

GATEWAY TO



ADVENTURE



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

SOLAR SANCTUARY OF THE CANNIBAL CORPSE

AN ADVENTURE FOR CHARACTER LEVELS 2-4



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USING THIS MODULE

Solar Sanctuary of the Cannibal Corpse is an adventure module intended to be used with the *Old School Essentials Retro Adventure Game* with and without the *Advanced Genre Rules*. As such, it should be easily adapted to other rulesets based upon old-school editions of the world's most popular role-playing game.

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, adventures may contain encounters which appear too difficult for a party of adventurers of the levels for which the adventures are designed. Some adversaries, traps, etc. may need to be avoided. Sometimes, an enemy may be able to be defeated by using cunning and knowledge, rather than combat and special abilities. An example would be slaying 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. 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.

PLAYER BACKGROUND

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 from 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.

REFEREE BACKGROUND

The rumors of the zombie plague are true. In fact, the plague spreading everywhere is the same plague, but it 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 only as, the Red Queen. One such vampire is overseeing the plague in the north country, Count Barlowe Karnstein, who is a member of a vampire family: The Karnsteins, who along with their necromancer companions, seek to replace most humans with easily controlled zombies. What the vampires intend to use as a 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 desecrated the temple and unleashed the plague's secondary symptom, zombification, by performing dark rituals from within this sanctuary.





REFEREE NOTES

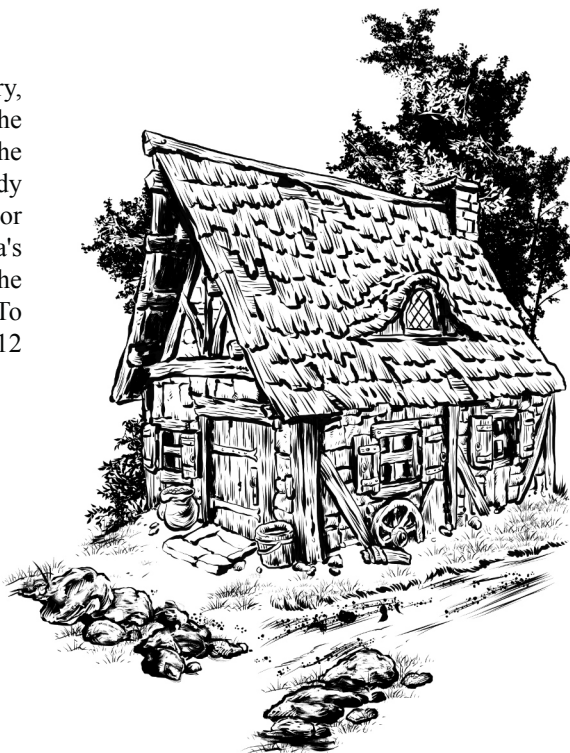
Solar Sanctuary of the Cannibal Corpse has been designed so that it may be dropped into any pre-existing fantasy campaign world with minimal work on the part of the referee. It is designed to be the first in a series of linked adventures which place during a plague year, these will be forthcoming from Appendix N Entertainment.

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, they will ensure that the adventure doesn't play the same way 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 showing 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 may wish to role-play a scenario in St. Clara's Bridges, in which the PCs interact with the occupants and gain this information. To discover which rumor a PC knows, roll 1d12 and consult the table below.



RUMORS

1d12 RUMOR

- | | |
|----|--|
| 1 | A vampire is behind the zombie plague (T) |
| 2 | The temple complex to the north is haunted (F) |
| 3 | Paladins of the sun god, Helios, 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 hearts. (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 | The village's sacred rooster, Estro, might be able to help in the task of getting rid of the vampire. (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 would be wise to venture into the complex's catacombs during the day to slay the vampire while he sleeps. (T) |

ST. CLARA'S BRIDGES

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 villagers, that do not happen to be farmers or fishers, 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. Among 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.

PLACES OF NOTE

1. THE STABLES

- Currently being run by a stable boy named Hans.
- Hans used to work for Klaus the stable master.
- Klaus became paranoid shortly after the outbreak of the plague and went about muttering about “eyes in the dark.” Shortly after he disappeared.
- The truth that some have guessed but none can prove is that Klaus had been attacked and charmed by Karnstein while tending the stables after dark.

Hans

- Hans is a boy of 14 years.
- He speaks softly but clearly.
- He worries for his master.
- Hans will stable and care for common animals for 5 sp per day.

The island is currently the safest place in the village and it 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.

At the PC's arrival, 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; at this time. 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.



2. THE BLACKSMITH

- The local blacksmith is a woman named Emrel.
- Emrel is actually here for her retirement, doing simple work shoeing horses after serving the Duke in Alder's Pointe for many years crafting arms and armor.
- Emrel is also a silver smith and can both craft holy symbols and silver weapons.
- If she knows the PC's intend to slay the vampire, she will silver their weapons free of charge.
- She is a jolly old woman in her early sixties.



3. THE WISE WOMAN FRAU BERCHTE

- The village wise woman is a thin old widow named Frau Berchte.
- Berchte is a folk healer and diviner.
- She works with the apothecary, Adelman and local priestess, Sister Magdalena, in healing but has no medicinal answers as to how to cure the plague.
- For divination, Berchte keeps an oracular rooster named Estro, who pecks at runes that Berchte casts on the ground to divine the future.
- Berchte has had an oracular dream that adventurers might come to do away with the vampire and the plague.
- If she learns the PCs intend to slay the vampire or cure the plague she will offer to let them take Estro, his runes, and a month's supply of feed. Berchte will teach any magician or divine caster how to interpret the runes.
- Berchte speaks sweetly and will refer to the PCs as "darlings" or "little sparrows."

