

AEGIS OF EMPIRES

AE 3

WHEN COMES THE MOON

BY

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PATHFINDER
COMPATIBLE



WHEN COMES THE MOON

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WELCOME TO THE *AEGIS OF EMPIRES ADVENTURE PATH*

Welcome to the Lost Lands, the campaign setting of the adventures and books by Frog God Games and Necromancer Games before it! “But this is Legendary Games?” you say. Yes, yes it is, but as the principal developer of the Lost Lands setting — having the privilege and pleasure of combing through every single product, word-by-word, from those two companies’ considerable catalog of books to determine how it all fit together into a coherent whole — I had the opportunity to continue my work with the setting. By mutual agreement upon the end of my tenure with Frog God Games in 2018, I was able to provide them with the bible of Lost Lands material I had been collating since 2010 and was graciously allowed to retain the rights to continue to make my own contributions to the setting I had poured so much into in Lost Lands-compatible products. I also purchased the rights to the *Aegis of Empires Adventure Path* that had already been in the works for some time (though under the name *Ashes of Empires* at that time, and changed due to similarities in titles from other companies that were being released in a similar timeframe), so I could continue the development I had already started on it and nurture it through to the end. That Legendary Games was willing to adopt such a project, was icing on the cake and what has allowed me to put this product into your hands.

SPECIAL ELECTRONIC FEATURES

We’ve hyperlinked this product internally from the Table of Contents and externally with links to online resources like the [Archives of Nethys](#) and [p2.d2opfsrd.com](#)! If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers 1st, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE THE WHEN COMES THE MOON

The famed observatory at Asteria Point has long endured upon its mountain heights, yet wars, plagues, and the ravages of time have dimmed its glory to a faint ember kept by a tiny order of faithful monks. When sinister forces stalk the night and even those faithful few begin to disappear, the church sends out a call for heroes to investigate and save this remnant of a wiser and more learned age. Yet all is not as it seems among the high peaks, and secrets grow darker and danger ever deeper with the moon's every rising.

When Comes the Moon is a *Pathfinder Second Edition* adventure for 8th-level characters set in Yolbiac Vale, in the **Lost Lands Campaign Setting**. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with **The World of the Lost Lands** campaign guide! It is the third of six adventures in the **Aegis of Empires Adventure Path**, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries.

While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the **Aegis of Empires**.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Second Edition* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

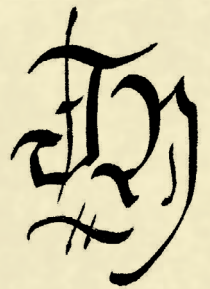


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The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks as well as books from Frog God Games and Necromancer Games. In some cases, superscripts may include a hyphen followed by a number to indicate the page number for the specific reference.

^{AK:M} = **Ancient Kingdoms: Mesopotamia** by Necromancer Games

^{AP86} = Issue #86 of the official adventure path series

^{BM} = **The Black Monastery** by Frog God Games

^{DM1} = **DM1: The Book of Taverns** by Necromancer Games

^{FB} = **Fields of Blood** by Frog God Games

^{FGG1} = **FGG1: Fane of the Fallen** by Frog God Games

^{FGG2} = **FGG2: Strange Bedfellows** by Frog God Games

^{H1} = **H1: The Bonegarden** by Necromancer Games

^{LL0} = **LL0: The Lost Lands Campaign Setting** by Frog God Games

^{LL1} = **LL1: Stoneheart Valley** by Frog God Games

^{LL3} = **LL3: Sword of Air** by Frog God Games

^{LL4} = **LL4: Cults of the Sundered Kingdoms** by Frog God Games

^{LL5} = **LL5: Borderland Provinces** by Frog God Games

^{LL7} = **LL7: The Blight: Richard Pett's Crooked City** by Frog God Games

^{LL8} = **LL8: Bard's Gate** by Frog God Games

^{LL9} = **LL9: Adventures in the Borderland Provinces** by Frog God Games

^{MoM} = **Mountains of Madness** by Frog God Games

^{RA} = **Rappan Athuk** by Frog God Games

ST = **The Slumbering Tsar Saga** by Frog God Games



WHEN COMES THE MOON

When Comes the Moon is a *Pathfinder Second Edition* adventure designed for four to six 8th-level characters. The adventure can be placed in a remote mountainous area of any campaign setting. However, though it is not an official **Lost Lands** adventure, it is designed for and fully compatible with the **Lost Lands Campaign Setting** of **Frog God Games**. In the *Lost Lands* it is set in a lonely corner of the Cretian (CREE-shin) Mountains at the northeastern corner of the old Kingdoms of Foere at the edge of Yolbiac (YOLE-bee-ack) Vale.

ADVENTURE BACKGROUND

The Abbey of the Asterian Order has stood its mountaintop vigil since the days of the Hyperborean Empire when the Church of Thyrr enjoyed a reputation and power above that of all other Hyperborean faiths. Through its magical observatory lens, the clerics of the order could study the greater and lesser moons called Luna^{LL1a} and Sybil^{LL1a}, as well as the many other wonders of the night sky, from which they read omens and collect celestial observations. But just as the tides of history roll on and fortunes change, the Church of Thyrr has fallen from its place of ancient prominence. At present, the Asterian Abbey stands upon its lonely point, nearly forgotten, and occupied by only

a handful of clerics who maintain the abbey, unaware of the original purpose of the site and true mission of the Asterian Order.

Seven centuries ago, the Church of Thyrr was in decline and the Red Plague struck the area, destroying most of the order, including the entire upper echelon of the church's clergy. The survivors abandoned the abbey and it was hundreds of years before Thyrrian migrants reoccupied the site. Thus, the Order's original mission was forgotten and lost, new generations of clerics tended the abbey in the belief that the site was nothing more than an observatory to study the moons.

Long before this, Asteria Point was the site of a war against ghastly moon creatures called Lunites, which used the mountain peak as a navigational guide point for their stellar travels between the greater moon of Luna and the planet Boros*. The moon creatures journeyed through the ethers of space and sought to invade. However, the Ancient Ones and Eldest^{LL5} elves of Yolbiac Vale^{LL5} resisted, battling them to a stalemate. The ancient defenders of the Vale managed to slay many of the lesser creatures and bound a powerful moon-beast's essence into the standing stone at the peak of Asteria Point. This unearthly stone block was the pivotal tether point that allowed the Lunite invaders to cross into the terrestrial world on nights when the moon waxed full. By casting a powerful binding on the standing stone and trapping a portion of the powerful moon-beast's psyche within, the Ancient One followers of Myrddin

* Boros was the common name in antiquity of the planet upon which the continent of Akados lies. It is now called Lloeyr. See page 4 of **LL1: Stoneheart Valley** by **Frog God Games**.

TIMELINE OF ASTERIA POINT*

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	Event(s)
-4102	2383		Lunite invasion of Asteria Point stopped by combined efforts of Ancient Ones and Eldest tribes of Yolbiac Vale
-4098	2387		Druids of Yolbiac Vale focus energies of multiple sacred sites to defend Asteria Point against further invaders; Dykath imprisoned in standing stone
-591	5894		Eldest suffer unknown catastrophe, groaning spirits proliferate in Yolbiac Vale
-182	6303		Ancient One tribes battle degenerate Jaundools; Yolbiac Vale largely depopulated
-109	6376		Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados; Beginning of Hyperborean Age
-71	6414		Polemarch Oerson visits Yolbiac Vale; Church of Thyр assumes protection of Asteria Point
1	6485		Battle of Hummaemidon; Birth of Imperial Record
1491	7975		New lunar invasion thwarted by priests and paladins of Thyр
1988	8472		Abbey of the Asterian Order founded at Asteria Point to carry on vigilance against lunar invaders
2781	9265	286	Red Plague strikes Kingdoms of Foere; One quarter of the population of the central lands dies including Magnusson II; Son Osbert I succeeds to the throne
2797	9281	302	Red Plague returns and strikes central Kingdoms of Foere again; Much of the kingdom's central territories are depopulated due to the high death toll; Plague claims Overking Osbert I who is succeeded by his son Osbert II; Asterian Order decimated by plague
2804	9288	309	Abbey of the Asterian Order abandoned
3153	9637	658	Thyrian migrants reoccupy Abbey of the Asterian Order
3517	10,001	1022	Current year

* Excerpted from the *Lost Lands Campaign Setting* timeline by Frog God Games.

blocked the tether point, preventing further invasion from the ethers of space.

Centuries later the Eldest population suffered an unknown catastrophe and virtually disappeared from the Vale. A debilitating war with a degenerate mountain tribe called the Jaundools^{LL} likewise left the Ancient Ones of Yolbiac Vale greatly reduced, leaving the wards of Asteria Point to weaken untended. With the coming of the Hyperboreans and gods, a new force entered the lands of Akados bringing their own peace on the tail end of conquest. As the Hyperboreans exerted their influence even into the remote regions of the Cretian Mountains,

they were met by a delegation of the remaining druids who still called the Vale home and were told of the invasions and the continuing threat posed by Asteria Point. In return for a peaceful transition of the remnant tribes of Yolbiac Vale to habitation by Hyperborean settlers, the Church of Thyр agreed to undertake the duty of guarding against further incursions of the lunar invaders.

The will of the Hyperboreans was soon tested as a weakening of the druidic wards allowed a new invasion of the point, and only after hard-fought battles were the mountain lands once again secured and the remaining Lunites hunted down. The Asterian Order was founded by

the church to put an end to the atrocities of lunar creatures on the surrounding Valefolk, as civilization began to move into the area. Over time the incursions were largely forgotten and the assumption of the abbey as nothing more than an astronomical observatory came into vogue, but the Order's true purpose remained to watch the skies for signs of renewed threatening lunar activity, which might herald new potential incursions. Its true purpose, that is, until even memory of that among the Order was lost.

To this isolated and frozen mountain top come the heroes who stumble upon this ancient secret and a dire threat to the existence of everyone at the abbey as they stay there during the three nights of the full moon.

ADVENTURE SUMMARY

The party is sent to a lonely mountain abbey on the first day of the full moon to look into the disappearance of two of its brothers. At the abbey, the party finds only four monks remain of the ancient order that once occupied the fortress-like monastery with its magical, stargazing *oculus*. While interacting with the brothers over dinner the first night, the PCs realize that there are many secrets hiding in the abbey — possibly more than just the disappearance of the two monks. The abbot tells the PCs that the monks disappeared while exploring in the ancient crypts beneath the abbey but then confides in them that he thinks a werewolf has been stalking the mountains and is what actually took the monks. This statement is punctuated by the howl of some great wolf echoing across the mountains.

The next day the party begins its investigation and can explore the abbey as well as the crypt and surrounding grounds. They also begin to experience the strange phenomena and circumstances that surround the abbey, from superstitious peasants to restless elven ghosts. In the abbey's catacombs they discover one of the dead brothers, slain by undead long sealed within the crypt. They also discover the presence of more undead and hints of a danger upon the mountain that predates even the coming of the holy order. The PCs begin to understand that the magical *oculus* may have something to do with an ancient standing stone that sits upon the mountain's peak. The discovery of a female werewolf stalking the abbey leads the party to the second missing brother, now infected with lycanthropy compounding the troubles of the abbey.

The party can continue its investigations until finally on the third night of the moon things come to a head when one of the monks betrays his brother. It is revealed that this brother has an ancient connection to aberrant creatures

from the moon in his bloodline which has allowed a moon-beast long petrified within the standing stone to gain control of his mind. Using that monk's body and the blood of the slain abbot, the moon-beast intends to open a bridge to the moon through which lunar invaders ravaged the lands millennia ago until stopped and the abbey was erected to guard against further incursions. The party must race to the mountain top battling an ever-increasing number of lunar invaders to finally confront the moon-beast and close the breach between worlds once and for all.

STARTING THE ADVENTURE

The adventure begins with the player characters in the town of Coelum, the nominal capital of the disparate folk of Yolbiac Vale. Why the PCs are in the Vale is entirely up to them, but its forested depths are known for their wilderness and adventure, so the presence of adventurers is extremely common. Shortly after their arrival in town, the PCs are met by an out-of-breath young acolyte in training from the Temple of Thyr. He bears a brusque summons to the temple by Tholberon of Thyr, the local high priest and the highest religious authority in the entire Vale. Assuming the PCs agree to accompany the flustered young man to



the temple, he takes them into the presence of **Tholberon of Thyr** (LG male old human cleric 9 [cloistered] of Thyr) and **Luald the Witch-Hunter** (LG male human cleric 7 [warpriest] of Thyr). Read the following description.

The temple of Thyr in Coelum is no great affair, a rather shakyl-looking assemblage of moss-grown timbers and fitted stone. Whatever comprises the materials of its roof is completely hidden beneath the moss and even what appear to be small shrubs and a sizable sapling that grow upon it. Within is little better with poor lighting, worse ventilation, and the musty smell of mildew.

You are ushered into a small cluttered reading room where you find an acerbic-looking, bespectacled older fellow dressed in the vestments of a Thyrian priest seated at a darkwood table. Glowering behind him stands a tall man who makes his seated compatriot seem cheery in comparison. Hooded, dark eyes peer at you intensely above hollow, pock-marked cheeks and a great beak of a nose. He wears an ornate breastplate, spotted with rust, and rests his hand casually on the hilt of a sword hanging from his belt. From the sour, curdled smell emanating from his presence, you get the idea he doesn't remove the breastplate to bathe very often.

"Please come in," the seated man states, "and close the door behind you. Child Roland, you may wait in the hall." The young acolyte swiftly departs under the elder's scrutiny, which then shifts to you. He does not offer you seats, and there are none present in any case.

"I am Tholberon of Thyr, High Priest of Coelum and Justiciar of the Vale. This is Luald the Witch-Hunter." He indicates the man standing behind him who doesn't so much as blink at the introduction. "I am told that you are newly arrived and hungry for work. I don't care about any of that, but you look like adventurers of some mettle, so I have a job for you if you are up to it."

He doesn't wait for a response before pressing ahead. "There is a small abbey to our faith in the mountains not far from here called the Asterian Order. I have just yesterday received a letter from its abbot advising that two of the brothers at the abbey have disappeared under mysterious circumstances within the last week. They are a small order and can ill afford the losses to even maintain the upkeep of the place much less serve the will of Thyr. However, such a remote outpost doesn't warrant the attentions of the Witch-Hunter or the Knights of the Swan, so I turn to you instead, newcomers.

