

DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO



The Ruined Abbey of St Clewyd

By Gavin Norman and Yves Geens

18 Graveyard

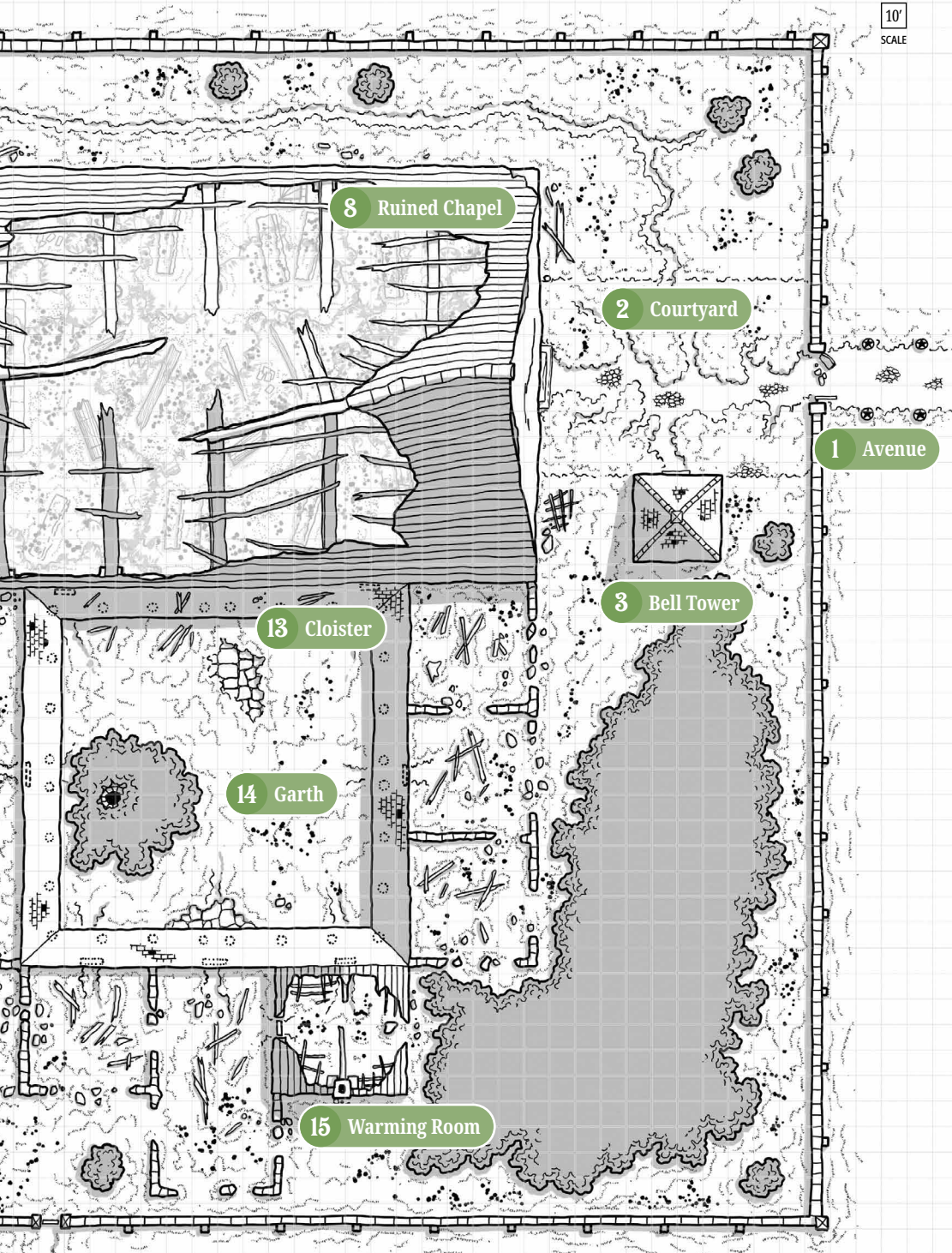
19 Gatehouse

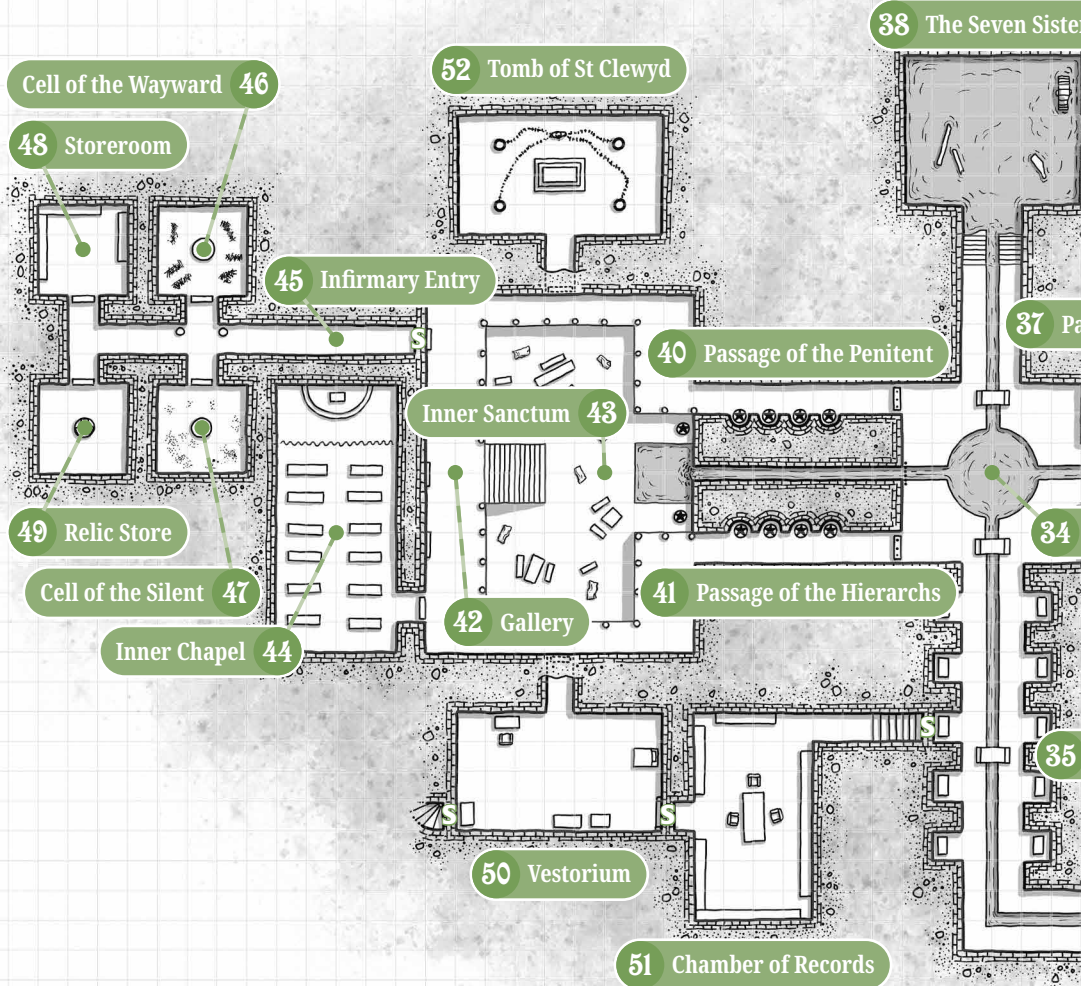
22 Abbot's Residence

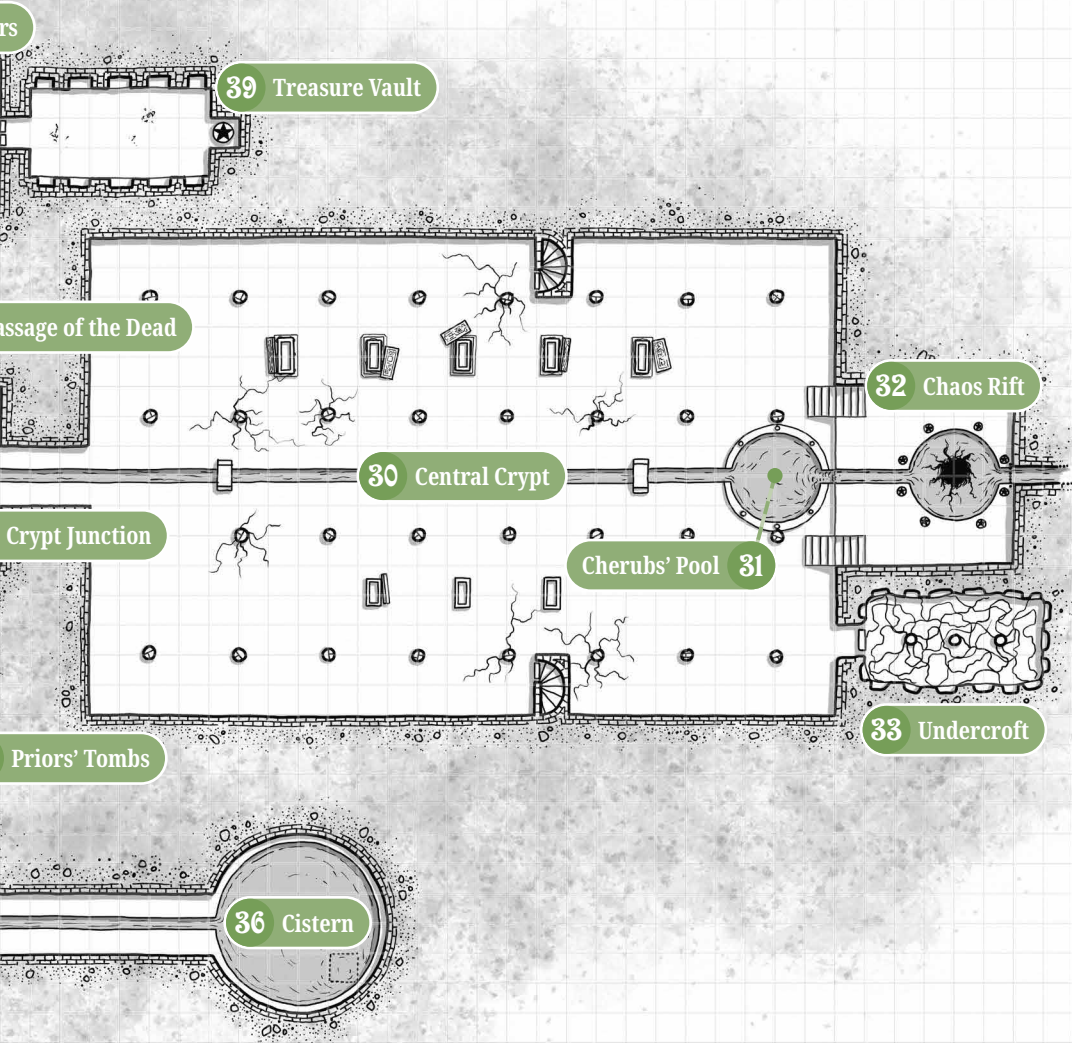
16 Monument to St Clewyd

17 Herb Gardens









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DOLMENWOOD

The Ruined Abbey of St Clewyd

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Introduction

ABOUT THIS ADVENTURE

The Ruined Abbey of St Clewyd is an adventure set in Dolmenwood, detailing the accursed ruins of the once famed Abbey of St Clewyd. This adventure takes Player Characters on a treacherous, fraught expedition into the ruined abbey, from the peaks of its fallen spires to the depths of its haunted crypts. Once the crown jewel of the Pluristine Church's dominance of the Wood, the abbey has lain abandoned for a century, the victim of a mysterious cataclysm. Riches and danger await within.



REQUIRED BOOKS

The Referee requires the Dolmenwood core books (*Player's Book*, *Campaign Book*, and *Monster Book*) to run this adventure. The following acronyms are used when referring to the core books:

DPB: The *Dolmenwood Player's Book*.

DCB: The *Dolmenwood Campaign Book*.

DMB: The *Dolmenwood Monster Book*.

CHARACTER LEVELS 4–6

This adventure is suitable for PCs of Level 4–6. Several monsters in the adventure can only be harmed by silver or magic weapons. A total of approximately 54,000gp worth of monetary treasure is present. Magic items are also listed with their gp value. Selling magic items for their full value is generally very difficult, and they do not grant XP (unless using the optional XP for magic items rule—see **Awarding XP**, *DCB*).

LOCATION AND CONNECTIONS

This adventure is located in hex 0906, greatly expanding the material described for that hex in the *DCB*. The events in the **History** section of the *DCB*, particularly those from 350 years ago to the present day, strongly tie into this adventure's background.

The abbey has significance for two major factions described in the *DCB*: the Pluristine Church and Atanuwë, the Nag-Lord. As such, the Referee could use this adventure as part of a wider campaign arc involving one or both factions. In addition, the NPCs and plot elements appearing in the Bell Tower location (Area 3) connect directly to Lady Theatrice Harrowmoor (*DCB*). See **Hooks**, p6 for more ideas on integrating the abbey into an ongoing campaign.

Referee's Background

Sallowbryg, Spawn of Atanuwë

400 years ago, the Chaos godling Atanuwë arrived in Dolmenwood and sought to spread its corrupting influence.

The Atacorns: Cruel, unicorn-like offspring of Atanuwë, sent out into the world to corrupt mortals.

Sallowbryg: The vilest Atacorn: a scarlet unicorn, sowing disease, discord, and warfare in many lands.

St Clewyd and Sallowbryg

The revered living saint, Clewyd, swore to bring the wicked Sallowbryg to justice.

Battle: St Clewyd followed the trail of the Atacorn to the heart of Dolmenwood, where he battled the beast.

The Atacorn defeated: After an exhausting, titanic battle, Sallowbryg collapsed and expired before the bloodied, weakened Clewyd.

Soul escape: A rippling tear in the fabric of reality opened before Clewyd, revealing infernal vistas beyond. Sallowbryg's soul leapt from its mangled corpse, cackling in mockery as it fled through the Rift.

Desperate prayer: St Clewyd petitioned the One True God, laying down his own soul, swearing to pursue Sallowbryg into this hellish realm and vanquish it there.

Saint and monster bound: With a bolt of lightning, Clewyd's essence was stripped from his body and hurled into the rift. He engaged the beast once more, and soon the two became bound together, locked in eternal combat in a dismal dimension of Chaos.



Years of the Abbey

The saint's disciples came upon the lifeless bodies of the saint and unicorn. Grief-stricken, they vowed to construct a great abbey at the site of Clewyd's death, to inter his body and relics.

The abbey completed: 50 years later, the Abbey of St Clewyd was completed. A group of monks came to reside there, founding an order that, over time, became traditionally all-male.

