining the sick, and keeping them at bay so that the infected do not touch the doctor. During the real-world black plague, in highly religious regions, the cane was also used to beat patients to repent their sins. This was due to the opinion of the Church that the plague was punishment from God and was often a request of the sick, in the hope that the beating would be part of their repentance.

8. Belt: A belt was always worn above the trousers and beneath the tunic to hold the doctor's tools.

9. Trousers: Trousers made of thick waxed leather or cloth were placed above the blouse and tied to the boots to help keep the miasma out.

10. Boots: Goatskin boots, tied to the pants so the skin is never exposed.



APPENDIX N:

In the same manner that the co-creator of the original game once supplied a list of reading material that was inspirational to the creation of the game, under the heading “Appendix N,” so will the products of Appendix N Entertainment. This inspirational appendix will help to give our readers and players a glimpse into the creative process, possibly exposing them to something new that they might enjoy, and as with the original Appendix N, may help to give a better understanding of our games and adventures. Unlike the original Appendix N, ours features all manner of influential media. Included are not only writings and films which could be considered source material, but also music listened to while creating this work, possibly influencing it during its very creation.

Books/Literature/Writings:

Lloyd Alexander: *The Book of Three; The Black Cauldron*

Daniel Cohen: *The Encyclopedia of Monsters*

Bob Curran: *The Encyclopedia of the Undead*

Christopher Golden and Mike Mignola: *Baltimore or The Steadfast Tin Soldier & the Vampire; Baltimore: The Plague Ships; Baltimore: The Curse Bells*

Toni Mount: *Medieval Medicine: Its Mysteries and Science*

Joseph Sheridan Le Fanu: *Carmilla*

Bram Stoker: *Dracula*

Film:

Black Death (2010, Egoli Tosseli Film)

Captain Kronos: Vampire Hunter (1974, Hammer Film Productions)

Dawn of the Dead (1979, Laurel Group Inc.)

Day of the Dead (1985, Laurel Entertainment Inc.)

Dracula: Prince of Darkness (1966, Hammer Film Productions)

Night of the Living Dead (1968, Image Ten)

The Brides of Dracula (1960, Hammer Film Productions)

The Horror of Dracula (1958, Hammer Film Productions)

The Lost Boys (1987, Warner Bros.)

The Satanic Rites of Dracula (1973, Hammer Film Productions)

The Vampire Lovers (1970, Hammer Film Productions)

Music:

Baroness: *Gold & Grey; Yellow & Green*

Black Sabbath: *Black Sabbath*

Book of Wyrms: *Sci-Fi/Fantasy*

Brimstone Coven: *Black Magic; What Was and What Shall Be*

John Carpenter: *Lost Themes*

Dance With the Dead: *The Shape*

Dead Can Dance: *Within the Realm of A Dying Sun*

Electric Wizard: *Black Masses; Dopethrone; Witchcult Today*
The Fuzztones: *Monster A-Go-Go*
Ghost: *Ceremony and Devotion; Prequelle*
Goblin: *Roller; Suspiria; Zombi*The Koffin Kats: *Our Way & the Highway; Party Time in the End Times*
Midnight Syndicate: *Monsters of Legend*
Nox Arcana: *Blackthorn Asylum; Gothic; Season of the Witch; Shadow of the Raven; Transylvania*
Ophelia's Dream: *Not A Second Time*
Pale Grey Lore: *Pale Grey Lore*
Reverend Glasseye: *Black River Falls; Our Lady of the Broken Spine*
Stoa: *Urthona*
Type O Negative: *Bloody Kisses*
Jason Webley: *Against the Night*
Witch Hazel: *Otherworldly*

