

FALKREST

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

by Andrea Tupac Mollica and Giuseppe Rotondo

Area numbers

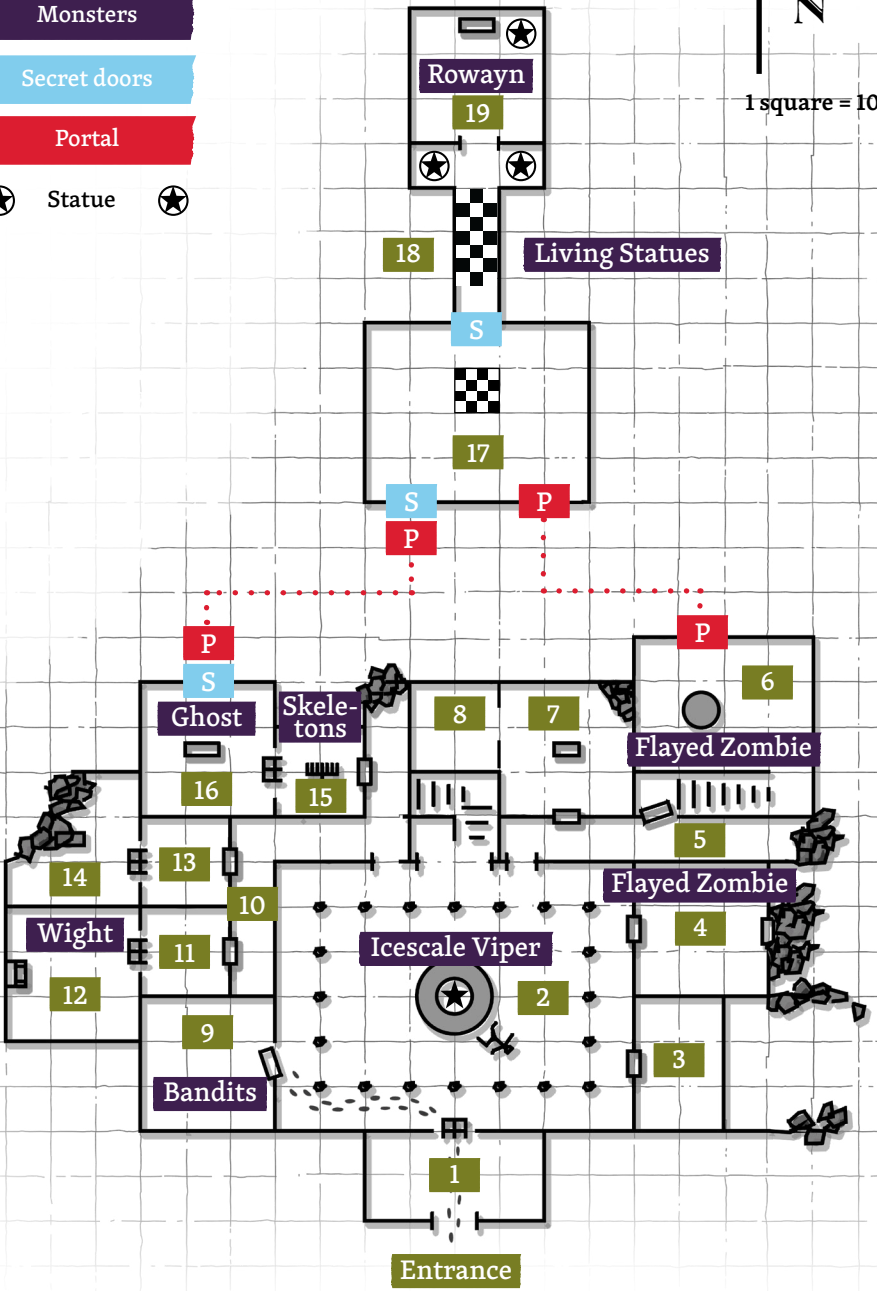
Monsters

Secret doors

Portal

Statue

N
1 square = 10'



FALKREST



A Level 1–3 Adventure for *Old-School Essentials* by
Andrea Tupac Mollica & Giuseppe Rotondo

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The Legend of the Abbey

The forlorn Falkrest Abbey in the icy Lune Mountains is where the Queens and Kings of Yore used to be crowned and buried, along with their treasures. According to legends, the Fountain of St. Brynedd still pours its miraculous water somewhere inside. But what caused the fall of the blessed Abbey?

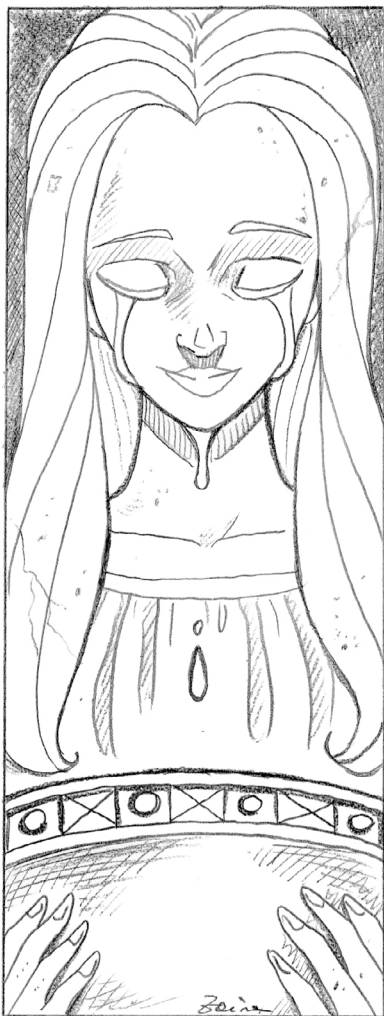
Quick Instructions

- ◊ You can set this adventure in any **cold mountainous region** of your campaign world, or easily run it as a **one-shot scenario**.
- ◊ Level 1 characters may find the scenario challenging (but not at all impossible), while level 3 will probably have an easier time, especially if they have magic weapons.
- ◊ Falkrest Abbey introduces a bunch of new monsters. Their statistics can be found in the Monsters section (along with all monsters included in the adventure).
- ◊ The dungeon itself is a small portion of the original abbey. Collapsed ruins are all around and above the remaining rooms.
- ◊ The Enchanted Secret Garden (room 17) can't be found from the outside: it's a magical place, **only reachable via portals**, so climbing to the roof of the ruins is useless.
- ◊ The background of the abbey is intentionally vague, so as to allow referees to insert the adventure in their campaigns. These are the only pieces of background that influence the adventure:
 - The Kings and Queens of Yore were the rulers of a mythical past.
 - A kingdom of kings and knights that is still remembered in the ballads and poems of the bards; the ruins of their castles still remain here and there.
 - The abbey fell when Grusom, the last abbot, was corrupted by chaos and attempted to reach the secret garden using a foul demonic portal.

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Treasure & Monster Overview

WHERE	TREASURE	MONSTERS
Lune Mountains	• 257sp • Pearl necklace (500gp)	• 5 Bandits • 1 Cave Bear • 1 Treant • 2d6 Wolves • 2d3 Mountain Goat • 1 Lune Yeti
Room 2	• 53gp, 17gp	• 1 Icescale Viper
Room 3	• 2 x thawing oil • Potion of healing • Potion of levitation • Potion of poison • Potion of gaseous form • Rare tea leaves (100gp) • Old recipe scroll (50gp)	
Room 6	• Painting (100gp)	• 1+ Flayed Zombie
Room 7	• Elaborate silver letter opener (60gp) • Book of chess rules (30gp)	
Room 8	• Spellbook • Tourmaline inkwell (500gp) • Genealogical scrolls (500gp)	

Room 9	♦ Silver ring (50gp) ♦ Pearl earring (100gp) ♦ Silver brooch with amethyst (200gp) ♦ Rare perfume (50gp) ♦ Chess horse obsidian statuette (100gp) ♦ Topaz pendant (200gp) ♦ Silver and bronze necklace (100gp) ♦ Golden ring with a ruby (1000gp)	
Room 12	♦ Silver pastoral staff (300gp), golden nose (600gp)	♦ 1 Wight
Room 14	♦ Magic morning star	
Room 15	♦ Candelabra (200gp)	♦ 7 Skeletons
Room 16	♦ Polished chain mail with a dozen aquamarines (1000gp) ♦ Platinum signet ring with a mother of pearl horse head seal (1000gp) ♦ Gold and platinum tiara (2.000gp) ♦ Magic dagger; jeweled sheath (1000gp)	♦ 1 Ghost
Room 18		♦ 2 Iron Living Statues
Room 19	♦ Chalice (2.000gp)	♦ Rowan the Eternal Knight

Hooks

These assume the group starts at a reasonably large city, and knows the general terms of the **legend of the abbey and of St. Brynedd's miraculous water** (page 2). Hooks 1 and 2 can go together to force the group to make a choice. See also **Aftermath** at the end of the adventure before you choose!