Crowning glory of the Church: The complex symbolised the Pluristine Church's conquest of Dolmenwood.

Lummingwyll, The Last Abbot

100 years ago (two centuries after the abbey's founding), an ambitious new abbot devised a fateful plan.

Abbot Lummingwyll: An erudite, prideful, and vainglorious man who wished to increase his power and standing within the Church.

Communion with the dead: After years of studying confiscated occult texts, Abbot Lummingwyll found a means to his goal: an arcane ritual to consult with the spirit of one deceased. Lummingwyll believed he could harness this magic to provide (and control) access to the lost saint.

The Abbey's Destruction

Lummingwyll and his closest acolytes performed the ritual of communion at a sacred pool in the abbey's crypts (see Area 32).

Disaster: The abbot's haste, overconfidence, and inexperience with matters arcane caused the ritual to go awfully wrong.

The Chaos Rift: The dimensional rupture through which the souls of Sallowbryg and Clewyd left this plane was rent open once more.

Destruction: A roiling shockwave of chaotic energy blasted out, demolishing much of the abbey above, unleashing monstrous beings into the crypts below, and killing most of the monks.

Clewyd/Sallowbryg hybrid: The bound spirits of the saint and the Atacorn were dragged through the Rift, physically manifesting as a monstrous man/unicorn hybrid—a twisted, deranged amalgam of Clewyd and Sallowbryg.

The Order of Wardens

Lummingwyll and 7 other surviving monks sealed themselves inside the western crypts, imprisoning the twisted St Clewyd/Sallowbryg along with them.

The Sollemitaine: The monks swore an oath—the “Sollemitaine”—to guard the creature until its death or cure, sparing the outside world the sight of this blasphemous, pitiful horror. The being, now their responsibility, came to be known as “the Charge”. Thus was born the Order of Wardens and their strange, subterranean life.

Trapped without help: The Chaos Rift continued to ravage the abbey's ruins, trapping the monks. No help came from the surface; investigators were repelled by the dangers of the site. The Pluritine Church declared the abbey forbidden.

The dead rise: Driven by the weird energies of the Rift, the monks interred in the abbey's central crypt (Area 30) emerged from their tombs—either miraculously resurrected or reanimated as undead. The resurrected came to join the Order, growing its numbers. The undead haunt the crypts still.

The Abbey Today

In recent months, the Nag-Lord has used the nearby ley line Lamm to syphon chaotic energies from the Rift, to empower its armies further. This has rendered the abbey relatively approachable for the first time in a century.

Surface ruins: The ruins are looted, abandoned, and beset with weird energies.

Eastern crypts: The Chaos Rift still rages, making the eastern half of the crypts perilous.

Western crypts: The Order of Wardens dwells here in relative safety, guarding the Charge, who remains deranged and warped.

Hooks

THE LOST CROWN

PCs come into possession of ancient Liturgic documents detailing the fate of the fabled crown of Prince Gaspar of Brackenwold, believed lost for 900 years. They reveal that in his old age, Gaspar had gifted his crown in secret to the Pluristine Church. The crown was then locked away in the vaults of the bishop's palace in Castle Brackenwold for many centuries.

Upon the completion of the abbey of St Clewyd, the crown was secretly transferred to a vault in the abbey's crypts, along with several relics. (See Area 39.)

Investigation

Investigation reveals that the crown is recognisable by its Old Woldish inscription: "VICTORY, DOMINION, PIETY". It is also revealed that the Dukes of Brackenwold believe the crown lost and would greatly value its return (4,000gp).

HOLY RELICS

PCs affiliated with the Pluristine Church are contacted (for example by Abbot Hargle or Sanctus Primus, *DCB*) with a sensitive mission.

Since the recent abatement of the dangerous energies that wrack the ruined abbey, reports speak of bands of crook-horns snooping around the site. Church authorities fear that Atanuwë seeks the lost relics believed to lie in the abbey's crypts, or perhaps wishes to harness the strange energies of the site.

PCs are tasked to venture into the ruins, investigate the source of the strange energies, and attempt to recover any remaining relics. Successful PCs are appointed as leaders of a sect responsible for warding any retrieved artefacts. They are granted four followers (Level 1 clerics) and funds to construct a shrine in a settlement of their choosing.

VISIONS OF THE PROPHET

A religious or magically sensitive PC receives a vision purporting to be from the spirit of St Clewyd.

The saint reveals that his spirit was trapped during the destruction of the abbey. He tasks the PC with venturing into the abbey's crypts, opening his tomb, and releasing him so that he may ascend to heaven. In the vision, Clewyd promises the PC renown, the blessing of the One True God, and inheritance of his personal prayer book, the *Gnomon*.

What's Really Happening

The vision is an emanation of the monster known as the Charge (see Area 52). While originally created from the combined souls of St Clewyd and Sallowbryg, the monster now sees itself as an individual. The Charge simply seeks to be released from its prison in the crypts. It has no further interest in the PC.

Players' Background

COMMON FOLKLORE

St Clewyd is a legendary, revered figure, and tales of his ultimate sacrifice abound. They vary in detail but follow these general themes.

St Clewyd and the Monster

The revered living saint, Clewyd, tracked the demon Sallowbryg into the depths of Dolmenwood, more than 3 centuries ago.

Sallowbryg: An evil scarlet unicorn, scourge of good folk, bringer of death, misery and disease.

Victory and death: Clewyd slew Sallowbryg, but himself sustained a mortal wound and perished beside his foe.

Rise of the Abbey

Clewyd's mourning followers buried him at the site of his death and, over the course of several decades, built a monastery on the spot, founding an order in his name.

Abbey of St Clewyd: The greatest of the Pluritine Church's monasteries in Dolmenwood.

Fall of the Abbey

A century ago, all contact with the abbey was lost.

Pilgrims reported: The abbey had become a desolate ruin, destroyed by some great force, haunted by monsters, strange phenomena, and the dead.

Reclamation attempts: The Church has tried and failed repeatedly at reclaiming the abbey.

Theories: Of the abbey's fall are as numerous as they are outlandish, with blame placed upon the Drune, the Nag-Lord, witches, the Cold Prince, or internal strife.

Great treasures: Surely must remain there, untouched.

Recent Rumours

According to travellers' tales, the weird phenomena and unearthly wailing around the abbey have abated in recent months. It is said that the ruins may once more be safe to wander.

CHURCH KNOWLEDGE

Cleric and friar PCs possess the following additional knowledge.

The Last Abbot

The abbey's final leader was a priest called Lummingwyll.

Polarising figure: Considered by some to be a motivator and doer, by others an ambitious climber and possible heretic.

Lost Relics

The abbey's crypts contained many great relics.

The Epitome of Life: A bejewelled golden casket, said to contain a cloth magically formed from the rent garments of Clewyd's mourning followers.

The Gnomon: Clewyd's own prayer book, always by his side.

The Hand of St Signis: Mummified, said to repel the dead.

The Surface Ruins

SURFACE GENERAL NOTES

Perimeter Wall

The abbey grounds are ringed with a hefty, dry stone wall (15' high, 8' thick). The wall is largely intact, though some stones have fallen. Three obvious entrances exist:

Main gate (east): An arched gateway, its apex fallen and its oaken doors singed and hanging askew. A faded Chapes holy symbol is painted on each door.

Side entrance (south): A narrow elm wood door. Locked.

Collapsed wall (west): Jagged stone chunks which appear to have been blown outward from the compound.

Abbey Grounds

Cracked earth carpeted in thistles and nettles, rising to thickets (see map). Limestone structures dilapidated and singed, some collapsed into rubble, with remnants of walls. Scattered, broken human bones and skulls. Eerie quiet.

Movement: Use the rules for dungeon exploration (see **Dungeons, DPB**) when characters are exploring the grounds and surface ruins.

Depictions of St Clewyd

Images of St Clewyd can be found in several areas. He is depicted with black, curly hair and beard, wide, benevolent eyes, and a robe of gold and silver.

GHOSTLY MONKS

Wandering spirits, unable to rest until their last wish is fulfilled. Each has a secret he will share with PCs who help. None know the cause of the abbey's destruction.



MONK ENCOUNTERED

- 1 Brother Chade.** Hunchbacked, sorrowful. **Last wish:** For PCs to pray on his behalf at the tomb of Prior Jerome Gust at Maidenhead Priory (hex 0206). **Secret:** A secret escape stair from the crypts was added in the abbot's residence (Area 22).
- 2 Brother Frewdric.** Emaciated, drunk. **Last wish:** That the walls of the chapel be painted with ale. **Secret:** A secret door lies behind the sculptured relief of Xerzylpryd in the Gallery (Area 42).
- 3 Brother Hodge.** Portly, mumbles penance in Liturgic. If addressed, instinctively replies "I regret my idleness Abbot", before realising he is not speaking with the abbot. **Last wish:** A proper burial for his skeleton (in Area 14). **Secret:** Brother Barris obsessively stole from the poor box for years and hid coins inside skulls in the undercroft (Area 33), which he marked with a red cross.
- 4 Brother Shadwick.** Gangly, gaunt, shivering. **Last wish:** To be warm enough to finally rest. (This can be accomplished by magical fire.) **Secret:** A hidden compartment in the chapel altar (Area 11) contains valuable paraphernalia.

RANDOM EVENTS (1-in-6 Chance Every Turn)

- 1 **1d3 children** from Area 3, either playing hide-and-seek in the ruins or gathering berries, roots, mushrooms, or other woodland vittles.
- 2 Prismatic, spectral flames play about the ruins.
- 3 A **ghostly monk** wandering the ruins. Roll on the table on p8.
- 4 A spectral vision unfolds: a circle of ghostly, robed figures with their arms raised; a purple rift opens amid them; violent energies explode; a deranged-looking half-unicorn, half-man flies from the rift; the vision fades.
- 5 The **gloom** from Area 7, either flying overhead in flock form or skulking around in humanoid form.
- 6 All stone within 60' changes into an intangible green gel for 2 Turns.
- 7 A **lambent wisp** (see p27). Coalesces from a mist emerging from the earth. Needs 1d3 Rounds to sense PCs and attack. Once engaged, pursues any who flee.
- 8 1d6 bobbing, iridescent lights drift from the ruins and rush towards the PCs, pursuing those who flee (flying Speed 30). Any PCs overtaken are teleported and dropped 10' into an open grave in Area 18, suffering 1d6 damage.
- 9 The earth shudders and an erratic booming emanates from the crypts.
- 10 **1d6 trappers** (stats as everyday mortals, *DMB*) carrying cages of wrought silver, en route to Area 9, to capture valuable ghost crows they have heard nest in the organ.
- 11 **1d6+2 crookhorns** (*DMB*), gleefully defacing the ruins as they search for treasure.
- 12 Twitching ears and whispering mouths sprout like fungi amid the ruins. The mouths ask for secrets. If gratified, they respond "Clewyl's twisted soul awaits your audience in the crypts".

GHOSTLY MONKS

MEDIUM UNDEAD | SENTIENT | LAWFUL

Level 4 AC 14 HP 3d8 (13) Saves D10 R11 H12 B13 S14

Att Touch (+3, 1d6 + will drain) Speed 30 Morale 8 XP 180

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Immunities: Only harmed by magic or magic weapons.

Incorporeal: Can pass through walls, doors, and other solid objects.

Dark sight: Can see normally without light.

Will drain: Reduces the victim's Wisdom by 1d3. 1 point of lost Wisdom is recovered per day of rest. A character reduced to 0 Wisdom falls unconscious for 1d6 days.

1 DISUSED AVENUE

Broad avenue (leads to abbey from Swinney Road). **Cobblestones** (overgrown, loose). **Saintly statues** (of saintly figures, at various intervals, heavily vandalised and weathered).

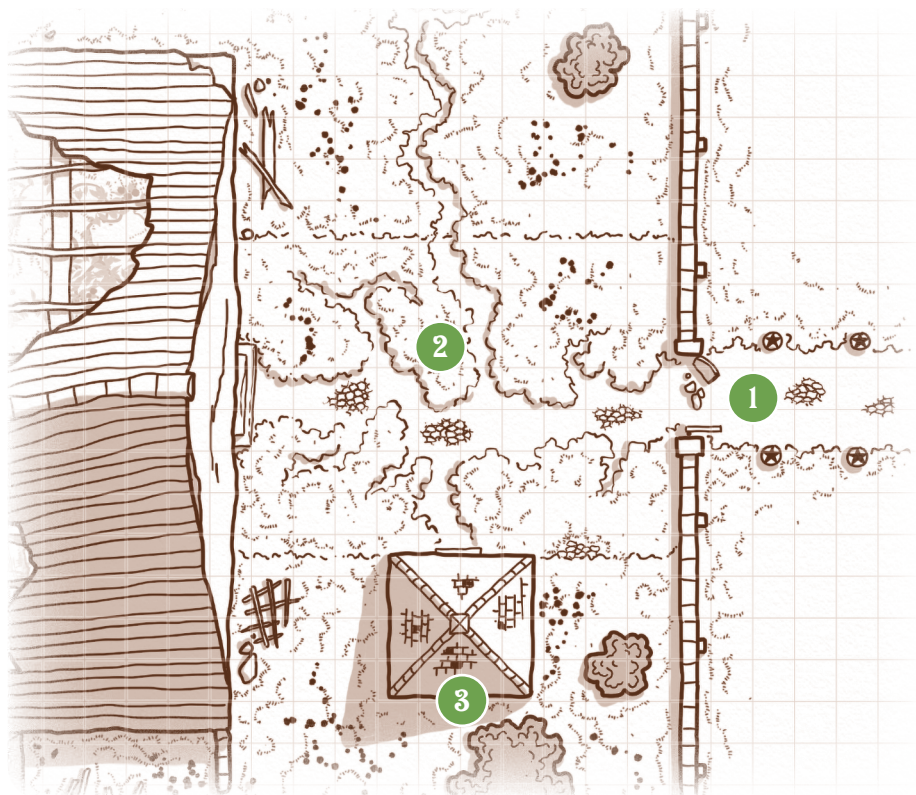
Traversing at night: A random PC must make a **Dexterity Check** or twist their ankle on the loose cobblestones (half Speed for 1d3 days or until healed with magic).

Examining the statues: Some have been daubed with crude graffiti in Gaffe.

2 OVERGROWN COURTYARD

Cobblestones (cracked and wobbly). **Bracken and brambles** (pushed up between the stones). **Little paths** (through the undergrowth).

Examining the paths: They lead from the bell tower (Area 3), around the north of the ruined chapel, to the graveyard (Area 18). A successful **Tracking Check** reveals children's bootprints.



3 BELL TOWER

Square tower, four storeys (largely undamaged). **Large brass bell** (visible in belfry at tower's summit). **Dark birds roosting** (in belfry, silent). **Large, sturdy door** (oak, closed).