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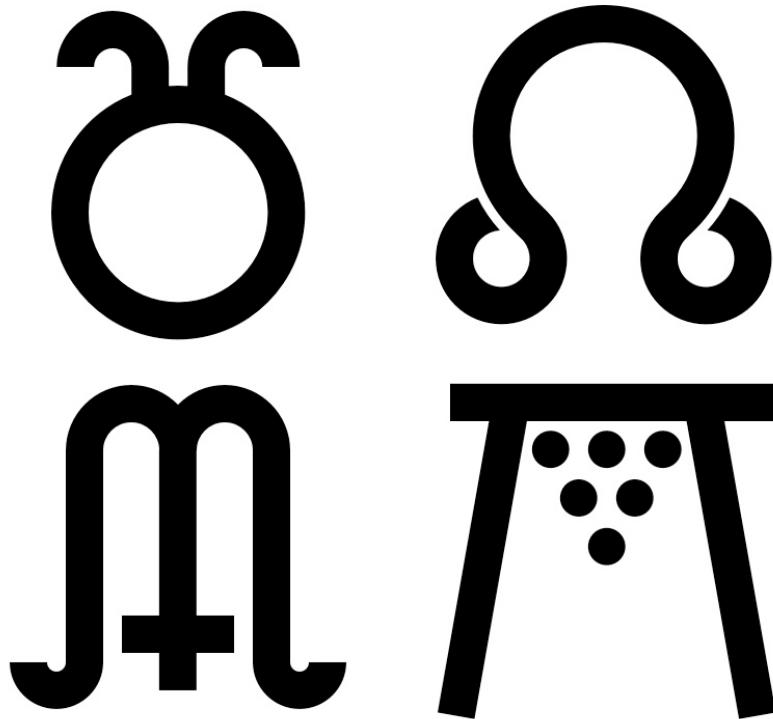
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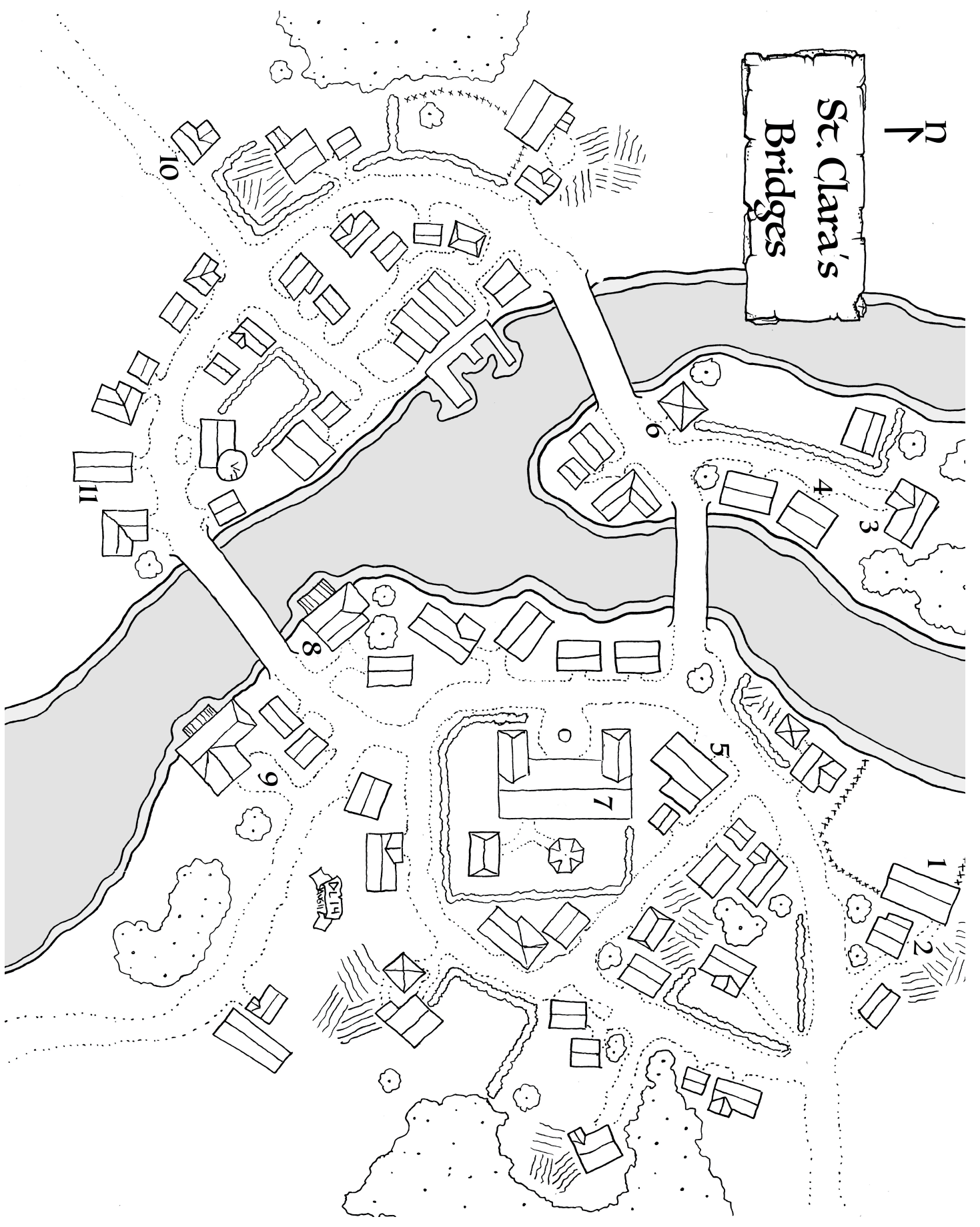
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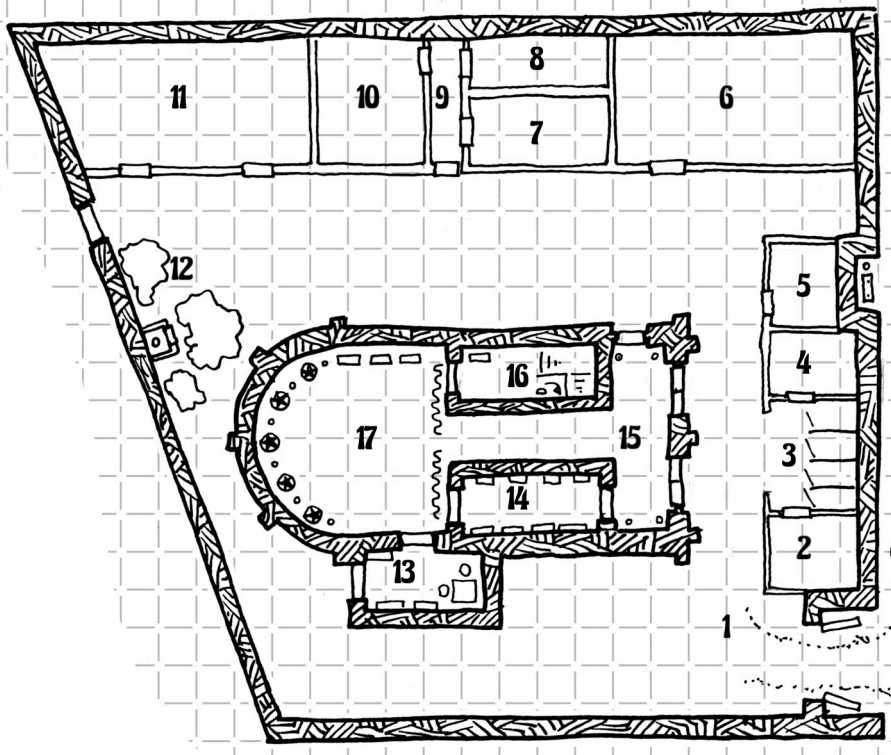
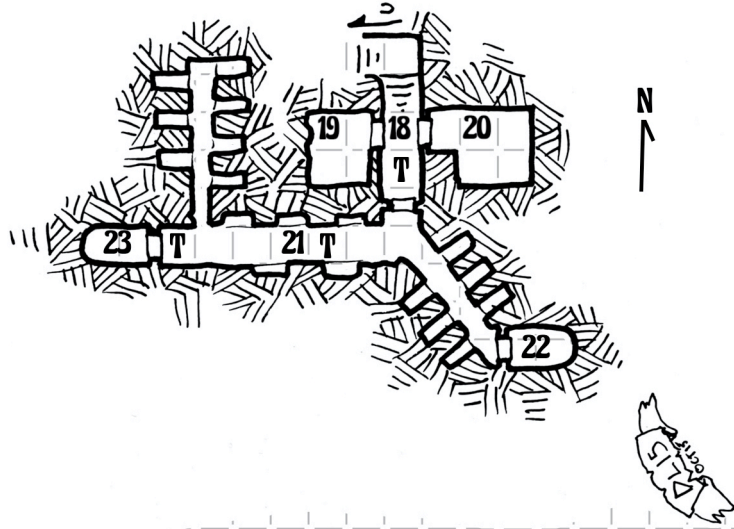
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R

St. Clara's
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THE PLAGUE YEAR HAS BEEN HARSH. COUNTLESS VICTIMS HAVE FALLEN TO THIS TERRIBLE DISEASE. MANY COMMONERS WITH NO KNOWLEDGE OF HEALING HAVE BEEN CALLED TO ASSIST THE HEALERS AS PLAGUE DOCTORS, CHECKING ON VICTIMS AND CLEARING THE DEAD BODIES. YET IN THIS DARK TIME, DARKER RUMORS HAVE EMERGED. IN THE NORTH COUNTRY, IT IS SAID THAT THOSE WHO DIE OF THE PLAGUE ARE RISING FROM THE GRAVE! WORSE, THESE UNDEAD HAVE A TASTE FOR HUMAN FLESH, AND SEEM TO SPREAD THE DISEASE TO THOSE WHO SURVIVE THEIR ATTACKS. MANY BELIEVE THAT THIS NEW EVIL MARKS THE PLACE WHERE THE PLAGUE ORIGINATED. DO YOU DARE TO SOLVE THIS MYSTERY BY ENTERING THE

SOLAR SANCTUARY OF THE CANNIBAL CORPSE?



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