"Luald's instincts tell him you're trustworthy enough—" the standing fellow still has yet to make any movement more than breathing. "And you seem affordable. Can I count on you to head up to the abbey and sort out what's going on up there? I'd wager either the brothers have run away or gotten drunk and fallen off a cliff, but Abbot Quilm seems to be in a tizzy over it, so sending you is the least I can do."

He looks at you over the rim of the half-moon spectacles perched on the end of his nose as he awaits your answer.

If the PCs accept the job, Tholberon tells them that the abbey lies 3 days' travel to the north on the side of a mountain called Asteria Point and can be reached by following a little-used road from Coelum. He thinks that the trip shouldn't be overly dangerous but that you can never tell with travel in the Vale outside the confines of "civilized" towns, so he recommends they be prepared for trouble just in case. He can't tell the PCs much about the situation stating only that Abbot Quilm sent a short, vaguely worded letter asking for help, which Tholberon has since misplaced.

If the PCs ask any questions about the Asterian Order, it quickly becomes apparent that he knows little about it. It is small (he's not sure exactly how small) and they generally stay up on the mountain tending to their own affairs. They receive a small (very small) stipend from the High Altar of Thyr in Bard's Gate^{118-23,178} every few months with which supplies and the few necessities for its maintenance are purchased and delivered by local carters, but other than that they are largely self-sufficient and keep to themselves. He quickly adds somewhat smugly that he also knows the order is in good standing with the Church of Thyr, as he would not allow any form of apostasy to proliferate on his watch. A DC 26 Perception check can detect a small hint of falseness, though this is merely regarding his role in affairs in Yolbiac Vale. While he is the highest-ranking member of Thyrian in the clergy, his proclamations of "High Priest of Coelum" and "Justiciar of the Vale" are entirely self-appointed. Any further queries receive a snort of derision and the comment that he's too busy to play question games and that they can ask around if they need to know anything else.

ASKING AROUND TOWN

If the PCs seek further information about the abbey or the Asterian Order in general, they can use Diplomacy checks to gather information as they ask around Coelum while they equip themselves for their journey. Though neither Tholberon nor the Witch-Hunter have anything further to say to them, there are a total of 2 priests and 2 acolytes in training at the local temple in addition to 10 itinerant priests who proselytize the Vale of which 1d4+2 are present in Coelum at any given time. If the PCs think to question any of them, they gain a +1 circumstance bonus on their checks. Society checks also can be attempted, with characters native to Yolbiac Vale gaining a +1 circumstance bonus on such checks. Consult the table below to determine what each PC knows or has learned. They obtain the information for the DC they rolled as well as any DCs below their check.

DC	Result
10	No one dares go up on the slopes of Asteria Point except those crazy clerics of the Asterian Order. That's because Asteria Point is the home of the old gods.
15	That abbey has stood on mountain for centuries. It was once a very prominent religious site in the Vale but fell on hard times many years ago. No one goes up there much, and the brothers rarely come down.
20	The abbey on Asteria Point is an observatory where priests study the moons and stars in the clear air of the high mountains. They take omens from the movements of the celestial bodies and learn the future.
25	Much of Yolbiac Vale's population was wiped out by the Red Plague 700 years ago, and the abbey was abandoned for centuries afterwards. Thyrian priests only arrived to repair and reoccupy the place a couple centuries ago, though the abbey has never risen to the prominence it once had.
30	Wild elves known as the Eldest once inhabited Yolbiac Vale. They would never go on Asteria Point. No one knows why, though if anyone did it would be one of the few druids that are left in the Vale.

ADDITIONAL RESEARCH

It's possible that the PCs might want to ask around on additional topics as well. A few of these are included below as well as the skill check and DC to find the information. As above, PCs who are local gain a +1 circumstance bonus to these checks.

KNIGHTS OF THE SWAN

DC 20 Diplomacy or Society, DC 15 Heraldry Lore

The Order of the Swan is a company of itinerant knights based out of the castle of Sir Thyrian de Swan 20 miles north of Coelum. They devote themselves to hunting down the horrors of the wilds to protect the civilized folk of the Vale from the dark denizens that would otherwise prey upon them^{LL5}.

LOCAL DRUIDS

DC 15 Diplomacy, Society, or Religion; Druids reduce the DC by 5

One of the Vale's druids, a white-robed old man called the Drogas Mondu tends a grove and sacred cromlech just outside of town^{LL5}.

LUALD THE WITCH-HUNTER

DC 10 Diplomacy, Society, or Religion; followers of Thyr gain a +3 circumstance bonus, and questioning the clergy at the Temple of Thyr reduces the DC by 5

The Witch-Hunter is the churches local inquisitor and Tholberon's attack dog. He's got a sword called "Deadman" that can sniff out evil in any form. The man's a true zealot, but he's fair and he's saved a lot of folks from danger in the forests over the years^{LL5}.

THE DROGAS MONDU

If the PCs seek out this old druid, they can find him as

described under **Asking Around Town** above tending to his sacred cromlech and muttering prayers in Druidic to such beings as Bel, Myrddin, and Annawn^{LL5}. He is friendly if a bit doddering in his twilight years but can provide them with some information if questioned about Asteria Point and they succeed on a DC 15 Diplomacy check. If the check is successful, he will relate that long before the clerics of the "new god" (as he calls the ancient deity Thyr) built their house, the druids of old erected a standing stone upon the mountains peak sacred to the true gods of old. He can provide no further information, quickly losing his train of thought if pressed further.

THE ORDER OF THE SWAN

If the PCs elect to travel to the castle of Sir Thyrian de Swan north of Coelum, it will require at least 2 day's travel to get there and back (unless they have magical means of travel), though the knights will lodge them within the castle for standard lodging prices. Once there the PCs will be able to briefly meet with **Sir Thyrian de Swan** (LG male human champion 12 [paladin] of Muir)^{LL5-153}. He is friendly and knowledgeable of the Vale. He can relate any of the information available under **Asking Around Town** or **Additional Research** above. He has heard of the Asterian Order and its abbey but has no special knowledge of it. He can also confirm, as Tholberon previously stated, that his knights are much too busy patrolling the Vale and battling its dangers to spare any men to check in on a few cloistered monks up in the mountains, though he heartily endorses the PCs for the undertaking and can even provide them with an additional 50 sp each from the knights' own coffers if they will swear to assist the clerics of the Asterian Order in any way possible.

Though he won't bring it up himself, if asked about payment he'll assure the PCs that Abbot Quilm will see to that. However, if they succeed at a DC 24 Diplomacy check he'll reluctantly offer to front them 50 sp each

to equip themselves, grumbling all the while about the responsibilities of his position. (Despite being fairly disagreeable and generally unpleasant, Tholberon is lawful good and truly does take his mission for the church seriously.) Luald remains taciturn throughout the interview. It should quickly become obvious to the PCs that if they don't elect to help the inhabitants of the abbey, they are unlikely to receive any help at all.

CHAPTER ONE: HOME OF THE OLD GODS

The trip up the mountain to the Abbey of the Asterian Order is uneventful unless you wish to add some wilderness encounters to spice it up. Wilderness encounters tables suitable for Yolbiac Vale can be found on page 231 of *LL5: Borderland Provinces* by **Frog God Games**, or you can use your own encounters suitable for temperate mountains. The adventure is set at altitudes between 5,000 and 15,000 feet, so characters not acclimated to the terrain may begin to suffer from altitude sickness (see sidebar).

Regardless of the PCs' means of travel, they arrive at the abbey late in the day. It is the first night of Luna the Pale Sister's full moon, though do not relate this to the players unless they ask for the information.

The western sky glows red as the sun sinks behind the sharp peaks of the Cretian Mountains and the winds blow cold. The path leading up to the site is well-worn but very rough; many of the stones that mark the rugged road are broken or missing and ruts and potholes are frequent. The abbey's bluestone walls are windswept and marked with lichen but look to have stood the test of time and the freezing weather for centuries with signs of more recent patches and repairs. Though its grandeur has faded, the main building is solidly built and appears to be somewhat well maintained. However, the surrounding grounds and the outbuildings are decrepit and run-down, slowly surrendering to time, gravity, and the elements.

Brother Hector (see **Appendix B** below) greets the PCs at the door of the abbey (**A13**) and enthusiastically welcomes them inside. He informs them the abbot is expecting them and looks forward to meeting them over dinner as he guides them towards their rooms. As he walks, he chatters incessantly, his hands waving excitedly as he discusses the abbey's architecture and his own life at the abbey. He stops in a long corridor (**A16a**) and points to the simple wooden doors that line the corridor on both sides. He informs the



PCs that these will be their quarters while they are at the abbey. Hector tells the PCs that they are warmly invited to join the monks for their evening repast, which will be served in approximately a quarter of an hour. Hector then politely excuses himself and leaves to freshen up while he informs the abbot of their arrival.

The PCs have a few moments to examine their rooms and wash off some of the trail dust, but there is little time to really explore, as within minutes **Brother Hakkan** (see **Appendix B**) arrives and beckons them to follow him to the refectory (**A20**) for dinner. If the PCs engage him in conversation, they notice he has a marked stutter and his speech is occasionally awkward as if he is unsure what to say. When the PCs arrive at the refectory, proceed with **Event 1** below.

INVESTIGATING THE ABBEY

Once the PCs arrive, they find an ever-more-tangled web of mystery that grows only deeper with the passage of

time. Other than the abbey itself (area A), there are several locations which are central to the adventure. The abbey's catacombs (area B) are inhabited by the restless dead, and there is the ominous standing stone at the peak of Asteria Point (area C) which holds a vital significance. The PCs may also attempt to hunt down the werewolf that prowls the rugged hills near the abbey to the wolf's lair (area D). Locations A and B are described in **Chapter 1**, and C and D are described in **Chapter 2**.

OUTLINE OF EVENTS

The following is an outline of the events that take place over the three days of the full moon at the Asterian abbey. Much of this adventure is designed to allow freeform interactions by the party as they pursue various leads to discover the terrible truth of what is occurring at the abbey. Feel free to rearrange or alter events in response to the PCs' actions, reserving the climactic encounter for the adventure's end. **Events 1-3** are described in **Chapter 1**, and **Events 4-17** are described in **Chapter 2**.

DAY 1 (AFTER VESPERS)

The PCs arrive at the abbey and share a meal with the monks (**Event 1: Dinner with the Brothers**). After dinner the abbot shows the PCs the abbey's magical *oculus* (**Event 2: The Oculus**). Holy offices (**Event 3: The Offices**) are kept by the monks and continue throughout the adventure unless interrupted.

DAY 2 (BETWEEN LAUDS AND VESPERS)

Although the day is colder than the previous one, the wind dies down and low clouds bring a thick fog (**Event 4: The Drawing of the Veil**). The PCs can search the abbey (area A), explore the catacombs and tackle the problems within (area B), as well as trek up Asteria Point to survey the standing stone at the peak (area C). The first time the PCs ascend the mountain they are caught in a strange thunderstorm (see **Event 5: Unseasonal Weather**). Abbot Quilm may also ask the PCs to hunt down the werewolf menacing the abbey depending on how things go at dinner the previous evening (see **Event 1: Dinner with the Brothers** and **Event 6: Wolfsbane**). In addition to these possibilities, the abbey experiences the arrival of unexpected guests (**Event 7: The Hidden Bell**) and unexpected ghosts (**Event 8: Return of the Eldest**).

DAY 2 (AFTER VESPERS)

After dark the chilly fog continues to cover the abbey and the surrounding land, making the air glisten in the bright moonlight. Several unusual occurrences take place

ALTITUDE SICKNESS

The thin air at high altitudes can create problems for those unused to dealing with it or engaging in strenuous activity. Creatures native to high altitudes or that do not need to breathe are unaffected by altitude sickness, as are those with the Favored Terrain (mountains) ranger class feat. After spending one week at a given altitude level, characters treat their altitude as one step less severe and after two weeks as two steps less severe. They cannot acclimate further than this without taking the Favored Terrain (mountains) ranger class feat. All creatures the PCs encounter in this adventure are immune or acclimated to the effects of high altitude.

How often non-acclimated characters must save to resist altitude sickness depends on their altitude.

Low Pass (Below 5,000 feet): While terrain may be rugged, this altitude has no game effect.

High Pass (5,000-10,000 feet): Every 4 hours (or every 2 hours of strenuous activity, including combat or overland movement).

Low Peak (10,000-15,000 feet): Every 2 hours (or every hour of strenuous activity, as above).

High Peak (15,000+ feet): Every hour, regardless of activity level.

Saving Throws: After the time interval noted above, all characters must make a DC 15 basic Fortitude save. Each additional save they must make after the first, the DC increases by 1. Characters gain a +1 circumstance bonus on this check if trained in Survival, +2 if an expert, and +3 if a master. The DC resets to 15 every 24 hours.

Success You are unaffected by altitude sickness.

Failure You become fatigued. If already fatigued, roll 1d6: 1-2, you become clumsy 1; 3-4, you become enfeebled 1; 5-6, you become stupefied 1. If you already have one of these conditions, its value increases by 1. The value of these conditions is reduced by 1 after a full night's rest.

Critical Failure You become fatigued and clumsy 1, enfeebled 1, and stupefied 1 (or increase those values by 1). The value of these conditions is reduced by 1 after a full night's rest.

this evening involving the brothers (see **Event 9: Brothers Behaving Badly**) and a gruesome warning (**Event 10: A Dire Warning**) and concluding with the abbey's magical *oculus* pointing at the standing stone on the mountain peak (see **Event 11: The Eye Sees All**).



Brother Hakkan escorts you into the refectory for the evening meal. The large fireplace at the end of the hall provides adequate warmth to the room and the pleasant smell of cooking wafts out from a door at the end of the hall. The delicious aroma along with the sudden clatter of pans indicates that the kitchen can be found within. An elderly monk with a hooked nose and withered countenance, wearing the finer robes of the abbot, sits at the head of the long table with his head bowed seemingly in prayer. Brother Hakkan points you to benches along the sides of the table while he sits next to the odd-looking Brother Hector who greeted you upon your initial arrival at the abbey. Almost immediately a large, grimy, bearded monk emerges from the kitchen door carrying a large tureen of vegetable soup and places it at the head of the table with a thump, which seems to jolt the elderly abbot from his reverie with a start. He looks around, blinking, for a moment or two before his eyes alight upon you and a mirthless toothy smile draws across his face.