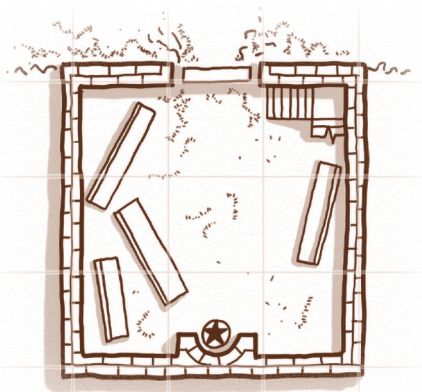
Opening the door: The heavy door opens easily. It is clearly in regular use.

4 TOWER GROUND FLOOR

Limestone blocks (walls, flagstones). **Charred, pitted beams** (ceiling). **Ancient wooden pews** (decayed and worm-riddled). **Saint statue** (4' tall, marble, in alcove, undamaged, arms spread in beatific pose).

Examining the statue: An inscription at its base states it to be St Woad (patron of bakers, bears, and hammersmiths).

Prayer: Characters praying may receive the blessing of St Woad: the ability to cast *Appeasement*. See **Shrines, DCB**.



APPEASEMENT

Rank 1 holy spell

Prayer name: St Woad's Balm

Duration: 1 Round

Range: 30'

The aroma of fresh currant buns wafts from the caster's hands and under the nose of a living subject within range.

Effect: The subject is rendered non-violent for the duration, unable to attack or make any aggressive action.

Resisting: The subject may **Save Versus Spell** to resist, with a -2 penalty if they understand the caster's words.

***The miracle of St Woad the Homefast:** St Woad dissuaded a rampaging dragon from destroying a town by parleying with it. The beast was appeased when offered a fresh load of buns from the local baker's oven. **Patronages:** Bakers, (bears), (hammersmiths).*

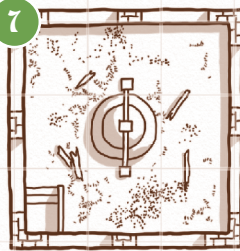
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6



7



5 TOWER FIRST FLOOR

Limestone blocks (walls). **Charred, pitted beams** (ceiling). **Ruined bedroom furniture** (bed frame, wardrobe, chest of drawers). **Three bedrolls** (lying side by side amidst the shambles).

In the drawers: A shattered lantern, an enamelled alms box (10gp), and a weighty bronze key covered in Liturgic inscriptions indicating it once fit the main gate (30gp).

3 Charmed Children

Unkempt (dressed in ragged clothes). **Filthy hands and nails** (caked with dried mud). **Crouching amidst the furniture** (they live here).

Bilbry Worms: A waif-like, blonde boy of 5 years.

Willy Hodgeheg: A strapping lad of 8 years, whose matted black hair cascades over his glowering eyes.

Violet Harrowmoor: A dark-haired girl of 6 whose dress and speech betray her aristocratic origins. Violet is the missing daughter of Lady Harrowmoor (DCB), charmed away from behind her mother's back as both visited the fortifications under construction outside the Abbey Gate of Prigwort (DCB).

Reaction: Shy, playful, fearful, wide-eyed, vacant. Say they work for "Mister Rag-n-Bone", the "kind man" who "lives upstairs" (the gloam in Area 7). They speak fondly of him.

Activities: The children are charmed by the gloam in Area 7 and obey its every command. They spend much of their time digging in the graveyard (see Area 18), collecting the teeth that the gloam desires.

6 TOWER SECOND FLOOR

Limestone blocks (walls). **Charred, pitted beams** (ceiling). **Bell ropes** (hang through opening). **Stuffed woodland creatures** (arranged in dioramas on the floor). **Human teeth** (sewn into the jaws of every animal).

Disturbing the dioramas: Attracts the gloam from Area 7.

7 TOWER THIRD FLOOR

Limestone blocks (walls, flagstones).

Vaulted, conical ceiling (20' high).

Great bronze bell (engraved with bears, attached to thick beam).

Bell ropes (hang down through hole in floor). **Open sides** (wafting wind).

Dry, crusted bird droppings (in scores of oddly neat piles).

During the day: The gloam dwells here, perched in flock form among the rafters, filling the chamber with eerie shadows.

At night: The gloam flies abroad, searching the woods for victims to charm.

Ringing the bell: Enrages the gloam if present, attracts the gloam if not.

Removing the bell: It weighs 4,000 coins and is worth 1,500gp.



Mister Rag-n-Bone, Gloam

Flock form: A swirling, noisome gyre of shrieking, decayed crows. **Humanoid form:** A gangly, pulsing agglomeration of tiny, broken bones, wearing a cloak of rancid feathers.

Reaction: Attack any disturbing the status quo; attempts parley otherwise.

Speech: Grating whisper, clacking of beaks. Woldish.

Desires: Obsessed with creating taxidermied animals with the teeth of the devoutly religious carefully sewn into their jaws. Protect and nurture the foster children.

MISTER RAG-N-BONE

MEDIUM UNDEAD | SENTIENT | NEUTRAL

Level 7 AC 14 HP 31 Saves D8 R9 H10 B11 S12 Att 2 claws (+6, 1d8 + disease) or flock (+6, 1d4 + disease) Speed 40 Fly 60 Morale 9 XP 1,080

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Immunities: In humanoid form, suffer half damage from mundane (non-silver) weapons. In flock form, only harmed by area effects (e.g. flaming oil or *Fireball* spells).

Dark sight: Can see normally without light.

Flock attack: Attack Roll against one target per 5 HP the gloam currently possesses (rounded up) in a 20' area.

Changing forms: Takes 1 Round.

Disease: Save Versus Doom or contract a magical disease of rotting flesh, leading to death after 1d6 weeks.

8 RUINED CHAPEL

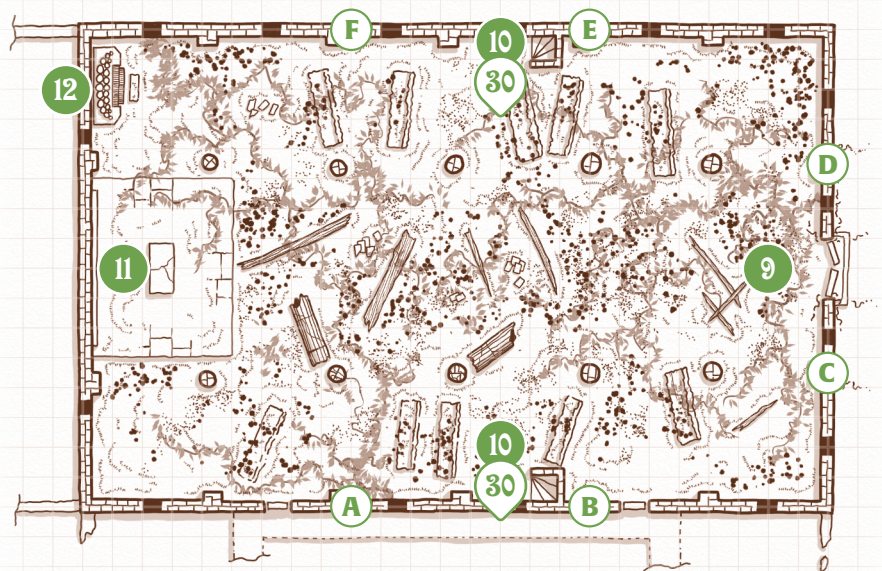
Dilapidated ruin (weather-beaten, ivy-covered, 28' high). **Collapsed roof** (charred fragments strewn about perimeter). **Main entrance** (wide door frame, door and hinges missing). **Empty lancet window frames** (glass shattered, thick vegetation visible inside). **Damaged gargoyles** (some heads and limbs missing).

9 CHAPEL INTERIOR

Limestone blocks (walls, flagstones). **Vaulted ceiling** (28', ragged, gaping holes). **Mounds of rubble** (chunks of fallen ceiling, overgrown). **Proliferation of creepers** (covering walls and floor). **Two rows of pillars** (tall and broken, soot-stained, reaching to support the missing ceiling). **Toppled, scattered pews** (rotted, infested with slimy bracket mushrooms). **Sickly fungi** (pushing through paving stones). **Glimpses of colour** (visible beneath vegetation on walls).

Clearing vegetation on walls: Reveals a series of beautiful mosaics. See **Concealed Mosaics**.

Examining the fungi: 2d4 portions of *Old Duchess* (**Foraging**, DCB), 1d3 portions of *Foolscap* (**Rare Fungi**, DCB), and 1d3 portions of *Angel's Lament* (**Rare Fungi**, DCB).





Concealed Mosaics

Each depicts an event from the life of St Clewyd, with title inscribed above in Liturgic. He is depicted with black, curly hair, benevolent eyes, and a robe of gold and silver.

A: “Of Faith Waxed Full”: Clewyd as a young boy stands in a dark, twisted wood as a deer and badger approach deferentially.

B: “The Stone Uncast”: Clewyd as a young man stands by a road through verdant fields, sternly but mercifully regarding a miserable man supplicating before him.

C: “The Pure Unfettered”: Clewyd as a bearded, middle-aged man admonishes a group of soldiers as several shackled prisoners look to the saint hopefully.

D: “The Wicked Punished”: Clewyd as a bearded, middle-aged man stands in a courtroom, handing a coin purse to a genuflecting young man and woman as another man bursts into flame.

E: “The Sanctimonious Exposed”: Clewyd as a bearded, middle-aged man admonishes a figure seated on a throne as a throng of dishevelled, emaciated villagers look on.

F: “The Miraculous Resurrection”: Clewyd as a bearded, elderly man hunches over a corpse on a slab as its eyes begin to open.



10 CRYPT STAIRS

Empty door frames (broken rusted chains around them). **Stone spiral staircases** (descend from each).

Descending: Each staircase leads down 30' to an arched, iron-bound door.

Crypt doors: The doors are charred but intact. A Liturgic inscription —“Forbidden”—was hastily scrawled in red chalk (see Area 30).

11 ALTAR

Cracked stone altar (covered in soot, decorative border of cherubs and imps). **Imposing mosaic** (15' tall, behind altar, mostly clear of vegetation).

The mosaic: St Clewyd as an elderly man in blood-stained robes struggles to his feet amid rays of light descending from above. He wears a ruby ring. A scarlet unicorn lies dead next to him. The inscription “Of Evil Vanquished” is visible above it.

Searching the mosaic: A successful **Search Check** or careful examination of the mosaic tiles reveals that the mosaic tile comprising the ring can be removed. Behind the fragment is a compartment containing a key. The key opens the hidden compartment in the altar.

Searching the altar: A successful **Search Check** or careful examination of the decorative border reveals a keyhole hidden in a cherub's mouth. The key in the mosaic fits the keyhole and opens a compartment in the altar. Inside are: a 1' high gilded Chapes holy symbol (75gp), a solid gold spiked orb (400gp), a solid silver chalice (200gp), a gilded decanter (60gp), and an electrum rod and bowl (35gp each).

12 ORGAN

Large, ornate pipe organ (rusted, missing keys, coated with layers of bird droppings). **Iron bench** (before organ, topped with rotten cushion).

Playing the organ: Produces a squall of disharmonious notes, at once unearthly and grating. Space around the organ shimmers. 2d4 ghost crows manifest in the organ's pipes and emerge to attack.

GHOST CROWS

Semi-corporeal, ghostly white birds native to another dimension. Feathers flicker with yellow, ectoplasmic flame. Hungry for mortal blood.

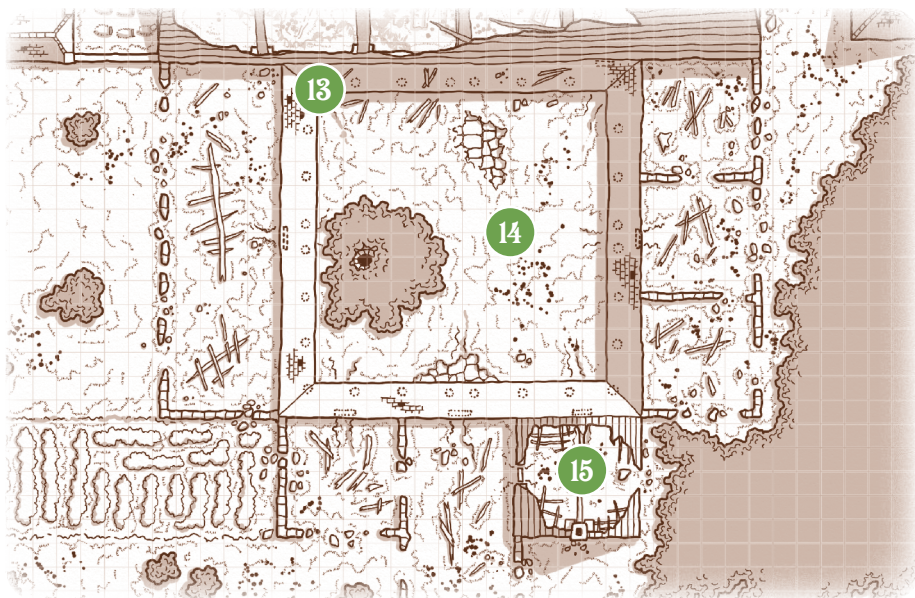
SMALL MONSTR. | ANIMAL INT. | NEUTRAL

Level 1 AC 13 HP 1d4 (2) Saves D12 R13 H14 B15 S16 Att Beak (+0, 1d3) or shriek (paralysis) Speed 10 Fly 40 Morale 8 XP 15

Damage reduction: Mundane weapons inflict half damage. Silver weapons inflict normal damage.

Shriek (once a day): All within 10' must **Save Versus Hold** or be rooted to the spot (unable to move, –4 penalty to Attack Rolls and Saving Throws) for 1 Round.

Items: 1d4 *Ghost Crow Quills* each (see **Enchanted Oddments, DCB**).



13 CLOISTER

Covered walkway (largely intact, ivy-covered). **Crumbling colonnade** (overlooking garth—Area 14). **Cracked tiles** (snaking ivy).

Ghost of Brother Hodge

Ghostly friar (Brother Hodge). **Pacing the cloister** (slowly, head bowed). **Mumbling prayers** (Liturgic, penance for a monastic misdeed).

Interaction: See **Ghostly Monks**, p8.

14 OVERGROWN GARTH

Overgrown beds (where flowers once grew). **Paving stones** (cracked). **Dense bramble thicket** (at west of courtyard).

Searching the brambles: Reveals a crumbling stone well hidden amid the tangle. A monk's skeleton reclines beside it, pipe and pouch of leaf in his lap. These are the remains of Brother Hodge (Area 13).

Clearing the well: Takes 4 Turns, revealing a bucket, rope, and 60' deep shaft down to a cistern (Area 36).