ESTRO

- Unbeknownst to the villagers Estro is the last rooster in a line of roosters sacred to Helios, once kept at the sanctuary now being used by Karnstein.
- The sacred oracular roosters have the ability to divine the future, detect magic, and project a ray of imitated sunlight by crowing once per day. This was done as a salute to Helios at sunrise.

- A wandering druid once spoke with Estro, learning his name. He told Berchte to call him Estro, which the druid thought meant "boss." He also interpreted Estro's reading of the runes saying that Estro longed for his "people's" glory days and that if prompted evil might be blinded by his light.

AC 7 [12], HD 1* (4hp), Att 1 beak (1d3), THAC0 19 [0], MV30' (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. This is a beam of light that stretches out for 120' from the rooster. 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 the sunbeam.



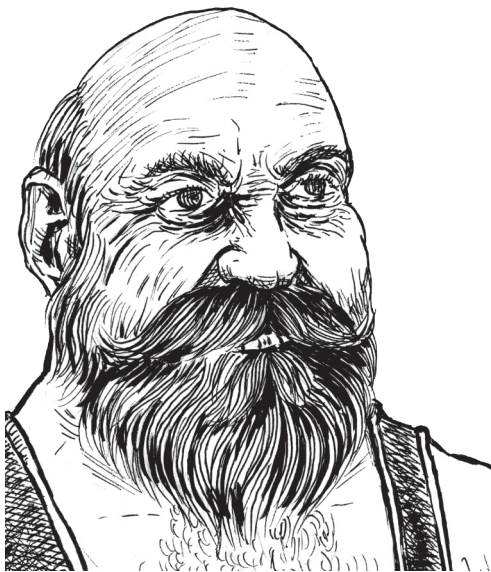
4. THE APOTHECARY

- The village apothecary is a slight middle aged man named, Adelman.
- He has remedies that have been effective at slowing the plague, but has not been able to cure the disease.
- Adelman can supply the PCs with herbal healing potions that restore 1d3 hp.
- He also has been making plague doctor outfits for those who wish to help with the effort. He will supply the PCs with these for a fee, if they inquire. Wearing a plague doctor outfit with a dose of aromatic herbs in the “nose” will provide a +5 bonus to saves against airborne diseases, poisons and miasma. No armor heavier than chain can be worn while wearing a plague doctor outfit. A dose of aromatic herbs lasts for one day.
- Prices for Adelman’s wares can be found in *Prices for Goods In St. Clara’s Bridges*.
- More information on plague doctors’ outfits may be found in the appendices.
- Adelman is a kind man who speaks with conviction regarding the plague.
- He is disturbed by the fact that no cure is able to be found.

5. ST. CLARA’S CHURCH

- St. Clara is one of the many saints worshipped by followers of the Church of the Law.
- The Church of the Law worships the power of Law as a higher power, above even gods. They believe the three powers, Law, Neutrality and Chaos, to be above all other things.
- St. Clara is the patron saint of visions and humility.
- The church is run by a cleric named Sister Magdalena.
- She is genuinely troubled by the plague and believes some force of evil to be at work.
- She will administer Cure Light Wounds spells and make holy water for the PCs, if she finds them to be worthy.
- Magdalena lives in the house next to the church.
- Magdalena has taken a vow of humility.
- Magdalena speaks softly and kindly.
- She will not go with the party if asked, as she feels the need to stay and minister to the people.





6. THE BOATWRIGHT

- Cort, the boatwright lives and works here.
- He has several small boats and rafts available.
- If he knows that the PCs intend to end the plague, he may sell them a boat on credit if they cannot afford it and desire to travel by river.
- Cort is gruff and speaks harshly if offended, but is truly well meaning.

7. THE MAYOR'S MANOR

- Reinholt, a former Commander in the Duke's army, is the presiding mayor of St. Clara's Bridges.
- He can give the PCs information regarding the location of the former temple and both routes that can be taken to reach it.
- He will suggest the PCs see Frau Berchte, if they have not yet done so.
- As a former soldier, Reinholt keeps a militia of 20 1st level veterans in the village.
- Reinholt, himself, is a 3rd level veteran.
- Both Reinholt and his militia will aid in combat if it comes to the village, but will not leave the village, as they are its protectors.
- Reinholt is a tall gaunt man, who has clearly seen battle. He speaks clearly and with authority.



8. GENERAL STORE

- The general store is run by a stocky mutton-chopped man named Bruno.
- All common gear can be found here at standard prices.
- Bruno will aid the party if he can, but will not take a loss on goods.



