

Gregorius21778:

The Crypt of Baron Vraszek



Version 1.3; by Kai Pütz
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The Crypt of Baron Vraszek: in all honesty, this title of mine is first and foremost a little dungeon crawl. It was planned as one from the start and everything else pretty much grew around it. Now, it is here and ready to be played. Get yourself a few players, dice, pens, papers and snacks, re-read some rules and delve into the dungeon.

...but beware. This is a place where a bitter vampire has holed up, literally. He prepared for these crypts to be his lair and had the help of an accomplished warlock to secure the place before everything went south for him. Many undead minions do his bidding, and he is himself a force to be reckoned with.

2 to 5 characters of 2nd to 4th level should be fine. More characters, and the place becomes crowded. Higher levels, and it may become a piece of cake. Characters of 1st level may consider themselves lucky when they escape with their lives. Groups with a cleric will have an easier time than those without, groups without fighters will have a harder time, a group that neither has a fighter nor a cleric is in for a tough ride.

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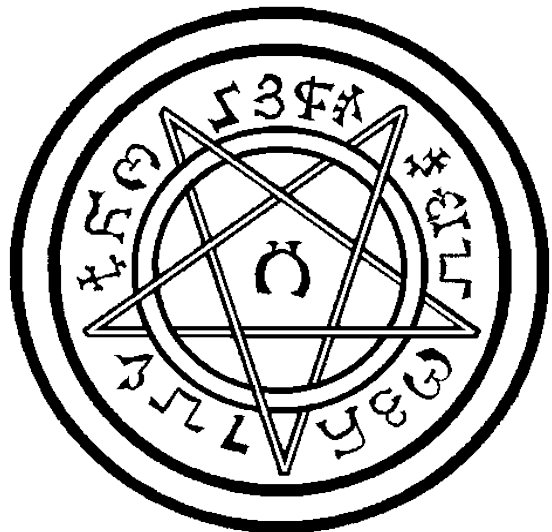
An Early Disclaimer:

I am very liberal in the use of a demonic figure named “Baphomet” in this adventure, and took the freedom to create my own brand of vampire for it.

If you, the Referee, already has an established version of a figure named Baphomet in your game, you may need to give my entity another name.

If you already have established rules for vampires, do not worry: you can hand-wave “my” vampires through by declaring that they are “not the real ones” but just a poor (or more powerful?) imitation of these undead, achieved through pacts with dark forces (for which I called them *demonic* vampires).

My vampires do not create another through bites and blood-drinking, but make themselves through dark pacts and forbidden lore. No bite marks, no spreading infection. That being said, *do as you please shall be the whole of the law.*



Background

[Baron Vraszek](#) eventually inherited his father's title and fiefdom: a small castle in a region secluded by steep hills and dark woods, with a dozen or so villages and hamlets. The road that leads through these lands sees less travel closer to the isolated heart of the fief, at which center the castle perches on a hilltop. Before there was peace with the neighbors, the castle was considered an important holding and the men of the Baron's lineage were warriors esteemed by the others. Now, the lineage and the castle are just remnants of bygone days.

The Baron was never content with this state of affairs. The title and land he had inherited made him a noble, but in the same turn they barred him from ascending among them. Through marriage he was able to increase his wealth, but neither his might nor his importance. It was not enough for him, and it was not *fair*. Was he a lesser man than the other of noble birth? No. Still, they looked down on him and his meager fief. This hunger for power and importance, as well as his narcissistic self-pity, had him seek out other ways to gain the power and importance he craved.

He invited an occultist to his castle and began to gather forbidden knowledge and artifacts under his guidance. Eventually, he pledged his soul to a demon named Baphomet, and conducted human sacrifices to gain immortality by a conversion into a demonic vampire. But in the end, things did not go as he had planned.

After he had not only murdered criminals in ritual sacrifices, but also more than a dozen craftsmen and laborers after the completion of their work for him and even had turned upon his own wife, the majority of his guardsmen turned on him one day. They slew the warlock and those few still loyal to the Baron, and tried to storm the crypts that now were the Baron's home. After their attempt was thwarted by traps and unholy minions, they buried the entrance to the crypt instead, and set fire to the castle before they left.

But they had underestimated the new powers of the Baron. At night, he was able to leave his crypt. Driven to the brink of insanity by the loss of his castle, court and rule of his fief, he vowed to take vengeance and became the scourge of the fief.



Names, Locations and the Rest of it

You may have noted already that I used the name Vraszek only once, that the region has no name and that no time line has been given. I did so on purpose. This dungeon and the backwater region it happens to be in should neatly fit into most parts of Europe, somewhere between the 15th and 17th century. I invented the name Vraszek due to my preference of Eastern European-ish vampire tales, but that's it. If you can fit it somewhere in this region (or find an excuse to have a noble line with Romanian roots in your game world) all should be fine. Otherwise, all you have to do is to change some names on some sarcophagi. You may just as well place all of this into northern England, France, Spain, Italy, Germany or where ever YOUR Flaming Princess is lamenting.

Hooks

Why should the characters dig out the entrance to the crypt, yet even continue to explore it after they became aware of how dangerous this place actually is? Well...

The Guards that Failed

The PC had been hired to guard a wagon that would bring the daughter of a wealthy merchant to a cloister, where she is to spend the rest of her life. They all arrive at a village at the foot of the ruin just before sundown. The way all the villagers hurry to get off the streets after dark may rise the PC's hackles, but nobody is willing to say a word. The night ends with the Baron (using his powers of nightly teleportation) arriving in the village and (after seeing the wagon) kidnapping the merchant's daughter. After this incident, the villagers will be more ready to tell them about the Baron and the legends about the castle ruins. After all, the dreaded secret revealed itself already.

The character's are hired to bring the daughter to the cloister. Without doing so, they will have no letter of the Mother Prior that testifies that she has arrived, and without the letter none of them will get their money (suggestion: 100sp each). Time to save a maiden.

Put an End to this Legends

The erstwhile fief has been divided between neighboring nobles by now. None of them cares to rebuild the castle, but one of them has had enough of the peasant's superstitious rumors about ghosts and witchcraft. He thereby hired the PC to dig out the crypt entrance in the company of a trusted servant, and then to explore it "so that this legends come to an end". "But what if...?" the characters will have asked. In that case, the noble joked, all of them will be paid 15 gp each if the servant returns and testifies that the characters laid the Baron to rest.