15 WARMING ROOM

Limestone blocks (partially intact walls, flagstones). **Collapsed ceiling** (charred remains on floor). **Tiled fireplace** (embossed angels carrying firewood). **Flickering green, spectral fire** (in the grate, produces no heat).

Ghost of Brother Shadwick

Ghostly friar (Brother Shadwick). **Squatting by the fire** (shivering, trying in vain to warm hands).

Interaction: See **Ghostly Monks**, p8.

16 MONUMENT

Cracked dais (white marble). **Statue of St Clewyd** (8' tall, weathered bronze, holding rod of mercy and quill of justice). **Pink, gelatinous protrusions** (on statue, extra arm holding a skull, beard of tentacles, horn on forehead). **Tangle of overgrown roses** (west of monument).

Touching the protrusions: They disintegrate but regrow after 1 hour.

17 HERB GARDENS

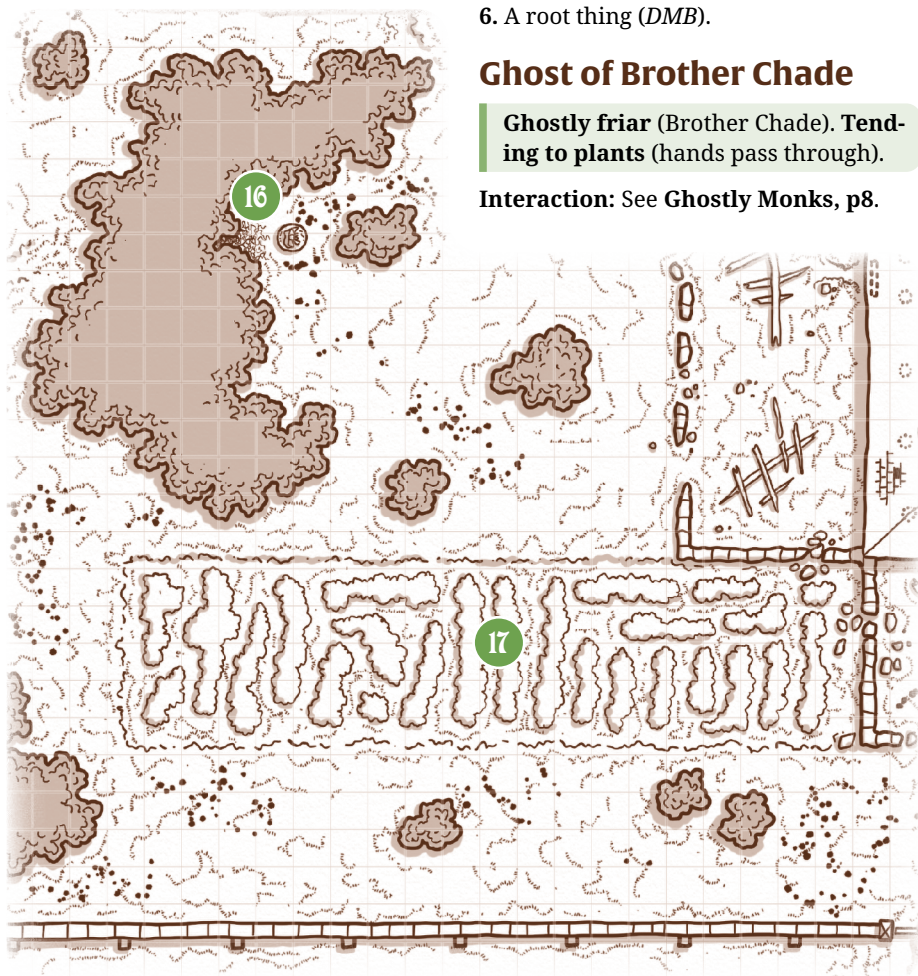
Raised beds (squishy, writhing soil). **Snaking brambles** (long thorns). **Giant, writhing herbs** (3' high clumps).

Digging up herbs: There are 15 clumps of giant herbs. For each clump, roll **1d6** to see what PCs dig up: **1.** A random **Rare Herb** (DCB), **2.** A random **Rare Herb** (DCB) but with the effects of a random **Rare Fungus** (DCB), **3.** Root ball twisted around a human skeleton, **4.** Gnarled, unicorn-shaped root, **5.** Rotten roots, **6.** A root thing (DMB).

Ghost of Brother Chade

Ghostly friar (Brother Chade). **Tending to plants** (hands pass through).

Interaction: See **Ghostly Monks**, p8.



18 GRAVEYARD

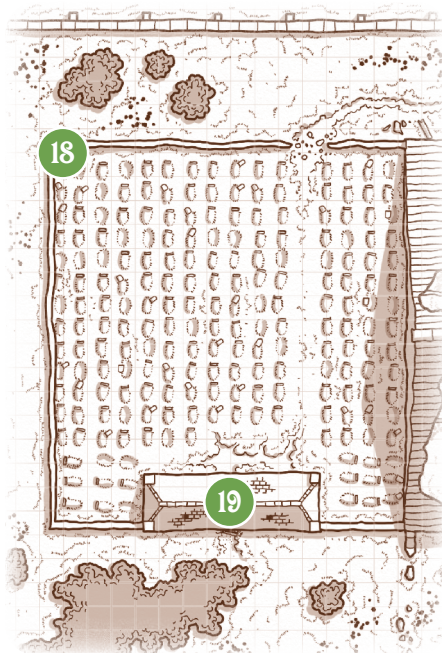
Ivy-covered stone walls (10' high, crumbling, buckled by invading tree roots). **Hundreds of ancient graves** (interring lower order monks). **Disturbed graves** (many recently and carelessly dug up).

Inspecting the gravestones: Dates indicate that no one has been buried here for the past 100 years.

Examining the disturbed graves: Contain shrouded, skeletal, desiccated corpses—many missing all their teeth.

Charmed Child

During the day, there is a 2-in-6 chance of one of the bedraggled children who dwell in Area 3 being present, digging in a grave. They flee if approached.



19 GRAVEYARD GATEHOUSE

Imposing graveyard gatehouse (black stone, 15' high). **St Signis engravings** (saint with finger to lips). **Gate hanging ajar** (rusty ironwork, creaky). **Empty plinths** (one at each corner of roof, big enough for a large object—now missing).

Entering: PCs making noise attract the attention of the gargoyles in Area 21. Otherwise, make a Surprise Roll for the gargoyles to see whether they notice PCs passing through.

Lodge doors: Arched wooden doors to Areas 20 and 21 both hang ajar.

20 EAST LODGE

Black stone (walls, floor, ceiling 12'). **Smashed furnishings** (beds, table, chairs). **6 oil paintings** (hanging askew).

Searching the debris: Uncovers a cherry-wood icon of St Signis inlaid with mother-of-pearl (300gp).

Examining the paintings: They depict relics in gilt display cases. One (a painting of a blackened, mummified hand resting on an indigo pillow) appears three-dimensional, as if one could reach into the painting. Doing so transports a character to Area 49.

21 WEST LODGE

Black stone (walls, floor, ceiling 12'). **Broken workbenches** (masons' tools strewn around). **Blank gravestones** (piled by wall). **Strewn bones** (animal and humanoid).

Searching the bones: Uncovers a pouch of 120sp and a *Motherlocket*.

GARGOYLES

MD. CONSTRUCT | SENTIENT | CHAOTIC

Level 4 AC 14 HP 12, 17, 18, 20 Saves
D10 R11 H12 B13 S14 **Att** 2 claws
(+3, 1d3) and bite (+3, 1d6) **Speed** 30
Fly 50 **Morale** 11 **XP** 130

Surprise: When a gargoyle stands still and statue-like, opposing side has a 4-in-6 chance of being surprised.

Construct: Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Dark sight: Can see normally without light.

Immunities: Only harmed by magic or magic weapons.

Magic Resistance: +2 to Saving Throws against effects of magical origin.

4 Gargoyles

Burly human stature (muscular). **Varied heads** (hawk, hound, pike, bull). **Rolling eyes** (goggling). **Semi-dormant** (stand statue-like until disturbed).

Reaction: Rapaciously attack living creatures, but do not pursue beyond the gatehouse.

Speech: Hollow grinding. Liturgic.

Desires: Fresh meat, treasure. Peace and quiet.

MOTHERLOCKET

A plain, oval-shaped locket on a delicate silver chain.

Unclasp: Reveals an image of the viewer's mother in her current state (including if deceased).

Communion: The viewer may converse with their mother up to once a day for 1d6 minutes. The magic functions even if she is deceased and in another plane of reality.

Value: 1,500gp.



22 ABBOT'S RESIDENCE

Dilapidated single storey building (walls cracked, holes in roof). **Clad in moss** (covering shuttered windows). **Slate chimney** (wonky). **Gaping entrance** (door missing, rusted hinges).

Holes: A 3' hole in the wall enables direct access to Area 25, and a 5' hole in the roof access to Area 26.

23 MOSSY HALL

Limestone blocks (walls, flagstones). **Carpeted in moss** (1' thick). **Mould-covered walls** (flaking wall-paper). **Chunks of masonry** (recently fallen from ceiling, free of moss).

Door to Areas 24 and 25: Stuck, swollen.

Forcing doors open: Causes the ceiling to collapse. All in the hall must **Save Versus Blast** or suffer 1d6 damage.

Ghost of Brother Frewdric

Ghostly friar (Brother Frewdric). Staggering about (calling for Lummingwyll). Pounding on doors (has forgotten he can pass through them).

Interaction: See **Ghostly Monks**, p8.



24 LOOTED VESTRY

Limestone blocks (walls, flagstones). **Wonky wardrobes** (doors smashed, empty). **Mirror shards** (strewn over floor).

Door to Area 23: Stuck, swollen.

Door to Area 27: Locked.

25 PARLOUR

Limestone blocks (walls, flagstones).

Rotting chairs (once plush upholstered).

Hole in wall (3', leads outside).

Mounds of leaf mulch (blown in from outside).

Clean fireplace

(free of leaves, burnt log at back).

Door to Area 23: Stuck, swollen.

Examining the fireplace: The redslob that lurks in the chimney drops—roll for surprise. At the back of the fireplace, the ooze has secreted 3 dazzling peridots (500gp each) beneath a burnt log.

REDSLOB

Maroon-tinted, mottled with spent embers, reeking of sepsis and ash.

LARGE OOZE | **SEMI-INTELLIGENT** | **NEUTRAL**

Level 4 AC 13 HP 18 Saves D10 R11 H12 B13 S14

Att 4 appendages (+3, 1d4 + adhesion) **Speed 20 Morale 10 XP 230**

Immunities: Unharmed by cold and lightning.

Adhesion: On a successful attack, the acid-oozing appendage sticks onto the victim and inflicts 1d4 damage in subsequent Rounds. This reduces the number of attacks per Round the redslob may make.

If hit in melee: When a redslob is hit with a melee weapon, the attacker must **Save Versus Hold**. If the save fails, the weapon is ripped out of the attacker's hand, adhering to the monster's sticky mass.

Wield weapons: A redslob may grasp weapons that have adhered to its surface, wielding them in subsequent Rounds. Each weapon wielded may attack once per Round, replacing one of the redslob's appendage attacks.

26 DERELICT DINING ROOM

Limestone blocks (walls, flagstones).

Hole in ceiling (5' leads outside).

Smashed banquet table (bisected by a fallen tree branch).

Empty goblet and bottle of wine (balanced on table).

Rotting chairs (once plush upholstered).

Mounds of leaf mulch (blown in from outside).

Blocked fireplace (full of rotting leaves).

Goblet and wine: The goblet is undorned copper. The bottle is *Inkling Wine* (DPB), still sealed.

Filling the goblet: A chill wind swirls around the room and a spectral voice declares "Lummingwyll lingers still".

27 FORGOTTEN BEDROOM

Limestone blocks (walls, flagstones). **Four poster bed** (intact but moth eaten). **Mould-covered walls** (flaking wallpaper).

ADDERS

4' long snakes with grey/green scales.

SMALL ANIMAL | **ANIMAL INT** | **NEUTRAL**

Level 1 AC 13 HP 5, 3 Saves D12 R13 H14 B15 S16 Att Bite (+0, 1d3 + poison)
Speed 30 Morale 7 XP 15

Poison: **Save Versus Doom** or suffer 1 damage for the next 1d6 Rounds.

Door to Area 24: Locked.

Searching the bed: Disturbs the 2 adders underneath—roll for surprise. A successful **Search Check** or examining the bed frame reveals a hidden compartment. Inside is a wooden jewellery box containing three vials: holy water, *Oil of St Signis* (DCB), and *Aethers of Starlight* (DCB).



28 DERELICT BATHROOM

Limestone blocks (walls, flagstones). **Copper tub** (tarnished, filled with algae and frogspawn). **Foul stench** (from tub). **Smashed porcelain** (strewn over floor).

In the tub: A tarnished silver Chapes holy symbol (25gp) and a key to Area 27 rest at the bottom, under the algae.

29 LOOTED STUDY

Limestone blocks (walls, flagstones). **Smashed bookshelves** (rotting, empty, some toppled). **Crawling insects** (woodlice and centipedes, eating rotting wood).

Searching the bookshelves: A successful **Search Check** or looking behind the bookshelves reveals a hidden stone door. It is unlocked and opens onto a spiral staircase leading downward.

Descending the staircase: Descends 30' and ends at an ancient oaken door, which is locked (Abbot Lummingwyll has the key). Behind the door is the back of a wardrobe (see Area 50).

Moving the wardrobe: Requires a combined Strength of 36+, causing the wardrobe to topple into the Vestorium. If monks are present (midday/afternoon or nighttime), see **Crisis of Faith**, p38.



The Eastern Crypts

RANDOM EVENTS (2-in-6 Chance Every Turn)

- 1 A **Drune explorer** (stats per Audrune, *DMB*) who has travelled here via a ley line to investigate the effects of the Chaos Rift. If threatened, the Drune can escape via the Chaos Rift (Area 32).
- 2 A **lambent wisp** (see opposite). Glides serenely into view from an invisible fissure in the air. Needs 1d3 Rounds to sense PCs and attack. Once engaged, pursues any who flee.
- 3 Gravity is nullified for 1 Turn.
- 4 A **warp worm** (see opposite). Appears in a purple flash. Disoriented, distressed, belligerent. Does not pursue if fled.
- 5 **Psychedelic-hued phantoms** drift from the walls, moaning silently and reaching out to attack each PC with a searing cold touch (+4, 1d4). Those struck must **Save Versus Doom** or flee screaming in terror to the surface, unable to return for 1 hour.
- 6 A single word echoes from a corner. Repeating it causes the thing to manifest. Examples: “cheese” (5 rations), “goat” (one terrified animal), “discombobulated” (all PCs forget why they are here for 1 Turn).
- 7 An **amphibious fungoid** (see opposite). Sprouts and flowers before PCs’ eyes, forming in 1d3 Rounds, and attacks.
- 8 Distant, solemn Liturgic hymns that gradually devolve into the braying of beasts, before erupting into snorts of laughter and abruptly ceasing.
- 9 PCs’ voices are replaced by a singing church choir, for 1 Turn.
- 10 The nature of light is reversed for 1 Turn: dark areas are illuminated, and light sources become pools of darkness.
- 11 **2d4 giant frogs** (*DMB*). Mutated by the magic waters of the crypt, seeking meat or carrion.
- 12 The air shimmers; stone walls undulate. If the party does not leave the vicinity at once, roll **1d4** for consequence: **1.** An item held by a random PC is enlarged to gargantuan proportions (20’ long / wide); **2.** The PCs find themselves flat on their backs in the pool in Area 31, surrounded by hooting and pointing animated cherubs; **3.** Two random PCs swap heads for 2 Turns; **4.** The PCs find themselves sprawled in a perfect circle around the Monument to St Clewyd (Area 16).