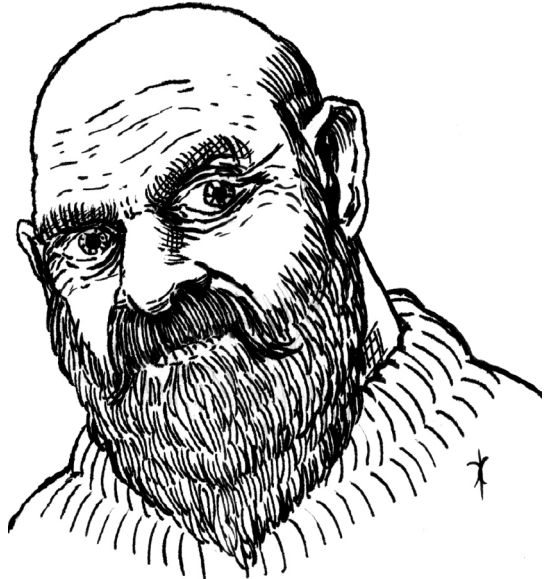
9. THE NIXIE'S PRIZE

- The Nixies's Prize is run by the land lady, Erma and her husband, Englebert.
- The location functions as both the local tavern and wayfarer's inn.
- Erma is short and stout while Englebert tall and thin. They are both getting on in years. Both are kindly and hospitable.
- The couple keeps a reasonably sized staff on hand, as they are getting older and cannot keep up with the business without younger bodies to do some of the labor.
- Erma knows local gossip and can tell the players a bit about any of the named characters in town.
- Englebert knows local lore and can give some of the history of the Temple of Helios as well as some information regarding vampires and local wildlife. Exactly how accurate his information is, will be up to the referee.
- Prices for food, drink, and services can be found in *Prices for Goods In St. Clara's Bridges*.



10. "GRANDFATHER'S" PLACE

- A man called "Grandfather" by the locals lives here. This is as close to town as he likes to get.
- In truth this man is Adelbrecht Von Garrett, a retired hunter of the undead.
- If the PCs can prove their goals to him, Adelbrecht may aid them. What this might entail is up to the referee.
- Adelbrecht's aid will include lore about vampires, zombies, and flying heads.
- He also knows that the paladins of Helios once held a sword that could lay the undead to rest. He believes that this sword rests in the catacombs below the temple complex.
- Adelbrecht is gruff and hardened from a life of battling the undead and speaks accordingly.



11. THE QUARANTINE

- This is a large pole barn, currently being used as a makeshift quarantine.
- Those who contract the plague are brought here to keep them out of the general populace.
- Villagers with minimal training from Adelman operate as plague doctors here.

- These plague doctors aid those dying from the plague and keep vigil over them.
- When a victim of the plague passes, the body is immediately taken to the field south of the village and burnt to prevent further spread of the plague.

PRICES FOR GOODS IN ST. CLARA'S BRIDGES

APOTHECARY PRICES

GOODS

PRICE

Aromatic herbs, 1 dose	5gp
Herbal healing potion	25gp
Plague doctor outfit	50gp

BLACKSMITH PRICES

GOODS

PRICE

Common weapons, armor and items	Normal cost
Silver Weapon	10 times normal cost
Silvered Weapon	3 times normal cost

THE NIXIE'S PRIZE

GOODS

PRICE

Ale/Beer, pint	1ep
Ale/Beer, ½ pint	3sp
Wine, glass	1ep
Cherry wine, glass	2sp
Mead, glass	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

TRAVELING TO THE SANCTUARY

The PCs have two options when traveling to the desecrated temple. They can walk or ride through the fields and woodlands, chancing an encounter with a large herd of plague zombies, or they can travel by river. Travel by road is approximately 6 miles. Travel by river takes the party along a winding river that extends the trip to approximately 9 miles, followed by a half mile trek to the temple. The following tables should be consulted for random encounters in the region, rather than the standard random encounter tables.



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	Traveling merchant
2-3	Bandits (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 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

THE PLAGUE

The plague may be contracted in one of two ways. The first is by the aforementioned contact with the cursed miasma. The second way is to be bitten by a plague zombie. Those who are infected with 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 A CORPSE



ENCOUNTERS WITHIN

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 unkempt and decrepit, and often a light mist hangs over them. The cathedral is a bit better kept up 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 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)
7-8	Vampire bat, giant (1d10)
9	Plague zombies (2d4)
10	Plague zombies (2d6)
11	Klaus
12	Barlowe Karnstein

KLAUS'S WHEREABOUTS LOCATION

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 remain here for 1d12 turns. Roll 1d6 per turn to determine which room in the barracks he is in. If zombies inhabit a room, Klaus will not be in that room.
2	14: The library, tending to the books.
3	15. Checking on the gargoyle.
4	16. Coming from, or going to the catacombs.
5	19. Feeding Barlowe's food source.
6	23. Watching over Barlowe by day or tending to the coffin by night.
7	21. Ransacking an empty loculus for grave goods.
8	1. Wandering the grounds.
9	1. Herding zombies out the gate.
10	13. In his room, sleeping on a cot against the wall.
11	13. In his room, eating.
12	Klaus is away from the sanctuary.

BARLOWE'S WHEREABOUTS AFTER DARK

D12	LOCATION
1	23. Still in his coffin, awake.
2	23. In the sepulcher but out of his coffin.
3	19. Feeding on "livestock."
4	20. Performing obscene rites.
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

- Former stable master in St. Clara's Bridges
- Encountered Karnstein while returning home from The Nixie's Prize. Barlowe charmed Klaus during this meeting.
- Klaus now acts as watchman and groundskeeper for Karnstein.
- Klaus will attempt to trick the PCs into thinking he is being held against his will.
- He will avoid combat with the PCs if possible, preferring to trick them into entering dangerous areas of the compound.
- He will not lead them into the catacombs unless he has no other choice.
- Klaus fights as a 1 HD veteran.

VETERAN

AC 2 [17], HD 1 to 3 (4/9/13hp), Att 1 weapon (1d8 or by weapon), THAC0 19 [0], MV60' (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

- Barlowe Karnstein has been a vampire for nearly 200 years.
- He is doing the bidding of the Red Queen.
- He chose this location to unleash the plague as many merchants and travelers passing through the area stop at St. Clara's Bridges before heading to larger cities.
- Karnstein carries himself with an air of aristocracy and will even speak with the PCs, to the point of bragging. He will not, however, reveal the Red Queen's plans, nor that he is working for anyone at any cost. He may let on that the plague is being spread by others, however.