Bring me that Book

A mage that has heard of the warlock that the Baron had entertained at his castle concluded that the spellbook of his may still be found there. After all, when there are STILL legends of people disappearing, and of the Baron's ghost being about, it could very well be that the warlock is still active in the area. He thereby informs the PC that he is willing to pay each of them 100sp up front to go and look for the spellbook, and another 1000sp in potions and/or spell scrolls to each of them if they can bring him the book.

In Nomine...

The church is concerned about the rumors, and decided to fund an investigation. If the PC have a cleric, it is the one that is ordered by his higher-ups in the church to investigate, otherwise the PC are hired as "guards and advisers" for a 1st level cleric that the church sends onto this mission. The funds are meager, and so is the payment (150 sp each, to be paid upon their return), but if the characters fulfill this mission, they may be given a writ of credentials that will give them easier access to clerical support in the future.

Avenge my Daughter!

The Burgomaster of the village near the ruin has lost his own daughter a few nights before. As the PC happen to travel to the village on their way from A to B, he openly approaches them in the inn and offers them each 400sp "to dig out the damned Baron and kill him for good!" The villagers will be shocked! "Are you mad!? They will fail, and then the Baron will come for us all!" - "I don't give a damn about YOU, or YOU or any other of you filthy miscreants!" the Burgomaster will shout back in rage "HE! KILLED! MY ! DAUGHTER!!! MY ONLY CHILD!!!" The old widower wants just one thing, and that is vengeance. He does not care how (which is reflected by the fact that he pays the PC with the tax money that a tax collector will come for at some point).

Graverobbers

Perhaps the PC do not need any motivation but the knowledge of a buried crypt of a noble family. There must be jewels, right? If the group is fresh and the players are up for such an approach, they could start as 1st level grave robbers (mostly Specialists, with a Fighter or two or a Halfling thrown in for good measure) that will for sure not make it. Those that are able to flee with their lives may (a year later), join a fresh group of characters as "local support" that has a score to settle.



In the village the people live in fear of the ruin. Their story (if they reveal it) is the following:

Long ago, after his marriage, the young Baron began to act strange. He invited a strange scholar to his castle, which the chaplain spoke no good word upon.

He became unrelenting in his judgment, and harsh in his sentences. Men that would have otherwise been sentenced to a day or more in the stocks now ended up in his tower, not to be seen or heard of again. People were convicted as poachers that were not known to be anything but honest and god-fearing folk.

Strange merchants from afar began to come, but offered no goods in the village nor sought to buy any. Only to the Baron they showed their wares. Other outlandish folk soon sought audience, too, and were received. But none of them was of good standing.

The chaplain was at one point not seen anymore. It was said that he had fallen ill and would be treated in the castle, and later it was said that he died of his sickness and his body had been burned in fear of the unknown illness that had befallen him. That gave food to many a rumor back then.

Later, he hired many a laborer and craftsman from afar. They toiled in the castle and were forbidden to visit the inn or talk about their work, but their food and drink was acquired by the castle's guards instead. Stones from the quarry were delivered, but in the end, none saw any of the workers leave again.

Shortly thereafter, the castle burned to the ground. It were his own guards that had set it on fire! Not all of the villagers that had served in the castle returned from it, and those who did packed their belongings in panic and fled! The guards drank their fill in the tavern that night, and without paying a copper for it. As they left the next morning, they just claimed that the Baron was in league with the devil and that they have buried him in his own crypt.

Ever since, people disappear in the night. Mostly strangers that travel after dark or shepherds. But sometimes, even people from this village or the surrounding ones disappear out of their cottages or hovels as well, never to be seen again. It is the ghost of the Baron that stalks his old fief now.

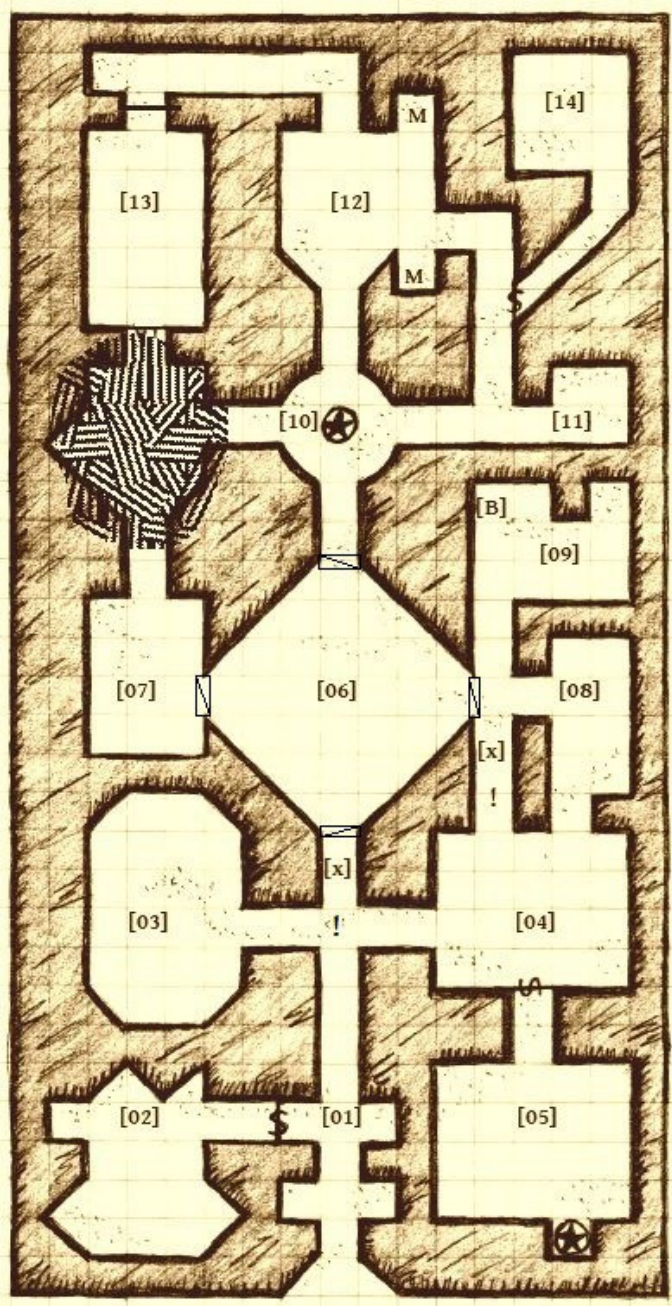
The ruins are deserted, and nothing of value is left. With a bit of a search, the former entrance to the crypts may be found. It takes shovels, picks and 6 hours of work (divided by the number of workers) to clear it from the rubble and earth that the guardians used to block it up with.

Once the stairs down to the entrance have been cleared, the PC find themselves in front of a sturdy (but stuck) door. With a bit of effort, it may be forced opened.