EASTERN CRYPTS GENERAL NOTES

Pervasive Magic

The Chaos Rift (Area 32) affects the entire eastern crypts. While its effects have lessened from the initial explosive vortex of magical energy, its presence continues to warp these chambers. As a result, the whole area is riddled with magic. Detection of magic reveals a powerful, chaotic enchantment about *everything* in this place.

Water Channels

Flow from east to west, fed by an underground stream that enters the complex in Area 32. Unless noted, channels are 5' wide and 3' deep, with brisk but manageable currents. The waters are strangely warm and slightly fizzing.

AMPHIBIOUS FUNGOID

8' long, salamander-shaped monstrosities formed of webs, nodules, and crests of vibrant, fungal matter.

LARGE FUNGUS | **MINDLESS** | **NEUTRAL**

Level 6 AC 13 HP 6d8 (27) Saves D9 R10 H11 B12 S13 Att 3 lashing tendrils (+5, 1d8 + infection) **Speed 20 Morale 9 XP 520**

Infection: Target must **Save Versus Doom** or be afflicted with injected spores for 1 Turn (or until the fungoid is killed). Affected characters either attack their allies or stand drooling (equal chance of either per Round).

LAMBENT WISP

Shreds of radiant ectoplasm, loosely formed into a 10' diameter cloud of tendrils.

LARGE MONSTROSITY | **MINDLESS** | **NEUTRAL**

Level 5 AC 13 HP 5d8 (22) Saves D10 R11 H12 B13 S14 Att Tendril (+4, 2d6) or irradiate Fly 20 Morale 9 XP 360

Immunities: Only harmed by magic or magic weapons.

Tendrils: Inflict burning damage from the wisp's internal heat.

Irradiate (twice a Turn): Can unleash a blast of prismatic radiation. All within 40' must **Save Versus Doom** or suffer 1d12 damage and be blinded for 1 Turn.

WARP WORM

Floating pink worm, hundreds of yellow eyes along flanks. 30' long, 5' diameter.

LARGE MONSTROSITY | **MINDLESS** | **NEUTRAL**

Level 7 AC 14 HP 7d8 (31) Saves D8 R9 H10 B11 S12 Att Bite (+6, 3d6 + swallow) or bash (+6, 1d8) Fly 50 Morale 10 XP 780

Swallow: On a bite Attack Roll of natural 19–20, a Small or Medium target is swallowed. The victim suffers 1d6 damage per Round (until the worm dies). Swallowed victims may attack the worm with sharp weapons at a –4 Attack penalty. If a swallowed victim dies, the worm disappears into another dimension.

30 CENTRAL CRYPT

Sandstone blocks (walls, floor). **Vaulted undercroft** (30' high). **Rows of massive pillars** (limestone, supporting ceiling and chapel on surface). **Translucent pink vines** (gelatinous, dangle from ceiling, curled around pillars). **Sounds of rushing water** (fill the space, from the east—Area 31).

Doors to the surface: Twin arched, iron-bound doors open onto spiral staircases to the ruined chapel (Area 10).

Chaotic Happenings

Heightened events: There is a 3-in-6 chance of a **Random Event** (p26) occurring here each Turn.

5 Undead Abbots

Undead abbot corpses (escaped from interment). **Pale, drawn flesh** (desiccated). **Ceremonial robes** (bloodied and ragged). **Lurking in shadows** (between the tombs and pillars).

Reaction: Wish to destroy the living, for whom they are filled with hatred.

Tombs and Coffers

3 humble stone coffers (to the south, older construction, undorned, some missing lids). **5 ornate, pompous tombs** (to the north, newer construction, daises, elaborate scrollwork, extravagant portraiture).

Examining: All are open and empty, with no sign of the interred.

Names: Abbot Quibbleton, Abbot Lullingford, Abbot Shrubwick (in older, simpler coffers); Abbot Shadwell, Abbot Adalbert, Abbot Growedd, Abbot Ponty, Abbot Legworth (on the newer, more ostentatious tombs).



UNDEAD ABBOTS

MEDIUM UNDEAD | SENTIENT | CHAOTIC

Level 3 AC 14 HP 14, 16, 17, 17, 17
Saves D11 R12 H13 B14 S15 **Att** Claw
(+2, 1d6 + energy drain) **Speed** 30
Morale 12 **XP** 90

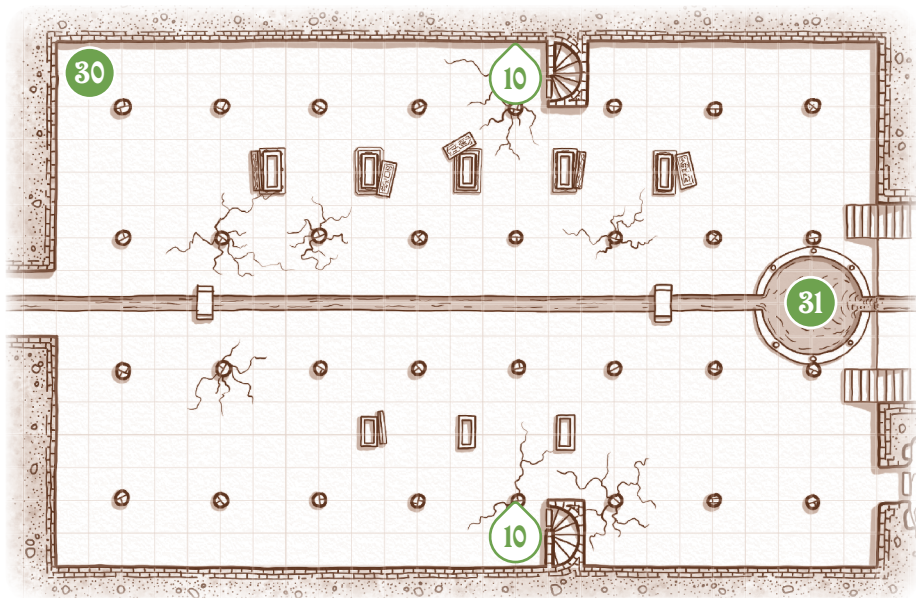
Undead: Silent before attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominare*).

Dark sight: Can see normally without light.

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Energy drain: Touch reduces the victim's maximum Hit Points by 1d3 and incurs a -1 penalty to Attack Rolls and Saving Throws. These effects are cumulative if a victim is touched multiple times. Gaining a Level removes all penalties and restores lost maximum HP.

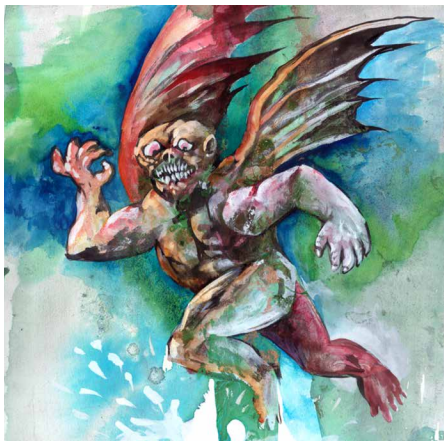
Items: Each wears a dented, solid gold Chapes (300gp).



31 CHERUBS' POOL

Brisk waterfall (cascades from wide spout at top of wall). **Frothing pool** (fed by falls, flows into water channel). **Empty statue bases** (along low wall ringing pool).

Stairs up to Area 32: Steps and walls glow faintly purple, faint humming from above.



6 Animated Cherubs

Miniature statues (3' high). **Playfully splashing** (in pool).

Reaction: Chase PCs, spitting or urinating water onto them while shrieking.

ANIMATED CHERUBS

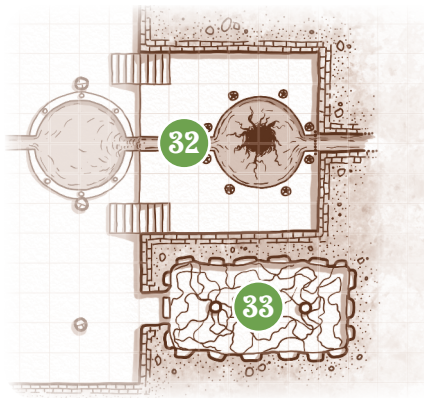
SMALL CONSTRUCT | SEMI-INT. | NEUTRAL

Level 1 AC 17 HP 2, 3, 3, 6, 7, 8 Saves
D12 R13 H14 B15 S16 Att Fist (+0, 1d3)
Speed 20 Fly 30 Morale 5 XP 10

Construct: Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

32 THE CHAOS RIFT

Sandstone blocks (walls, floor). **Vaulted ceiling** (15'). **Dull violet glow** (illuminates room). **Underground stream** (enters crypts by a 5' circular opening, ringed with broken metal grate). **Swirling pool** (purple and cyan swirl). **8 angelic statues** (5' high, ring the pool, solid marble seems to sway and ripple). **Pool outflow** (flows through wide, floor-level aperture into Area 31). **Deep humming** (felt more than heard).



Chaos Rift

Swirling, purple-blackness (hovers above pool). **Profoundly opaque** (yet somehow transparent, not there at all).

Staring into the Rift: Affords fleeting glimpses of unfamiliar, alien vistas. Space here seems all wrong.

Touching the Rift: Any creature or physical object touching the Rift is instantly annihilated.

Closing the Rift: *Dispel Magic* (versus a Level 15 caster) closes the Rift for 1 Turn. Throwing in **The Charge** (see Area 52, dead or alive) closes it permanently, as can a wish (see **Epilogue**, p52).

History: The failed ritual that ruined the abbey took place here (see **The Abbey's Destruction**, p5). The Rift is its result.

Chaotic Happenings

Automatic event: A **Random Event** (p26) occurs here once per Turn.

Encounter duration: Manifested creatures disappear after 1 Turn.

33 UNDERCROFT OF CHATTERING SKULLS

Rough-hewn walls, slathered in living flesh (pulsing, suppurating). **Pillars of muscle and bone** (support 15' vaulted ceiling, bleeding profusely). **Raw nerves** (crisscross the floor). **Dozens of stone shelves** (line the walls, interspersed with flesh). **Hundreds of skulls** (in shelves, speaking, clacking jaws). **Maddening dissonance** (skulls' incessant chattering).

Entering the room: The skulls howl with agony and glee as nerves are stepped upon.

Searching the skulls: 17 are marked with a red cross atop the cranium and contain 3d20gp each. Searchers have a 1-in-6 chance per Turn of finding one. Inspecting all of them takes 1 person 12 Turns.

Listening to the skulls: Amidst the drone of theological debates, nonsensical soliloquies, and risqué ballads, the phrase "Lummingwyll did it all, he did it upstairs" is sporadically audible.



34 CRYPT JUNCTION

Sandstone blocks (walls, floor). **Vaulted ceiling** (15'). **Swirling pool** (fed by channel). **Sickly sweet odour** (emanating from pool). **Sounds of streaming water** (serene). **12 submerged corpses** (bottom of pool, 10' down, wafting in the current). **Grated pool outflow** (flows through 5' wide iron grate into Area 43).

Examining the corpses: Grotesquely swollen and violet-hued. The remains of a long-ago Church mission to reclaim the Abbey, preserved and mutated by the chaos-tainted waters. No visible wounds. 6 wear gold holy symbols of St Faxis (3 crossed swords, 75gp each). One carries the *Mercy of St Elsa*.

Removing the grate: The grate is rusty but strong. It cannot be removed or damaged by hand. If removed by special means, PCs may pass along the 5' underwater channel, emerging from the waterfall in Area 43.

Warded Doors to Areas 40 and 41

Solid oak (iron studs). **Pitted and scratched** (claw marks). **Glowing inscription** (golden).

Inscription: In Liturgic: “Waxed Full, Uncast, Unfettered, Punished, Exposed, ?”. (This refers to the mosaics in Area 9.)

Warding: A magical ward prevents passage from this side. Speaking the word “Resurrection” nullifies the ward for 1 Turn. The inscription shimmers silver.

Locked: The doors are also locked.

MERCY OF ST ELSA

A silver *Holy Mace*, engraved with prayers.

In battle: The wielder weeps tears of holy water (–1 penalty to Attack Rolls, +1d4 damage to undead).

Value: 3,750gp.

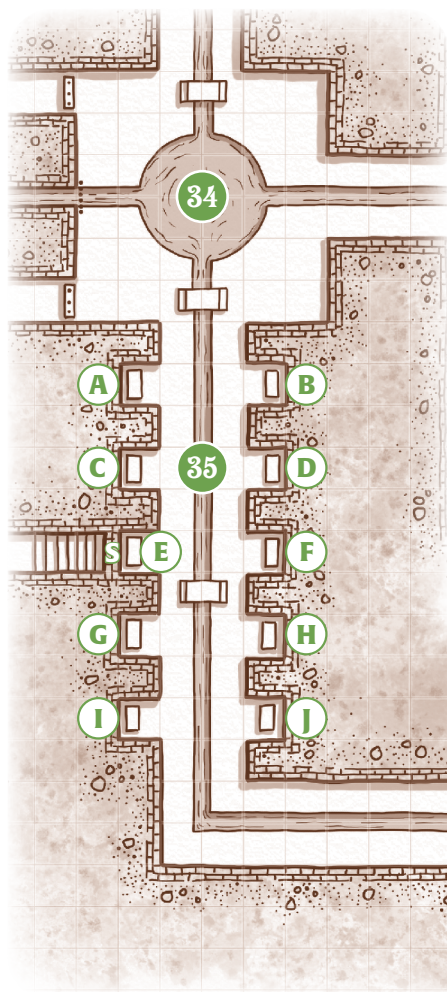
35 PRIORS' TOMBS

Sandstone blocks (walls, floor, ceiling 10'). **10 side tombs** (behind open archways).

From Area 36: Purple glow.