VAMPIRE

AC 2 [17], HD 7 to 9** (31/36/40hp Att 1 touch (1d10 + energy drain or 1 gaze (charm, THAC0 13 [+6]/12 [+7]/12 [+7], MV120' (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



ENTERING THE SOLAR SANCTUARY

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 or there are 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 floating 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

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 1/2* (2hp), Att 1 x slam (1 + energy drain), THAC0 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

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), THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 13, NA 1d12 (4d6), TT None

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), THAC0 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 also is: 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 1/2* (2hp), Att 1 x slam (1 + energy drain), THAC0 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

WHAT IS IN THE FOOTLOCKER? CONTENTS

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

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), THAC0 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 1/2* (2hp), Att 1 x slam (1 + energy drain), THAC0 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



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), THAC0 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 1/2* (2hp), Att 1 x slam (1 + energy drain), THAC0 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

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 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 enters 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 x bite (1d6), 1 x horn (1d4), THAC0 16 [+3], MV 120' (40') / 150' (50') flying, SV D8 W9 P10 B10 S12 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.





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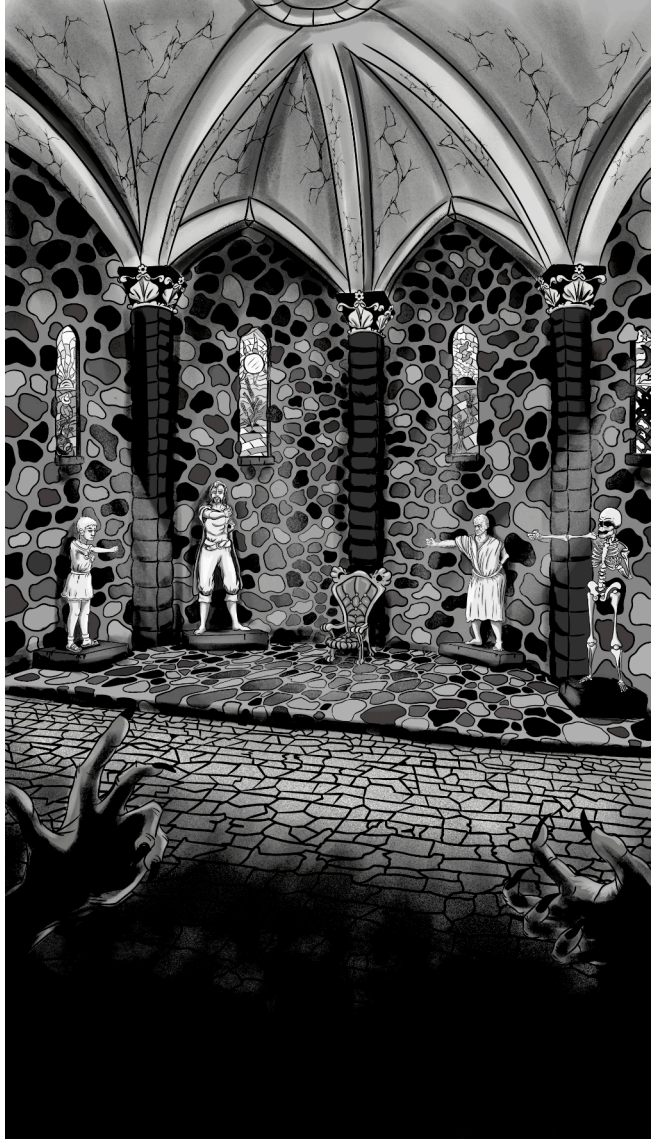
17. SANCTUARY

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. No amount of effort will open it.

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 creatures to the trap 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 each be awarded 500 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), THAC0 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 the altar for his ritual chamber. Here, he created the magical miasma which transmits the plague. Magical sigils, and thaumaturgical circles, painted in blood, adorn the room. A divine or arcane spellcaster can study the room for 1d6 turns to decipher the symbols. Once deciphered, the caster can spend an additional hour performing rituals to dispel the magic, lifting the plague in this region. If the plague is lifted, but 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 guards. If 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. 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 creatures to the trap 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 x by weapon (1d6 or by weapon), THAC0 19 [0], MV60' (20'), S V D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 10, NA 3d4 (3d10), TT None



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

LOCULUS CONTENTS

D6	CONTENTS
1	Short sword
2	Deck of playing cards
3	Charm of protection (App. B)
4	3d6sp
5	1d10gp
6	Bronze holy symbol of Helios, worth 20gp

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, THAC0 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)