Hooks

1	• The healer's daughter: Myrta the healer desperately needs a vial of St. Brynedd's Water for her young daughter Syf, who lays on her deathbed because of the soul plague, a terrible magic disease that is slowly detaching her spirit from the body. • Offers: 200gp and 1 healing potion.
2	• Lortag the snobbish alchemist: Wants a vial of St. Brynedd's Water for his experiments. • Offers: 3.000gp.
3	• The Earl of Locklear: Has recently discovered his family descends from the legendary Queen Ethofled and wants to display the queen's crown in his castle. As proven by the documents found in room 8, his claim is false, even though he believes it. • Offers: 3.000gp for Queen Ethofled's Crown.
4	• The graverobber's diary: A page from an old diary mentions an abbot with a jeweled golden mask buried inside the abbey, as well as the presence of a garden leading to a treasury where twelve jeweled golden chalices were kept.

Rumors

These are the rumors the characters can gather in their starting town, spending 1 day asking around or making researchers. On a successful CHA (asking around) or INT (research) check, each character may roll one rumor. Roll 1d12.

1d12	RUMORS
1	During the Age of Yore, the people used to burn the dead and put their ashes in urns, along with some jewels (<i>True</i>).
2	The legend holds that the Water of St. Brynedd has a distinctive azure glow (<i>True</i>).
3	The Queens and Kings of Yore were often depicted riding a chess horse (<i>True</i>).
4	The Fountain of St. Brynedd is located in a secret enchanted garden (<i>Partially true</i>).
5	A tale tells of the enchanted fountain that collects St. Brynedd's miraculous tears, mentioning only a few drops are available at any time (<i>True</i>).
6	The Abbey was once protected by four powerful paladins called the Heronguard, whose symbols were the chess pieces of Rook, Bishop, King and Queen (<i>True</i>).
7	The Lune Mountains used to be populated by a clan of sentient living trees (<i>True</i>).
8	A decrepit white dragon lies in chains in the underground recesses of Falkrest Abbey (<i>False</i>).
9	The last abbot of the Abbey was corrupted by chaos, and caused its ruin (<i>True</i>).
10	From time to time, bands of graverobbers explore the Abbey's ruins looking for lost treasure (<i>True</i>).
11	The abbey is haunted by ghosts, and the winter gale carries their lament (<i>Partially true</i>).
12	During the strongest storms on the Lune Mountains, a wind demon can be heard screaming (<i>False</i>).

Jora's Last Inn & Emporium

At the feet of the Lune Mountains. Warm and welcoming. Big old stone fireplace. Jora offers decent rooms, food and drinks. Also sells a selection of equipment.

Speaking with Jora:

"A dwarf came here about a week ago, headed to the Abbey. I wonder if he ever reached the place."

Emporium:

- ♦ **Adventuring Gear:** Items from the list of Adventuring Gear in *Old-School Essentials* are available except garlic, *"I can't suffer the stench. And I've never seen a vampire, have you? I don't think those exist after all."*
- ♦ **Weapons and Armor:** Desired item from the list of Weapons and Armour in *Old-School Essentials* has 1-in-6 chance of being available.
- ♦ **Special Items available:**
 - **Ancient pilgrim's diary (30gp, 1 available):** A mostly boring recount with details about sore feet, poor meals, and repentance. 1 day to read, contains 3 random rumors. Roll 3d8 on the rumor table (not 3d12).
 - **Winter clothes (30gp, 6 available):** Boots, gloves, and cloak. Made of heavy wool and fur. Protects from mundane cold.
 - **Yeti oil (2gp, 11 available):** Greasy, lumpy, dark grey. Smear on the skin, protects from mundane cold. Stench of rancid lard can be perceived from 30'. Effects last 4 days or until vigorously washed away. Jora's secret recipe (not really made of Yeti).

Climbing The Lune Mountains

Steep icy mountains, breathtaking vistas. Clear morning skies, foreboding nights.

The path to Falkrest Abbey: From the Last Inn is a 6 miles trek at halved movement.

Cold: Characters who are not protected from the cold must make a save vs paralysis or suffer 1 hp from the cold at the end of each day.

Random Happenings on the Lune Mountains: 2-in-6 chance per day. Roll 1d6.

1d6	RANDOM HAPPENINGS ON THE LUNE MOUNTAINS
1	• 5 Bandits. Old Beorly and his four treacherous children Bella, Joik, Torod, and Smeel (hand axes, short bows, winter clothes). Just out hunting, may attack if the characters look weak. Their hideout is nearby: a cave with fire wood, blankets, a coffer with 257sp, pearl necklace (500gp), flask of wine, dried meat for 20 meals.
2	• 1 Cave Bear. Looking for food. -1 to reaction if characters smeared with yeti oil are within 60' (keen sense of smell).
3	• 1 Treant. Ompholobulous Danglebeard. Random reaction. Basically wants travellers not to disturb the trees, and hates fires. Remembers the days when monks lived in the abbey, kept the trail clear, and were frequently visited by knights, kings, and queens.
4	• 2d6 Wolves. White fur; hungry. -1 to reaction if characters smeared with yeti oil are within 60' (keen sense of smell). Afraid of fire; will flee if one is wounded.
5	• 2d3 Mountain Goats (2 HD Small Herd Animals). Stubborn, territorial, tasty. Fight only if disturbed.
6	• Blizzard: Furious, freezing wind, raging snow. Lasts 1d6 hours. Visibility drops to 20'. Movement rates (further) halved. Characters who are not protected from the cold must save vs paralysis or suffer 1 hp from the cold. 1-in-20 chance per hour of encountering a raging Lune Yeti. Curiously, it will ignore characters smeared with yeti oil.

The Faltrest Abbey

A vast pile of ruins on the southern side of a steep, snow-covered peak. Broken arches, dilapidated walls, dark stone blocks scattered among the white snow.

The upper floors have crumbled long ago, yet portions of the ground floor still stand.

Entrances: Players can enter via several paths:

- ◊ Main entrance (room 1).
- ◊ Climbing up the ruins from the outside, and then climbing down into the cloister (room 2) using the half-collapsed stairs or a rope.
- ◊ Exploring the perimeter of the ruins, characters can spot the door on the eastern wall of room 4 and remove the rubble to enter the room.
- ◊ **Important note:** Rooms 17, 18, and 19 are nowhere to be found from the outside. They are a **mystical place**, only reachable via portals.

General construction: Gothic architecture, cold and damp masonry of blackened stone blocks, sprayed with snow and often veiled with ice. An eerie luminescence dimly lights the rooms inside.

Random Happenings inside the Abbey: 1-in-6 chance per turn. Roll 1d6.

1d6	RANDOM HAPPENINGS IN THE ABBEY
1	• 2d6 Giant Rats ponder the group as possible food (random reaction).
2	• 1 Icescale Viper comes crawling and hissing (random reaction). See Monsters .
3	• 1d4 Flayed Zombies attack. Ignore this result if circle in room 6 is broken. See Monsters .
4	• Prolonged moaning echoing in the halls.
5	• Clerical chanting resonates through the air.
6	• A ghostly light reverberates just behind the corner.