Tombs

Decorative pillars (in corners, carved as ivy-clad trunks). **Oblong stone cof-fer** (labelled with name of interred).



A: Prior Mumsalot. Empty; shreds of cloth.

B: Prior Jobsworth. The prior's corpse, reanimated and hateful (stats per **Undead Abbots, p28**—12 HP). Silver pendant of St Clewyd (effigy holding rod and quill) (100gp).

C: Prior Goodenough. The prior's corpse. Ring of gold and ruby (300gp)

D: Prior Calamite. Empty; bone fragments.

E: Prior Heathrough. Empty; utterly clean. A successful **Search Check** or inspecting the base reveals that it can be slid sideways, revealing a stairway down to Area 51.

F: Prior Wondred. The prior's corpse, reanimated and ravenous (stats per **Undead Abbots, p28**—20 HP). Gold censer (250gp).

G: Prior Macell. The prior's corpse. Pearl and ebony prayer beads (200gp).

H: Prior Longworth. The prior's corpse, reanimated and bloodthirsty (stats per **Undead Abbots, p28**—16 HP). Painted icon of St Clewyd (100gp).

I: Prior Wight. The prior's corpse.

J: Prior Loom. Empty; scorched outline of corpse.

Sandstone blocks (walls, floor). **Dripping, algae-drenched ceiling** (domed, 10'). **Reservoir** (fills entire floor, murky, 60' deep). **Radiant, purple glow** (emanates from below the surface). **Light filters down** (from 5' wide, 60' high shaft at ceiling apex, leading up to the well in Area 14).

Lingering on the ledge: Summons the attention of the catfish, who rises to the surface to eye PCs.

Entering the reservoir: Disturbs the catfish, causing it to lash out.

Reservoir bottom: 60' deep. An open drain there connects to another channel that rejoins the underground stream beyond the abbey complex.

THE CATFISH'S VISION

The vision: PCs perceive a vision of entering the dungeons beneath Castle Brackenwold. They see a secret chamber wherein a stone throne sits atop a great pedestal. They witness the sacrifice of a young human girl to an evil presence that lurks within the throne.

Yearning: PCs experiencing the vision must **Save Versus Spell** or become obsessed with visiting the secret chamber and retrieving a souvenir for the catfish.

Returning with a souvenir: Should such a mission succeed, the catfish gives PCs a giant, glowing crystal geode (4,000gp), which manifests in a bubble blown from its lips. If the Referee wishes, it may provide further visions of obscure locations in Dolmenwood.

Giant Telepathic Catfish

Curled in contemplation (at the cistern's base). **Monstrous proportions** (25' long). **Mottled skin** (subterranean white and garish pink). **Bulging eyes** (3' orbs of blackness). **Branched whiskers** (prehensile, orange and mauve). **Purplish glow** (suffuses body). **Mind evolved** (great but abstruse intellect, wracked with telepathic visions of Dolmenwood).

Reaction: Offers to telepathically share a vision of a great secret with the PCs (see **The Catfish's Vision**).

Speech: Slow, echoing whisper. Can telepathically communicate with any sentient being.

Desires: See **The Catfish's Vision**.

History: Originally a normal fish that swam into the crypts and was awakened, mutated, and enlarged by the chaotic energies of the Rift.

GIANT TELEPATHIC CATFISH

LARGE MONSTR. | **SENTIENT** | **NEUTRAL**

Level 12 AC 13 HP 55 Saves D5 R6 H7 B8 S9 Att Bite (+9, 2d8 + swallow) or 4 tendrils (+9, 1d8) Swim 60 Morale 9 XP 2,100

Swallow: On a bite Attack Roll of natural 19–20, a Small or Medium target is swallowed. Unless the catfish is killed, victims are digested into radiant plasma in 3 Rounds.

37 PASSAGE OF THE DEAD

Sandstone blocks (walls, floor).
Arched corridor (10' ceiling). **3 mosaics** (each 10' wide, along walls, see Mosaics).

Stairways to Area 38: Channel descends in a small waterfall, flanked by twin staircases. Light reflects from a large flooded space ahead.

Mosaics

Each depicts a state of death, according to Church doctrine. Titled in Liturgic.

A: "Torment": Wicked mortals roasted alive and devoured by white toad-demons. A large section of the mosaic—shaped like a many-tentacled serpent—is missing.

B: "Judgement": The souls of dead mortals queue at a heavenly gate, where an angelic figure stands holding a scale.

C: "Glory": Exalted souls recline beside a wondrous fountain, gazing at angels hovering with harps.

38 THE SEVEN SISTERS

Sandstone blocks (walls, floor, ceiling 10'). **Waist-high, swirling water** (floods the chamber; strangely warm).
Rotting planks and beams (drift forlornly on the surface). **Creaking and clanking** (from Shattered Wheel).
Submerged, choked drain (5' wide grate, channel exits the complex here).

Shattered Wheel

Dilapidated water wheel (8' tall, partly submerged, smashed). **Thick, rusty chains** (dangle listlessly from ceiling holes).

Pulling the chains: Opens and closes the Doors to the Vaults. This requires a combined Strength of 60+.

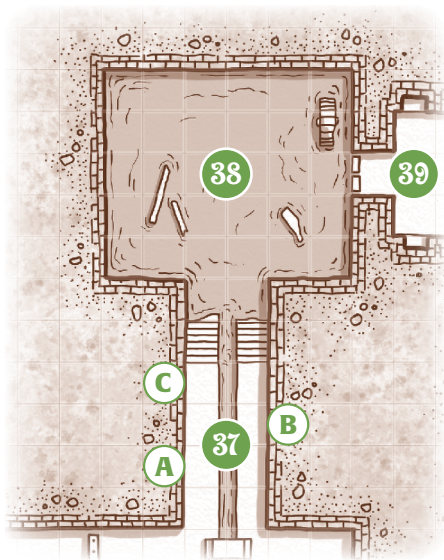
Wheel's function: Originally, the water flowing through the wheel controlled the vault doors. It is now beyond repair.

Doors to the Vaults

2 monoliths of black marble (smooth). **Featureless** (no handles, lock, or opening mechanism). **Inscription** (above, Liturgic "In charity, may the heart find solace").

Opening the doors: Requires either use of the **Shattered Wheel** or a clever means of attaching a handle or rope to the doors (and a combined Strength of 60+). Magic also works.

If opened: Unless the water is first drained (e.g. by clearing the choked drain), it floods into Area 39. PCs must make a **Dexterity Check** or be forcibly swept in (1d4 damage).



The Seven Sisters

Water hydra (lithe, serpentine body, 15' long). **7 heads** (see stat block). **Indigo scales** (yellow underbelly). **Fins and frills** (orange). **Dormant below the water** (beside the Shattered Wheel).

Reaction: The dominant head (randomly selected, see stat block) emerges from the water to investigate intruders.

Speech: Booming, high-pitched, with inflections appropriate to dominant head. Woldish.

Desires: The flesh of sentients. Obsessed with consuming “Abbot Tasty Pasty, who leads those frocked fools” (Abbot Lummingwyll).

Reward: Aid opening the vault doors. The Sisters have the strength to operate the broken wheel mechanism.

Origin: Sprang to life decades ago from the “Torment” mosaic in Area 37, animated by the chaotic waters. The Sisters hunt errant water creatures and bicker among themselves.

THE SEVEN SISTERS

LARGE MONSTR. | **SENTIENT** | **CHAOTIC**

Level 10 AC 15 HP 56 Saves D6 R7 H8 B9 S10 Att 7 bites (+8, 1d8) or power of dominant head Speed 10 Swim 40 Morale 9 XP 2,250

Severing heads: For each 8 HP damage taken, a random head is severed.

Dominant head: Only one head is dominant at a time. This may randomly switch, as the Referee wishes (every 3 Rounds in combat).

- Aribelle (human-eyed magpie, salacious):** Gaze at a target. **Save Versus Hold** or cast held items away (10' in a random direction).
- Wyde (lioness, jealous):** Gaze at a target. **Save Versus Spell** or flee in terror for 2d6 Rounds.
- Hagkzach (bloated boar, slaughterous):** Breathe a 10' sphere of green vapour. All within must **Save Versus Blast** or fall unconscious for 1d6 Turns.
- Politude (golden-eyed serpent, avaricious):** Venomous bite. **Save Versus Doom** or fall into eternal slumber.
- Mermidor (raven-locked seeress, deceitful):** Cast *Phantasm*, *Confusion*, and *Dominate* (once a day, each).
- Seemee (goggle-eyed crone, raucous):** Deranged laugh. All within 30' must **Save Versus Doom** or be deafened and befuddled for 1d3 Rounds (2-in-6 chance of spell-casting failing).
- She-Who-Damns (cow with upside down head, baleful):** Curse a target. **Save Versus Spell** or lose 1d6 Intelligence and Wisdom (to a minimum score of 3).

39 TREASURE VAULT

Sandstone blocks (walls, floor).
Vaulted ceiling (15'). **Religious ceiling mural** (jubilating angels).
Stone shelves (stacked with wooden chests). **Angel statue** (marble, kneeling in prayer).

Chest Contents

North A1: Deeds to land in the south of the duchy (10,000gp).

North A2: Silver coins, neatly stacked in leather pouches (20 × 200sp).

North B1: An antique, 12 volume Pragmaphon (1,000gp). Warped: the character who removed the item from the crypts is cursed such that they cannot sleep.

North B2: Gold bars (20 × 50gp). Warped: when exposed to light, the bars begin to diminish in size until they vanish, after 7 days.

North C1: Statues of the 5 prophets in silver and mother-of-pearl (5 × 100gp). Warped: the possessor is plagued with nightly dreams of their mother's death.

North C2: Gold chalices, encrusted with amethyst and beryl (6 × 400gp). Warped: emit a hideous screeching or wailing when beheld by mortal eyes.

North D1: A 2'-high golden Chapes, engraved with psalms and wrapped in silk (1,000gp).

North D2: Loose coinage (2,520sp, 700gp, 150pp).

North E1: 10 vials of holy water and 10 large suet biscuits (perfectly preserved, 10 × 100gp), wrapped in purple silk. Each biscuit heals 1d4hp, if consumed.

North E2: Black velvet box containing a human skull studded with rubies and crystals (1,000gp). Warped: can fly and is most capricious.

Entering: Opening the doors floods the room to waist height, submerging all chests. Paper items inside are destroyed.

Locked chests: 2 in each wall niche. The Chaos Rift has warped some items (magic of curse removal nullifies effects).

South A1: A *Rod of Frost Ward* (6 charges).

South A2: A fabulous crown of platinum and ruby (2,000gp). Warped: evaporates when touched by living hands.

South B1: A silver crown engraved with "VICTORY, DOMINION, PIETY" in Old Woldish, once owned by Prince Gaspar of Brackenwold and gifted by him to the Church in secret, 900 years ago. The Dukes of Brackenwold believe it lost and would greatly value its return (800gp material value, up to 4,000gp to the right buyer).

South B2: Stacks of crumbling, leather-bound ledgers detailing the abbey's finances (800gp for historical interest).

South C1: A *Holy Shortsword (Flaming, Hallowed)*, engraved with an effigy of St Clewyd.

South C2: 100 pieces of assorted silver jewellery (rings, necklaces, bracelets) in small sacks (total of 2,000gp). Warped: can only be seen under firelight.

South D1: 16 silver Chapes holy symbols, individually wrapped in hessian (16 × 100gp). Warped: covered in tiny, beady eyes which watch with a critical gaze.

South D2: Empty.

South E1: A golden censer and 16 boxes of fine incense (500gp, 16 × 50gp).

South E2: 6 silver jewellery boxes full of uncut onyx (6 × 500gp). Warped: the boxes pronounce atrocities from ghoulish mouths.



The Western Crypts

THE ORDER OF WARDENS

Life in the Crypts

The Wardens insulate themselves from the Chaos Rift behind warded doors. The Sollemitaine and their shared routine of duties and religious ritual are all that have kept them broadly sane.

Sustenance and light: *The Epitome of Life* (a Church relic, Area 44) magically produces the bread and wine upon which the wardens subsist, and the oil to light their chambers.

The miraculous pool: The pool in the inner sanctum where the Wardens dwell (Area 43) has the ability to resurrect the dead, leading to an unending cycle of death and rebirth.

The Afflicted Brethren: Resurrections occasionally fail, causing deceased monks to return as undead. Collectively referred to as the “Afflicted Brethren”, they are housed in cells around Area 45. Their condition ranges from semi-sentient corpses (the “Wayward Afflicted”) to degraded, skeletal husks (the “Silent Afflicted”). The living monks see it as their sacred duty to care for these stricken brothers.

Cardinites and Loyalists

There are 20 living monks today, divided into two factions.

The Loyalists: 12 monks, including leader Abbot Lummingwyll. They believe that the Sollemitaine is eternal.

The Cardinites: 8 monks who follow the philosophy of the now-deceased Prior Cardin. Led by Subprior Proster. They believe that dying and being resurrected has released them from the Sollemitaine, and wish to leave the abbey.

The death of Cardin: Cardin claimed to have found a secret, safe way out of the crypts. Shortly after, his body was found in the Cell of the Wayward (Area 46), too mangled by its occupants for resurrection. Secretly, he was thrown to them by the fanatical Lummingwyll.

The secret passage: A passage does indeed lead to the surface (see Area 50), but its existence is known only to Abbot Lummingwyll.

Crisis of Faith

The Wardens believe that both the Sollemitaine and the raging Chaos Rift prevent them from leaving the crypts. To ensure fealty, Abbot Lummingwyll keeps knowledge of the secret exit (Area 50) to himself. Should it become known to the other Wardens, a crisis will ensue:

Abbot Lummingwyll: Attempts to deny its existence or even eliminate those who know of it. He may resort to releasing the Wayward Afflicted (see **Order of Battle**).

Loyalists: Are torn and distraught, though support Lummingwyll.

Cardinites: Foment an uprising, and/or attempt to exit via the tunnel.

Proster: And some of the Cardinites see this as the sign to release the Charge.

Order of Battle

Should they face an overwhelming attack, the Wardens will free the 20 Wayward Afflicted in Area 47 and barricade themselves in the vestorium (Area 50).