“Welcome, guests. I’m so glad you have arrived. I am Abbot Quilm. Please join us in our humble repast as we break bread and give thanks for the blessing of Thyr.”

DAY 3 (BETWEEN LAUDS AND NONS)

The fog clears, but the day is an oppressive gray with ominous clouds roiling across the sky. The mangled body of Brother Belphorus is found just outside the abbey (see **Event 12: Belphorus’ Abrupt Demise**). Believing that Belphorus was killed by a werewolf, Abbot Quilm beseeches the PCs to hunt down the beast, if he hasn’t done so already (see **Event 6: Wolfsbane**). The PCs can also continue their investigations in and around the abbey.

DAY 3 (BETWEEN VESPERS AND COMPLINE)

The clouds clear away late in the day leaving the night sky luminous under the white light of the full moon. Momentous events occur in quick succession, a wounded werewolf (**Event 13: Brother Wolf**) leads to revelations at the abbey (**Event 14: A Broken Order**) and a desperate climb up Asteria Point (**Event 15: Moonlit Ascent**) concluding with a climatic final battle at the mountain peak (**Event 16: Moonfire** and **Event 17: The Bridgehead**).

CHAPTER 1 EVENTS

The following events occur on the first night of the PCs’ arrival at the abbey. The timing of the events is given as the day on which they occur as well as where they lie in relation to the times that the abbey celebrates the holy offices (see **Event 3: The Offices**).

EVENT 1: DINNER WITH THE BROTHERS

Day 1: after vespers

Location: the refectory (A20)

At each course of the meal, each PC can attempt to make an Influence check on one of the brothers as described under “Dinner Conversation” below.

THE FIRST COURSE

Brothers Hakkan and **Hector** are seated to the left of **Abbot Quilm**, and **Brother Belphorus** takes a seat across from them, leaving the rest of the ample table room for the PCs to find their places. The good abbot invites everyone to sit and makes introductions all around. Then, picking up the first bowl in the stack in front of him, he begins ladling soup into it before passing it to Brother Hector who proceeds to pass it down the table as the abbot fills the next bowl and repeats the process. This continues until a bowl of savory, steaming soup has been placed in front of everyone.

Brother Hector smiles benignly at the PCs but licks his lips and blinks his bulging eyes as he smells each bowl that he passes. Brother Hakkan sits nervously, wringing his hands as he shoots occasional surreptitious glances at the abbot and the PCs while passing the bowls. Brother Belphorus quickly slurps down the first bowl to stop in front of him, slopping a noticeable amount over the front of his robes. He scratches his chin through his beard amiably before standing and wandering back into the kitchen to carry on with his cooking duties.

Once the PCs have been served their soup, the Abbot fills the conversational void by telling the party a little about the abbey. He tells them that the abbey has proudly stood for many centuries, since the days of the Hyperborean Empire.

He can relate the information for DCs 15, 20, and 25 under **Asking Around Town** in the **Introduction**, if the PCs have not already heard it. He also proudly informs them the Church of Thyr — the largest and most prestigious faith at that time — used its considerable resources to install a magical oculus that allows them to study the night skies in extreme detail and clarity. He offers to show the PCs the wondrous oculus after the meal.

At this point a particularly loud crash from the kitchen causes Brother Hakkan to jump and blink repeatedly before settling back in, after which Abbot Quilm resumes his lesson. He states that the abbey never truly recovered from the devastation of the plague and, though later reoccupied by the much-diminished order, now stands upon its lonely mountain, forgotten, and occupied by only a handful of loyal monks who carry on the mission of the Asterian Order. Quilm concludes by reciting the Asterian Order's vows to ever observe the greater and lesser moons, Luna and Sybil, and perform the sacred astronomical studies of the skies. A DC 20 Religion check recalls no particular connection between the worship of Thyr and the study of celestial bodies or events, but there is no detectable falsehood in the abbot's words.

Allow each PC to make an Influence check as described under "Dinner Conversation" below.

THE SECOND COURSE

Brother Belporus soon comes out of the kitchen, wheeling a kitchen trolley with one hand while holding a large roasted potato in the other. He bites into the potato with gusto as he unloads a large covered dish onto the center of the table and places the now-empty soup tureen on the cart. A delicious smell wafts from the platter, and Belporus lifts the lid to reveal a roast joint surrounded by herb-roasted vegetables. Abbot Quilm begins carving the roast and filling plates to be passed around the table while Brother Belporus pours a weak wine into clay mugs for everyone. As he works, Abbot Quilm indicates that such a fine repast not the order's normal fare but is in honor of the PCs' arrival. If asked how he was aware of their arrival, he explains that the road to the abbey is visible farther down the mountain, so the brothers became aware of the PCs approach several hours ago.

Allow each PC to make an Influence check as described under "Dinner Conversation" below.

There is a lull in conversation as everyone digs into the main dish, and Brother Hector takes this opportunity to start speaking excitedly about some sort of glyphs he has

found on an ancient stone monument atop Asteria Point. He describes them in excruciating detail yet manages to convey very little true information in his excited, staccato utterances. He admits he has yet to translate their meaning and repeatedly explains how excited he is at finding them, pondering what their meaning might be. The other monks exchange polite looks between them at Brother Hector's ongoing tirade giving the impression this is not the first time he has shared his enthusiasm on the topic. As Brother Hector begins stating his belief of their great importance to the abbey, Abbot Quilm finally interrupts by calling out to Brother Belporus and asking when the dessert will arrive. This has the effect of cutting off Brother Hector's rambling stream, and he subsides with a resigned smile, obviously accustomed to being silenced by the other monks. Brother Belporus gruffly replies that it will be ready in a moment and rises to make his way to the kitchen in the awkward silence.

If the PCs did not learn of the standing stone atop the peak by speaking with the Drogas Mondu in Coelum, Abbot Quilm can relate to them the information about it if he is asked, though he does not reference the "true old gods" as the old druid does.

Any conversation at this point is interrupted by eerie howl that echoes from somewhere outside on the mountain, its final notes ending in a snarling bark. Brother Belporus flinches slightly at the sound in midstride and rushes off to the kitchen, his face pale and a sweat rising on his brow. Abbot Quilm shoots to his feet and crosses quickly to the nearest window, dragging the heavy drapes closed before moving along to the next window to repeat the action. He seats himself again and makes a muttered comment about the necessity of keeping the curtains drawn in the evenings to hold out the night's chill. Brother Hector's eyes slide in a sideways glance toward the abbot as Brother Hakkan hunches forward in his seat and starts rocking back and forth on the wooden bench. It doesn't require a Perception check to determine that all of the monks are disturbed by the eerie cry. A DC 5 Nature or Mountain Lore check can identify the howl as that of a wolf, though a critical success identifies it as that of a dire wolf.

THE THIRD COURSE

Brother Belporus soon appears again with his cart, this time laden with steaming bowls of treacle dumpling. He places each one down unceremoniously in front of everyone and then thumps a large pot of cream in the center of the table. He loads the empty plates and trays on the cart and pushes it back to the kitchen door, giving it a shove into the room. A definite crash can be heard as the trolley hits something but Belporus ignores this and saunters back

to the table, sits down with a massive thump on the bench and a sigh of delight as he takes in the sight of the sweet. His look lasts only a moment before he devours it with great gusto. After finishing his desert, Brother Belphorus gets up again and trundles to the kitchen, returning with a small keg of ale and places it on the end of the table. Abbot Quilm rolls his eyes and shakes his head as Belphorus fills everyone's cups and downs his own in a few gulps, refilling it again and quaffing it just as quickly.

Allow each PC to make a final Influence check as described under "Dinner Conversation" below.

Over dessert, Abbot Quilm somberly tells the PCs that the order's numbers have dwindled even further very recently, as two of the brothers have disappeared in the last month. Brothers Tyberus and Fagen have both mysteriously vanished. His fingers start to tremble, and he quickly clenches them and lowers his hands into his lap, hiding them in his robes. Brother Hakkan fiddles nervously with his spoon while Brother Hector looks on uncomfortably. Quilm tells the PCs that Brother Fagen was last seen in the vicinity of the crypts roughly 10 days ago, where he was working to decipher some ancient writings he had found within. Brother Tyberus disappeared the same day, and the abbot believes he may have gone down to assist Fagen in the crypt. Abbot Quilm's voice becomes lower and his eyes become hooded as he tells of his fears that the crypt is tainted with restless undead. He asks the party to enter the crypt and clear out the corruption that lurks below, and if possible, find and rescue the missing Brothers. Hakkan's eyes dart to Quilm as he speaks of the crypt, his eyes drop to his plate and he begins muttering to himself and rocking again, wrapping his arms around himself as he whispers to himself. The dinner finishes on this dour note.

DINNER CONVERSATION

The PCs have the opportunity to attempt to influence the monks at the dinner. Three times during the dinner each PC can attempt an Influence check by make a Deception check (to pretend to be friendly), a Diplomacy check (to be genuine), or a skill check mentioned in the NPC's social stat block. The PCs earn 1 additional success for every 5 points by which the check exceeds the listed DC. Once an NPC has been successfully influenced a number of times equal to the number listed under Successes Needed, he is considered friendly toward the party and reveals his boon.

Alternatively, a PC may forgo an Influence check to instead attempt a Discovery check to learn more about a given monk. The PCs can gain information by studying

an NPC's behavior, remembering key facts, and intuiting motivations, this requires either a Perception check or a skill check mentioned in the NPC's social stat block. If successful, the PCs learn valuable information about the character. This also grants the PCs a +2 circumstance bonus on any future Influence checks against that target.

ABBOT QUILM

Personality vague, pompous, and doddering

Influence Religion DC 22

Successes Needed 2 checks

Boon Quilm tells the PCs that he has more details about the disappearances in his office (**A17**) and that he will explain further tomorrow. When in private with the PCs, Quilm reveals his fears that one (or more) of the monks at the abbey has been infected with lycanthropy and become an evil, bloodthirsty werewolf. He didn't want to reveal this in front of the others for fear of tipping off "the werewolf". If the PCs successfully influence Quilm and gain his boon, he gives the PCs this information in the morning before they enter the crypts rather than after. See **Event 6: Wolfsbane** for more details. However, Abbot Quilm still needs the PCs to investigate the crypts, to hopefully find evidence of foul play by the werewolf.

Discovery Medicine DC 22

Advantage Quilm has a form of degenerative senility which will worsen as time goes on. This affliction means he almost certainly has cognitive and memory issues, including struggling with following multistep processes and having trouble articulating himself because he sometimes can't recall simple words or names. Quilm also has difficulties remembering the details of recent events and often lives in the past.

BROTHER BELPHORUS

Personality jovial, complacent, and self-indulgent

Influence any food-related Lore DC 20

Successes Needed 1 check

Boon When Abbot Quilm speaks of the missing Brothers (during the "The Third Course"), Belphorus points out that Brother Tyberus was

a bit of a hermit and probably would not have wanted to spend a large amount of time stuck with Brother Fagen in the confined quarters of the crypts.

Discovery Nature DC 23

Advantage There is something about Belphorus that makes animals uncomfortable around him. Whether this has something to do with his scent or is a combination of factors, not even the animal itself can discern, but any animal quickly becomes uneasy in his presence. This part of Belphorus' nature has made him quite wary of animals as they seem to have a tendency to lash out at him.

BROTHER HAKKAN

Personality callow, deferential, timid, anxious, and mistrustful

Influence Society DC 26

Successes Needed 3 checks

Boon The PCs overcome Hakkan's suspicions enough that he is prepared to mutter that the Order once had a greater purpose which was more profound than starwatching. At this point Hakkan doesn't know very much about the Order's true purpose, but he has found clues in certain texts and suspects that Abbot Quilm is keeping these secrets from the rest of the Order. If questioned any further about this, Hakkan repeatedly mumbles that he doesn't know.

Discovery any Lore related to books or writing, DC 23

Advantage Hakkan is an introverted young man who struggles with social interaction and noticing nonverbal cues. He also lacks an understanding of those around him and often misses social prompts. Hakkan prefers repetitive activities and structured routines, such as copying text from manuscripts, and deviation from these habits causes him stress. Something is agitating and deeply worrying Hakkan at the moment.

BROTHER HECTOR

Personality enthusiastic, fixated, and verbose

Influence Arcana or Occultism DC 21

Successes Needed 1 check

Boon Hector offers to make the PCs a detailed copy of his sketches of the runes from the standing stone on Asteria Point.

Discovery Arcana DC 25

Advantage The PCs notice that Hector's frog-like appearance is most likely caused by an abnormal magical bloodline. Hector knows nothing of this and none of his family as ever displayed any such traits. The PCs only gain the influence check circumstance bonus if they draw Hector's attention to his unusual ancestry and describe it in positive terms, such as calling it "a gift". Implying that it is abnormal or strange only serves to fluster and embarrass Hector.

EVENT 2: THE OCULUS

Day 1: after vespers

Location: the observatory (A23)

After dinner, Abbot Quilm offers to show the PCs the abbey's magical oculus. He guides them up to area A23 and explains how the magical apparatus works. At some point during this conversation, a shadow momentarily passes across the moon in the oculus lens but no details of what caused it can be discerned. After concluding this brief tour, the PCs are free to make their way back to their quarters to rest up for the day ahead.

EVENT 3: THE OFFICES

Daily: lauds, nons, vespers, and compline

Location: chapel of Thyr (A28)

Despite being woefully shorthanded, the congregation at Asteria Point is a functioning abbey. Therefore, they follow the holy offices of the church at the prescribed hours — at least the primarch offices. The three offices that the brothers of the abbey follow daily are lauds (at 6 AM), nons (at noon), and vespers (at 6 PM). Because of the how short-staffed the brothers are, they typically do not perform the secundarch office of compline (at midnight) except on holy days and other special occasions. Each of the services takes place in the chapel (A28) and lasts 15 to 30 minutes with Abbot Quilm leading the other brothers in prayer, hymns, and scripture readings. The PCs are invited to attend these services but are not required to do so, though any clerics of Thyr will be looked upon poorly by the brothers for failing to maintain the holy offices.