Area numbers

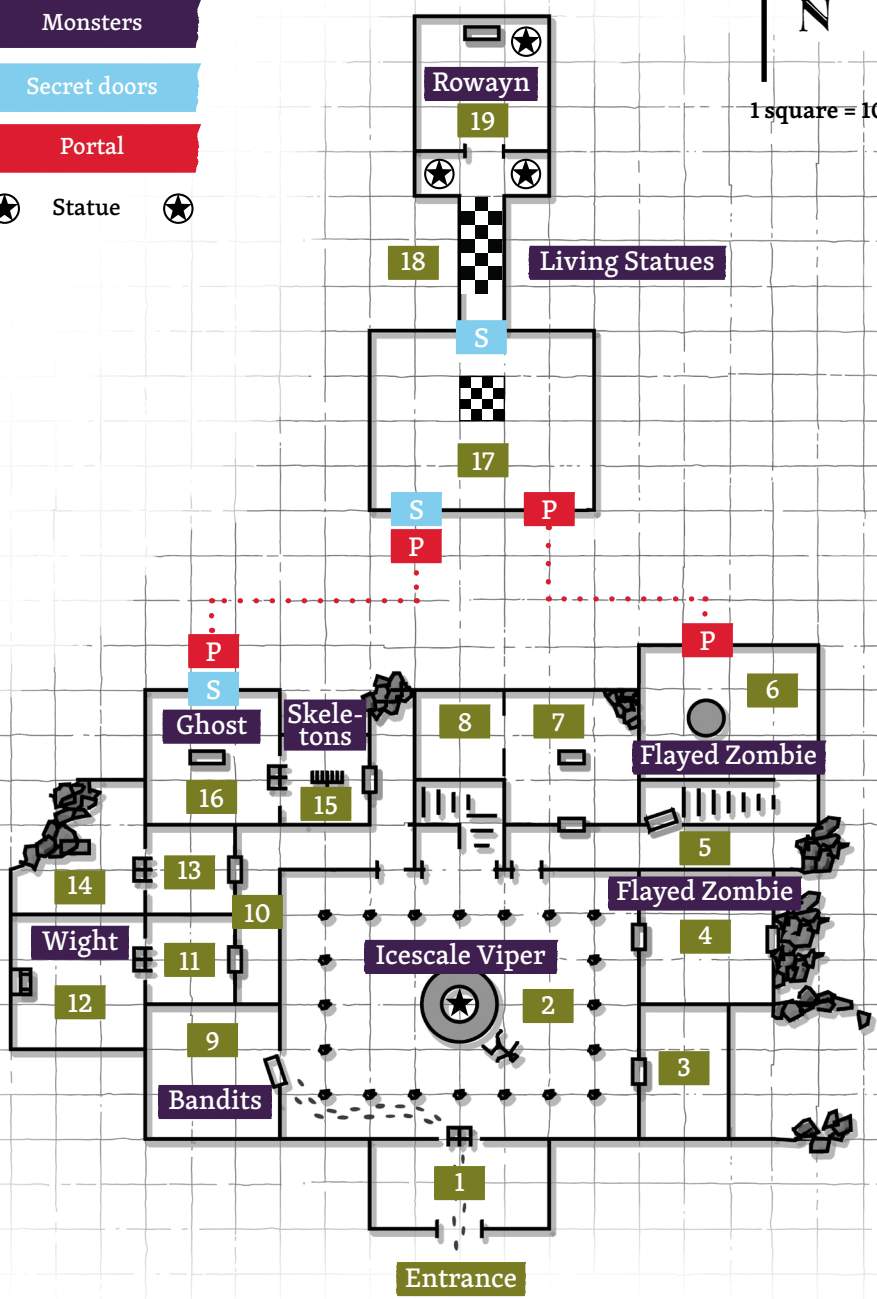
Monsters

Secret doors

Portal

Statue

N
1 square = 10'



Room Descriptions

1 Entrance

Archway, wooden double door, fallen long ago.

Footprints (mud and snow, humans). **Frescoes** on east and west walls, under a thin layer of ice. **Lowered portcullis** allows to see the cloister.

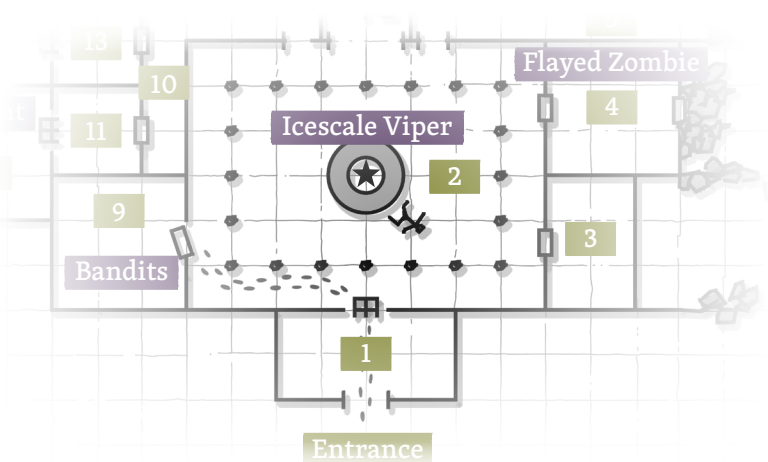
▷ **Footprints**: human-sized. A small group. Go through the portcullis into the cloister (room 2), and turn west.

▷ **Frescoes, west wall**: Four paladins in splendid vests, kneeling. Each has a shield

displaying a chess piece (a Rook, a Bishop, a Queen and a King).

▷ **Frescoes, east wall**: A crowned woman riding a white chess horse, and a crowned man riding a black chess horse.

▷ **Lifting the portcullis**: Requires a combined STR 22 to lift. Unless propped open, falls back down with a loud noise, alerting the **Bandits** in room 9.



2 The Frozen Cloister

Open-ceiling cloister. Columns. Snow, frozen grass, ruins from collapsed upper floors.

Footsteps along south wall.

Moss-covered circular **fountain** with central **statue**, still pouring water. A **corpse** lies facedown a few steps south of the fountain.

- ▷ **Footsteps:** From portcullis, to room 9.
- ▷ **Door to room 9:** ajar.
- ▷ **Central archway (north side):** Half-collapsed stairway to collapsed upper floor.
- ▷ **Listening:** the **3 Bandits** can be heard breaking urns in room 9.
- ▷ **Listening near door to room 4:** moans interrupted by syncopated guzzling (a **Flayed Zombie** is devouring a giant rat).

The Fountain

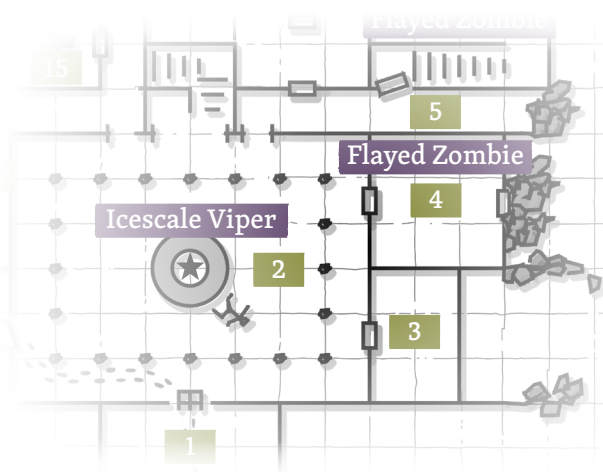
- ▷ **The fountain statue:** Black stone king and white stone queen, pouring ice-cold water from a bronze amphora they hold together.
- ▷ **The fountain basin:** round, 15' wide. **Bronze key** (to room 11) and **53gp** glisten at the bottom of the fountain. **A weird circling movement** in the half-frozen liquid, like a ghostly eel.
- ▷ **Disturbing the water:** The **Icescale Viper** (see **Monsters**) jumps out to attack.
- ▷ **The corpse:** A dwarf, but his body is turned to solid ice (victim of the icescale viper). His equipment (see **Grapnor** in the **Monsters** section) is not turned to ice, but is stuck with the frozen body. Breaking the frozen body allows to loot his equipment.
- ▷ **Thawing the corpse:** The thawing oil in room 3 returns **Grapnor** to life (see **Monsters**).

3 Herbalist's Dispensary

Dusty shelves with a pandemonium of mostly broken pots and jars.

▷ **Searching the shelves:** 1 turn searching; roll 1d10; each item can only be found once. If the same result is rolled again, nothing is found for that turn.