WARDENS

		Appearance	Personality
1	Subprior Proster (C)	See p41	See p41
2	Brother Mirrowyn (C)	Emaciated	Excitable
3	Brother Chafely (C)	Haggard	Scheming
4	Brother Hobwill (C)	Grey, dusty	Jittery
5	Brother Chandler (C)	Bent	Sage-like
6	Brother Dogoode (C)	Hairless	Sycophantic
7	Prior Loom (C)	Shivering	Morose
8	Brother Shackwine (C)	Shakes	Perky
9	Abbot Lummingwyll (L)	See p40	See p40
10	Prior Dingley (L)	See p41	See p41
11	Brother Capulus (L)	Gaunt, drawn	Taciturn, world-weary
12	Abbot Emeritus Quibbleton (L)	Nearly deaf	Querulous
13	Prior-Abbot Shrubwick (L)	Long white hair	Pedantic
14	Sub-Abbot Lullingford (L)	Ancient	Absent-minded
15	Brother Jacobus (L)	Goggle-eyed	Fearful
16	Brother Ledger (L)	Knee-length whiskers	Muttering, outbursts
17	Brother Andor (L)	Crutches	Vow of silence
18	Brother Grayneforth (L)	Facial tick	Chummy
19	Brother Eggfast (L)	Pallid	Befuddled
20	Brother Brigford (L)	Flushed	Wine-addled

L: Loyalist. C: Cardinite

17 BROTHER WARDENS

Pale, malnourished, pasty-faced human men of varying ages. Clad in grey robes belted with ropes.

Reaction: When monks first meet PCs, optionally roll on the **Initial Reaction** table. If the encounter involves the secret passage from the surface (Area 50), see **Crisis of Faith**, p38.

Knowledge: How to open the doors to Areas 45, 51, and 52. Wardens who know Lummingwyll's role in the cataclysm do not discuss it.

MEDIUM MORTAL | SENTIENT | LAWFUL

Level 2 AC 12 HP 2d4 (5) Saves D11 R12 H13 B16 S14 Att Staff or candlestick (+0, 1d4) Speed 40 Morale 8 XP 20

Low-light vision: Adapted to the darkness, lighting penalties are halved.

INITIAL REACTION

- 1 Attack PCs, believing them to be disguised abominations from the Rift.
 - 2 Accept the PCs and escort them to Area 43, where Lummingwyll is summoned.
 - 3 Ask if PCs have been sent by the Church to help them, and attack if told no.
 - 4 Accept the PCs and immediately attempt to involve them in the Order's factional dispute (see **Cardinites and Loyalists**, p38).
- 5/6 Flee in confusion and terror, to alert the others.

LEADERS OF THE ORDER

Abbot Lummingwyll (Loyalist Leader)

Lean, looming 6' in height, with a hawkish nose, slate-grey eyes, and a fixing, powerful stare. Wears a stained, threadbare mitre. Leader of the Order, but respected primarily by the Loyalists.

Reaction: If the PCs have not triggered a **Crisis of Faith** (p38), Lummingwyll cordially welcomes them, eventually beseeching them to undertake a hopeless, deadly task (see **Lethal Quest**).

Speech: Carefully inflected, lofty. Woldish, Liturgic.

Desires: To ruthlessly enforce eternal fealty to the Sollemitaine on all Wardens. Would gladly imprison or kill any who attempt escape.

Knowledge: Locations of all monsters in eastern crypts. The hidden, safe exit from the dungeon in the vestorium (Area 50). The location of the key to the Charge's shackles (Area 51).

Lethal quest: Carry a "holy artefact" (a useless engraved sceptre) into the Chaos Rift (Area 32), entering as a group. Does not mention the Rift's lethality. Alleges (falsely) that this will close the Rift and save the abbey. Promises the *Hand of St Signis* (see Area 49) as a reward.

MEDIUM MORTAL | SENTIENT | NEUTRAL

Level 6 AC 13 HP 22 Saves D10 R11 H12 B15 S13 Att Mace (+1, 1d6) Speed 40 Morale 12 XP 520

Spells: Dabbles in arcane magic. Has *Ventriiloquism* and *Flaming Spirit* memorised.

Items: A ring set with a plain rectangular stone (the key to the secret door behind the wardrobe in Area 50).

Prior Dingley (Loyalist Lieutenant)

Broad, sagging face and atrophied jowls speak of girth lost to malnutrition. Stoop-shouldered, with a deliberate, enervated walk. His tunic is spotless, his grooming meticulous.

Reaction: Extremely suspicious of intruders but can be convinced they mean no harm.

Speech: Ornery, melancholy exhausted. Woldish, Liturgic.

Desires: To maintain stability and make life as bearable as possible. To continue to fulfil the Sollemitaine.

Knowledge: That Lummingwyll killed Cardin (see **Cardinites and Loyalists, p38**); he prefers not to think of it.

MEDIUM MORTAL | SENTIENT | LAWFUL

Level 4 AC 13 HP 14 Saves D10 R11 H12 B15 S13 Att Staff (+1, 1d6) Speed 40
Morale 12 XP 80

Subprior Proster (Cardinite Leader)

A small, agitated man, with white hair in ragged clumps and a spark of weird genius in his eyes. His tunic and cowl are soiled and bedraggled.

Reaction: Near-rapturous to see the party. Attempts to corner them, to expound upon his beliefs (see below) and enlist them in his plan to free the Charge.

Speech: Rapid, passionate, near-exuberant. Woldish, Liturgic.

Desires: To release the Charge from imprisonment; he believes this will liberate St Clewyd's soul, end the cycle of resurrection, and free the monks.

Knowledge: The key to the Charge's shackles is hidden somewhere in the Hall of Records (Area 51).

Visions: Believes he hears the voice of St Clewyd. Some worry he is losing his grip on reality.

MEDIUM MORTAL | SENTIENT | LAWFUL

Level 4 AC 13 HP 14 Saves D10 R11 H12 B15 S13 Att Knife (+0, 1d4) Speed 40
Morale 12 XP 80



40 PASSAGE OF THE PENITENT

Sandstone blocks (walls, floor). **Sooty ceiling** (8'). **Gloomy** (light only from Area 43). **Empty sconces** (no torches).

Door to Area 34: Locked (wardens here have keys).

From Area 43: Light and distant splashing sound.

2 Wardens

Guard the door to Area 34 at all times.
Roll on the Wardens table (p39).

Alcove Statues

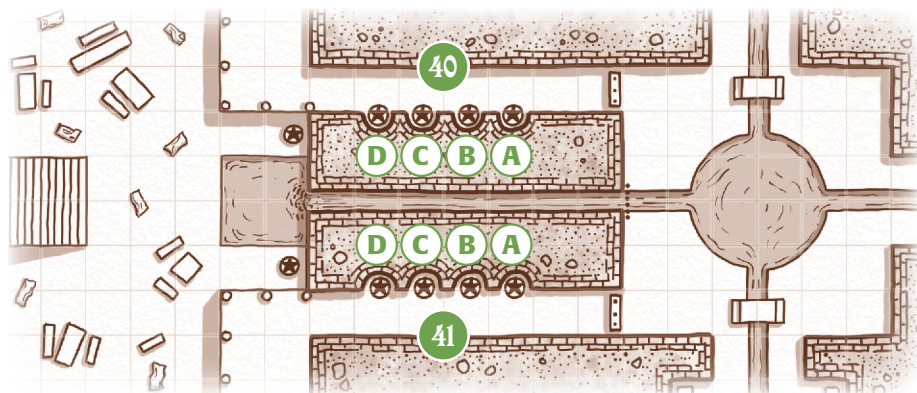
Each alcove holds a statue of Clewyd representing one of the cardinal Clewydite virtues, with a Liturgic title at the base.

A: "Pacifism". A sword, broken in twain, lies at St Clewyd's feet.

B: "Charity". A simple stone bowl stands at St Clewyd's feet.

C: "Tolerance". St Clewyd holds out both hands, palms up.

D: "Humility". St Clewyd genuflects and bows his head.



41 PASSAGE OF THE HIERARCHS

Sandstone blocks (walls, floor, ceiling 10'). **Sooty ceiling** (8'). **Gloomy** (light only from Area 43). **Empty lantern brackets** (no lanterns).

Door to Area 34: Locked (wardens here have keys).

From Area 43: Light and distant splashing sound.

2 Wardens

Guard the door to Area 34 at all times.
Roll on the Wardens table (p39).

Alcove Statues

Each alcove holds a statue of a prominent figure in the Order, with a Liturgic title at the base.

A: St Clewyd: Sombre stare, displays open wounds, grasps a spear with both hands.

B: St Gondyw: Framed by a stone coffin. Bowed in prayer.

C: Abbot Purslough: Stern, grasps a staff of office and clutches a tome to his chest.

D: Abbot Rensfred: Beneficent, offering a basket of pomegranates.



42 GALLERY

Sandstone blocks (walls, floor, ceiling 10'). **Colonnade of arches and balustrades** (overlooking Area 43). **Constant splashing sounds** (from waterfall below). **Lanterns perched on balustrade** (dim lighting).

Stairway to Area 43: A broad stone staircase descends from the western gallery.

2 Wardens

Patrolling here at all times except the morning. Roll on the Wardens table (p39).

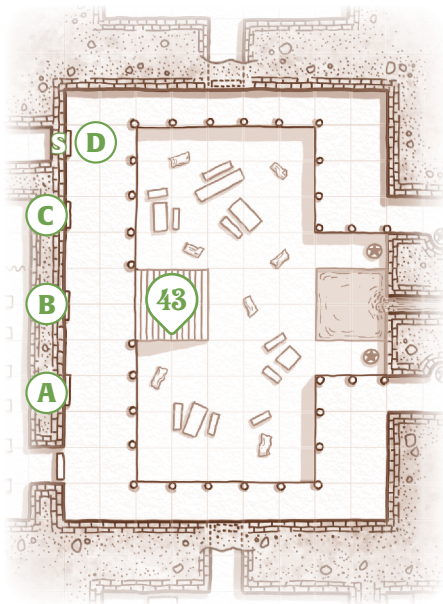
Sculptures

High relief sculptures of demons representing the evils that Clewydites strive to banish from their daily lives, with a Liturgic name and inscription below.

A—Vuggus: Bloated toad-man, bearing a sceptre. Inscription: “Self-glorification: the self thus coronated knows only its own delusions”.

B—Lanklygga: Eyeless, long-tongued hag. Inscription: “Self-righteousness: the self thus mutilated knows only its own lies”.

C—Barglemut: Many-mouthed, cadaverous wight. Inscription: “Self-indulgence: the self thus macerated knows only its own calamity”.



D—Xerzylpyrd: Goat-headed, bat-winged humanoid. Inscription: “Self-destruction: the self thus vitiated knows never grace”.

Secret door to Area 45: A successful **Search Check** or investigating Xerzylpyrd’s inscription reveals a button in the 13th character of the inscription (“i”). The section of wall with the sculpture swings out when the button is pressed. All Wardens are aware of this mechanism.

43 INNER SANCTUM

Sandstone blocks (walls, floor, ceiling 20'). **Dimly lit** (2 large lanterns suspended from ceiling). **Meeting place, quarters** (for the Wardens). **Makeshift tables and benches** (fashioned from pews). **Dozens of bedrolls** (around the furniture). **Constant splashing** (from waterfall).

Door to Area 52: See **Door to the Tomb**.

Door to Area 50: Wooden with Liturgic inscription: “By the Bowl and the Rod”.

Wardens

Daytime (except morning): Subprior Proster (p41) and 3 Wardens (roll on the Wardens table, p39) engaged in daily activities. Roll **1d6**: **1.** Eating bread and wine, **2.** Rinsing crockery in the **Sanctum Pool**, **3.** Collecting drinking water from the **Sanctum Pool**, **4.** Washing laundry in the **Sanctum Pool**, **5.** Mopping, rinsing chamber pots, **6.** Bathing in the **Sanctum Pool**.

Nighttime: Subprior Proster, Prior Dingley, and 5 Wardens (roll on the Wardens table, p39) sleeping.



Sanctum Pool

4' deep (crystal clear waters). **Waterfall** (the waters of the underground stream rush down from a grating 8' up the eastern wall). **Twin statues of St Clewyd** (flank the falls, solemn-faced, right palm upraised). **Drain at bottom** (5' wide grate, channel exits the complex here).

Immersing a corpse: Driven by the energies of the Chaos Rift, the pool has the power to resurrect the dead. This has sustained the Order of Wardens all these years. There is a 5-in-6 chance of a corpse reviving at dawn the following day. Otherwise, it returns as undead: Wayward Afflicted (see Area 46) if previously resurrected 3 or fewer times, Silent Afflicted (see Area 47) if more.

Door to the Tomb (Area 52)

Heavy stone door (no apparent handles). **Relief of St Clewyd** (right hand raised in benediction, amid a field of bones overgrown by vines and wildflowers). **Liturgic epitaph** (“*In Faith Life Everlasting*”).

Listening at the door: A faint wailing can be heard, muffled by the thick stone.

Opening the door: A successful **Search Check** or inspecting the bones on the relief reveals a protruding skull. Placing one's fingers in the skull's eye sockets and pressing downward opens the door. Any Wardens present—other than Proster—attempt to prevent this at all costs, including lethal force.

44 INNER CHAPEL

Sandstone blocks (walls, floor, ceiling 10'). **Rows of pews** (wood, unadorned). **Bare walls** (empty shelves). **Ornate purple curtain** (hangs from ceiling, conceals dais).

Behind the curtain: A display case on a raised dais. In the case is a gold casket—the *Epitome of Life*.

Wardens

In the morning, Lummingwyll leads mass here, with Dingley, Proster, and 9 Wardens (roll on the Wardens table, p39). As a symbolic sign of protest, Proster and other Cardinites keep their hoods raised during mass.

45 INFIRMARY ENTRY

Sandstone blocks (walls, floor). **Low, arched ceiling** (7', dank). **Hooded lanterns** (hung from ceiling hooks). **2 rickety stools** (by door to Area 46). **Long broom** (10' long, fashioned from wood scraps and wires).

Door to Area 47: Locked. Silence beyond.

Door to Area 46: Locked. Dolorous groaning emanates from within.

2 Wardens

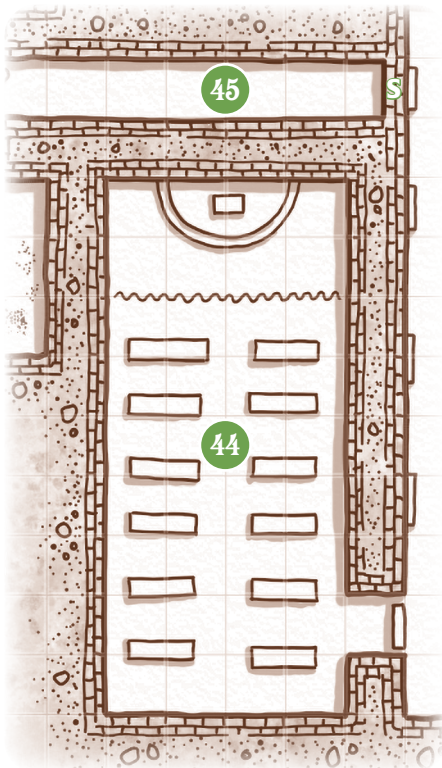
Roll on the Wardens table (p39). Carrying keys to Areas 46 and 47. They compassionately tend to the Afflicted Brethren, cleaning, feeding, and reading to them, regarding their occasional violent outbursts as signs of improvement.