The Crypts beneath the Ruins

...had been extended and changed on orders of the Baron before his conversion to his current state of being. When all was set and done, he had the masons and workers killed so that nobody could tell about what had been erected down there. Finally, he and the warlock used magic to make some final changes to what would now be his lair. The corpses of the slain workers played no small part in that.

On the map, “up” equals “north” and the space between two sides of the grid is equal to six feet. The walls and floor are covered with rectangular stone slaps (under which bricks can be found). The ceiling of the corridors and rooms are arched and 8 feet high, the brickwork has been covered with plaster, which began to break and fall by now. Unless mentioned otherwise, the whole crypt is dark. The “hatched” area (between 7, 10 and 13) has collapsed a year ago and is thereby blocked. The other areas are stable.



The [x]’s on the map mark two pit traps. Both are located in the middle of the floor and are covered by thin stone slaps that will break away once a weight of at least 60 lbs rests on their center. The pit beneath each one is 10’ deep (1d6 falling damage).

The Hungry Dead (see below) may trigger a trap themselves when they try to reach the PC. The possibility was considered an acceptable risk by the Baron, as he thought it would still be more likely for an intruder to fall into any of the two pits first.

The “!” is the first place where the PC may come to the attention of the Skeleton Guards in [\[04\]](#).

Wandering Monsters: [the Hungry Dead](#) will not react to the characters during the turn their master called them (unless they enter their crypt), as they take time to rise after the *Magic Mouth* (their master’s voice) in the corridor [\[01\]](#) was activated. If it was not, it takes at least three turns before the presence of living flesh in the crypts will have them rise.

From that point on, there is a 1 in 6 chance every turn that some of the Hungry Dead will have picked up the PC’s scent and close in on them. They will take the most direct route from their hidden crypt [\[02\]](#) to the closest character. If this route leads over a not-yet-triggered pit trap, one of them will trigger it and fall in (which the PC are likely to hear). Any remaining Hungry Dead will lose a few (1d4) rounds due to surprise before they either jump over the trap or take another route towards the nearest character.

As time passes, more and more of them will rise. The first encounter will be with just one of them, but from then on both their number and their frequency of appearance will increase. There are a total of 17.

Encounter	Chance p.T.	Number
1 st	1 in 6	1
2 nd	2 in 6	1d2+1
3 rd	3 in 6	1d6+2
4 th	4 in 6	the rest

At the beginning of the seventh turn after they first encounter, all remaining Hungry Dead will rise and come for the characters.

[01] The Corridor

Behind the entrance lies a corridor with two pairs of opposing alcoves to the left and right. Further ahead, a crossing can be seen and an iron gate beyond it.

The inside of the alcoves have not been covered with stone tiles but with plaster, and show fading murals of the Stations of the Cross (from left to right; then left to right again):

Christ as he carries his cross to Golgotha, flanked by Roman legionnaires and an angry mob.

Christ on the cross, with a roman legionnaire stabbing his side with a spear.

The entry to a cave (where his corpse was brought later according to the bible). A stone is rolled before it, to seal it.

A view of the cave from the inside, with a niche in the wall large enough to hold a body at the center: it only contains a cast-aside shroud.

As soon as anybody but the Baron steps between the last two alcoves, a *Magic Mouth* (2ndⁱ level spell) is activated on the mural of the empty grave of Christ. The words it speaks are: *“Beware, intruder! This place will turn into your own grave if you do not leave at once! THE HUNGRY DEAD SHALL RISE AND DEVOUR YOU!”*

The message will awaken [the Hungry Dead](#) in their hidden crypt (02), but they take time to rise (see [Wandering Monsters](#)).

PC that inspect the alcoves will uncover that in the second to the left, the mural (the cave and how the stone is rolled in front of it) was not painted onto a solid wall but on wood covered with plaster. It is in fact a door (which the gaps around it suggest), but one that cannot be opened from this side. Still, a character with specialist tools may move back the bolt with a successful *Tinker* skill check, and then lever the door open. Another option is to tear down the door by force (1 turn with a proper tool or weapon).

PC that reach the crossing with a visible light source may alert the [Skeleton Guards](#) in (04) to their presence

[02] The Hidden Crypt

The air in this room has a foul tang to it. A multitude of dust-covered cobwebs occupy every corner, while the floor is covered in more than a dozen partially decayed corpses. All are naked and gaunt. They are not orderly placed but lie there like cadavers deposed of in a ditch, with the limbs and bodies of one overlapping another's.

The message of *the Magic Mouth* (01) will rouse **the Hungry Dead** in this chamber. There are a total of 17, and they take longer to rise on their own, (see [Wandering Monsters](#)). If the *Magic Mouth* did actually scare away those that triggered it, the Hungry Dead will not leave their crypt as they do not pick up the scent of nearby human (or demi-human) flesh. They will instead

just shamle about in it and become dormant again after 2d6+2 turns. When they smell nearby human flesh (inside the crypt or near the entrance), they will rise as detailed under **Wandering Monsters**. If a character opens the door to their crypt, there is a 4 in 6 chance that 1d4 of them will rise and attack immediately. If a character breaks down the door, 1d6+2 will have risen and attack once the door is gone. In both cases, this counts as the 1st encounter with wandering monsters.

Once risen, the Hungry Dead will open the door (there is a handle on their side) and leave it open. If it has been blocked, the undead will need 1d4+3 turns to batter the door down.

[03] The Untouched Crypt

A large crypt with two rows of four stone sarcophagi each. The names of the occupants have been engraved into the upper third of the heavy lids.

These are the graves of the ancestors of the Baron (Gregor, Tamara, Constantin, Micael, Ludmilla, Alexander, Sophia, Natalia). The Baron has left those undisturbed (as the dust covering the sarcophagi and the ground floor will show). Those that open up a sarcophagus will find a skeleton clad in the rotten remains of a burial gown as well as....

[Gregory] ... a well crafted and finely adorned steel sword (100sp; medium weapon; must be sharpened; otherwise 1d4 damage).

[Tamara] ... an intricate silver amulet worn on a tiny chain around the neck. The amulet is a heathen “death charm” to protect the soul during the passage to the beyond, as well as the grave. Any character has a X in 6 chance to know this, where X is the Wisdom bonus. Clerics and Magic-User gain an additional +1 bonus, as do Specialists with extra dots in Languages. A character that takes the amulet from the corpse will be *cursed*: all XP thresholds to reach a new level are increased by 10%. Undead will attack the wearer of this amulet *last*. If it is placed around the neck or into the mouth of an undead creature with no more than 4 HD/levels, the monster is immediately destroyed (50sp).