1d10	SEARCHING THE SHELVES
1	• Yellow, oily liquid labeled "Thawing oil". Stops/reverts freezing from Icescale viper, or nullifies penalties from cold for 24h.
2	• As number 1 above.
3	• Frozen blue liquid labeled "Wound balm". Potion of Healing.
4	• Frozen green liquid labeled "Hovering Draft". Potion of Levitation.
5	• Frozen black liquid labeled "Black Potion", a rough skull sketched on label. Unfortunately, a misspelling for "Poison". Save vs death or drop dead in 1d4 rounds with a bulging, black tongue.
6	• Frozen grey liquid labeled "Vaporous Transmutation". Potion of Gaseous Form.
7	• Tin pot labeled "Brown decoction". Simple tea leaves.
8	• Brass pot labeled "Blue decoction". Rare tea leaves (100gp).
9	• Unlabelled brass pot, contains 4lbs of salt.
10	• Old scroll with recipe to create "yeti lotion" using wolf hair, tallow, and chili peppers. Might be worth 100gp to alchemists.



4 Workshop

Carpentry and farming tools in disarray. **1 Flayed Zombie** is devouring a giant rat. Attacks immediately.

- **Tools:** saws, picks, spades, hammers, nails, spikes, rakes, buckets, collapsed piles of

wooden planks. **All in poor conditions:** 1-in-6 chance of breaking when used.

- **Door on east wall:** stuck, opens on collapsed ruins outside.

5 East corridor

Dark with **tendrils of shadows** creeping on the walls. Stench of **fresh blood**.

- **Listening:** moaning, swashing (from room 6).

6 Ritual Chamber

Torture wheel, torture table. Smell of blood. Shadows writhe on walls. **Pit** full of dark liquid, encircled with **skulls**.

Archway on north wall opens into a ceiling-less area (room 17).

Painting hung on west wall.

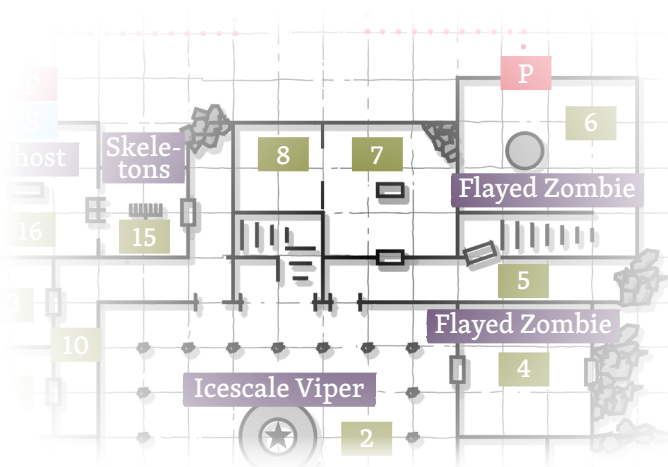
- ▷ **Flayed Zombies:** Every turn, if someone is in the chamber, 2-in-6 chance of 1d4 Flayed Zombies emerging from the pit, unless the skull circle is broken.

- ▷ **Archway in north wall:** Decorated with bones nailed on the wall. A beautiful, sunlit garden appears beyond the archway. A glistening **purple mist**, evaporating from the **pit**, veils the passage. This is a magic portal. Passing through leaves a taste of blood in your mouth.

- ▷ **Pit:** circular, filled with clotted, half-frozen blood. **7 skulls** cemented on the floor around the pit.

- ▷ **Breaking the skull circle:** the bones around the **archway** pulverize, the purple veil disappears, the passage becomes a solid wall (the magic portal is closed). **Flayed Zombies** no longer emerge from the pit.

- ▷ **Painting:** Head-and-shoulder portrait of a sickly pale man with purple holy garbs and a golden nose. Bronze nameplate reads "Abbot Grusom" (see room 12). Might be worth 100gp.



7 The Library

Broken shelves, dusty tomes ruined by mold. Large desk with chair.

- **On the desk:** Dried ink pots, quills.
- Elaborate silver letter opener (60gp, counts as dagger)
- Book: “*Royal Openings, as revealed by Her Majesty Nomrah Thebazile*”, a basic chess guide. Open on the page showing the L-shaped Knight movement (30gp).
- A parchment with a scribbled note:

Four guards, all the ways?

This isn't chess, damn monks

RKQB

BRKQ

QB

K ?

8 Library Office

Metal closet encased in the west wall. **Leather tube** on a shelf.

tourmaline inkwell, shaped like an octopus (500gp).

- **Metal closet:** Locked (key in room 12). Prying open requires a combined STR 28 (max 2 people) and a crowbar or similar tool.
- **Contains:** spellbook (“*Grusom’s Grimoire*”, blue tinged leather: Read Magic, Light, Knock); purple
- **Leather tube:** molded, worthless. Contains scrolls with genealogical trees of the Kings and Queens of Yore, worth 500gp to historians. These documents prove the Earl’s claim is false (see **Hook** no. 3 and **Aftermath** at the end of the adventure).

9 Columbarium of the Knights

8 marble **tombstones** line the walls, 2 are open. Marble shards on floor, as **3 Bandits** are plundering the tombs.

▷ **The Bandits:** Dog-ear Benn, Ratty Rod, and Charming Jeena. Each suffers -1 to all saves (see **Pillaging**, below). Can't be surprised if the group made noise. Don't really want to fight, willing to leave for a 20gp "tip", or to join as retainers for 5gp/day each. From the urns they have looted: a silver ring (50gp) and a pearl earring (100gp).

▷ **The tombstones:** Decorated with heraldic coats of arms. Each contains an urn. 2 are already open, their urn is emptied, looted by the bandits.

▷ **Pillaging the remaining 6 tombstones:** 1 turn to open a tombstone and urn. Opening an urn curses the character, who hears muttered imprecations from beyond, which become louder and louder after each broken urn, causing a cumulative -1 to all saves while inside the abbey.

▷ **They contain:**

- ▷ Silver brooch with amethyst (200gp)
- ▷ Small vial with frozen rare perfume (50gp)
- ▷ Chess knight obsidian statuette (100gp)
- ▷ Topaz pendant (200gp)
- ▷ silver and bronze chain necklace (100gp)
- ▷ Golden ring with a ruby (1000gp)

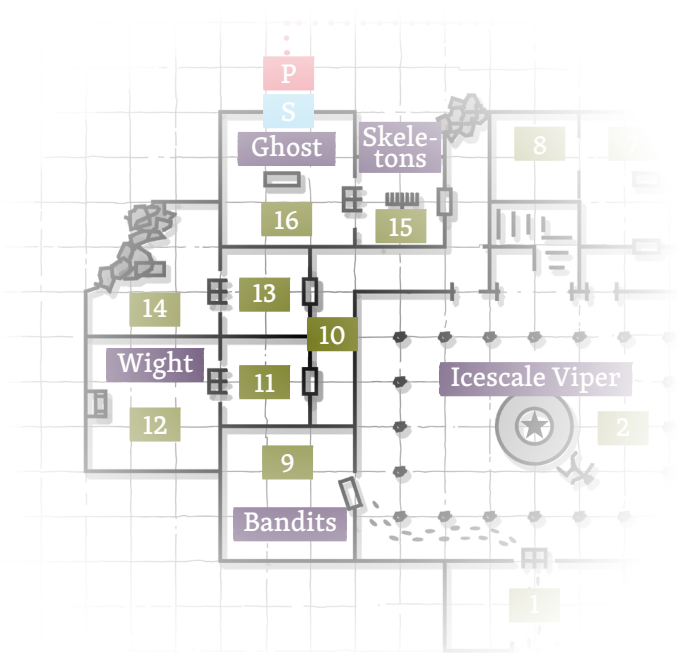
10 West Corridor

▷ **Door to 11:** Reinforced wooden door, "DAMNED" roughly carved on it. Closed and locked (key in fountain in room 2). A shadow looms on it, darkness leaks from underneath it like a slime.

▷ **Doors to 13 and 15:** Reinforced wooden door, closed.

11 Darts Antechamber

- ▷ **Upon entering:** Torches, candles, etc must save vs spell or be extinguished by a gust of icy wind. Smell of cloves.
- ▷ **Rusty iron gate:** open, to room 12.
- ▷ **Looking beyond the gate:** Non-magic sources of light fail to illuminate what's beyond the gate except the vague presence of floor and walls and a **glinting** (from the abbot's nose, see room 12).



12 The Abbot's Sepulchre

- ▷ **Unnatural darkness:** Dims all non-holy sources of light. -1 to attack rolls.

Dried corpse of a lean man sitting on a stone throne in purple pristly garbs, his glassy eyes are open. Has an elaborately decorated **golden nose prosthetic**; decorated **silver pastoral staff** on his legs. A **small brass key** on a string glitters on his chest. Smells of cloves.