There is little applicable information to be gained for the party's investigation other than knowing where the brothers will be at certain hours of the day. Brother Belphorus is excused from the offices since his duties as cook require him to prepare the meals that the brothers will be partaking after the services' conclusion.

A. THE ASTERIAN ABBEY

Located in the upper foothills of the Cretian Mountains, the Asterian abbey sits on a piece of level ground on the lower reaches of Asteria Point overlooking the countryside below. Due to its elevation above sea level, the temperature is almost always cold, and it is not unusual to see the abbey surrounded by snow long after winter is over.

The abbey itself is constructed of thick bluestone blocks and was originally designed as a defensive fortification. The abbey's outer wall was never designed as a defense because simple battlements of any height would never stop a flying enemy. In any case, the abbey's low outer wall has also collapsed due to age in several places, making it a simple matter to bypass both the gates. Over time the abbey has changed with windows and arrow slits enlarged to allow in more sunlight and the chapterhouse built to extend the abbey. Small signs of this fortification remain, such as the extremely solid outer doors of the main entrance and the massive bar designed to secure them, which lies forgotten in the deserted monastic cells (A13).

Each level in the abbey is 20 feet apart. Ceilings are 15 feet high unless otherwise noted with 5 feet of supporting beams, ceiling planks, and stone flooring between, except for the rooms on the ground level. These have only 8-foot ceilings with beams and mortared stone separating them from the level above. Rooms with windows have natural sunlight providing at least dim illumination during daylight hours. All inhabited or frequently used rooms likewise have oil lamps that can be lit to provide visibility after dark. Exterior walls are superior masonry and require a DC 25 Athletics check to climb. Interior walls are masonry treated with a layer of plaster, increasing the Athletics DC to 30 unless the plaster is first chipped off to expose the masonry beneath.

Tucked into an isolated hollow on the slope of the mountain and constructed of dark bluestone hauled up from the valley, the Asterian Abbey has survived for centuries but is showing signs of its age. It consists of a massive double tower with an adjacent chapterhouse of probably later construction squatting next to it. To its south a partly crumbled low wall surrounds the abbey grounds, extending almost all the way to the cliff's edge. Built to signify the place's seclusion from the outside world, the walled grounds also provides a partial windbreak from the icy air as it flows across the high, exposed landscape.

THE HOLY OFFICES OF THE ABBEY

As is evident from the description above, the holy offices of the abbey are loosely based upon the seven canonical hours or *officium divinum* of the Roman Catholic Church and other religious groups. However, because the number seven bears no especial significance in the faiths of Lloegyr while the numbers four — as the perfect four sides in the two-dimensional representation of the Blessed Tesseract^{LL-4} (i.e. a square) — and three — for manifold reasons from the universal Rule of Three to, more specifically in the Thyrian faith, the veneration of the Three Gods (the siblings Thyr and Muir and the mysterious “Unknown God”^{ST-731}) — do, there are only four holy offices. Of these three are considered primarch (or of prime importance in daily practice) and one is considered secundarch (of secondary importance). Likewise, they are based on the clock and means of timekeeping of the **Lost Lands**^{*}, as opposed to that of the original canonical hours.

The three primarch offices are:

Lauds – takes place at the 6th hour prime (6 AM); morning wakeup and breakfast, greets the day with praise

Nons – takes place at Non (noon); midday meal, provides a break for rest and thanksgiving in the midst of the day's labors

Vespers – takes place at the 6th hour non (6 PM); evening meal, ends the formal day's labor with a time for rest and reflection

The secundarch office is:

Compline – takes place at Prime (midnight); completion of the daily liturgical hours; exists as a nightly vigil to beseech the gods for strength, forgiveness, and perseverance against the trials of the world.

^{*}The Lost Lands clock is based on counting hours from the Prime (midnight) and Non (noon).^{LL-7-367}

A rocky dirt track leads up to the abbey. One branch of it ends at steps leading to the main front gate, and the other branch wraps around to the gate into the walled grounds. This is the only road linking the abbey to civilization and is mainly used to bring supplies and food that can't be grown or produced at the abbey.

A. THE ASTERIAN ABBEY

Ground Floor



1 square = 10 ft.

A1. ABBEY GROUNDS

A pair of wrought iron gates mark the main entry to the abbey grounds. The gates are black with age and heavily rusted but the abbey's symbol of a silver cross attached to a white stone disk is affixed to the iron and looks clean and cared for. Writing appears to adorn the margins of this disk. A 7-foot stone wall extends from the base of the tower before turning almost at the cliff's edge. A section of the cliff appears to have crumbled at some time in the past and taken a portion of this wall with it. Within the enclosure, the grounds poignantly reinforce the feeling of the abbey's fall from prominence, its once grand gardens are now a straggling mix of weeds, overgrown flower beds, and patchy grass. A path leads from the towns to a postern gate on the abbey's main tower, and a second gate exits from the back of the grounds towards the rugged mountains.

The gates are closed with a simple latch and their design hints at a time when the abbey was much grander. A DC 5 Religion check is sufficient to identify the symbol on the gate as that of the abbey's patron deity, Thyr, and a closer look at the writing on the disk reveals the words "Justice", "Order" and "Peace" intricately inscribed around the edges.

A well stands in the center of the yard and provides fresh, icy cold water to the inhabitants of the abbey. A straggly garden grows at the tower's base, and to the south signs of the old formal gardens are still apparent, but these have fallen into disorder and ruin over the long years. It is still possible to see the shape of the original garden path stones amid the weeds and scraggly bushes.

The southeastern portion of the grounds has been made into a graveyard and bears the crooked forms of dozens of cross-shaped headstones marking where past brothers of the abbey have been interred. Anyone examining these headstones finds that each bears the name of a single monk and a death date sometime within the last three centuries. The most recent is a Brother Herosephus who died twelve years ago. When the abbey was reoccupied following the Red Plague, the brothers chose to start a new cemetery here rather than continue to use the crypts beneath the abbey which they believed might still contain traces of the plague among its corpses.

At the southern edge of the cemetery, next to the crumbling cliff, the large statue of a king stands tall, if somewhat canted to the southwest due to the subsidence of the ground. This monarch holds an ornate rod in one hand and a chalice in the other and can be recognized as a representation of Thyr holding his rod of kingship and chalice of peace with a DC 15 Religion check. Chiseled

around base of the plinth at the statue's feet is an ancient inscription in High Boros (see sidebar). If no one reads High Boros it can be deciphered with a DC 10 Linguistics check. It reads, "*Thine earth below doth point unto the skies*".

It is a 350-foot drop from the edge of the cliff to the mountain slope below.

A2. COW SHED

This barn is spacious enough to hold a dozen mounts but is currently home to only three scrawny cows. A half door in one wall leads to an adjacent pig sty where a large sow and her four offspring root through the kitchen scraps. In addition to fodder for the animals and assorted tools for cultivation, a dozen chickens can be found roosting in here, with one of the old horse stalls converted into a coop for them where Brother Belphorus collects their eggs each morning. A half dozen barn cats prowl the structure and surrounding grounds for mice and other vermin.

A3. BALNEARY

This bathhouse holds four large wooden tubs that can be given privacy by heavy blankets hanging from ropes strung between the rafters. A large fireplace holds an iron cauldron with buckets stacked nearby where water from the well can be heated for baths, and cabinets hold an assortment of lye soap, scrub brushes, liniment, wash rags, and sackcloth towels. Partitions to the south have hanging curtains that can be closed for privacy in dressing and undressing. Around behind the building, a trough has been dug into the hard ground that drains towards crevices at the base of the mountain slope. This serves the monks as a privy.

A4. SMITHY

This small smithy is sufficiently equipped to handle the mundane repairs of the abbey. Fashioning or repairing armor or weapons requires the tools and skills available in Coelum in the valley below. It likewise holds tools for basic carpentry. This was formerly the domain of Brother Tyberus and has lain vacant since his recent disappearance, none of the other Brothers having any aptitude for this sort of work.

A5. DOVECOTE

This rickety shelter once provided roosts for domesticated pigeons kept by the abbey. The last of these were rousted long ago by an encroaching weasel, and the Brothers have never bothered to obtain any more.

Treasure: A DC 24 Perception check to search among the roosts locates an old leather scrollcase, warped and cracked with age. Within is a still legible *divine scroll of wanderer's guide* hidden here and forgotten long ago.

A6. LYCHGATE

Apart from the main entrance, there is also a lychgate which leads to the disused track up to the top of Asteria Point. This covered gateway provides cover during funerals in inclement weather and, as evidenced by the rusting support hinges, once also had an elaborate wrought-iron gateway, but this is long gone, replaced with a simple low wooden gate, designed more to keep the abbey's animals from straying rather than present a serious barrier to anyone seeking entry. The trail beyond the lychgate ascends the mountain towards the peak of Asteria Point (see **Event 5: Unseasonal Weather** if the PCs head in this direction).

A7. POSTERN GATE

This strong wooden door bears a lock, but the mechanism has rusted and the key was lost long ago. This door sees regular use by the monks in order to access the abbey grounds (A1). A broken broom handle is propped against the wall inside the door. At night the last monk in is supposed to wedge the broom handle between the door handle and the jamb in order to hold it shut (DC 18 Athletics check to Force Open).

A8. LOWER CELLS

The flagstone floors are dirty, their large blue, red, and white tiles worn and faded. The hallways are dusty and neglected, hanging with cobwebs, and have remnants from the past scattered along their length: old pews, chairs, and a broken washtub, all in various stages of neglect and disrepair, have been left abandoned here.

This floor of the abbey is lined with rows of monastic cells, each similar in design to A16 though they tend towards a damp mustiness due to their construction in the foundations of the building. They were once filled with brothers of the Asterian Order but are now deserted and unused. The monastic cells are in the same state, holding unwanted furnishings, old curtains, fabric, and piles of monks' habits. These piles of cloth and material are faded and covered in dust with their folds cracking and falling apart from age. The room marked with an "x" holds a heavy iron bar, mottled with rust but still sound. This is the iron bar for the front doors at A13, deposited in this chamber and forgotten long ago.

Other than the access between the stairs to the second level and the door at A7, the area is coated with thick layers of dust and cobwebs, and the place has the musty smell of

decay. A DC 10 Survival or DC 15 Perception check is able to discern the telltale signs of passage (footprints in the dust, broken cobwebs) showing where someone recently traveled these corridors all the way to A10 and back. These are the marks of Brother Fagen going to and from the crypts in the last few days before his disappearance. There is no way to tell how many people made these tracks or if the most recent are those going to A10 or those coming from A10.

A9. SECRET ENTRANCE

Unknown to all of the monks except Brother Hector, a secret door provides entry through the outer wall of the abbey and a hidden stair that provides access to A18a. The secret door is easily spotted from the inside but from the outside requires a DC 30 Perception check to locate. The ground outside the wall here is extremely rocky and does not hold the tracks of Brother Hector's passage unless followed to here as described in **Event 11: The Eye Sees All**.

A10. CRYPTS

LOW 7

The door to this area is of heavy wood, swollen in its frame, and requires a DC 12 Athletics check to Force Open. Anyone examining it and making a DC 18 Perception check finds gouges along its frame and jamb where it was forced with a pry bar. Brother Fagen had to do this in order to enter the crypts that had not been opened in many years.

Beyond the heavy door, the walls of the corridors are made from bricks of thick bluestone and the floor is covered with worn and flagstone tiles. The height of the walls is approximately seven feet lined with sepulcher niches, and dust and cobwebs are prolific. The first few near the entrance are empty, perhaps awaiting some future interment, but every other niche is occupied with a linen wrapped corpse, its hands crossed across its chest and its feet tied together.

These upper catacombs hold the most recent dead out of all the crypts, but even these have not been used in many centuries, the crypts abandoned in favor of the graveyard outside. Each occupied niche holds the desiccated, skeletal corpse of a past monk of the abbey. None bear names, and all are largely unremarkable and mostly human with a scattering of half-elves, dwarves, and halflings, without items of interest or value. That the dust and cobwebs are disturbed by recent passage is noticeable with a DC 15 Perception check, and the passage takes place on both corridors leading to and from area A11. In the thicker dust of the floor here a DC 20 Survival check is able to determine that all of the marks are made by the passage of a single person who made multiple trips, evidence pointing to the fact that Brother Fagen made his exploration of the crypts alone — without the also-missing Brother Tyberus.

Lurking invisibly within this stretch of corridor are 2 **rhu-chaliks**. These extraterrestrial creatures, also known as void wanderers, are small masses of spongy black tissue with four dangling tendrils and a large central, pupil-less white eye. These creatures are used as scouts by the Lunites for their invasion of Lloegy, because they are able to travel across the void of space without the aid of a *moon bridge* like that described at **Event 17: The Bridgehead** or similar conveyance). These creatures are actually scouts from a Lunite sortie some 2,000 years ago that were sealed away in the lower catacombs. With no need to eat or breathe, the trapped creatures entered a state of hibernation from which Brother Fagen roused them with his recent intrusion. Not fully waking until after his demise, they have begun scouting around the catacombs to determine the current state of the world and report back to their lunar masters. They remain invisible and trail the PCs for as long as possible (+1 circumstance bonus on Perception checks to spot them due to the disturbance their passage causes through the dangling cobwebs) using their *detect thoughts* and project terror abilities. If one is killed, the other will attempt to flee the catacombs and the abbey and may be encountered again at **Event 14** or **Event 15**.

RHU-CHALIK

CREATURE 6

UNCOMMON **CE** **SMALL** **ABERRATION**

Perception +17; greater darkvision

Languages Aklo; telepathy 100 feet

Skills Athletics +13, Deception +13, Diplomacy +13, Intimidate +13, Stealth +15

Str +3, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

AC 23, all-around vision; **Fort** +13, **Ref** +13, **Will** +15

HP 95, fast healing 1; **Immunities** cold, disease

No Breath A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

Speed 10 feet, fly 30 feet

Melee ♦ tendril +15 (agile), **Damage** 1d6+3 bludgeoning plus excruciating enzyme

Occult Innate Spells DC 23 [[high-1]]; 4th *modify memory*; 2nd *detect thoughts* (at will), *invisibility* (at will)

Compression When the rhu-chalik successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for a rhu-chalik.