THE EPITOME OF LIFE

A solid gold, jewel-encrusted casket. Inside rests a bolt of pristine white linen. It formed miraculously from dozens of scraps, torn by mourners from their own garments following Clewyd's death.

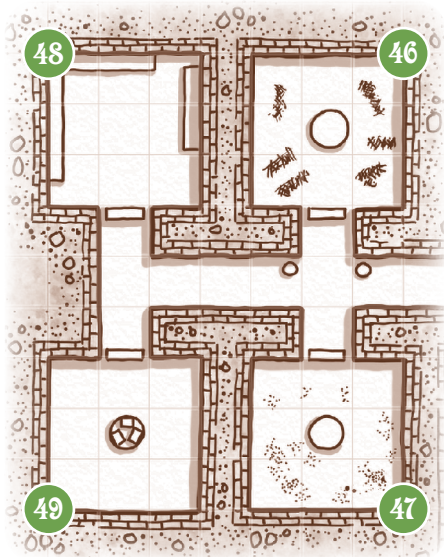
Prayer: A dedicated follower of St Clewyd who prays over the *Epitome* for 1 hour causes all nearby vessels to fill with wine, all nearby baskets to fill with bread, and all nearby lamps to fill with oil (once per day).

Value: 25,000gp.



46 CELL OF THE WAYWARD

Sandstone blocks (walls, floor, ceiling 10'). **Scattered cots** (some torn or chewed). **Clean walls and floors** (recently sanitised). **Stench of death** (from the Afflicted). **Decorative dais** (empty, angel motif engravings).



20 Wayward Afflicted

Mangled corpses (missing limbs, gaping wounds). **Rotting** (flesh dripping off). **Ragged monastic habits** (soiled).

Reaction: Lethargic. Given to shuffling around and wailing when left alone. When engaged, they try to reach for the living and become increasingly violent.

WAYWARD AFFLICTED

MEDIUM UNDEAD | MINDLESS | CHAOTIC

Level 2 AC 11 HP 2d8 (9) Saves D12 R13 H14 B15 S16 Att Bite/throttle (+1, 1d6) Speed 30 Morale 12 XP 20

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

47 CELL OF THE SILENT

Sandstone blocks (walls, floor, ceiling 10'). **Stale atmosphere** (dry). **Piles of dust** (ill-maintained). **Decorative dais** (empty, unicorn motif engravings).

10 Silent Afflicted

Desiccated corpses (near-skeletal husks). **Seated on stools** (leaning against wall). **Still and silent** (expressionless).

Reaction: One may slowly turn his head to blankly observe visitors. Nothing (even combat) rouses them to movement.

SILENT AFFLICTED

MEDIUM UNDEAD | MINDLESS | NEUTRAL

Level 1 AC 10 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att None Speed 5 Morale 12 XP 10

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

48 STOREROOM

Sandstone blocks (walls, floor, ceiling 10'). **Dry rotting wooden shelves** (line the walls, sparse supplies).

Musty atmosphere (damp). **Empty lantern hook** (in ceiling).

On the shelves: Cleaning supplies, spare linen, half a dozen torches and candles, rope, a ladder.

Searching the floor: Reveals a loose flagstone in the southwest corner, concealing a short, 4' high crawl space dug into the earth (an abandoned escape tunnel). Patches of *Grue's Ear* and *Hogs-cap* (**Common Fungi and Herbs**, *DPB*) grow in the tunnel—3 portions of each.

49 RELIC STORE

Sandstone blocks (walls, floor, ceiling 10'). **Decorative dais** (saint motif engravings). **3 relics** (on dais, display case, silk bundle, wooden casket).

Display case: Of platinum and flawless crystal (2,000gp). Contains the *Hand of St Signis*, resting upon an indigo cushion.

Silk bundle: A bundle of black silk wrapped around the *Sage Skin*.

Wooden casket: Sandalwood inlaid with pearls (2,500gp). Contains the *Knapsack of St Dougan*.

HAND OF ST SIGNIS

The blackened, mummified left hand of St Signis the Silent.

Wielding the hand: It has the power, once a day, to turn the undead as a Level 10 cleric.

Value: 15,000gp.

Cardinites

3-in-6 chance of 2 Cardinites (roll 1d8 on the **Wardens** table, p39) illicitly gathering here at nighttime to rebelliously drink wine, smoke psychedelic cigarettes of bread crusts and mushrooms (from the escape tunnel—see **Searching the floor**), and play chess.

KNAPSACK OF ST DOUGAN

A worn leather knapsack full of rich, warm earth. Buried in the earth are 24 golden apple seeds.

Planting a seed: A mature apple tree bearing 24 golden apples grows in 2d6 hours. Eating an apple cures 1 HP. If planted in a suitable environment, the tree produces 2d20 apples each year.

Value: 8,000gp.

SAGE SKIN

The complete, rolled skin of a bear—one of the disciples of St Hamfast.

Unrolling: The bear's head animates, muttering Liturgic psalms. Once a week, it can be asked a question pertaining to Pluristine Church scripture, which it will answer accurately and thoroughly.

Value: 3,000gp.

50 VESTORIUM

Sandstone blocks (walls, floor, ceiling 10'). **Lavishly decorated and adorned** (silk hangings, ornamented tables and chairs). **Simple bed and desk** (contrasting with other luxuries). **Imposing wardrobe** (carved with ascending souls).

Secret door to Area 51: See **Mural and Relief**.

Secret door to Area 29: Concealed behind the wardrobe. Moving the wardrobe requires a combined Strength of 36+, and reveals the outline of a door with a rectangular keyhole. Abbot Lummingwyll has the key. The door opens into a spiral staircase to Area 29.

In the wardrobe: 4 priestly vestments, richly embroidered with goldwork and pearls (worth 300gp each).

Wardens

Daytime (except morning): Lummingwyll and Dingley seated at a table, discussing the daily management of the abbey.

Nighttime: Lummingwyll soundly asleep.

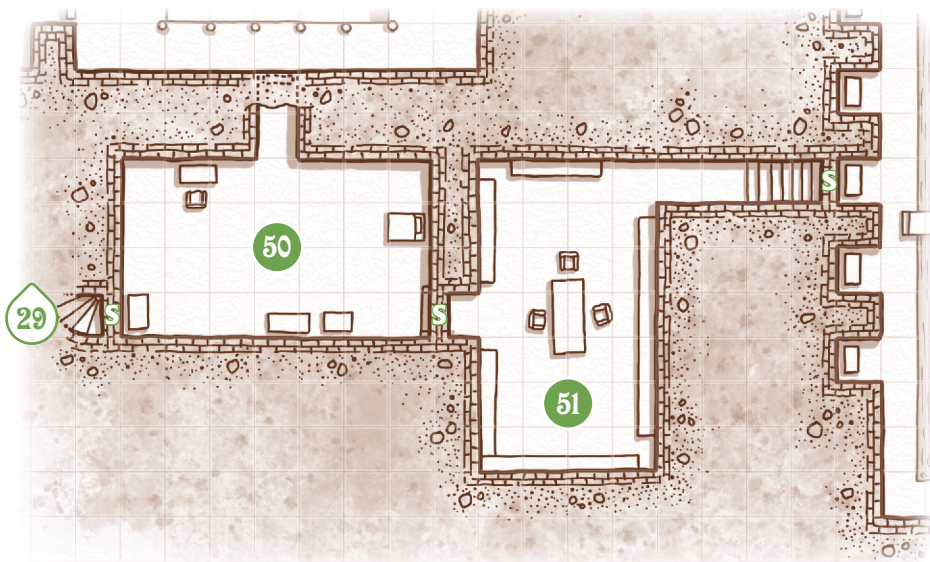
Mural and Relief

Gateway to hereafter (wooden frame in relief, flat stone doorway).

Scenes of idyllic afterlife (exquisitely carved and painted).

Examining the gateway: Visible scuff marks on the floor below.

Pushing the stone inward: Opens a door to Area 51.



51 CHAMBER OF RECORDS

Sandstone blocks (walls, floor, ceiling 8'). **Still atmosphere** (muffled, dusty). **Lantern light** (dim). **Sagging bookshelves** (lining walls, overloaded). **Reading table** (piles of ponderous tomes). **3 reading chairs** (threadbare). **6 tapestries** (heavy, glimmering).



Door to Area 50: Stone, not concealed on this side.

Passage to Area 35: The ceiling of the dead-ending staircase slides and opens into the coffer in Area 35.

Lower shelves: Numerous large, leather-bound ledgers recording the history of the abbey: records of donations and expenses, enrolment numbers, harvest results and winter stores, etc. (worth 400gp for historical interest).

Upper shelves: Theological texts, holy books (1,600gp). A small number of arcane treatises on necromancy and demonology (1,500gp). A spell book with *Ventriloquism*, *Flaming Spirit*, and *Missile Ward* (6,000gp).

Searching the books: A successful **Search Check** or carefully examining the books in the upper shelves reveals a hollow book, *The Saint Bound*, containing the key to the Charge's shackles in Area 52.

Tapestries: Detailing the abbey's founding. Interwoven with golden thread (500gp each).

3 Record Keepers

Elderly Wardens (Abbot Emeritus Quibbleton, Prior-Abbot Shrubwick, and Sub-Prior Lullingford—see Wardens, p39). **Hunched over books** (studying scripture). **Bickering** (theological debates).

Reaction: Utterly absorbed in their vain search for a means to purge the abbey of chaos, the Wardens only notice PCs if physically accosted.

Titles: All former abbots, they are disgruntled at being demoted by Lummingwyll to invented titles.



Sandstone blocks (floor, ceiling 10'). **Intricate frescoes** (angels weeping pools). **Majestic stone sarcophagus** (ornamented in gold leaf). **4 ornate pillars** (decorated with scenes from St Clewyd's life). **Iron chains** (run from the pillars, shackle The Charge).

Opening the sarcophagus: Reveals the mummified corpse of St Clewyd, clad in a simple shroud. Clasped to its breast in its bony hands is the *Gnomon*.

The Charge

Shackled (bound in locked chains). **Bearded, elderly visage** (yawning gap of mouth, great third eye). **Crowned with demonic heads** (each partially devouring the previous). **Horse legs** (kick at the air at wild angles). **Snakes on chest** (writhing). **Ring of flames** (hovers above head). **Tiny, intangible demons** (cavort around feet, vanish and reform).

Reaction: Assesses whether the PCs have come to free it. Tries to destroy them if not.

Speech: A cacophonous chorus of triumphant and despondent voices. Woldish, Liturgic.

Desires: Freedom, worship.

Releasing: Requires the key from Area 51. The creature flees, attacking any who interfere (see **Epilogue**, p52).

Slaying: The spirit of St Clewyd rises from the body, implores PCs to "close the Rift... cast it back in...", then finally fades into the afterlife.

Origin: The monster was formed from the amalgamation of St Clewyd and Sal-lowbryg, but now acts and views itself as an independent being.

THE GNOMON

A long-lost holy relic: St Clewyd's personal prayer book, annotated in his own hand.

Power: A holy spell-caster who grasps the book while praying for spells is treated as 1 Level higher than normal. (e.g. a Level 2 cleric could memorise spells as a Level 3 cleric.)

Value: 20,000gp.

THE CHARGE

LARGE MONSTR. | SENTIENT | CHAOTIC

Level 10 AC 14 HP 62 Saves D6 R7 H8 B9 S10 Att [2 bare hands (+8, 1d4 + grab) and 2 horse kicks (+8, 1d6)] or spell (see below) or acid vomit (see below) **Speed 40 Morale 11 XP 4,200**

Dark sight: Can see normally without light.

Immunities: Only harmed by magic or magic weapons.

Magic resistance: +2 bonus to Saving Throws against effects of magical origin.

Grab: If a victim is hit by both hand attacks in the same Round, they are bitten by the writhing snakes on the monster's chest—an extra 2d8 automatic damage.

Spells (at-will): *Glyph of Sealing, Dispel Magic, Confusion.*

Acid vomit: A 20' cone of vile green/black ooze causing 3d6 damage (**Save Versus Blast** for half damage).

Chained: Can't leave this room.

Epilogue

THE CHARGE RELEASED

If released, the Charge rapidly makes its way to the central crypt (Area 30) and the stairs to the surface, destroying all obstacles in its path.

Should it reach the surface, it vanishes into the woods. In time, it establishes a lair, and roams Dolmenwood as a deranged prophet. It covets worshippers, proselytising, enthralling, and forcefully converting them.

Naming itself Mespular, it believes that each of the Pluristine Church's 33 other major saints has a predestined demonic counterpart with whom they must be merged. Mespular preaches that once this has happened, the dark dimension from which it was born will merge with the mortal world, ushering in a new age of "peaceful, endless oblivion".



THE CHAOS RIFT CLOSED

The closing of the Chaos Rift is a seismic event, both within the abbey and beyond.

All monks collapse into dust, their souls finally freed—save a catatonic, defeated Lummungwyll. All monsters in the crypts disincorporate, except for the giant telepathic catfish (Area 36). The abbey is purged of all chaotic energies and phenomena.

Once notified of the abbey's purification, the Pluristine Church moves quickly to rebuild and reconsecrate it. The PCs are rewarded by the Church, at the Referee's discretion.

The Inner Sanctum (Area 43) regains its function as a shrine to St Clewyd. Characters praying there may receive the blessing of St Clewyd: the ability to cast *Raise Dead*. See **Shrines**, *DCB*.

The re-establishment of the Abbey of St Clewyd is a major event in the history of Dolmenwood. Its social, spiritual, and political ramifications touch every faction and plot line.

THE WARDENS FREED

Wardens who escape the complex attempt to make their way to Prigwort and contact Church authorities. Unless the Rift is subsequently closed (see **The Chaos Rift Closed**), they live out the remainder of their normal lifespans.

If the Church believes their stories (Referee's discretion), then within one week, Sanctus Primus (*DCB*) personally leads a force of the Order of St Faxis to retake the abbey. The mission's outcome is up to the Referee, but a full victory is possible only if the Rift is closed.

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DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO

The once-proud Abbey of St Clewyd the Refulgent has stood in ruins for a century, wracked with weird energies and haunted by wicked spirits. Several missions have sought to reclaim the abbey and quell the tides of Chaos. All have failed. What treasures lie untouched within, ripe for the picking? Can the mystery of the abbey's ruination be unravelled and the forces of Chaos be vanquished?

The Ruined Abbey of St Clewyd is a weird crypt-crawl adventure designed for characters of Level 4–6. Presented in a quick-reference format, the adventure is easy to run with minimal prep.

Referees also need the Dolmenwood core books.



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