[Constantin] ... a golden clasp that secures the remains of a rotten cloak, embossed with the emblem of the Baron's noble line (150sp; -4 reaction from everyone in the local area when shown).

[Micael] ... a golden front tooth (50 sp).

[Ludmilla] ... a silver headband (100sp) and a chance to get infected by the spores of a nasty mold upon opening the sarcophagus (*Save vs. Poison*; see appendix). The mold spreads like fine dust after the lid has been removed, but will only affect those standing next to the sarcophagus (and those who rummage through it afterwards).

[Alexander] ...nothing of value, for he died as a child.

[Sophia] ... a small leather bound book that used to contain poetry, but is now illegible. Will crumble when not handled carefully.

[Natalia] ... a pair of silver armlets (150 sp in total).

[04] The Guarded Crypt

A crypt that contains two rows with three stone sarcophagi each, as well as four [Skeleton Guards](#) (see appendix). The skeletons may become aware of characters ahead of them entering the crypt due to the light they carry.

The southern wall contains a secret door (to 05) that will automatically be found by those that inspect it (due to the gaps around it). When pushed, it will swing into the corridor behind it.

The sarcophagi have names engraved into the upper third of each of the stone lids (Doru; Mirela, Petru; Ruxandra; Vraszek; Bernadette). The latter two are empty, the others each contain the remains of ancestors of the Baron: skeletons clad in the rotten remains of a burial gown, as well as....

[Doru]... a rusted (and useless) helmet and an old-fashioned piece of scale armor made of horn (AC: 15, oversized item, a character wearing it must pass a *Save vs. Poison* once a day or will catch a nasty rash that will reduce Charisma by 1d4 points and impose a (-2) on most reaction rolls till cured by a physician (2d6 days of treatment; modified by the reverse of the character's CON bonus). The armor is worth 50sp.

[Mirela] ... a pair of golden earrings (a total of 200 sp)

[Petru] ... three heavy golden rings (a total of 300 sp)

[Ruxandra] ... a headband made of hardwood, with intricate ornaments (died as a girl; 20 sp).

[05] The False Lair

The secret door from (04) opens into a short passage that leads to a large room. At the southern wall are a desk with a padded chair in front of it, a chest and a closet. All are made of dark, polished wood and feature embellishments in the form of female heads with long, flowing hair. A large but unadorned sarcophagus stands free in the left half of the room, right before a niche with a larger than life statue of a man in plate armor. Both are made of the same light-gray stone. The armored warrior the statue depicts rests its hands on a bastard sword in front of him. His features are noble but grave, and every character that enters the left half of the room will have the impression of being followed by the smooth stone eyes.

The whole room is a trap. A character may become aware that everything is coated with a fine layer of dust, and that it is thereby unlikely that it has been used in the past.

Opening the closet will trigger a spring-powered spike at its center that will thrust forward (1d6 damage; non against those wearing plate armor). The inside holds three sets of (now mouth-eaten) clothes of a noble, complete with dress capes (mere rags without any value).

The chest is locked and trapped with a spring-needle. The poison it has been coated with has by now lost its effect.

The sarcophagus contains a summoned [Blood Creature](#) (see appendix) that will slither out and attack after the lid has been moved enough to provide it with a gap to escape through.

[06] The Chamber of Darkly Mirrors

All entries to this room are barred by iron gates with simple locks. A Specialist with more than one dot in *Tinker* will actually gain a +1 bonus to a skill check to open one. Once successful, the character will be able to open any of other gates in 3 rounds without a further test (or in one round if a test is passed). Overcoming a gate by force takes a very sturdy lever (e.g. a crowbar) and 1 turn (5 rounds if the character involved has STR 15+).

Behind the gates is a very large, rhomb shaped room with a cross vault ceiling. All walls are covered with bronze panels that reach from the floor up to 8 feet. The bronze has been polished to a mirror finish and gives blurred, shadowy reflections.

When the room is entered with a light source, every reflection of a mortal will emerge from its mirror pane as a [Darkly Image](#) (see appendix) at the beginning of the second round. Every character in this room produces four Darkly Images. If an image is destroyed, it will come forth again from its respective mirror after 3 rounds. Characters that do not appear in mirrors (e.g. invisible characters) summon no Darkly Images. When there is no light, there is no reflection, and all Darkly Images will disappear immediately when the room is no longer lit. A weak light source (e.g. that of a candle) will be too weak to provide enough illumination for a proper reflection (and thereby, no Darkly Images will appear if only a candle is used by the group).

Covering the panels will in theory work as well, but it will be difficult to do so. As they are made of bronze, smashing them is impossible; dents and holes in the metal will not prevent a reflection from manifesting. In regard to a *Dispel Magic*, all panels on one wall count as one magic item.

[07] The Ritual Room

This room once was a crypt as well, as the rows of four stone sarcophagi along the western wall and the three at the eastern one (one left of the entrance; two to its right) still give testimony to. But now, it is most obviously used for something different entirely. All but one of the sarcophagi now function as tables for an assortment of bizarre and peculiar items that appear to be occult or outright unholy. Only one of the sarcophagi has been kept free of all of such items. A sconce in the middle of the room holds a partially burned torch, three unspent torches can be found on the ground next to it. All of the sarcophagi are empty, also names can be found on their lids (Radu, Geneve, Viktor, Annalyndt, Christopher, Maria, Severina)

What is there? Metal bowls for burning incenses, different clay pots and vials (that contain dried herbs, finger bones, dead spiders, crushed charcoal, hair, dried mushrooms, finger nails, dead bats, human teeth, salt, earth, crushed bugs, dust, dried maggots, ashes, etc), ink vials and quills, pieces of parchment, candles (both partly burned-down on the sarcophagi as well as two dozens or so in a box), the skull of a goat, an iron crown, three wooden crosses mounted upside down on iron spikes, a stuffed poisonous snake, a candelabra which base is a pentagram, a black goat pelt, carving knives, a sacrificial dagger, small glass bottles with mixtures of oil and clotting blood, etc.

A Magic-User may salvage some of the present stuff for his or her own laboratory. For this purpose (and only this one), items with a total value of 3d6 x50sp may be looted. Every 5+ rolled equals one additional item slot that will be occupied by this loot. If not the whole of "the useful stuff" is taken along, it will not be useful to the Magic-User at all.

[08] The Ossuary

A multitude of rectangular niches in the northern and western wall of this room contain the bones and skulls of further ancestors of the Baron's family line: one corpse per niche, and many are empty. All have Roman numerals chiseled below them. A simple yet sturdy table next to the southern wall holds a dusty folio, an old oil lamp, a quill and an ink vial.