Excruciating Enzyme (poison); A rhu-chalik's tendrils secrete an enzyme which causes intense

pain. A living non-rhu-chalik creature hit by a tendril must succeed at a DC 23 Fortitude save or take a -1 status penalty on all checks and DCs for 1d4 rounds. Failing additional saves while affected by Excruciating Enzyme extends the effect's duration by 1d4 rounds.

Flailing Tendrils ♦♦ (press) The rhu-chalik makes up to three tendril Strikes. These attacks count toward the rhu-chalik's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks. This ability has the press trait and can only be used if the rhu-chalik is currently affected by a multiple attack penalty.

Project Terror ♦♦ (emotion, enchantment, fear, mental, occult) **Requirements** The rhu-chalik has successfully used *detect thoughts* or Project Terror on the target in the last minute. **Effect** The rhu-chalik creates nightmarish visions in the target's mind. The target must succeed at a DC 23 Will save or become frightened 2, on a critical failure the target is also fleeing for 1 round. Failing additional saves against this effect increases the frightened condition value by 2. If the target reaches frightened 5 or higher from Project Terror then it falls unconscious for 30 minutes.

A11. OSSARIUM

This chamber is a truly macabre display. The walls are lined with neat stacks of hundreds of bones divided into sections for skulls, long bones, ribcages, pelvises, etc. Before the far wall is a stone altar bearing the carved image of a cross on its front. Its surface is likewise carved with the images of dozens of skulls, staring passively outward, in bas relief. Behind this altar, the mortared bluestone of the wall has collapsed or been disassembled to reveal an opening leading into darkness beyond.

This ossarium was used long ago by the brothers of the Order to recycle the burial niches in the catacombs here and below. After a body had lain in repose for enough years to be reduced to dry bones, the burial shrouds were discarded and the skeletons disarticulated and carefully stored here with the generations of their brethren that had gone before. A door in the opposite wall once led to the lower catacombs, but when these were sealed the door was crudely bricked over. Brother Fagen in his explorations discovered this brick seal and managed to break through it with a crowbar.



A search of the dusty floor here reveals the same trails as described in **A10**.

A12. OLD CATACOMBS ENTRANCE

The remains of an old wooden door stands propped against the wall beyond the broken masonry. It opens into a cramped circular room at the base of the abbey's stairwell tower. A narrow stairway has been chipped out of the solid rock of the abbey's foundation and leads down into unknown depths below. The musty smell of old tombs and long-dead air rises from this opening.

This formerly sealed stairway leads to the Old Catacombs (area **B**) below the abbey. Despite the foul smells, Brother Fagen allowed them to air out for a few days after opening them, so the air is safe to breathe, if unpleasant. The same footprints as described in **A10** and **A11** can be found leading up and down the stairs, indicating that Brother Fagen has visited below and returned several times during his exploration. There is no indication of if he ever returned on his last venture. The stairs descend steeply 20 feet to area **B1**.

A13. ENTRANCE

Entry is blocked here by a heavily reinforced, bronze-banded double door with an elaborate iron knocker in the shape of a downturned sword. It is usually locked from the inside with a sliding bolt, and, once inside, a DC 23 Perception check notices that it has brackets for a heavy iron bar, though no bar is located in the vicinity. Normally knocking brings one of the Brothers to answer in 2d4 rounds, though when the PCs first arrive they are met at the door by Brother Hector as described at the beginning of **Chapter 1**.

Bronze-Banded Wooden Double Door: 3 in. thick; Hardness 6; hp 45; Break DC 26; Thievery 30.

A14. FOYER

Light shining down through stained-glass windows high above in this massive dome chamber picks up the motes of dust dancing in the air from the draft caused by the door. The flagged tiles are worn with age and uneven in spots. Elaborately carved wooden benches line the walls and hanging above these are aged and faded tapestries depicting an elderly man with a rod in one hand and a chalice in the other. On a small dark wooden table in the center of the area sits a spherical bronze mechanism of overlapping circles, greenish brown with corrosion. A wide stair follows the curve of one wall to a balcony some 20 feet above, and 60 feet above a beautifully painted dome bearing an elaborate rosette window surmounts the tower.

A DC 15 Religion check identifies the image in the tapestries as that of the god Thyr bearing his rod of kingship and chalice of piece. The spherical bronze mechanism is an ancient, pre-heliocentric armillary sphere dating back to the early days of Hyperborea. It is corroded and no longer functions but is worth 5,000 sp as an antique, though the PCs should not be looting the abbey of its treasures.

A15. CLOISTERS

The garden courtyard has a carefully maintained green lawn and a few small fruit trees surrounded by a sheltered gravel path, its portico supported by a gallery of gray marble columns. A statue graces either end of the courtyard facing each other, one an elderly king seated upon a throne, the other an armored woman with her sword upraised before her eyes. Between them and slightly to the side is a fountain of gray marble from which a trickle of water still flows into an algae-stained basin.

These cloisters allow the Brothers a sheltered area for quiet contemplation. Despite its care and maintenance, it still shows signs of its age, from the staining of the fountain to

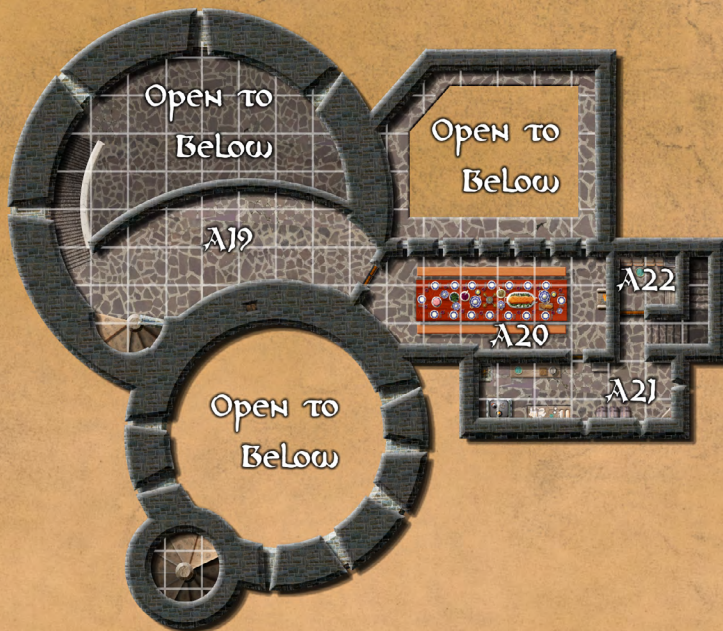
A. THE ASTERIAN ABBEY

SECOND
FLOOR



1 square = 10 ft.

THIRD
FLOOR



tiny cracks and seams in the portico columns. The fountain itself is fed by buried pipes from the well at **A1**, but these have become mostly clogged over the years so that only a trickle flows anymore, and it with an unpleasant metallic taste. A DC 15 Religion check identifies the two statues of Thyr, God of Justice, and his sister Muir, Goddess of Virtue and Paladinhood.

A16. MONASTIC CELLS

Each of these small, cold rooms is almost identical with plastered walls bare and unadorned except for a wooden cross, symbol of the Church of Thyr, hanging over the plain wooden single bed. The cotton tick mattress is firm, but comfortable enough and a thick white quilt is folded over the clean bed sheets. There is a small wooden cupboard with shelves to put clothes and another set of bookshelves run along the wall beside it, over the top of a tiny wooden desk. The rooms are clean, serviceable, and comfortable enough although they are quite plain. It is fairly evident from the number of rooms on this floor and the one below that the abbey originally housed a far larger contingent of Thyrian monks.

A16A. GUEST ACCOMMODATIONS

These four empty monastic cells are provided to the PCs during their stay at the abbey. They possess the same simple amenities as the other monastic cells save that high up on the south wall is an arched leadlight window which can be cracked open to provide fresh air, making them the most desirable cells in the abbey. It is a show of great honor to the PCs that they are given these rooms. If there are more than four PCs, the others can take other unoccupied cells on this hall.

A16B. HAKKAN'S CELL

Hakkan's room is extremely neat and orderly. An illuminated manuscript written in Common on the early worship of Thyr sits open on his desk and a parchment beside it shows an exact copy of the words and drawings depicted in the book with amazingly precise duplication. Brother Hakkan is clearly a great talent as a copyist and illuminator. Other than that, his room is unremarkable, his clothes neatly folded and stowed on the shelves of his cupboard.

A16C. FAGEN'S CELL

Fagen's cell is in a state of disarray. The bed is made but the coverings are roughly placed, and there is a pile of dirty robes and foot wrappings in a pile on the floor in the corner. Stacks of books are piled haphazardly on his desk and more books are jumbled on the shelves. Pieces of parchment are scattered across the desk bearing sketched figures and scribbles. The

figures are representations of some of the bygone Hyperborean gods, including Thyr, his sister Muir, a faceless goddess bearing a kite shield^{ST-680}, Arden the Sun God^{LL3-254}, the goddess Diana^{LL3-75}, and Mithras the Soldier-God^{LL7-126}. These are each recognizable with a DC 15 Religion check (save for the faceless goddess who can only be identified as the "Lost Goddess"^{ST-722} with a DC 25 check). One of the parchments on the desk shows a sketch of several godly figures has been drawn in pencil along with the words, "Look to the Past" written carefully below it. A quick note scribbled next to those words asks, "who should?" This illustration shows the ancient Hyperborean gods at the end of the Gods' War when Thyr thrust his sister's sword into the ground to end the bloodshed (the scene can be identified as such with a DC 20 Religion check). It is a copy of the mosaic in area **B11** and may provide a clue to solving the puzzle in that location.

A16D. BELPHORUS' CELL

Belphorus' room is a disordered mess. The bed is a jumble of sheets and blankets, soiled garments lie strewn around, and the room smells of an unwashed body. An old ham bone pokes out from one end of the bookshelf and the desk is littered with crumbs and a half-eaten biscuit. A reed basket sits beside the desk and is filled with dried mushrooms (still good).

A16E. HECTOR'S CELL

Hector's room is neat and orderly, but the desk is piled with parchments covered with repetitive drawings of strange glyphs and sigils. A journal sits on the desk, half filled with attempts to translate and decode these strange symbols. An entry at the end of the otherwise banal journal, dated one month ago, reads, "Things are changing here, and I am at the same time frightened and strangely elated. Is it going to be me, a lonely insignificant monk who will bring salvation? If only I could decipher the meaning of the symbols, I'm sure they would give me the answers to the questions which seem to rise unbidden in my mind."

A16F. TYBERUS' CELL

In Tyberus' room a beautifully carved wooden chess set rests on his desk, and carved figurines of animals and monks stand on the windowsill. There is one exceptionally well-carved figurine of a very pretty girl. All of the carvings are of fine quality (worth 1d6 x 5 sp each). A spare monk's habit is folded neatly on the shelf and some woodworking tools are stored in a locker at the foot of his bed.

A17. ABBOT'S OFFICE

A large heavy desk sits in the center of this room and wooden chairs are placed around the room, with two in front of the

desk. A large leather chair with studded seams sits behind the desk. A large oil lamp hangs from the ceiling and the surface of the desk is littered with papers and letters. The paper on the desk is filled with reports on the state of the abbey and other correspondence related to running the place. However, an examination of it reveals that nearly all of this is a year or more old; Abbot Quilm no longer has the mental acuity to complete such recordkeeping.

A18. SCRIPTORIUM

This is a high-ceilinged spacious room with large windows lining the walls 20 feet above to let in fresh air and the wan light of the sun or moons. This scriptorium has a tall desk running along the curve of the south and east walls that is mottled with ink stains. A long groove at the top of the desk has several feathered quills resting in it with ink blotters nearby, and from this groove varicolored bottles of ink glisten in the light from above. A number of high stools are pulled up to it. Shelves on the other walls contain voluminous rolls of parchment as well as a few large tomes, and several blank sheets of parchment rest at various work stations on the desk, awaiting inscription. A large fireplace in the north wall heats the otherwise chilly room.

This is the abbey's scriptorium and has space for dozens of monks to work in illumination and copying texts, though only Brothers Hakkan and Fagen regularly spent much time here, occasionally joined by Brother Hector. Brother Hakkan can still be found here for long hours every day, though with Fagen's disappearance he typically labors alone. Heavy leather-bound books on the arts of calligraphy, transcription, and illumination rest in large, heavy bookcases as well as a few mundane religious volumes brought down from the library for copying. In the west wall are two doors leading to supply closets that hold all the necessities for preparing and inscribing pages of parchment, illumination, and bookbinding stacked neatly upon stone shelves. There is a 25% chance that one of the tomes of knowledge (see **A26**) can be found herein with a DC 15 Perception check.

A18A. CUPBOARD

Unlike the others storage cupboard in the scriptorium, this one has a well concealed secret door (Perception DC 30) behind the stone shelves on the south wall. It opens into a narrow spiral stair that descends within the wall of the abbey to a secret exit at **A9**. A DC 15 Perception or Survival check in this stairway reveals that the dust on the stairs has been disturbed by the passage of at least one set of footprints in recent days. This is the passage Brother Hector uses to return to the abbey after "sleepwalking" (see **Event 11: The Eye Sees All**). None of the other monks are aware of the secret door's existence.

A19. LOWER BALCONY

Broad stairs lead to this stone-tiled balcony 20 feet above the floor of the tower (at **A14**). It provides an expansive view of the chamber and is on the same level as the exquisite stained-glass windows depicting holy warriors, angels in flight, and the scales of justice that line the northern wall. Anyone feeling the south wall with a bare hand notices a faint heat radiating from it. This is from the flue of the fireplace in **A18** that travels through the heart of this wall.

A20. REFECTORY

The refectory is a large hall with its walls rendered and painted white. A large fireplace is set at the end of the hall to provide warmth and heavy curtains and tapestries line the walls, to provide some insulation in the large space. The tapestries have ornate borders, and all depict the silver cross of Thyr on a white background. A large oak table, polished to a high sheen by years of use, runs down the center of the refectory. The table is set with brass candlesticks and laid out with simple bowls, pottery plates, and wooden eating utensils.