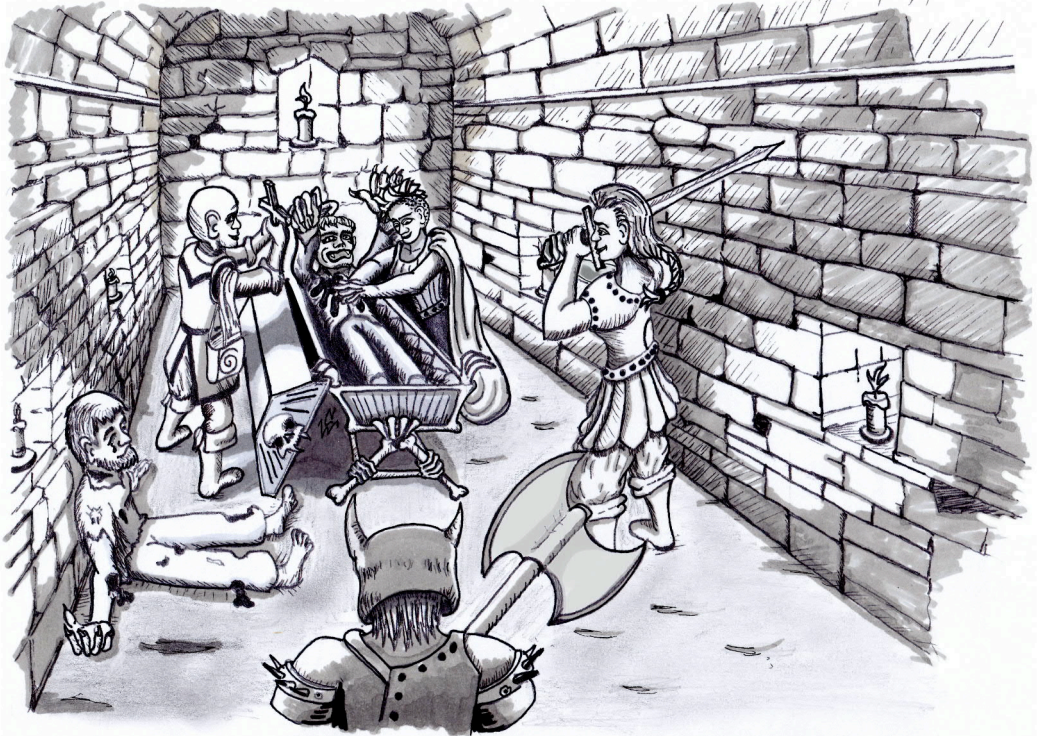
23. KARNSTEIN'S CRYPT

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 x touch (1d10 + energy drain) or 1 x gaze (charm), THAC0 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 FNA 1d4 (1d6), TT F



APPENDICES



APPENDIX A: BESTIARY



Bat, Giant Vampire

Carnivorous bats that may attack adventurers, if hungry.

AC 6 [13], HD2 (9hp), Att 1 x bite (1d4+ unconsciousness), THAC0 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.

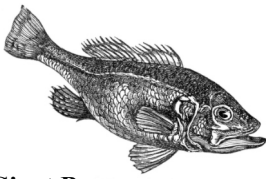
AC 7 [12], HD 1* (4hp), Att 1 beak (1d3), THAC0 19 [0], MV30' (10')/90' (30') flying, SV D12 W13 P14 B15 S16 (2), ML 9, AL Lawful, XP 13, NA 1, TT None

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. This is a beam of light that stretches out for 120' from the rooster. 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 the sunbeam.





Fish, Giant Bass

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

AC 7 [12], HD 2 (9hp), Att 1 x bite (1d6), THAC0 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



These are decapitated undead heads that feed off of the life force of the living.

AC 7 [12], HD 1/2* (2hp), Att 1 x slam (1 + energy drain), THAC0 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.

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.)

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 x bite (1d6), 1 x horn (1d4), THAC0 16 [+3], MV 120' (40') / 150' (50') flying, SV D8 W9 P10 B10 S12 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 x by weapon (1d6 or by weapon), THAC0 19 [0], MV60' (20'), S V 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.)

Skeleton, Auron

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

AC 5 [14], HD 4 (16hp, Att 1 weapon (1d6 or by weapon), THAC0 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.)

Snake, Sea Snake

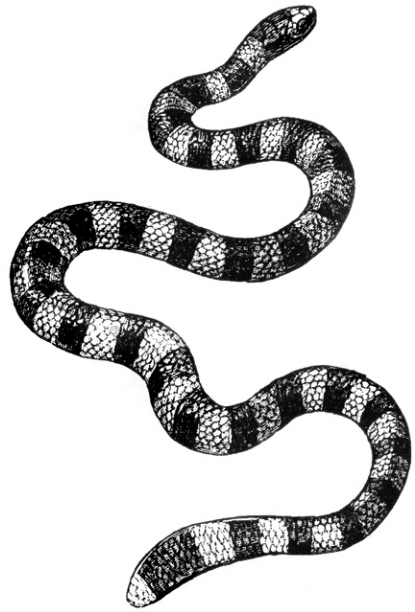
6' long snakes that live underwater, coming up for breath only once per hour. Will prey on humans.

AC 6 [13], HD 3* (13hp), Att 1 x bite (1hp + poison), THAC0 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 7, AL Neutral, XP 50, NA 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 x bite (1d8 + poison), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 25, NA 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 x touch (1d10 + energy drain) or 1 x 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

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.)

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 x bite (2d4), MV 150' (50'). AC, HD, morale, saves as vampire.

c. *Giant bat:* Att 1 x 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 x 10 rats, 5d4 giant rats, 1d10 x 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.

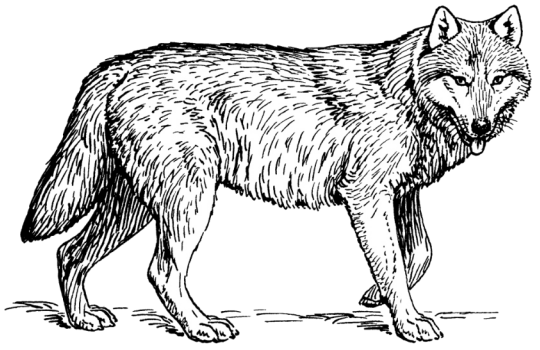
AC 2 [17], HD 1 to 3 (4/9/13hp), Att 1 weapon (1d8 or by weapon), THAC0 19 [0], MV60' (20'), SV D12 W13 P14 B15 S16 (F1 to F3), ML 9, AL Any, XP 10/20/35, NA 2d4 (2d6), TT V

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 x bite (1d6), THAC0 17 [+2], MV180' (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.