The niches were used to store the bones of an ancestor when the sarcophagus was needed for another recently deceased member of the lineage. The bones have been orderly placed into each niche, the transition and the details of the ancestors in question have been noted in the folio. The lamp has enough oil left for 7 turns. The Baron has not continued to do so when he moved the dead from the sarcophagi of the ritual room (07) into the niches, neither as he took older skeletons out of them to create his Skeleton Guards.

[09] The Dungeon Room

The first thing that a character will notice upon entering the corridor that leads to this room is an unconscious woman shackled to the wall behind her. Her brunette hair is long, her features are comely and she is clad in nothing but a simple but mostly clean linen burial gown.

The woman is [Lady Bernadette](#), the Baron's wife (see appendix). She is a vampire like him, but not nearly as powerful.

The wall where she is bound holds another empty set of shackles. In the western part of the room stands a rack and a table with numerous torture instruments. A key (for the shackles) may be found on a small hook on the rear of the rack. Two [Skeleton Guards](#) stand around the corner and will attack anybody but the Baron on sight.

Bernadetta will be weak, anemic, cold and barely conscious. This will change if a character (for whatever reason) feeds her some of his blood or is so close to her that she can literally smell the blood in his veins (e.g. holding her while the shackles are opened). The hunger will quickly overtake her then, and she will try to BITE. The victim must roll for *Surprise* or will be bitten and helpless (see appendix). Bernadetta will quickly recover from her mindless bloodlust after the first sip, and try to parlay with the PC. She tells them that she knows where the hidden lair of her husband is, and that she will gladly help them in destroying him.

Of course she knows that the characters must be vampire hunters, and that they will not spare her. Her plan is to lead them to the hidden lair and actually lead them in the attack against the Baron. But after the first hit she will drop down and play dead, hoping that whatever side may win the fight will be wounded enough to be finished of by her in the end.

[10] A Reminder of Paradise

A pillar in the center of this round room has been chiseled into the likeness of a tree. The walls are covered by plaster and painted with murals of Adam and Eve in Paradise, the Temptations through the Snake, the Fall, how they had to leave paradise, and a picture seeing them returning with their heads' bowed in repentance (which is next to the part where they rest in paradise, as if this evens would be repeating themselves).

[11] The Unholy Shrine

The small chamber contains a shrine that has been dedicated to dark forces. The Christian murals have been defaced with stains of dried blood, a niche that once must have contained a cross or the figurine of a saint is now occupied by a bronze statuette of Baphomet. Thirteen big candles have been lit on the small altar in front of it, and must have been burning for more than an hour by now. The remains of molten wax form large blotches around their bases. An open wooden box to the left of the altar contains a stash of 30 further large candles.

Every character without a negative Intelligence or Wisdom bonus will know that candles like these cannot burn longer than perhaps four hours. Still, they do. The small statue is magical and part of a rite of protection: when thirteen candles are lit in front of it by a character that has pledged his or her soul to Baphomet, the candles will burn for 5 days. As long as they do, the one that lit them will benefit from the effects of a 1st level *Protection from Lawful*. Removing the statue will not end the effect. Snuffing or destroying the candles will, but a character who does will become *cursed*: all light she carries will die at the end of the first round of a hostile encounter with any chaotic creature.

[12] The Mural of Triumph

The western wall of this angular room shows a mural of a battle scene. It is much more recent than any of the other murals, more simple and less impressive. The scene depicts a knight surrounded by twelve enemy soldiers who are either dead, mortally wounded or desperate in their fight against the seemingly supreme lone knight. The sky is filled with dark clouds, and seven strange and cheerful cherubim with black wings fly above the scene. The knight is the only combatant depicted in full armor, his great helmet features goat horns and a long beard protrudes from under it.

A cleric or character with a positive Wisdom bonus will notice that the twelve enemy soldiers are portrayed similar to contemporary depictions of the twelve saints, while the seven cherubim feature artistic elements that resemble those used to refer to the seven deadly sins.

Two opposing alcoves in the north and south of the room contain one [Skeleton Guard](#) each. They will attack anybody but the Baron on sight.

[13] Storage & Armory

A heavy wooden door with metal fittings blocks the entrance to this room. The door is locked and too solid to simply force it open, but it may be broken down (1 turn). The room behind it is a storage room (first half of it) as well as an armory (second half). It contains two lanterns, five flasks of lamp oil, six torches, about a dozen replacement plates for the pit traps, specialist tools for re-setting traps, 50 large candles, ink vials, quills, several folded burial gowns made from white linen, and the raw material and tools to create and apply plaster.

If the characters did not face the baron already: At the southern end, a set of full plate armor sits on a stand. It looks like the one that the warrior in the mural in (12) is wearing. On the wall left and right of it hangs a shield that bears the coat of arms of the Baron's lineage, a battle axe (medium weapon), a lance, a bihander (great weapon) and a short sword (small weapon) with a bronze pommel in the shape of a goat's head ([see appendix](#)).

[14] The Baron's Hidden Lair

This room may only be entered through a hidden door in the corridor that connects (11) with (12). Finding the door takes six turns of searching (divided by the number of characters involved in it) or one turn and a successful skill check for *Search* or *Architecture* (+1 bonus to the highest skill if both are above 1).

In the center of the room stands a simple stone sarcophagus without any ornaments or engravings. Two chests sit in northwest corner of the room, one of them has a lock.

The unlocked chest contains three sets of noble clothes (complete with boots, capes and fancy hats, etc; each worth 100 sp) and a hidden compartment (under a false bottom, part of which may be gently moved and then taken off). The compartment contains four different keys on a ring (one for the gates in (06), one for the other chest, one for strongbox in said chest and one for (13)).

The locked chest is trapped. On a failed attempt to pick it (which suffers a -1 penalty) a spring-powered poisoned needle will stick the character into the hand. Unless a *Save vs. Poison* is passed, the victim will become unconscious within 1d6 rounds (modified by Constitution bonus) and stay that way for 12 hours. Other characters may wake the victim up with one round of rough handling, but it will then suffer (-3) to all rolls and fall unconscious again after 1d6 rounds. If the saving throw is passed, the character will suffer heavy drowsiness, a slurred speech, blurred vision and impaired senses (-2 to all rolls; unable to cast spells) for 1d6+2 turns. The chest contains the Baron's [spellbook](#) (see appendix), a strongbox (118 pieces of silver; 13 pieces of gold) and a small bottle of the poison used to coat the needle trap (12 applications left; must be inserted into the blood stream).