A21. KITCHEN

This long, tiled room has a heavy chopping block, crisscrossed with cut marks, sitting in the center. A rack hangs above this block from which dangle an assortment of ladles, knives, tureens, spoons, and other assorted utensils. The entire room is surrounded by shelves that bristle with pots and pans. A large black oven sits next to a griddle in one corner, and herbs and vegetables hang on hooks along the walls and upon side tables. The tables, griddle, and chopping block are grimy and could use a good clean.

A22. PANTRY

This is a well-stocked pantry with the usual assortment of flour, oats, preserved fruits, and vegetables from the garden. Bags of potatoes and onions rest on the floor and wooden crates packed with ice and straw hold cuts of freshly slaughtered swine and duck.

A23. OBSERVATORY

A wide balcony overlooks the entire interior of the tower here, stretching from the foyer 40 feet below to its vast dome rising to an apex 40 feet above. Offset from the center of the dome is a massive rosette window, an oculus that allows a shaft of light to descend directly onto the balcony's edge where there stands an ornate altar. The pure white alabaster altar is elaborately decorated in gilt and silver with the images of Thyr's cross as well as the sacred lions and eagles of his faith. More than a few griffons are interspersed combining the majestic aspects of the two holy beasts. Resplendent inset jewels line the edges of the altar, and the top of bears a silver chalice and an

ivory rod flanking a silver orrery at its center. Next to the altar and arrayed along the edges of the balcony are three complex telescopes, all directed towards the oculus above. Next to these are mahogany tables bearing parchments and charts along with quills and inkwells, each set with a pair of comfortable chairs. The back wall of the balcony is hung with star charts and images of the moons in various phases and conjunctions with different stars and planets.

The observatory is the true purpose of the abbey and holds its most valued treasure, the magical *oculus* that allows it to make its detailed observations of the night sky. The oculus is a combination of the rosette window and the ornate altar, both of which bear a strong aura of divination magic. When a cleric of Thyr makes the proper obeisance at the altar, he can control what the *oculus* focuses on. In this way the oculus is able to view anything that can be seen from the peak of the dome whether it would be within the rosette window's line of sight or not. For instance, through the altar the oculus can be focused on anything in the sky, upon the visible faces and peaks of the surrounding mountains, and even into the forested vale below. However, the user has to know the location of the image he is looking for (e.g. the oculus will not locate someone the user is hoping to spy on). Barriers to sight (such as foliage or clouds) still prevent visibility, but the ability to focus on anything even potentially visible from the highest peak of the dome is quite useful in stargazing. Once the user of the altar has selected the target to be viewed, its image is held steady in the rosette window above until it is no longer visible (as in the case of moonset, for example) or the user elects to focus the oculus elsewhere. With the image held in the rosette window, viewers can then use the telescopes on the balcony to focus on the image from multiple angles and obtain fantastically detailed resolution of the subject. During the day objects can also be seen, but the brightness of the ambient light makes stargazing problematic. It does make for easy observation of the road leading up to the abbey from the valley below, however.

If someone who is not a cleric of Thyr trained in its use attempts to use the *oculus*, they still have a chance. Any lawful good, neutral good, or lawful neutral cleric can attempt a DC 25 Religion check to understand the basics of how to operate the *oculus*. Likewise, anyone can master its use with a DC 35 Use Magic Device check.

Development: When the Abbot Quilm shows the PCs the oculus for the first time in **Event 2**, they see an image of

the moon, Luna, displayed in the rosette window above. The moon has just entered its full moon phase and appears huge in all its great detail, its radiance giving a pale, eerie light to the room. At other points in the adventure, the oculus may be focused on different images as described in the text. During the day it is likely not in use and merely shows the blue sky above. Be sure and describe what is in view through the rosette window each time a PC enters this area.

Treasure: The three telescopes^{PPC:PoFS} are wonders of engineering and are each capable of magnifying objects as much as 400 times; they are worth 15,000 sp each, though they are very delicate and weigh 80 lbs. apiece. In addition, the star charts and lunar illustrations hanging upon the walls are exquisitely artistic examples of astronomy dating back more than a thousand years and are worth 5,000 sp as a collection to a university or astromancer*. Among these charts is a rare full cosmogram^{PPC:PotS} of Lloegyr's**. The ivory rod is a replica of the rod of kingship (150 sp) and the silver chalice is a replica of Thyr's chalice of peace (250 sp). The orrery is a calculating grand orrery^{PPC:PotS} made of silver and is worth 4,000 sp. The altar itself is worth 25,000 sp for its materials alone but weighs 1,500 lbs. and is an integral part of the oculus in combination with the rosette window. As such it is a priceless artifact of the Church of Thyr. If either is removed or destroyed, the magic of the oculus is ruined. The rod, chalice, and orrery are not fundamental parts of the oculus, but taking them would nevertheless be construed as a blackguard's act by the Church of Thyr.

A24. ABBOT'S QUARTERS

The abbot's bedchamber is well-appointed. The room is large, and the single arching leaded window has a thick, dark-red curtain tied back with a tasseled cord. A fireplace is primed with kindling waiting to be lit next to a large bin of firewood. The bed is a four-poster and has a plump mattress with fine white linen and a thick quilt with a fine chest of drawers next to it. One wall has a beautiful darkwood bookcase that extends from floor to ceiling. While still monastic in style and not elaborately decorated, this room clearly shows that the owner enjoys his creature comforts.

This chamber is occupied by Abbot Quilm, and signs of his increasing dementia can be seen in tasks half-finished and forgotten: letters that remain half-written and unfinished, a drawer left open with a pile of clean laundry beside it, and the general clutter of things not put back in their correct places. There are stacks of prayer books lying in messy

* An astromancer is a magical practitioner who combines astrology with the physical laws of astronomy. ^{LL7-197}

** Lloegyr is the modern common name of the planet upon which the continent of Akados lies. ^{LL1-4}

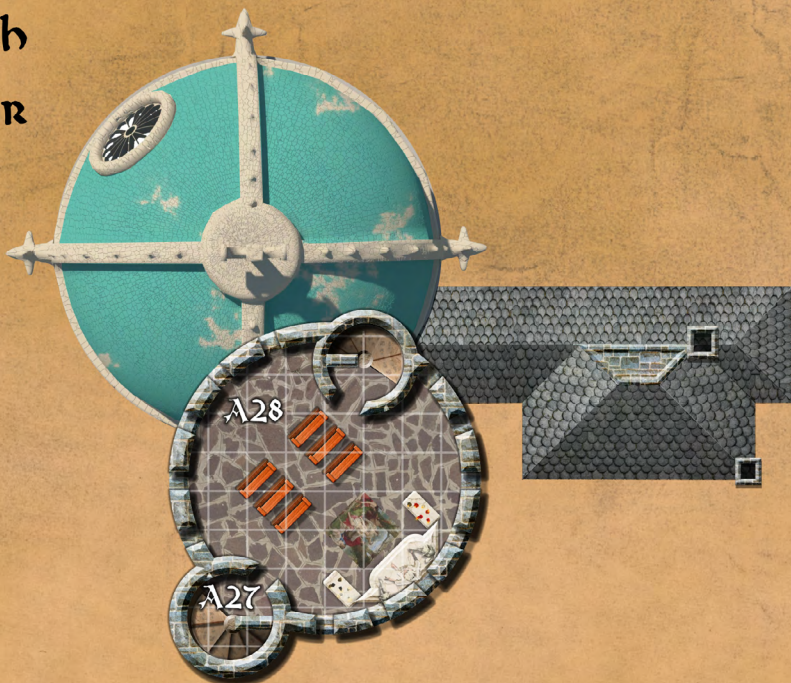
A. THE ASTERIAN ABBEY

Fourth
Floor



1 square = 10 ft.

Fifth
Floor



piles around the room and the Abbot's desk is littered with uncompleted paperwork related to the abbey.

The books stored on the shelves here cover a wide range of subjects, and there is a large section devoted to Luna and its smaller sister Sybil. The most ornately illustrated spine of all the books is a tome called *An Illuminated History of the Asterian Order*. Under the title, the book's spine shows the outline of the Abbey with the mountain looming behind it. Although not obvious until the book is opened and closely inspected, several pages have been torn out from the middle of the tome. If questioned about the missing pages, Abbot Quilm denies having any knowledge of them and does not know when they were removed or where they went. These pages were taken very recently by Brother Hakkan (see the **Various Hidden Truths** section in **Appendix B**, see page 60). There is a 50% chance that one of the tomes of knowledge (see **A26**) can be found herein with a DC 24 Perception check.

A25. INFIRMARY

This large, echoing room is lined with rows of empty beds. Most of the beds are stripped of linen, and over half lack even a mattress. At the end of the room, only four beds are neatly made up with fresh linen and each of these beds has a polished metal bedpan beneath it. Next to these beds are white cabinets and a desk with a padded chair. On a shelf behind the desk, a row of apothecary bottles and other medical equipment are neatly arranged. A fireplace in the corner is laid out with kindling and wood to readily start a fire, and an iron hanger holds a metal kettle that can easily be swung over the flame to heat. Despite the signs of age, such as missing grout in the worn floor tiles, the room is neat and well ordered.

A26. LIBRARY

This large room lined with bookshelves and has star charts and beautifully illuminated illustrations showing the faces and phases of both of the moons on the walls. Desks and utilitarian wooden chairs fill the center of the room and there are a few padded chairs nestled beside a few of the shelves. The bookshelves here are full, but for the most part, the books here relate to Thyrian scripture and commentaries dating back to the time of the Hyperborean Empire or are lunar and cosmological reference books. Most are carefully and neatly aligned in their shelves and don't appear to have been read recently. In addition, a careful review of the shelves can discover a number of tomes of knowledge. Researching library's contents to find one of these tomes takes 1d4 hours and requires either a DC 20 Perception check, DC 15 Academia Lore, or DC 10 Library Lore check to turn up useful books. For every

5 points by which a PC exceeds the DC, reduce the time taken by 1 hour (minimum 1 hour). A PC can only make one search at a time, but multiple PCs can conduct multiple searches simultaneously. If a tome is discovered, roll 1d8 or choose from those below as you see fit.

TOMES OF KNOWLEDGE (ROLL 1D8)

The abbey holds a great many books but most of these are irrelevant to the adventure. Below are some of the tomes that hold information which is potentially useful to the PCs. These books are most likely to be found in the library (**A26**) or scriptorium (**A18**) but feel free to have the PCs find them in other parts of the abbey, such as the brothers' (**A16**) or abbot's quarters (**A24**) if needed.

1. *Ancient Peoples of the Cretian Mountains*
2. *A biography of Menkus Oronath*
3. *The Great God Thyr*
4. *The Lost Tribes*
5. *Creatures of Lunar Influence, Volume II*
6. *Ritualistic Arcana*
7. *Martyrs of Thyr*
8. *A Grand History of the Realm*

Each book requires a skill check to obtain useful information from it, and it takes 1d4+1 hours to read through the book to obtain the information it provides. On a critical success, the reading time is reduced to 1 hour. In addition, if a PC is unable to read the language in which the book is written, an Academia Lore or Library Lore check against the listed DC allows a PC to translate enough of it to make the skill check for the book, though this doubles the amount of time required to read it unless the PC has a critical success. Appropriate Lore checks (particularly Academia Lore and Library Lore) can substitute for the listed skills for each book; if the skills have different DCs, use the higher DC when substituting a Lore check.

In addition to the general knowledge the book provides, each includes a "For the GM" section that includes some revelation that can be gleaned at a later point in the adventure from the knowledge gained in the book. These are explained individually under each tome entry.

1. ANCIENT PEOPLES OF THE CRETIAN MOUNTAINS

Language: High Boros

Read: DC 18 Medicine, DC 15 Society

Translate: DC 15

This leather-bound book has a fine ink drawing inside the front cover of a human figure depicting the physiology of the prehistoric human peoples of the Cretian Mountains known as the Ancient Ones. As described in the book, the Ancient Ones are shown as having square jawlines, prominent foreheads, and strong curved noses. Anyone who peruses the book realizes that Abbot Quilm fits the physical profile of Ancient One ancestry. If asked about this, Abbot Quilm tells the PCs that he has lived in this region all his life and relates, with modest pride, that his family lineage can be traced back for many generations to when the Hyperboreans first came to the vale and encountered the tribes of the Ancient Ones that lived in this very valley some 36 centuries ago.

For the GM: Certain parts of the ritual to break the binding spell on the standing stone become more potent if performed by the hands of a person with Ancient One ancestry. As will be revealed during the climax of this adventure (**Event 17: The Bridgehead**), Quilm's hands may be used to perform this ritual... even if the rest of his body is elsewhere.

2. A BIOGRAPHY OF MENKUS ORONATH

Language: High Boros

Read: DC 15 Religion, DC 15 Society

Translate: DC 15

This untitled book lists the lifetime accomplishments of the founder and first abbot of the Asterian Order. A skilled warrior, brilliant strategist, and patriarch in the Church of Thyr, the Hyperborean Strategos* Oronath was famous for his quick thinking and prowess as a battle general. Why he was removed from his military post and sent to construct an outpost at the edge of the Cretian Mountains in 1988 I.R. remains one of the unsolved mysteries of military history of that time. The various theories as to why he lost his career and standing are covered in the book, ranging from jealousy of other military leaders, a scandal due to his close friendship with his superior officer's wife, or possible sabotage by external parties. Whatever the reason, Oronath accepted his new posting without complaint and was instrumental in the building of the abbey and its magical oculus. On completion of the monastery, he turned his attention to

the surrounding settlements, providing support and wise council to them. He held the position of Abbot of the Order until his death as at the age of 103.

For the GM: The truth behind the mystery of why Oronath was sent to build the abbey is that he had been sent to create the secret mission of the Asterian Order and understood the vital importance of the site as a first line of defense against another lunar invasion.

3. THE GREAT GOD THYR

Language: Common

Read: DC 20 Religion, DC 20 Society

Translate: DC 5

While this book is a secular tome, it describes the god Thyr and provides an in-depth discussion of the Thyrian religion. A benevolent and just God, Thyr's symbol is a silver cross on a white field. This symbolizes the upturned cross-haft of his sister's sword, which he thrust into the earth

to end the Gods' War. As so much blood was shed

in the war of the gods, Thyr foreswore the

use of swords in his religion and

all priests were henceforth

forbidden from using

a bladed weapon. Many

priests favor reinforced

rods modeled after Thyr's

own. Thyr is usually

depicted as an old man in

silver robes trimmed with

silver, purple or gold, with the

rod of kingship in one hand and

the chalice of peace in the other. He

embraces proper and traditional rule and

as such, is often the favored god of royalty.