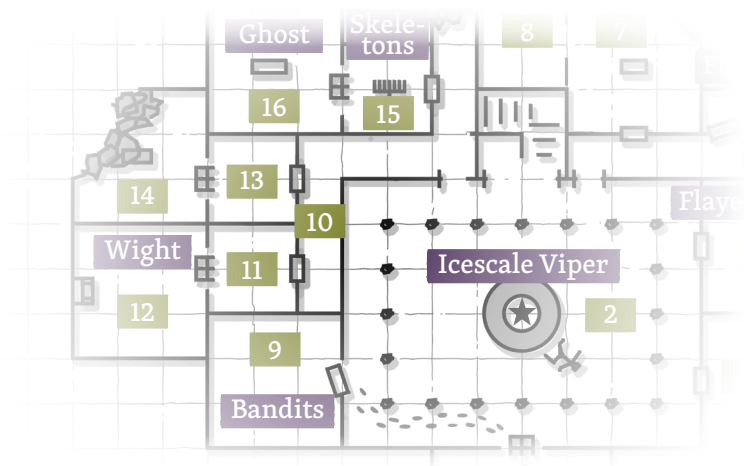
- ▷ **The corpse:** Grusom, the cursed Abbot, is a **Wight** in a sort of trance. Dried-up skin, shrunken lips showing broken teeth and a callous smile.
- ▷ **Watcher:** The corpse's eyes always make eye-contact when you look at them, even though you never see them move. They never blink.
- ▷ **Trying to assassinate the Abbot:** A wight is no living being. Cutting his throat, beheading him, and the like, hits automatically but only deals standard damage (also note wights can only be harmed by silver weapons or magic), and immediately awakens him.

- ▷ **Robbing the corpse:** Thieves may use their pick pockets skill to pilfer the **silver pastoral staff** (300gp, counts as staff), **small brass key** (opens closet in room 8) or **golden nose** (600gp) without waking the wight. Other stratagems may have a 1-in-10 chance of working without waking the wight.

Grusom, The Wight Abbot

- ▷ **If awakened:**
 - ▷ Speaks with a voice like a grinding stone, slow, imperious.
 - ▷ If robbed, commands to be given back what is his.
 - ▷ Proposes to give the adventurers *"the means to defeat the most powerful ghost in the abbey, and thus loot the richest grave"*.
- ▷ **Wants:** the group to go through the portal in the ritual chamber (room 6) and take **seven golden chalices** for him.
- ▷ **Offers:** If he receives the chalices:
 - ▷ bestows his dark blessing (**Flayed Zombies** ignore the group, and the attacks of the characters become capable of damaging **Queen Ethofled** and the **Eternal Knight**)

- gives instructions to locate Queen Ethofled's tomb (room 16) and deactivate the skeletal guards (room 15).
- **Plans to:** replace the skulls in the ritual chamber with the chalices, opening a new portal to hell, as part of a ritual to become a lich.
- **Offer refused:** Attacks.
- **Killing the Abbot:** purges the unnatural darkness. His body quickly decays.
- **Fleeing the Abbot:** Never pursues. Sits back on throne and resumes brooding; heals 1 hp per turn.



13 Empty Antechamber

Rusty iron gate, open, to partially collapsed room.

- **No wandering monsters:** As long as the sarcophagus in room 14 is intact.

14 The collapsed Sepulchre

Still air, quiet room.

A **stone sarcophagus**, partially under the **collapsed ceiling**.

▷ **No wandering monsters:**

As long as the sarcophagus is intact.

▷ **Inspecting the sarcophagus:**

Decorated with chiseled shields and stars. Merely touching it causes dust and rubble to fall from the unstable ceiling.

▷ **Opening the sarcophagus:**

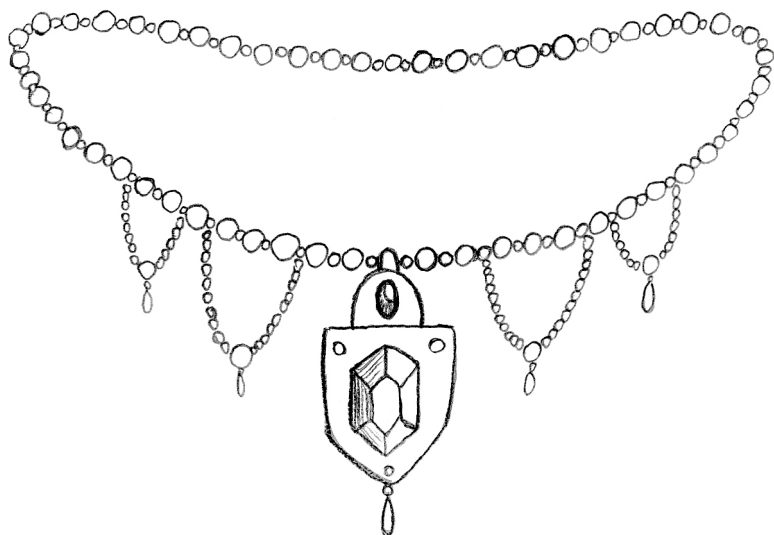
3-in-6 chance of causing further portions of the ceiling to fall, inflicting 2d6 damage (save vs death to avoid) and fully covering the sarcophagus

(2d6 hours of work to remove the rubble).

▷ **Propping the ceiling:** 2d4 turns required. Tools available in room 4. Reduces the chance of collapse to 1-in-6, and damage to 1d6.

▷ **Inside the sarcophagus:**

Ashes; plate armour and shield decorated with a chess rook; bronze morningstar with spiked ball ("**dawn omen**", +2 to hit and damage vs undead, charring their flesh -or ectoplasm if incorporeal; +4 vs undead who cannot suffer daylight).



15 The Guarded Antechamber

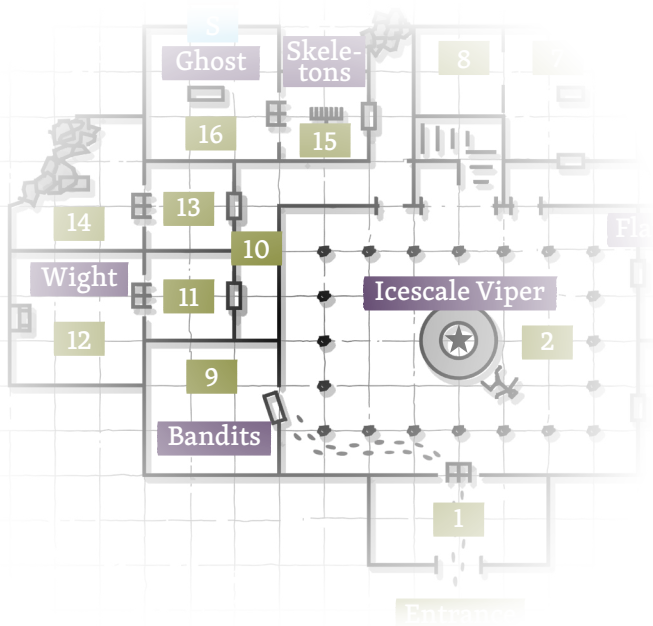
A **bronze candelabra** in the middle of the room. 7 niches line the north wall, each hosting a standing **skeletal guard** with sword and shield. They turn their heads to scrutinize intruders.

▷ **Iron gate:** open, to room 16.

▷ **Bronze candelabra:** Has seven arms shaped like skeletal arms, each hand holds a candle (100gp).