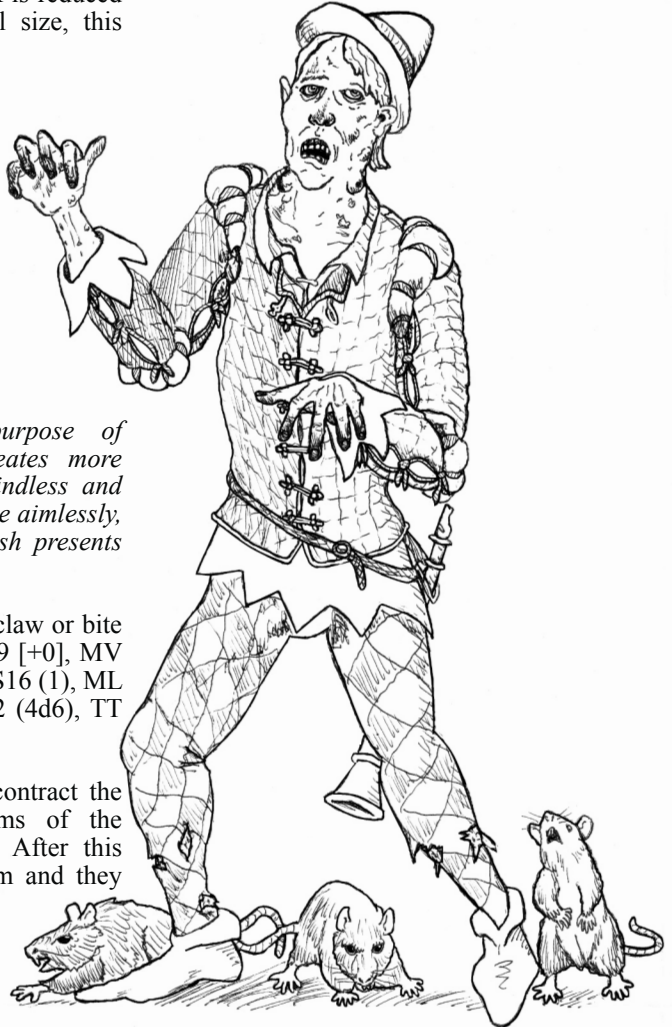
Strength in numbers: Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.

Zombie, Plague

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

AC 8 [11], HD 1* (4hp), Att 1 x claw or bite (1d4 or 1d6 + plague), THAC0 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



APPENDIX B: MAGIC ITEMS

Charm of Protection

A simple 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.

Potion of Healing

Has one of two effects on the character who drinks it:

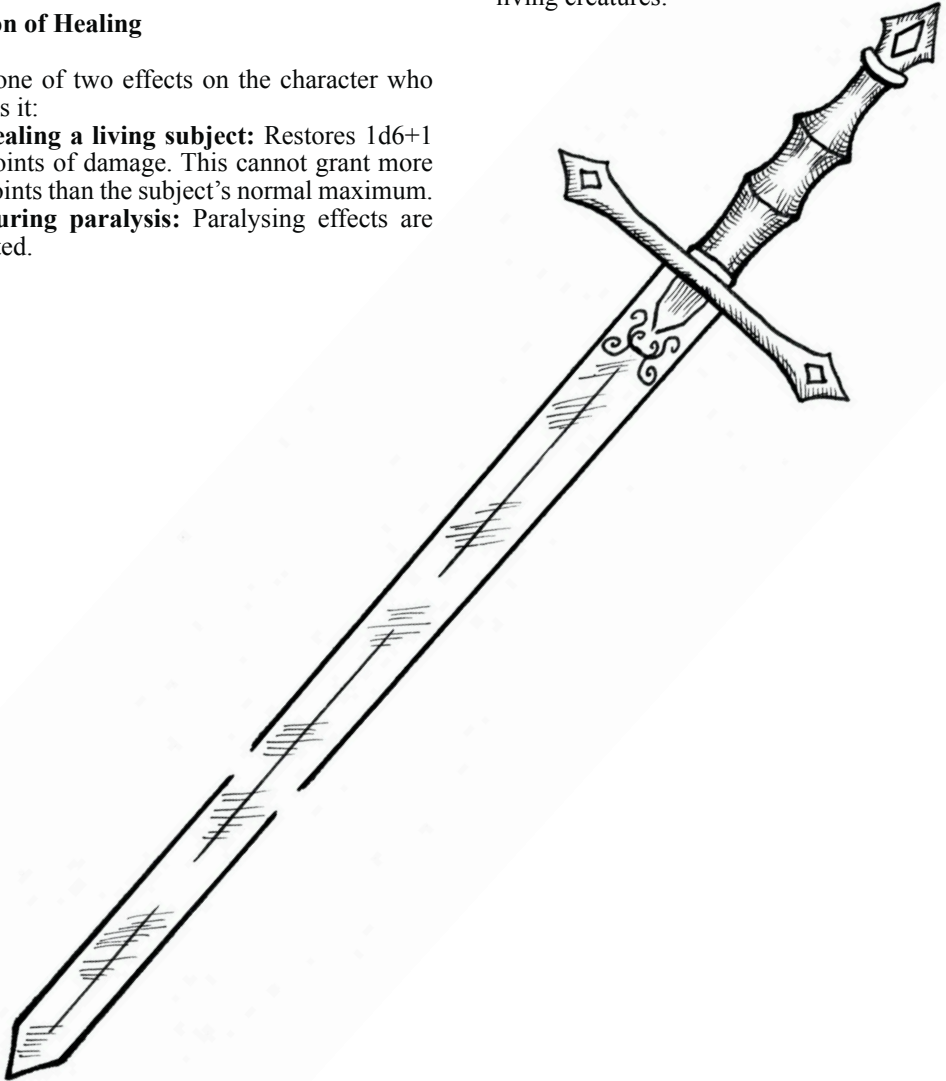
- 1. Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
- 2. Curing paralysis:** Paralysing effects are negated.