He supports a class system, where each person

has a fairly chosen role in a lawful world, intended

to bring the greatest good for the greatest number of

citizens. The eagle and the lion are his sacred creatures.

His Three Principles are Justice, Order, and Peace.

Thyr has been represented in the Hyperborean pantheon for nearly 4,000 years and for much of that time was seen as one of the most powerful and influential gods, alongside his sister Muir and the now-deceased sun god Arden. In the last thousand years his church has seen its popularity wane and the numbers of his followers take a marked decline, especially after the loss and corruption of St. Harul's Hold



* A *strategos* was the Hyperborean term for a general. LL3-255

in 2471 I.R.^{ST-139}, the decline and eventual collapse of the Hyperborean monarchy under Imperatrix Trystecce in 2509 I.R.^{LL4-10/LL8-19}, the tragic end of the Army of Light at the Forest of Hope in 3210 I.R.^{ST-10}, and most recently the capture of the High Altar of Thyr in the Lyre Valley by orc hordes in 3507 I.R.^{LL1-77/LL8-22}. As other gods such as Mitra^{RA-585} and Freya^{ST-582} have gained in public favor, the slow creep of followers away from Thyr has continued.

For the GM: Thyr's Three Principles are a vital clue in discovering how to open a hidden compartment in the abbey's crypts (see area B7 for more details).

4. THE LOST TRIBES

Language: Gasquen

Read: DC 25 Society, DC 25 Occultism

Translate: DC 22

This book relates the history and details the culture of the tribes of Ancient Ones in the Cretian Mountain. Much of the book goes into the specifics of their society, arts, and beliefs but toward the end postulates theories on why this stable civilization, having survived for many generations, fell so sharply into decline. The author raises the theory that this may have been due to contact with another cultural group that had migrated into the region and started to colonize. While the author acknowledges that while there are no archeological signs of this other group today other than the semi-legendary Jaundool^{LL9-4} who didn't seem to leave a prominent enough of an imprint on the area's history to accomplish this, this still doesn't refute the possibility that another such a group could have existed.

For the GM: Toward the end of the adventure the PCs may realize that the "other cultural group" was in fact the invasion of horrific moon creatures which decimated the Ancient Ones.

5. CREATURES OF LUNAR INFLUENCE, VOLUME II

Language: Common

Read: DC 24 Nature, DC 19 Occultism

Translate: DC 8

This book focuses on lycanthropic creatures and provides much useful information on how to identify and combat them. It mentions that the mere presence of some were-creatures can spook normal animals and many lycanthropes can empathically command animals of their own kind. Aside from describing the difference between natural and afflicted were-creatures, the book also mentions lycanthropic variations such as moonbound lycanthropes,

which require magically enhanced silver weapons to harm, and fel lycanthropes, that are unusually powerful and are said to have their bloodlust completely overwhelm them when the moon waxes full.

For the GM: Perhaps the most revealing piece of information is that there was a *Volume I* written in this series, although this is nowhere to be found at the abbey. It was lost centuries ago but did hold some information on inhabitants of the moon itself, such as the mooncalf and moon-beast (see **Appendix A** page 57). If the PCs mention this missing volume to Brother Hakkan, he says that he has also been seeking *Volume I*, but there no longer seems to be any copies in existence.

6. RITUALISTIC ARCANA

Language: Draconic

Read: DC 18 Arcana, DC 23 Occultism

Translate: DC 22

This elaborate illuminated tome is general in nature and doesn't delve into many specifics. It describes arcane rites and ritual magic and goes into the history of such practices. Toward the end of the tome there are descriptions of binding rituals including examples of ancient binding symbols that bear some slight similarity to the runes Brother Hector has copied from the standing stone. The book talks about how certain powerful bindings can only be undone (or are significantly easier to undo) by the hand of the one who bound the subject in the first place or a descendant of such a person. The tome speaks of how bloodlines often play a significant role in arcane rituals.

For the GM: There are a pair of small hints here. Brother Hector's tainted bloodline and close proximity has enabled the moon-beast to slowly gain control over the monk. Also, Abbot Quilm's Ancient One heritage means that his blood and hands are important factors in breaking the moon-beast's binding.

7. MARTYRS OF THYR

Language: High Boros

Read: DC 15 Religion, DC 20 Society

Translate: DC 10

This spiritual volume contains parables of those who sacrificed their lives in service to Thyr. Aside from the tales themselves, the book also expounds upon the moral of each sacrifice and offers motivational guidance to the reader. One tale of note is that of Meverell, an abbot of the

Asterian Order who was falsely blamed by the inhabitants of a primitive rural settlement for a devastating drought in the area. He was in the midst of being burned at the stake by the superstitious villagers when suddenly the heavens opened and it started to pelt down with rain, extinguishing the flames on the pyre. The villagers saw this as a condemnation from the gods and fled. Unfortunately, Meverell's burns were too great and he succumbed to his injuries. His body was returned to the Asterian Abbey where his remains were interred with great honor.

For the GM: This tale describing how a deluge of rain poured down on the execution scene may give the PCs a hint about how to solve the puzzle in Meverell's tomb in area B4.

8. A GRAND HISTORY OF THE REALM

Language: Common

Read: DC 20 Society

Translate: Linguistics DC 5

Written by a modern-day scholar, this book is broad in its scope and describes the major events in the surrounding area and is written from a perspective that romanticizes the Hyperborean Empire. It reveals that the Abbey of the Asterian Order has stood its mountaintop vigil since at least 1988 I.R., having been founded by the former Hyperborean strategos-turned-abbot Oronoth in the days of the Hyperborean Empire when the Church of Thyr enjoyed a reputation and power above that of all other faiths. It relates that through its magical observatory lens, the clerics of the order could study the greater and lesser moons called Luna^{LL1} and Sybil^{LL1}, as well as the many other wonders of the night sky, from which to read omens and collect celestial observations. It records the coming of the Red Plague to central Akados and even Yolbiac Vale in 2781 I.R. and again in 2797 I.R., and how much of the Asterian Order was decimated in the second coming of the plague.

But just as the tides of history roll on and fortunes change, the Church of Thyr has fallen from its place of ancient prominence. At present, the Asterian Abbey stands upon its lonely point, nearly forgotten, and occupied by only a handful of clerics who maintain the abbey, unaware of the original purpose of the site and true mission of the Asterian Order. It describes the ultimately futile efforts of the Order to contain the pestilence both in the valley below and at the abbey itself and how the abbey was finally abandoned in 2804 I.R. as a result of the plague's devastation. Finally, it relates how Thyrian migrants reoccupied the abbey again in 3153 I.R. and took up the Order's old duties of stargazing. The book's section the abbey closes by idly speculating

on the oddity of the Church of Thyr delving into the discipline of celestial observation and wondering why it would venture to once again undertake those studies in a modern world where it already struggles to connect with even its core concerns much less peripheral issues more suited to astromancers (see footnote page 22) or perhaps the followers of Narrah or Hecate^{MM-102}.

For the GM: The details about the Red Plague in this book may help the PCs put the plague haunt in area B9 to rest. The closing comments likewise provide insight into the fact that there is likely more to the Asterian Order than it seems.

A27. VESTRY

Ceremonial robes hang from rows of pegs on the walls and a long set of cupboards in this robing chamber hold vestments and sacred vessels used in services in the chapel (A28).

A28. CHAPEL OF THYR

A large white walled room with vaulted ceilings and stained-glass windows depicting famous images and scenes of the Hyperborean gods run along each side of the rounded hall atop this tower. A dozen rows of simple, wooden pews sit in the middle of the hall and a small lectern stands at the front of the worship hall before an ornate altar flanked by two griffon statues. A series of small recesses around the walls of the church hold small wooden and gold leaf statues of eagles and lions. A DC 22 Religion check recognizes the eagle and lion as sacred animals of Thyr and the griffon as a sacred combination of the two sometimes invoked in worship services. The gold leaf on the statuettes is worth a total of 2,000 sp, but it would be an evil act for the PCs to despoil this chapel.

B. OLD CATACOMBS

Constructed in the early days of the abbey to hold the consecrated remains of the deceased, these old catacombs were filled fairly quickly due to the high casualty rate incurred when battling the Lunite incursions and the depredations of the Red Plague. The interments of these heroes of battle were deemed sacrosanct and were, therefore, not subject to eventual deposit in the ossarium (A11), and the dead from the plague were deemed infected and too dangerous to remove as well. As a result. Only the upper crypts (A10) saw much turnover in this regard before being ultimately abandoned in favor of the cemetery on the grounds outside (A1). As a result, the dead of these catacombs are mostly the original interments and have lain undisturbed for the most part for thousands of years.

B. OLD CATACOMBS



1 square = 10 ft.



B1. ENTRANCE

At the bottom of a set of stone stairs, an intersecting corridor continues to both the left and the right. Opposite the stairs is a deep alcove with a large statue at its center. The statue is of a monk in a cowl, his head is bowed, hiding his face and his stone hands clasped in prayer. At the statue's stone feet, a brass dish contains the recent remains of a burnt offering.

In the bowl are burned dried herbs, an offering of purification made by Brother Fagen when he first entered the crypts several weeks ago. If the PCs examine the remaining unburnt stems and make a DC 12 Nature or Profession (herbalist) check, they recognize that the herbs are valerian, peppermint, and sage, often burned to ward off evil spirits. A small engraving rests behind the bowl at the base of statue in High Boros (DC 15 Academia Lore to decipher). It reads, "Herewithin lieth the blessed embodiment of the Asterian Order".

These catacombs are hewn directly from the stone beneath the foundations of the abbey. They are typically 5 feet wide and 7 feet high. The tunnels are cold and often slightly damp and festooned with cobwebs, with a constant stirring of air caused by the passage of the PCs. The walls are carved with burial niches that hold ancient, shroud-wrapped skeletons like those in A10. These are all original interments, having never been removed to the ossarium at A11. The corridors have thick dust on the floor and hold the tracks of Brother Fagen just as described in A10. The trails from his multiple trips can be followed and lead into B1, B4, up the western passage to B7, into B8, up the north passage between B7 and B8 to B11, through the western entrance of B9, and out the north passage from B9 to B10.

B2. WET VAULT LOW 8

The corridor opens into a small room here before turning and running perpendicular to its previous course. This low-ceilinged chamber, like the corridors themselves, has burial niches hewn into the stone of the walls which are occupied by the same shrouded bundles you have seen elsewhere. This area is different though in that the floor is flooded with murky water to a depth of 2 or 3 inches. The smell of mildew is strong here.

This junction is close in proximity to the shaft of the abbey's well at area A1 (it is sunk just east beyond the eastern wall of this chamber), and the porous rock has allowed the moisture to collect here. What has been allowed to seep out into the well does not bear pondering. The water is not harmless, though. Over the long years of seepage, microscopic eggs have gathered and only recently with the influx of fresh air from Brother Fagen's passage hatched and grown into a pair of rot grub swarms. These wriggling masses of horror have been devouring the bones of the dead to be found in this chamber but sensing the arrival of fresh prey the entire nauseating mass of white worms wriggles forth from the puddle to attack.

ROT GRUB SWARM

CREATURE 7

N LARGE ANIMAL SWARM

Perception +12; tremorsense (imprecise) 60 feet.

Str -4, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** -4

AC 22; **Fort** +17, **Ref** +12, **Will** +8

HP 85; **Immunities** precision, swarm mind;

Weaknesses area damage 5, splash damage 5;

Resistances bludgeoning 5, piercing 10, slashing 10

Speed 10 feet

Infestation ♦ **Requirements** The rot

grub swarm's last action was Swarming

Bites. **Effect** Rot grubs burrow into the

bitten creatures and consume their flesh. Any

living creature damaged by the rot grub swarm's

Swarming Bites must attempt a DC 25 Reflex

save. A creature that fails its save is

infested, the creature is drained 1

(or drained 2 on a critical

failure). This condition

value increases by 1 at

the end of the creatures'

turn each round until the

infestation is removed. If the

creature reaches drained 4, the

next time its drained value would increase, the

creature dies as the infestation devours key internal

organs. On the first round, dealing at least 5 points

of damage destroys an infestation. This damage

is also dealt to the infested creature, applying the

creature's immunities, weaknesses, and resistances

to the damage. The infestation can also be cut out

at any time using the Administer First Aid activity,



requiring either a sharp implement or healer's kit. A successful DC 20 Medicine check removes the infestation. The infested creature takes 1d8 damage from each attempt (2d8 on a critical failure.) Any effect that removes disease ends a rot grub infestation. However, immunity to disease offers no defense against infestation.

Swarming Bites ♦ Each enemy in the rot grub swarm's space takes 4d6 piercing damage (DC 25 basic Reflex save).

B3. UNSAFE PASSAGEWAY TRIVIAL 8

The floor of the passage becomes much more uneven here and in places the hewn stone of the wall and floor has lifted and cracked. The passage turns and near the corner, several of the niches have collapsed and fallen, creating a chaotic jumble of dust, rubble, torn linen, and protruding bones. A skull from one of the niches lies on its side in the corridor.

Any loud noise or movement in the corridor brings small showers of dust down from the ceiling.

CRYPT CAVE-IN

HAZARD 7

ENVIRONMENTAL TRAP

Stealth DC 28 (trained)

Description The structure of the walls and ceiling of this part of the crypts have weakened over time and any Small or larger creature that approaches within 15 feet of the corner triggers a cave-in.

Disable Thievery DC 26 (trained to prop up the ceiling in key locations prior to the cave-in.

AC 25; **Fort** +16, **Ref** +12

Hardness 15, **HP** 56 (BT 23); **Immunities** critical hits, object immunities, precision damage;

Weakness Sonic 10

Falling Stones ↻ **Trigger** A Small or larger creature that approaches within 15 feet of the corner without succeeding at a DC 26 Stealth check; **Effect** Massive stones in the ceiling fall dealing 8d6 bludgeoning damage to the triggering creature and all creatures within 20 feet of the corner (DC 22 basic Reflex save). Creatures that fail the saving throw are also buried and begin to suffocate. A buried creature can attempt a DC 20

Athletics check every round, breaking free on a success. Other characters who are not buried can Aid on this check.