The sarcophagus is the resting place of [the Baron](#) (see appendix). If it is disturbed (e.g. by an attempt to move the lid) he will wake up and cast *Gaseous Form* on himself, so that he may reach (06). There, he will become solid to face the characters (with the assistance of the Darkly Images). [The Goatsword](#) sword will appear in his hand, and if necessary he will cast *Continual Light* onto the weapon (so that there is light for the Darkly Images to emerge). If the characters do not enter, he will mock them before he puts the sword (with the light spell on it) to the ground and casts *Invisibility* unto himself. He will pretend to leave through one of the other gates, but will stay in the room. When the characters move in and are attacked by the Darkly Images, he will slip out and back to (14). His plan is to get the keys so that he may get into (13) to arm himself before he seeks to confront the characters.

If the PC have somehow rendered the bronze mirrors useless, he will instead go to (13) and use the time the

characters need to open the door to arm himself with the bihander. He will also cast *Unseen Servant* to don the plate armor, which will take about a turn. If the characters are able to get into the room any quicker than that, the Baron will only be partially armored (AC:14; DEX bonus included).



The Crypts are a dangerous place. When the party proceeds further than **the Chamber of Darkly Mirrors [06]** they shall receive 200xp.

XP Rewards

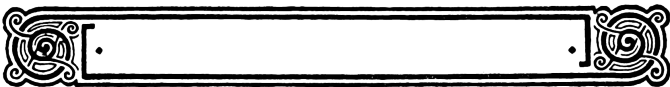
Each of **the Hungry Dead** the characters beat is worth 10xp. Those that stumble into a pit trap without any involvement of the PC are not worth any XP. There is a total of 17 of them in this dungeon, beating them all would be worth. 170xp.

Each of **the Skeleton Guards** is worth 25xp. There is a total of 8 of them in this dungeon, beating them all would be worth. 200xp.

The Darkly Images and **the Blood Creature** are worth no XP. They are more part of a trap than anything else, and add to the overall danger of the dungeon as a whole (see below).

Bernadette is worth no XP, as she is basically helpless when the character's encounter her.

The Baron is the main antagonist of the adventure. Beating him is worth 300xp.



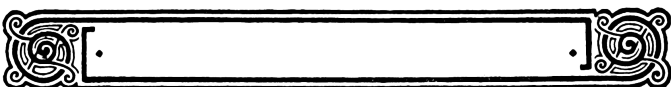
The Untouched Crypt [03] contains treasure worth 600xp.

The Guarded Crypt [04] contains treasure worth 570xp.

The Ritual Room [07] contains a variable amount of treasure.

The Armory [13] contains a variable amount of treasure, depending on what the characters plunder.

The Hidden Lair [14] contains treasure worth 300xp.



When they explore the whole of the crypts, they shall receive another 300xp.

Every Referee shall feel free to adjust this to whatever fits his or her game best. Personally, I would suggest to consider to assign XP for NOT robbing the dead and/or destroying what is found in the Ritual Room if one or more characters in the group have a rather righteous (Lawful?) attitude.



The Hungry Dead

Move:	120'(40')
Hit Dice / Points:	0 / 6
AC:	12 or as armor
Attacks:	1 (Strike, Wrestling or Bite)
Special:	see below
Save:	as HD
Moral:	12

Suggested XP 10

These Undead creatures are the result of the *Animate the Hungry Dead* spell (a lesser form of the 5th level *Animate Dead*). They are dead bodies occupied and controlled by unclean spirits, and will stop to decay at a certain point. They sense living humans (and demi-humans) from up to 50 yards away, and will always attempted to reach the nearest living being in order to attack and devour it.

The one who created them may order them to “rest”, which puts them into a death-like state from which they will be roused by disturbances of their resting place or the presence of living beings in the immediate vicinity. Once disturbed, or ordered to rise by their creator, they take 1d6 turns to fully awake. If they are touched or attacked, they will awake within a round.

In combat, they may not use weapons but will try to strike (1d3 damage) or wrestle (+2 bonus due to their strength). Once they have immobilized a target, they will begin to bite it and thereby deal 1d4 damage each round. A Hungry Dead that killed a victim and is not currently engaged by further opponents will devour the flesh of the slain for one turn. Any nearby Hungry Dead that are not currently engaged in combat have a 3 in 6 chance to join in doing so.

A character that suffered damage from the bites of a Hungry Dead must pass a *Save vs. Poison*. On a failure, the wound will inflame and not heal naturally until a physician is seen or the wound is cauterized (loss of another hit point).



Move:	120'(40')
Hit Dice / Points:	2 / 4*
AC:	13
Attacks:	1 (sword; 1d6)
Special:	see below
Save:	as HD
Moral:	12

Suggested XP 25

The Skeleton Guards have not been raised by the Baron, but by the warlock he employed. They are identical to those that could be summoned with the 5th level *Animate Dead* and have one special ability: immunity to attacks from rapiers, minor weapons as well as bolts and arrows.



The Blood Creature

Move:	120'(40')
Hit Dice / Points:	4 / 16
AC:	10
Attacks:	1 (Gossamer Claws; 1d6 dmg)
Special:	see below
Save:	as HD
Moral:	10

The creature in the sarcophagus in the false lair (05) has been summoned and bound into it by the Baron with the help of the *Imprison the Beyond* spell. It has the appearance of a blob of blood that forms claws to attack. These are made of very fine strands of blood, like capillary vessels, but cut like blades.

Blood is spilled: the creature is immune to all normal attacks, but loses 1 hit point per round by spilling itself.

Blood calls for blood: any character that has been wounded by the creature must *Save vs. Magic* at the end of the fight. Those who fail will be *cursed* to carry the thing in their very own blood. When such a character dies, all of his or her blood will leave the dead body and pool (with eventually spilled blood) into another Blood Creature with a HD equal to the characters level minus 2 (minimum: 0).

Darkly Images

Move:	120'(40')
Hit Dice / Points:	3/ special
AC:	13
Attacks:	1 (special)
Special:	see below
Save:	as HD
Moral:	10

Darkly Images are blurred, shadowy phantoms from beyond that are forced into this world when a mortal casts a reflection in a Darkly Mirror. The Phantoms do not appear willingly and attack the nearest living being in rage. They do so with blurred, shadowy versions of a weapon of the character that made them appear, the damage code is the next lower die (e.g: d8 becomes d6). The Darkly Images themselves fray and disappear upon the first hit.