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: +3 to hit rolls and damage against undead. No special effect against living creatures.



APPENDIX C: PLAGUE DOCTOR 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" caused 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 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.

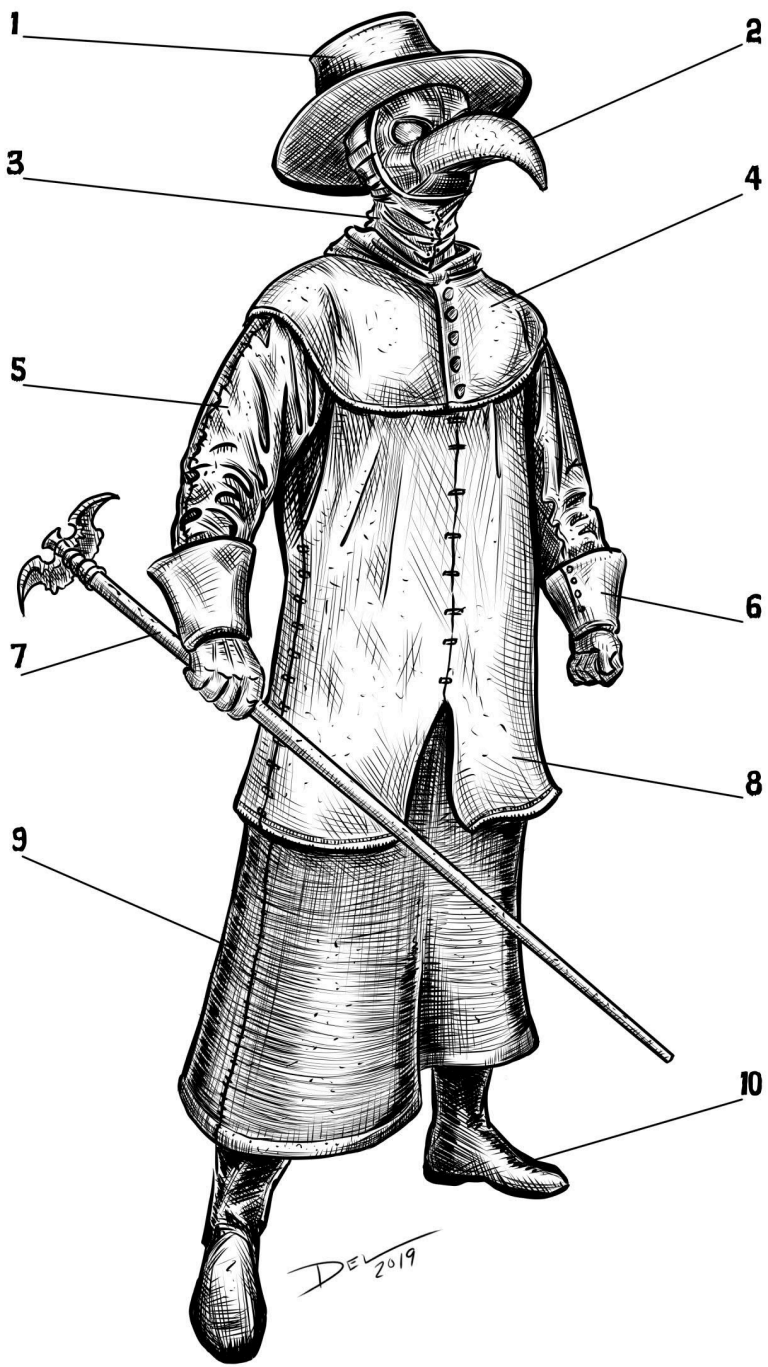
6. Gloves: Waxed leather gloves, essential to ensure that the sick are not touched. The cuffs are long so that they can be pulled far over the cuffs of the tunic.

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 D: NEW CLASS, DHAMPIR



ABOUT DHAMPIRS

A dhampir is the result of the union between a vampire and a human being. Dhampirs typically appear as human beings but often have larger ears or eyes and often fangs. Most dhampirs cast no shadow.

Dhampirs suffer few of the detriments of the their vampire parent. They can cross running water and can walk abroad in the sunlight, though they do suffer slight penalties in direct sunlight. They suffer no ill effects from holy symbols, garlic or holy water. They also cast a reflection.

Dhampirs are not well respected due to their appearance and lineage. If one is known to be a dhampir, most common folk will not trust them. One exception to this is if a dhampir is known to be a hunter of the undead, they may be respected in their community. There is a folk belief that because of the dhampir's monstrous parentage, they have an affinity for hunting their undead kin.

DHAMPIR ADVANCED RACE

Requirements: Minimum STR 12, minimum DEX 12, minimum CON 9,

Ability Modifiers: -2 CHA, +1 STR, +1 DEX

Languages: Alignment, Common

A dhampir is the result of the union between a vampire and a human being. Dhampirs typically appear as human beings but often have larger ears or eyes and often fangs. Most dhampirs cast no shadow. They suffer few of the vampire's detriments while gaining some of their strength. Dhampirs are not typically well regarded by common folk.

