



RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2	RES	TREASURES (+1d4 if PCs have a sacred sword)
1	A tome for monastic masses	7	Sacred Incense: inhale all to cure a fatal disease
2	A scroll with a prayer for the dead	8	Holy Cup: fill with blood to make healing potion
3	A black mass tome: if read causes eyes necrosis	9	Hope/Valor amulet: +1 at ST against fear effects
4	A crucifix encrusted with precious gems	10	Death/Despair ring: target bleeds, can't cure
5	Cursed key: at use paralyze user for 2d4 hours	11	Tome of Glorious Acts: bearer damage is radiant
6	A scroll: narrates the life of the PC who takes it	12+	A magic item/armor/weapon +1 or low power

## THE MONASTERY OF THE ETERNAL SIN

### PREFACE

On top of Mount Arlor rises the monastery of the Eternal Sin. Pilgrims came here to narrate to the monks how Sacred Orders fell in disrepair. They must preserve Orders' ancient stories and glory, and someone claims they guard the secret of the First Knight Galafar. But Orders continue to thin in number, and pilgrims who climb the mount disappear... On Arlor's peak gather dark clouds, since the day the sacred steel has been wielded again... "Is the sword in your hand the key for the past?".

#### Area 1. The Great Hall

An huge room with columns and an apse with an altar in the final part.

Roll L on Encounters + RES 2. On the altar there is an empty chalice and: roll L on Treasures. Fill the chalice to let mass begins (needs water of 5): if almost 8 skeletons are praying in 1, they intonate a liturgy that fills the air. Abbot curses who attacks monks' skeletons: can't regain HP.

#### Area 2. Amanuensis Room

Hundreds of miniate tomes here.

Roll on Chant. Roll L on Encounters. Roll twice L/M on Treasures.

#### Area 3. Abbot Council Room

Tomes about knights and their Orders. Abbot's portrait: Medium DC to discover key to 9 behind. If key is taken: from now chant effects permanent.

#### Area 4. The Bell

The dead corpse of a monk oversees the bell. Ring the bell to let RES 2 + RES 4 + RES 6 gather in 1.

#### Area 5. The Well of the Holy Water

A bucket fixed to a pulley. Roll H on Encounters after every hoist. Once filled the cup, water becomes blood.

#### Area 6. The Path to Many Secrets

Doors to 7-9 locked. Guard the pass: roll H on Encounters. If no monk is chanting in 1, the external section of the floor will go down, separating with void (20ft) PCs from doors. From lateral wall windows: 2d4 skeletons shots arrows to PCs. To jump to a door: Medium DC check. Falling damage: 5d6+10 spikes.

#### Area 7. Relic Room

Here are preserved ancient relics of knights' fallen Orders. Roll on Chant.

Roll M and H on Treasures. Two keys necessary to open: on Abbot and in 11.

If Abbot loses key or is attacked: summon RES 10.

#### Area 8. The Corridor

Roll M on Encounters. Secret walls: Medium DC checks. Roll M on Treasures. One has another secret wall inside: High DC to discover. Roll H on Treasures + secret passage to 8: roll H on Encounters if reused.

#### Area 9. The Treasure Room

Roll L, M, H on Treasures. Any time a PC wants to take something (max 4 times each one): if no monk is chanting in 1 PC contracts necrosis. For every taken object: 1. Leg. 2. Hand. 3. Arm. 4. Eye. otherwise roll on Chant (only once).

#### Area 10. The Way to the Crypts

A room with an altar, on which is a votive basin. Engraving says: "Cannot die memory of our blood". If the filled chalice in 1 is taken to fill the basin, the chant will end and skeletons will start a procession to 14: rolled Encounters on the way attack those skeletons.

**Area 11. The Underground Lake of Sacred Memories**  
Reachable from 5-10. A pile of bones is at the center of the lake, with key to 7 placed on. Fall from 5 means to crush bones and reach 12 (deadly falling damage), otherwise High DC check reveals dangerous bones' stairs to 12. Roll H on Encounters.

#### Area 12. The Grave of Primal Sin

Them who reach the Grave discover the monastery secret: Galafar's corpse is still preserved as if he had recently died. Holds a scroll in hands: that narrates of Death, Hope, Despair and Valor, the sacred swords of knights' fallen Orders, and his fallen into madness in attempt to take them for him. He furiously rises: can't die, high damage. Stairs collapse.

**Area 13. The Tombs of the Amanuensis**  
Roll L on Treasures. Roll M on Encounters.

RES	CHANT Roll 1d4 ( <u>only if skeletons in 1 start liturgy</u> ) Chant become...
1	Sinister: PCs will fear undead, disadvantages against them
2	Obscene: Medium DC ST, PC suffers 2xdamage by undead
3	Macabre: Medium DC ST or PC goes mad (insane acting)
4	Atrocious: High DC ST or halved PC's HP for chant duration (cumulative)

#### Area 14. The False Tomb of Galafar

Here is the tomb of Galafar of the First Order. If PCs came here without emptying chalice in 10's, the passage will collapse. A secret wall will fall: roll H on Encounters. If all monks in 1 arrive safely here will intonate a new chant. PCs earlier afflicted by chant: 2d10 damage, +1d8 extra HP. If not all arrive, chant: PCs hear their laughs, one must die.

#### Area 15. He Who All Knows and the Chasm of the Fallen

Here a secular monk wrote the story of the Orders till now. Will let PCs choose if read his scrolls or go down into the Chasm.

Scrolls: PCs learn about Fallen Knights' Orders and monastery's ruin, thrown into darkness when the White Mantle Order fell; moreover, the sin of Galafar (if not discovered before). Chasm: a journey through darkness, in times when Galafar was starting to go insane. The monk will kill himself after the choice. **Will PCs choose knowledge or honor?**

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d8 if skeletons are chanting)
1	A skeleton reads a tome, reciting sacred verses	7	3d8+3 knights' skeletons comes to end PCs' lives
2	1d4+1 monks' skeletons: will only pray in silence	8	A skeleton says atrocious words: malus to PCs' checks
3	2d6+6 violent pilgrims skeletons + RES 2	9	RES 5 + RES 7 + RES 8. Punitive expedition
4	1d4+2 knights' skeletons + RES 2 but with 1d6+5	10	10d10+20 skeletons rise from catacombs
5	A skeleton says shameful words: paralyze a PC	11	RES 5 + RES 8 + RES 10. The Great Purge
6	The Abbot will stalk PCs. He's a disturbing presence	12+	Roll twice. Add results. If 12+ again give PCs great death

*Cancel rolled Encounters result, and let PCs see monks' skeletons pray in silence (except for the Abbot: he can always reappear)*