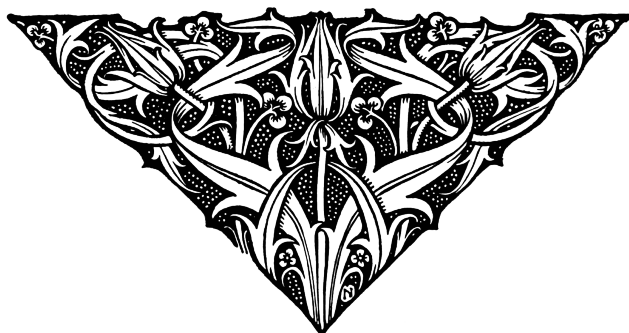


The Nasty Mold in Ludmilla's Grave

The mold leads to an infection that is treated as an illness. An infected character is not contagious.

Incubation period:	about a week
Interval:	7 day; modified by CON bonus
Effect:	1 point of CON damage Double recovery time for exhaustion and CON damage

The infection starts as a throaty, wet cough that will worsen more and more. The Constitution loss caused by the infection cannot be recovered without a treatment by a physician. When Constitution drops to zero, the character dies due to collapsing lungs.



Lady Bernadette



Lady Bernadette, a comely woman with long brunette hair, is the wife of the Baron. After her husband has pledged himself to Baphomet and was indeed granted immortality, she did the same. She sought she was clever in letting her husband doing it first, so she could see what would happen to him. In fact, she sought she was so much

more clever than the Baron, and never assumed that he would know that she had cheated on him repeatedly with other men. But he knew it very well, and decided to punish her for all eternity. Therefore, he turned her into a demonic vampire as well, but shackled her against the wall. He only feeds her enough blood to continue her existence and to keep her barely awake. Forever she shall be dependent on him, forever she shall experience the vampire's hunger: a desire much worse than the carnal lusts of mortal flesh. Forever he shall be able to do with her as he pleases.

Lady Bernadette counts as a 1st level Elf with Intelligence 13 and Wisdom 9. Currently, she only has 5 hit points left (Max: 12). She has no spells prepared.

As a demonic vampire, she has the following abilities.

Lord of the Night: as long as the sun is not up in the sky and she is not more than lightly wounded, Bernadette is under the effect of a *Shield* spell and may *Teleport* to places she has been before (see the spell for further limitations). She does not age naturally. *Unusable to her as long as she has not been fed enough blood.*

Bloodsucker: Bernadette may use a special bite attack on a helpless or immobilized victim. The attack deals 1d4 points of damage and restores the same amount of hit points to her. The victim of the attack becomes helpless, and so Bernadette may continue to drink blood. A vampire is immune against this additional effect. If Bernadette does not kill a sentient being at least once every lunar month by drinking blood, she loses 1d4 hit points. Due to her new instincts and feral nature, Bernadette gains a +1 bonus to all wrestling attacks (double if she is more than lightly wounded).

Enemy of the Light: Exposed to daylight, Bernadette suffers between 1d4 to 1d10 damage per turn (heavy clothes, shrouds and other protections: 1d4; normal clothes: 1d6; partially bared: 1d8; naked: 1d10). When not resting in a death-like slumber during the day (from which she may rise immediately if disturbed), she will suffer from exhaustion (cumulative -1 penalty) after every 6 turns and goes into slumber when the penalties from it reach (-3).

Undead: Bernadette may not enter hallowed ground, suffers damage from Holy Water and counts as chaotic, undead being for all game mechanism.

The Baron



The Baron counts as a 5th level Elf with Intelligence and Wisdom 12, as well as Constitution 12, Dexterity 13, Strength 14 and 26 hit points. Upon being encountered, he will have the following spells prepared:

Gaseous Form; Invisibility; Continual Darkness; Unseen Servant; 2x Light .

He is the current owner of the **Goatsword** (see below) and may call it to his hand at will. As a demonic vampire, he has the following abilities.

Lord of the Night: as long as the sun is not up in the sky and he is not more than lightly wounded, the Baron is under the effect of a *Shield* spell and may *Teleport* to places he has been before (see the spell for further limitations). He does not age naturally.

Bloodsucker: the Baron may use a special bite attack on a helpless or immobilized victim. The attack deals 1d4 points of damage and restores the same amount of hit points to him. The victim of the attack becomes *helpless* and the Baron may continue to drink his or her blood. A vampire is immune against this additional effect. If the Baron does not kill a sentient being at least once every lunar month by drinking blood, he loses 1d4 hit points. Due to his new instincts and feral nature, the Baron gains a +1 bonus to all wrestling attacks (double if he is more than lightly wounded).

Enemy of the Light: Exposed to daylight, the Baron suffers between 1d4 to 1d10 damage per turn (heavy clothes, shrouds and other protections: 1d4; normal clothes: 1d6; partially bared: 1d8; naked: 1d10). While not resting in a death-like slumber (from which he may rise immediately when disturbed), he will suffer from exhaustion (cumulative -1 penalty) after every 6 turns and goes into slumber when the penalties from it reach (-3).

Undead: the Baron may not enter hallowed ground, suffers damage from Holy Water and counts as chaotic, undead being for all game mechanism.

The Goatsword:

The goat sword is a short sword (small weapon; 1d6 dmg) with a bronze pommel in the shape of a goat's head, and counts a magical weapon (+1) blessed by Baphomet.

It will appear in the hand of its owner as soon as he or she kills it, no matter the distance. When its current owner is killed (or destroyed), it will accept the next character as its owner that has pledged his soul to Baphomet and willingly cuts the own left palm with its blade. Till then, it counts as a cursed (-1) weapon.

The Baron's Spellbook

...is bound in deerskin, and basically a poor copy of that of the warlock that he once entertained at his castle. He has, however, researched and included a few spells of his own by now.

3rd level: Gaseous Form; *Animate the Hungry Dead*; *Prison of the Beyond*

2nd level: Magic Mouth; Continual Darkness, Invisibility; Unseen Servant;

1st level: Faerie Fire; Light; Read Magic; Summon; Unseen Servant

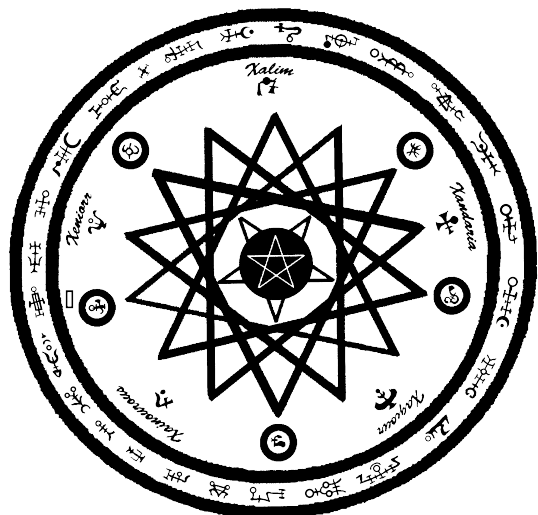
Animate the Hungry Dead

Magic-User Level 3

Duration: Instantaneous

Range: 10'

The spell conjures unclean spirits from the beyond and forces them to occupy dead bodies in the vicinity, and thereby creates the Hungry Dead (HD: 0 undead with 1d4+2 hit points, see the entry above). What the caster called did not come willingly, and so the Magic-User needs to succeed on a Domination roll (similar to the one used in *Summon*): A d12 is rolled for both the caster and the Hungry Dead, and the caster adds his level. On a success, the Hungry Dead are under his control. On a failure, they will attack immediately to devour him.