AVAILABLE CLASSES AND MAX LEVEL

- **Acrobat:** 10th
- **Assassin:** 10th
- **Cleric:** 8th
- **Fighter:** 10th

- **Magic-User:** 12th
- **Thief:** 12th

BLOODLUST

Once per week a dhampir must make a save vs death or succumb to their desire to drink the blood of a human or demihuman. If the dhampir falls to this desire they will have to be forced to stop attempts to prey upon a victim. A charm spell will allow additional saving throws if the caster commands it. It may be possible to make potions that can supplement the living blood.

DETECT SECRET DOORS

Dhampirs have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring in Old-School Essentials*.)

DETECT UNDEAD

A dhampir can detect undead at at range of 60'. They must actively concentrate to detect the undead with a 2-in-6 chance.

INFRAVISION

Dhampir's have infravision to 120' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*.)

LIGHT SENSITIVITY

When in bright light (daylight, *continual light*.) dhampirs suffer a -2 penalty to attack rolls and a -1 penalty to Armour Class.

LISTENING AT DOORS

Dhampir's have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring in Old-School Essentials*.)

UNDEAD SLAYER

Dhampirs are adept at fighting the undead. When in combat with the undead, they gain +1 to hit and damage against all undead foes.

DHAMPİR

Requirements: Minimum STR 12, minimum DEX 12, minimum CON 9
Prime Requisite: STR and CON

Hit Dice: 1d8

Maximum Level: 8

Armor: Any, including shields

Weapons: Any

Languages: Alignment, Common

A dhampir is the result of the union between a vampire and a human being. Dhampirs typically appear as human beings but often have larger ears or eyes and often fangs. Most dhampirs cast no shadow. They suffer few of the vampire's detriments while gaining some of their strength. Dhampirs are not typically well regarded by common folk.

Prime requisites: A dhampir with at least 13 in one prime requisite gets +5% to experience. If both STR and CON are 16 or higher, the dhampir gets a +10% bonus.

COMBAT

Dhampirs can use all types of weapons and armor.

BLOODLUST

Once per week a dhampir must make a save vs death or succumb to their desire to drink the blood of a human or demihuman. If the dhampir falls to this desire they will have to be forced to stop attempts to prey upon a victim. A charm spell will allow additional saving throws if the caster commands it. It may be possible to make potions that can supplement the living blood.

DETECT SECRET DOORS

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DETECT UNDEAD

A dhampir can detect undead at a range of 60'. They must actively concentrate to detect the undead with a 2-in-6 chance.

EVASION

When retreating from melee, a dhampir's superior swiftness negates the opponent's usual +2 bonus to hit (see *Old-School Essentials: Combat*.)

INFRAVISION

Dhampirs have infravision to 120' (see *Darkness under Hazards and Challenges in Old-School Essentials*.)

JUMPING

With a 20' run-up a dhampir can jump across a 10' wide pit or chasm (or 20' wide when aided by the use of a pole). Also when using a pole, a dhampir can jump over a 10' high wall or onto a 10' high ledge. Suitable poles for jumping include: 10' poles, polearms, spears, staves.

LIGHT SENSITIVITY

When in bright light (daylight, *continual light*.) dhampirs suffer a -2 penalty to attack rolls and a -1 penalty to Armour Class.

LISTENING AT DOORS

Dhampirs have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring in Old-School Essentials*.)

SCROLL USE

A Dhampir of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Dhampir Level Progression

Saving Throws

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d8	19[0]	8	9	10	13	12
2	2,650	2d8	19[0]	8	9	10	13	12
3	5,300	3d8	19[0]	8	9	10	13	12
4	10,600	4d8	17[+2]	6	7	8	10	10
5	21,200	5d8	17[+2]	6	7	8	10	10
6	42,400	6d8	17[+2]	6	7	8	10	10
7	84,800	7d8	14[+5]	4	5	6	7	8
8	169,600	8d8	14[+5]	4	5	6	7	8
9	289,600	9d8	14[+5]	4	5	6	7	8
10	409,600	9d8+3*	12[+7]	2	3	4	4	6
11	529,600	9d8+6*	12[+7]	2	3	4	4	6
12	649,600	9d8+9*	12[+7]	2	3	4	4	6

*Modifiers from CON no longer apply.

UNDEAD SLAYER

Dhampirs are adept at fighting the undead. When in combat with the undead, they gain +1 to hit and damage against all undead foes.

AFTER REACHING 10TH LEVEL

A dhampir may establish a lair in a castle, cavern or other ideal place. The dhampir will attract 2d6 dhampir followers of 1st level. These will serve as loyal soldiers and guardians.



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.

INSPIRATIONAL WRITING:

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

Daniel Cohen: *The Encyclopedia of Monsters*

Bob Curran: *The Encyclopedia of the Undead*

Johan Egerkrans: *The Undead*

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

Marvel Comics: *Blade* (et. el)

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

Joseph Sheridan Le Fanu: *Carmilla*

Bram Stoker: *Dracula*

FILM:

Black Death (2010, Egoli Tosseli Film)

Blade (1998, New Line Cinema)

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

Castlevania (2017, Netflix)

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)

Vampire Hunter D (1985, Ashi 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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AN ADVENTURE FOR 2ND - 4TH LEVEL CHARACTERS.

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Requires the *Old-School Essentials* rules.

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