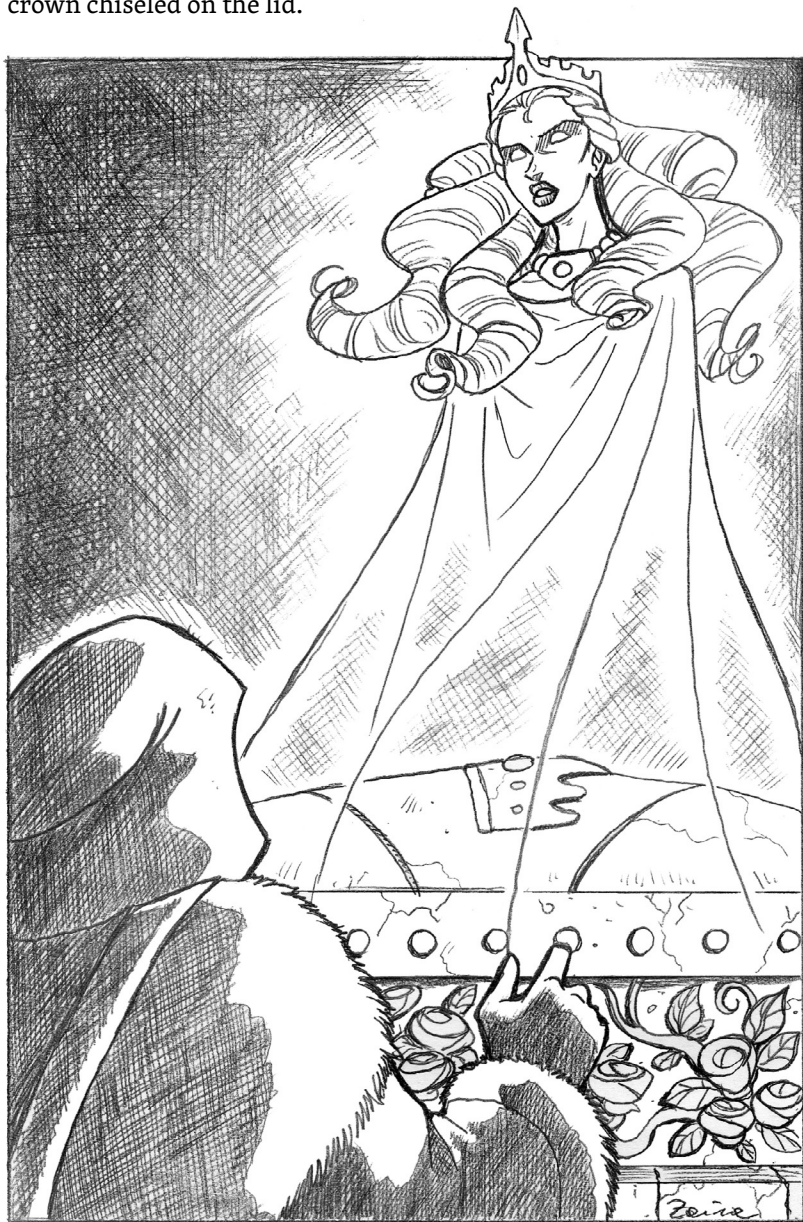
▷ **Lighting the candles:** Each lit candle “deactivates” a skeleton (rests its head).

▷ **Going past the candelabra without lighting the candles:** The 7 **Skeletons** animate and attack.



16 The Tomb of Queen Ethosled

A massive **stone sarcophagus**, with chiseled floral decorations; a crown chiseled on the lid.

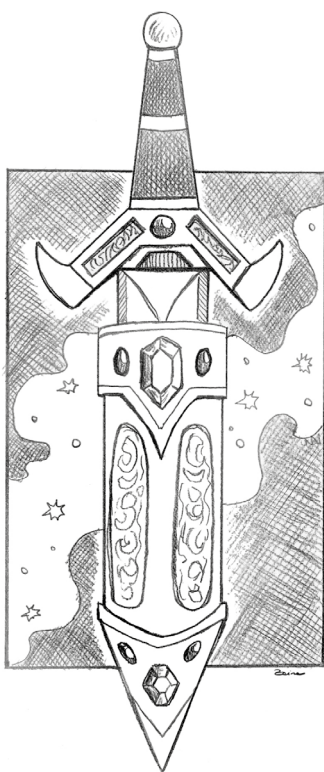


- ▷ **Upon Entering:** the **Ghost of Queen Ethofled** (see **Monsters**) emerges from the sarcophagus: a translucent apparition of a woman with elaborately braided hair and a crown. Superbly commands the group to serve her:
- ▷ **Wants:** The group to
 - ▷ Slay the Abbot in the locked sepulchre at the end of the corridor (room 12).
 - ▷ Disrupt the skull circle in the eastern wing (room 6).
- ▷ **Offers:** She will open her sarcophagus and let the group choose one of the items inside, and show them *“the way to the most sacred place of the abbey, the enchanted secret garden”* (room 17). See **Secret passage** below.
- ▷ **Offer refused:** Dismisses the group with disdain and disappears.
- ▷ **Secret passage:** A magic portal behind an illusory wall. If Ethofled’s tasks are completed, she invites the group to visit the **Secret Garden**, and removes the illusory wall. *“Bring your wits with you, and visit the enchanted garden, to see if you are worthy”*.
- ▷ **Opening the sarcophagus without the Ghost’s permission:** attacks. Never pursues.
- ▷ **The Ghost is slain:** the illusory wall disappears and the portal becomes visible: a veil of sunset light leading to a verdant garden.
- ▷ **Mentioning the Earl of Locklear’s Claim:** Ethofled knows the lineage of her direct descendants ended long before the fall of the abbey, therefore the Earl’s claim is a lie.
- ▷ **Inside the sarcophagus:** ashes and:
 - ▷ **Polished chain mail** with a dozen aquamarines (1.800gp)
 - ▷ **Platinum signet ring** with a mother of pearl horse head seal (1000gp)
 - ▷ **The Crown of Ethofled:** a gold and platinum tiara shaped like a circle of waves (2.000gp)
 - ▷ Dagger, “Maid of honour” etched on the hilt. If kept together with its jeweled sheath (1000gp), the blade is always as sharp as a razor and feels much lighter than it looks, and grants +1 to attack rolls, damage, AC, and CHA.

17 The Secret Garden

Open ceiling garden, beautiful with wildflowers and green grass. Cast in a still, dreamy autumn. Stone **chess board** on the floor, **stone chess pieces** at the side. **Inscription** on a large marble slab on the northern wall.

- ▷ **Random Happenings:** no rolls here.
- ▷ **Portal to Room 6:** Open, unless the circle in room 6 is destroyed.
- ▷ **Portal to room 16:** Hidden behind illusory wall unless queen Ethofled removed it, or died (see room 16).
- ▷ **Climbing up outside:** Characters may climb the garden's walls to reach the roof of the ruins, but once the garden is at their backs, it disappears.
- ▷ **Chess board:** only has 4x4 black and white tiles, each tile about 2' large.
- ▷ **Stone chess pieces:** 2' tall, all grey. 4 Rooks, 4 Bishops, 4 Kings, and 4 Queens. No other pieces.
- ▷ **Inscription:** "THE FOUR OF THE HERONGUARD, ALWAYS".
- ▷ **Secret Passage to room 18:** Placing all the 16 pieces like a (simplified) sudoku, so that each line and row on the board has four different pieces, opens the secret passage under the marble slab, and the inscription magically turns into "PATH OF KNIGHTLY VIRTUE".

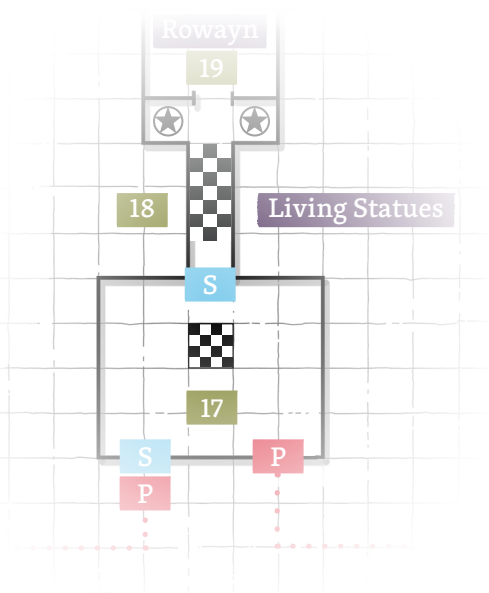


18 The Path of Knightly Virtue

Still air, light flows into the corridor from the garden.
 Checkered floor, 3×7 black and white tiles, each about 3' large.
 2 **Iron Statues** stand still at the northern end of the corridor.

- ▷ **Random Happenings:** no rolls here.
- ▷ **Iron Statues:** armored knights holding a shield engraved with a rampant horse.

- ▷ **The checkered path:**
 Characters crossing the checkered floor moving like a knight chess piece reach the end of the corridor unharmed. Otherwise the Iron Statues animate and attack. On a successful hit, the character is shield-bashed out into the garden.
- ▷ **Fleeing the statues:** they never pursue out of the corridor, and return to their initial position.