Prison of the Beyond

Magic-User Level 3

Duration: Instantaneous

Range: Touch

With magic rites, incantations and a sacrifice (a human, demi-human or HD 1+ creature) the caster can turn a container into a prison for a creature from the beyond that may than be summoned into it (per the *Summon* spell, which must be cast before the next sunrise).

The subsequent summoning happens according to the regular rules, but Step Five is omitted as long as the container is not destroyed or opened. The duration of the creature's existence in the real world is not determined yet either, and it does not start as it is trapped in the moment of entering it.

These steps (and the arrival of the creature in our world) only take place when the prison (the container) is opened or destroyed. If the caster is not present at this moment, the creature wins the Domination roll and will attack all present living creatures for a number of rounds equal to d10 x its HD. If the caster is present, Domination is rolled and the following modifiers are taken into account:

+ as a result of its rage about the imprisonment, the creature rolls two dice and keeps the higher result.

+ all sacrifice modifiers are forfeit unless the creature has been summoned within the last 12+d12 hours.

+ if the prison was destroyed rather than opened, the caster uses a d12 instead of a d20 for the Domination roll.

If the Magic-User has more than one *Prison of the Beyond* active at a time, she must roll a *Save vs. Device* for each of them once every lunar month. On a failure, the imprisoned entity breaks free in her absence. If a Magic-User dies, his prisons remain empowered till a saving throw would be in order (yes, this means that a single *Prison of the Beyond* will outlast its caster till opened or destroyed).

Creation of a Darkly Mirror

The creation of a Darkly Mirror takes a laboratory that is at least 2.000sp worth. Each mirror must be enchanted separately, be made of bronze and may not be larger than 6 x 8 feet (assumed cost: 100sp). The Magic-User that is to enchant the mirror must know the *Summon* spell and be of at least 5th level. The process of enchantment takes 10 x5d6 days and costs 50 sp per day. At the end, a Domination test must be won by the Magic-User (by whatever margin) against an assumed HD 3 creature. On a failure, the mirror is flawed and may not be enchanted again.

Pledging the own Soul to Baphomet

The spellbook of the Baron contains all that an aspiring acolyte needs to pledge the own soul to Baphomet. The ritual is really simple (and the details up to the Referee). At the end, the character's alignment will become Chaotic (if this was not the case already) and all XP threshold to rise to the next level are increased by 10%. The character may from now benefit from the following:

Communion

The character may once every (six; modified by the inverse Wisdom bonus) days ritually commune with Baphomet to gain answers in visions. The ritual takes 250sp in components such as incenses, minor sacrifices, burned offerings and hallucinogenic drugs. Once a trance state is entered, the character may ask a number of questions that may be answered with "yes, no, perhaps." Every question takes one round. The longer the trance lasts, the more unclear the visions become, and they are not very clear to start with. The answer to the first questions has a 70% chance of being right, the chance for every further question is reduced by 10%.

Enlightenment

After each increase in level, the character rolls 3d6 and compares the result with the own Wisdom. If the result is higher, Wisdom is permanently increased by one.

Patronage

The character may benefit from magic items created in the name of or blessed by Baphomet. Two such examples can be found in the crypts, it is up to the Referee to include others in upcoming adventures.

Protection

By loudly proclaiming the own alliance to and calling upon Baphomet for protection, the character gains a +1 bonus to all *Saves vs. Devices* for a turn. If the proclamation is made in the face of a Cleric or Magic-User not in league with Baphomet, the character gains a permanent (!) +1 bonus to all saving throws against the spells of this character. Protection may not be called upon more than three times a day (from sunrise to sunrise). An existing protection may be nullified with *Dispel Magic*.

Solve en Coagula

When the character is the victim of a *curse*, she may *Save vs. Magic* in between adventures. On a success, the *curse* is lifted. On a failure, the character may sacrifice 10% of the currently accumulated "unused" XP to lift the curse.

Tutelage

A Magic-User that is about to undertake a time consuming magical activity (see p. 82 of the Player Core Rules) may make a sacrifice to Baphomet to gain tutelage. When the duration of the activity is determined, X additional dice are rolled, and afterwards the player chooses X results that are discarded. X is equal to the number of HD/levels of the sacrifice; minimum 1 (double if the sacrifice was of the same race as the Magic-User).

Further releases of mine:

[20 Encounters on a Haunted Road in the Carpathians of Old](#) may help to extend this adventure a little.

[Almanac of Animated Skeletons](#) provides a few more ideas for further (or future) undead guardians.

[Examples of the Dark Arts](#) (as well as its further volumes) includes more morbid magic.

My [OSR Turn Management Sheet](#) (Pay-what-you-want) will help you to keep track of timed events.

OSR-Releases of Others:

[The God that Crawls](#) and [The Black Gem](#) are both potential adventures for a crew of grave robbers, while [Rise of the Vampire](#) provides more fodder for vampire slayers.

Miscellaneous:

[40 Maps for your Games](#) was the source of the map that I used for this dungeon.

[Ennead Games](#) as well as [Art of War Games](#) offer lots of lists with names (in case you need any).

Soundtracks/Background Music

[Dark Ambience](#), [Nightmare](#) and [The Catacombs](#) will help to set the scene for the crypts under the ruins.

[Blood Magic](#) and [Eisheth, the Underlord](#) would be my choices for a confrontation with LOTS of Hungry Dead or the Baron (respectively).

Blogs and Web-Stuff:

[Berny the Flumph!](#) Wrote this nice article about LotFP [mages that sold their soul to Satan](#).

If you don't know who or what [Baphomet](#) is... most people do not know either, but some are still pretty sure that THEY are right :) And.. it is not really important, is it?

That's it!

If you like what you have read so far, you may enjoy some of the stuff you find in the column to the right of this shameless little attempt at salesmanship as well!



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