19 The Hall of Crowning

Eerie multicolored beams of light cut through the dark, as if from high stained-glass windows. **Marble statue** of a girl near the east wall. An armored **knight** is kneeling in front of an **altar**, with **jeweled chalices** on it.

▷ **Random Happenings:** no rolls here.

▷ **Knight: Rowayn, the Eternal Knight** is an ageless man with white hair, eyes as distant and hard as a winter sky, wears an elaborately etched plate mail. See **Monsters**.

▷ **As soon as the group enters:** The knight stands. *"Welcome. It's been centuries since anyone visited this sacred place, but my vow still holds. You proved worthy, by reaching this place, so you may take one Grasalys [pointing at the chalices], and fill it at the Saint's Fountain, if you want. St. Brynedd's tears may heal all ailments of the body and the soul, but use your judgement. It will take one year for the basin to fill again".*

▷ **Marble statue:** St. Brynedd, a young girl in a humble tunic, with a benevolent smile, holding a small pewter basin. Drops of azure water drip from her eyes and collect inside the basin, emitting a distinct azure glow. Enough liquid to fill a vial. Once collected, it takes a year to replenish the basin again.

▷ **The chalices:** 12 richly chiseled gold, studded with precious stones. Each must be worth a fortune.

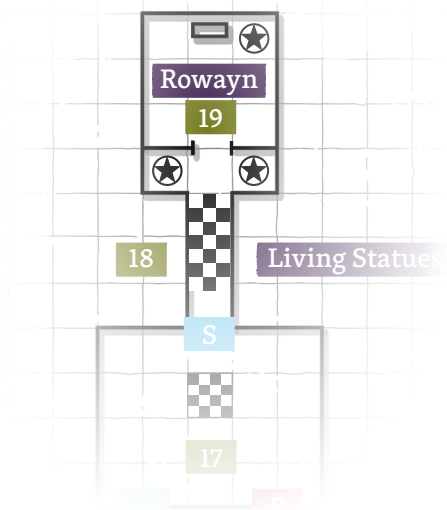
▷ **Taking one chalice:** The group may collect the Saint's tears and carry the liquid safely. Flayed Zombies will keep away from the filled chalice. The chalice is worth 2.000gp.

▷ **Taking more than one chalice:** The Eternal Knight won't allow it, and is ready to fight, aided by the two **Iron Statues** from room 18. Will always concede mercy if the opponent surrenders, but they will no longer be allowed to take the Saint's tears from the

fountain. In all cases, once outside the abbey all chalices turn to dust, except the one containing the Saint's tears.

- ▷ **Killing the Knight:** The Abbey rumbles, rubble begins to fall from the ceilings. Every turn, characters must save vs death or suffer 1d4 damage from falling blocks.
- ▷ **St. Brynedd's tears:** The liquid heals all ailments, diseases, poisons, wounds, amputations, curses of the

body, the soul and the mind, completely restoring full health. It may bring back to life the recently deceased (24 hours). If used against a chaotic undead creature, it is completely destroyed (save vs death to only take 3d8 damage instead). It takes one year for the fountain to produce enough water for one use.



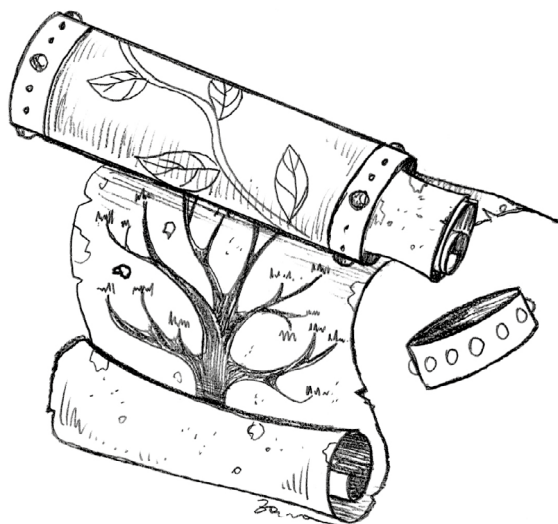
Aftermath

Based on the chosen hook(s), the adventure may have the following consequences, if suited to your campaign style.

- ♦ **The Healer's daughter:** If the characters give Myrta the Saint's tears and save her daughter, they gain a loyal, grateful healer ally who can sell healing potions at a discounted price, and cure common diseases.
- ♦ **Lortag the alchemist:** Lortag can send the group to more adventures in search of rare substances, as well as prepare for them the potions they desire at a discounted price (see Alchemist in *Old-School Essentials*). Over time, his research into the Saint's tears may develop into necromancy and turn him into a villain.
- ♦ **Choosing Lortag over Myrtag:** Myrta's daughter dies after infecting her mother with the soul plague. The disease kills her too, but before dying she curses the group and each member character must save vs death or become infected. Characters suffering the soul plague have 6 months to find a cure or their soul will leave the body. Regular cures (including cure disease spell) don't work. They will need to find some truly miraculous source of healing, a wish, or divine intervention. Or embark on a quest to locate the supernatural source of the soul plague and destroy it.
- ♦ **The Earl of Locklear:** The earl can send the group to more adventures in search of rare monsters to make trophies for his halls; may also lend money and/or introduce them to other aristocratic NPCs. The genealogical scrolls in room 8 prove his claim is false. He'll be eager to buy them (2.000gp) in order to destroy them. Clever players may blackmail him instead.

Based on course of action, the abbey may become something else:

- ♦ **Grusom the Abbot is killed, the Eternal Knight is not:** Destroying the abbot and the circle in the ritual room may allow a cleric (player or NPC) to rebuild and restore the **abbey to its original splendor**.
- ♦ **Grusom the Abbot receives the seven chalices:** After one week the Flayed Zombies gain +1 HD, and **Grusom** gains +2 HD. His long term plan is becoming a lich. His renewed powers prevent the abbey from collapsing, and turn it into a nightmare citadel.
- ♦ **The Eternal Knight is killed, Grusom the Abbot hasn't received the seven chalices:** After one week the abbey crumbles, the Saint's fountain is lost forever. The ruins may become the foundation of a **Lune Yeti King's** ice palace (Lair with 3d6 Lune Yetis + 1 king with 8+4 HD; Lair Treasure: D x 4; they may also unearth from the ruins any unreclaimed treasure from the adventure).



Monsters

BANDIT

AC 6, [13] **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THACO** 19, [0]**MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (T1), **ML** 8, **AL** Neutral or Chaotic, **XP** 10

CAVE BEAR

AC 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d8) × bite (2d6), **THACO** 13 [+6], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 450

▷ **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

▷ **Sense of smell:** Poor eyesight, but keen sense of smell. When hungry, will follow a track of blood by scent.

FLAYED ZOMBIE

Ferocious animated corpses without skin. Victims of cruel rituals, or reincarnated evil souls from hell.

AC 8 [11], **HD** 2-1 (8hp), **Att** 1 × bite (1d4), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 1d4 (2d6), **TT** None

▷ **Feral:** Always attack on sight.

▷ **Moaners:** Can easily be heard moaning or sobbing.

▷ **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

GIANT RAT

AC 7 [12], **HD** ½ (2hp), **Att** 1 × bite (1d3 + disease), **THACO** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5

▷ **Disease:** Bite has a 1-in-20 chance of infecting the target (save versus poison). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

▷ **Afraid of fire:** Will flee fire, unless forced to fight by summoner.

▷ **Attacking in water:** May attack without penalty; excellent swimmers.

GOAT

AC 7 [12], **HD** 2 (9hp), **Att** 1 × butt (1d4), **THACO** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 5, **AL** Neutral, **XP** 20

GHOST OF QUEEN ETHOFLED

The mournful spirit of a renowned Queen of Yore. A translucent apparition of a woman with elaborately braided hair and a crown.

AC 3 [16], **HD** 4** (18hp), **Att** 1 × touch (1d6 + dementor), **THACO** 16 [+3], **MV** 120' (40') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 175

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

▷ **Mundane damage immunity:** Only harmed by silver weapons or magic.

▷ **Dementor:** A successfully hit target loses 1d4 INT point; INT points lost this way are recovered at the rate of 1 per day. A target drained of all INT is permanently driven mad.

GRAPNOR

Black beard; as stingy as dwarves can be; otherwise cheerful and carefree like a child. Happy to join the group. Came in search of a "dead sorcerer buried with a platinum eye".

Level 1 dwarf

AC 4 [15] (chainmail), **HP** 8, **Att** 1 × hand axe (1d6), **THACO** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12, **AL** Neutral, **STR** 9 **INT** 11 **WIS** 10, **DEX** 10 **CON** 14 **CHA** 7

▷ **Equipment:** winter clothes, chainmail, hand axe, silver dagger, broken lantern, tinder box, 17gp.

ICESCALE VIPER

A mischievous, translucent, white-blueish, magical snake that dwells in very cold climates.

AC 6 [13], **HD** 2* (9hp), **Att** 1 × bite (1d4 + freezing), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 25, **NA** 1d4 (1d4), **TT** None

- ▷ **Afraid of fire:** Will flee fire immediately.
- ▷ **Freezing:** Victim's body (not equipment) is turned to solid ice (save vs petrify). The thawing oil in room 3 can revert this effect.
- ▷ **Immunity:** Immune to cold effects and damage and cold based attacks and spells.
- ▷ **Infra-vision:** 60'.
- ▷ **Vulnerable to fire:** 50% extra damage.

IRON LIVING STATUE

AC 2 [17], **HD** 4 (18hp), **Att** 2 × blow (1d8), **THACO** 16 [+3], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Neutral, **XP** 75

- ▷ **Absorb metals:** Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (save versus spells). Stuck weapons can be removed if the statue is killed.

- ▷ **Immunity:** Unaffected by sleep spells.

LUNE YETI

Large (8' tall), ape-like, man-eating monsters, the yetis of the Lune Mountains have their fur covered in icy crystals that have a chance to reflect magic.

AC 4 [15], **HD** 4+2** (21hp), **Att** 2 × claw (1d6), **THACO** 15 [+4], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 275, **NA** 1d6 (1d6), **TT** D

- ▷ **Damage reduction:** Half damage from magical weapons.
- ▷ **Magic resistance:** +4 bonus to all saving throws against magic.
- ▷ **Spell turning:** 10% chance of reflecting spells back onto the caster.
- ▷ **Surprise:** On a 1-4, due to camouflage in snow and ice.
- ▷ **Vulnerable to fire:** 50% extra damage.



ROWAYN, THE ETERNAL KNIGHT

An ageless man with white hair, eyes as hard and distant as a winter sky, wears an elaborately etched plate mail. A sacred wight knight, sworn to guard the crowning hall and the fountain of St. Brynedd.

AC 2 [17], **HD** 6* (27hp), **Att** 2 × long sword +1 (1d8 + 1), **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Lawful, **XP** 500

▷ **Equipment:** Wears an ornate plate mail +1, wields a long sword +1.

▷ **Mundane weapon immunity:** Only harmed by silver weapons or magic.

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

SKELETON

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

▷ **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).

TREANT

AC 2 [17], **HD** 8 (36hp), **Att** 2 × fist (2d6), **THACO** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Lawful, **XP** 650

- ▷ **Distrust fire:** And those who wield it.
- ▷ **Surprise:** On a 1-3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.
- ▷ **Animate trees:** Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as treants with movement rate 30' (10').

WIGHT

AC 5 [14], **HD** 3* (13hp), **Att** 1 × touch (energy drain), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50

- ▷ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- ▷ **Mundane weapon immunity:** Only harmed by silver weapons or magic.

- ▷ **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

WOLF

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d6), **THACO** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 in larger packs), **AL** Neutral, **XP** 25

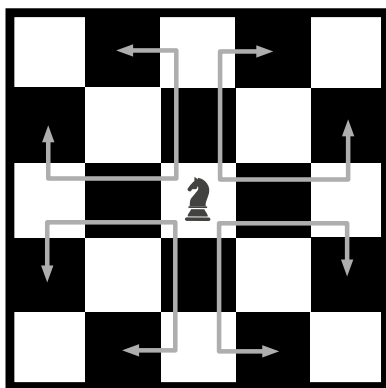
- ▷ **Training:** At the referee's discretion, captured cubs may be trained like dogs. Wolves are difficult to train.
- ▷ **Strength in numbers:** Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.

Appendix

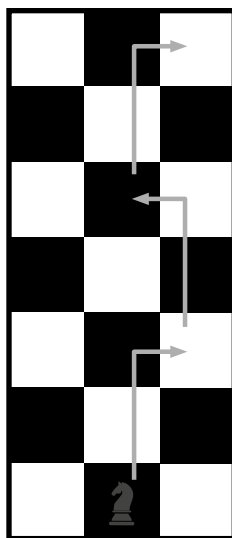
The Knight's Movement

Knowledge of the knight's L-shaped move is required to safely go through room 18. Of course, the group may just go through and face the **living statues**.

Players may figure they need to move like the Knight from the inscription in room 17, and may get a further hint to it from the book in room 7.



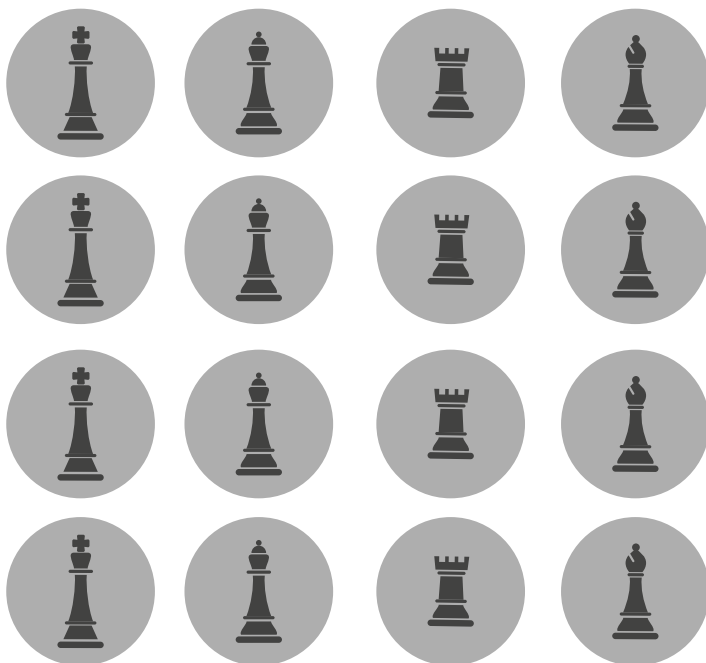
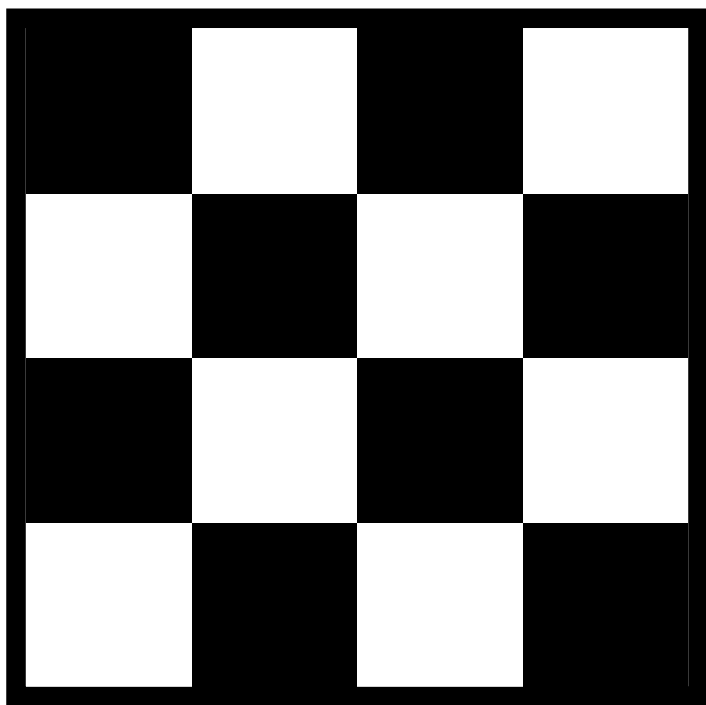
The Knight's movement:
So for example a character may move like this in room 18:



The Chessboard Puzzle

Solving the chessboard puzzle in the enchanted secret garden (room 17) is required to open the passage to room 18. Players may find hints on the marble inscription in the same room, as well as in the scroll in room 7.

If you want, you may print the hand-outs in the following page.



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But what caused the fall of the blessed Abbey?



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