B4. ABBOTS' VAULT

The room has white stone plaques set into its walls, with names carved into them. Several of these are blank and open with empty interment niches behind. In the center of this chamber with an ornately vaulted ceiling rests a marble sarcophagus. The image of an elderly monk is carved into the white marble top of the sarcophagus, and the sides are carved with images of a monk following a king into battle. One of the etchings shows the king lying fallen on the battlefield with the priest kneeling and praying beside him. Surrounding the fallen king is some sort of divine light and the next image shows the risen king, his hand on the kneeling priest's head issuing a royal decree. The wall behind the sarcophagus is covered with a large mosaic depicting a king sitting on a throne. The floor is a checkered blue and white tile, and in front of the mosaic, it is set with larger tiles carved into the symbol of the Church of Thyr.

The marble plaques list the names of past abbots stating their dates of service and their dates of birth and death. The mosaic depicts the god Thyr sitting on a tall throne, his rod of kingship in one hand and a chalice of peace in the other. Along the border of the mosaic are the words, "Honoring thy ruler shall bring justice to thy kingdom". A DC 25 Perception check notices that several of the larger tiles in the symbol are slightly raised and may trigger something if downward pressure is applied to them. The PCs might suspect a trap, but there are no signs of anything being triggered by these pressure plates. If a PC kneels on the center of the symbol facing the mosaic, then the weight on the tiles under the supplicant's feet and knees click audibly and triggers one of the four mechanisms needed to unlock the secret compartment in area **B8**. The mechanism remains activated for 30 minutes before resetting itself, requiring that a character depress the tiles again to reactivate it.

B5. ABBOT MEVERELL'S VAULT

A large sarcophagus lies in the center of the room, its lid and sides engraved with exquisitely wrought carvings. The elderly monk carved into lid holds a bunch of leafy herbs in one hand and an alabaster pestle bowl rests in the other. Perched on his stone toe is a white marble dove. The etchings around the stone casket depict a monk praying, bandaging the leg of a wild creature, and tending a garden. These normal scenes of monastic life are at odds with the last carving which shows the man looking skyward in prayer, his hands clasped as flames lap around his feet and lick up the edge of his robes. The wall behind the coffer shows an inset carving of a village scene with swirling clouds above. A praying

monk standing on a low platform is the centerpiece with figures of villagers in simple clothes standing to either side.

The herbs depicted on the sarcophagus are part of the carving, and a DC 11 Nature check identifies them as depicting holy basil, the symbol of peace.

Below the wall carving is a small mosaic with a white background and gold border. Picked out in tiny chips of tile are the words, *“Those who bathe in the pure waters of faith will know peace”*. A character trained in Art Lore or Architecture Lore who looks at the wall carving, or a character examining it who succeeds on a DC 20 check to Recall Knowledge about stonework or sculpture, notices something unusual about it. A lot of seemingly unnecessary work has been done to deeply inset the area of the carving above the monk and the positions of the peasants to either side form a funnel of sorts. Very close examination of the wall carving and a successful DC 22 Perception check reveals that there are tiny holes drilled into the stone behind the carved platform. If a character pours water (or other liquid) near the top of the inset carving, then the shape of the sculpted features caused the liquid flow down the background making the scene appear as if it is raining upon the standing monk. The liquid funnels into the tiny holes behind the platform and disappears into the wall. If the PCs pour an amount of liquid equal to the capacity of the pestle (1 pint, which is 1 pound of water) onto the carving, then a few moments after the last of the liquid disappears, a clicking grinding noise sounds in the wall behind the carving. This is one of the four mechanisms needed to open the secret compartment in area **B8**. The amount of liquid doesn't have to be exact and can vary more or less by up to 2 ounces, as the measuring mechanism in the wall allows some variance. However, pouring too much liquid causes the mechanism to temporarily jam for 10 minutes until the liquid dribbles away through the mechanism. Pouring too little water also has no effect as this only partly fills the mechanism.

Treasure: The marble dove and alabaster pestle are separate pieces of stonework. The marble dove has been set into the stone of the lid and would require significant damage to the carving to extract, but the alabaster pestle simply rests in a cavity and can be easily removed. It is worth 100 sp.

B6. ABBOT ORONATH'S VAULT

A sarcophagus rests in the very center of the room. The statue carved into the top of the coffer shows an excellent representation of a bald-headed abbot in robes with bare feet. The images around the outside of his coffin show this man constructing an abbey. He is also shown magically healing the sick and providing food to

people in front of a simple-looking village. On the wall behind the coffer is a large mosaic of this region. Asteria Point is shown in the foreground with the Cretian Mountain range receding back into the distance.

Inscribed across the top of the mosaic are the words, *“The building blocks of order hold back the winds of chaos”*. Astute PCs may realize that there is no abbey pictured in the mosaic even though it should be shown near the center of the picture. A DC 20 Perception check or searching the mosaic at the position that the abbey should occupy discovers a small section of mosaic tiles that are not affixed to the wall and can be easily removed, revealing an inset section with a tiny hole. A DC 25 Perception check or a meticulous inspection of the coffin lid reveals the abbot has his hands clasped on his chest, but his fingers are interlinked and his hands are slightly raised up off his body, creating a small space underneath. Searching the space finds a piece of golden mosaic tile with a small clear dome of glass. This represents a small model of the abbey with the glass dome symbolizing the magical oculus. The PCs can push the golden mosaic tile into the inset section of the mosaic with a click to trigger one of the four mechanisms needed to unlock the secret compartment in area **B8**. Alternatively, the inset hole can be unlocked with a DC 25 Thievery check.

B7. ABBOT MUIRIN'S CRYPT

In the middle of the room is a heavy stone casket of white marble. Depicted on the top of the casket is the carving of a man dressed in the garb of a simple monk, his feet clad in leather sandals with a cincture around his waist. Etchings around the casket depict a man in monk's robes working among other figures. One scene shows him speaking with a group of simply dressed figures, another him working in a field with a plow, and a third shows him providing medicine to others. In the walls around the vault are thick marble plaques with names engraved upon them. On the rear wall there is a bas-relief of the god Thyr and below it a grid of white tiles with words engraved upon them.

The words beneath the bas-relief say, *“Those who worship faithfully must follow the true path.”* Below this is a grid of white tiles each carved with a word related to the things that followers of Thyr might be expected to be or immerse themselves in: *Acceptance, Belief, Commitment, Compassion, Conscience, Courage, Devotion, Divinity, Excellence, Fortitude, Goodliness, Gratitude, Humility, Justice, Kindness, Loyalty, Mindfulness, Order, Patience, Piety, Peace, Prayer, Repentance, Respect, and Sacrifice.*

When pressed, each tile pushes in slightly with a click. Unless the correct three tiles are pushed in, once three tiles are pressed, the tiles all pop out, resetting the puzzle. Pressing the *Justice*, *Order*, and *Peace* tiles (in any order) causes a chiming sound followed by a grinding noise from the wall and the three tiles remain pushed in. This unlocks one of the four mechanisms needed to open the secret compartment in area **B8**. A DC 25 Religion check allows a character to recall these Three Principles of Thyrian worship. At the GM's discretion, characters who are very familiar with Thyr may reduce the DC of this check by 5. The PCs can also research this information in books stored in the abbey or simply ask the monks. Astute PCs may also realize that each of the inscriptions in the three other vaults uses one of the key words, "Honoring thy ruler shall bring *justice* to thy kingdom," "The building blocks of *order* hold back the winds of chaos," and "Those who bathe in the pure waters of faith will know *peace*." Attentive PCs may also remember the words carved on the symbol on the abbey's front gate (area **A1**).

B8. SHRINE

This chamber holds a large stone altar with a statue overlooking it. The figure is that of an older man, his stone beard reaching down to his waist. His hands are clasped around an elaborately engraved cross and held in front of his chest.

Hidden under the altar there is a concealed cache of holy treasures secreted here by members of the Asterian Order centuries ago. Opening the cache requires the PCs to trigger a mechanism in each of the four vaults surrounding the shrine (**B4**, **B5**, **B6**, and **B7**). The concealed hollow inside the altar and the mechanisms that allows the stone to slide aside have been carefully hidden and are covered in layers of dust, but DC 35 Perception check reveals the presence of the hidden area. There are no mechanisms in this room the PCs can access to open the cache but once the four mechanisms are activated in the other vaults, the altar slides aside with a loud grinding noise, revealing the cached items inside. Smashing the stone altar open to reveal the cache within is possible (Hardness 8, HP 150, BT 75). However, this forceful approach is likely to damage some of the items stored within the cache (see **Treasure** below).

Treasure: The cache contains an elaborate crystal chalice carved from a single chunk of purple amethyst which is worth 2,000 sp. This chalice is quite fragile and is very likely to be shattered if the PCs break their way into the cache reducing its value to a mere 200 sp. In the middle of the cache, covered by a decaying wooden frame is a small embroidery woven from gold and silver thread. This treasure depicts a stylized map of the surrounding lands illuminated with images of

lions and eagles around the edges. Places of note, such as the Asterian Abbey, are marked on the map with tiny gemstones. These markers represent places that were important to the Asterian Order, and the abbey has one of the largest and most prominent gemstones. This map is worth 1,500 sp as an art object but may also provide clues that could lead the PCs to other adventure sites after this adventure at the GM's discretion. If the PCs hack their way into the cache they are likely to tear this delicate golden map, reducing its value by two-thirds. The cache also holds a platinum *ring of the ram* embossed with the cross holy symbol of Thyr and an ancient golden torc of Ancient One design engraved with swirling symbols (protective runes in the Old Tongue [see sidebar in **Appendix B**, page 63]) that acts as a *phylactery of faithfulness* that also grants a +1 item bonus on saving throws against mental effects.

B9. PLAGUE INTERMENT ROOM LOW 8

The southern entranceway is blocked with a makeshift barrier of wood. Painted on the side of the barrier facing south is a large red cross, the paint now faded and peeling with age. There is a similar barrier on the west side, but this has been partly pulled down recently leaving an opening a Medium creature can squeeze through. Removing these barriers is simple; they fall apart from age after the first few planks are pulled away (DC 13 Athletics check to Force Open).

This room lies in dusty, ancient shambles. A scarred wooden table stands in the middle of the room and rough loops of rope lie in rounds on the floor. The remains of heavy linen shrouds lie strewn around and piled in the corners of the room. Wooden tools and planks likewise lie scattered about. Each of the niches in the walls are haphazardly stuffed with shrouded remains with at least two or three linen wrapped bodies, and their shrouds have a hastily painted red cross on them, the paint now dulled and darkened with age. Everything is coated with a thick layer of dust. There are scuffed footsteps in the dust on the floor, leading from the western entranceway to the northern passage.

Anyone making a DC 15 Society or Religion check recognizes the red crosses as symbols to denote plague victims back during the Hyperborean Empire when Thyr's religion was still ascendant and its cross symbol universally recognized. The same symbol is sometimes to denote plague houses today, though not with the same universality.

The scuff marks in the dust are relatively recent and were made by Brother Fagen during his explorations. If living creature are in this area for more than 1 consecutive round, it triggers a haunt. Brother Fagen never triggered it because he recognized the significance of the red crosses and chose

to quickly cross the room to avoid any chance of becoming infected with latent plague.

Haunt: Anyone in the room smells the foul corruption of disease and feels a cold rushing wind fill the room. The shrouds and cords swirling around and lift into the air as those in the room catch a glimpse of heavily garbed figures with cloth-covered faces hurriedly shoving shrouded bodies into niches. The plague haunt causes the skin of anyone affected to start exuding red, purulent boils that burst and spread to other parts of the body.

VIRULENT PLAGUE

HAZARD 9**HAUNT****Stealth** DC 30 (trained)

Description A cold rushing wind fills the room bringing the foul smell of corruption and disease. The shrouds and cords swirl around, and lift into the air as those in the room catch glimpses of heavily garbed figures with cloth-covered faces hurriedly shoving shrouded bodies into niches.

Disable Occult DC 31 (expert) to exorcise the plague spirits, Religion DC 29 (master) to perform funerary rites over the remains, or Medicine DC 32 (expert) to disinfect and cleanse the area.

AC 25; **Fort** +15, **Ref** +15, **Will** +21

HP 65; **Immunities** precision damage; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical); **Weakness** positive 10

Plague Irruption ☞ (death, disease, necromancy, occult); **Trigger** A living creature enters the internment room. **Effect** Each living creature in the internment room must attempt a DC 26 Fortitude save. Those who fail contract a fast-acting lesser strain of the red plague disease, which causes the skin to exude red, purulent boils that burst and spread to other parts of the body. Within the haunt's area, any creature who touches an infected creature or any breathing creature that is adjacent to an infected breathing creature on the haunt's initiative is exposed to the disease and must succeed at a Fortitude save to avoid infection. All infected creatures are automatically cured of this disease when the haunt is disabled or

destroyed, but any effects of the disease, such as drain and fatigue, remain.

Haunted Red Plague (disease, virulent) **Saving Throw** DC 26 Fortitude; **Stage 1** Carrier with no ill effect (1 round); **Stage 2** drained 1 and fatigued (1 round); **Stage 3** drained increases by 1 and fatigued (1 round)

B10. FAGEN'S FATE**LOW 7**

A stale and fetid smell hangs in the air here. One of the cloth-wrapped bundles that once rested within the cavities on the wall lies torn open on the ground. The floor is littered with tiny bones and a few tiny scraps of fur. Lying in the center of the room is a fairly fresh corpse still clothed in tattered monk's robes. It faces away from you, but from the chamber entrance you can see that hunks of flesh hang from his frame, including large chunks of his face and a blonde-haired, tonsured scalp.

This is where Brother Fagen met his grisly end. The inquisitive monk disturbed a **sinew cadaver** that has haunted the crypts since the time of the Red Plague centuries ago devouring the occasional rats it has encountered. Fagen was slain and has transformed into another sinew cadaver. The old sinew cadaver is a skinless boneless thing, its ancient gray flesh forming a sagging roughly humanoid shape that lies huddled within its burial shroud waiting to spring forth with surprise when Brother Fagen attacks.

SINEW CADAVER

CREATURE 6**NE MEDIUM UNDEAD****Perception** +8; darkvision**Skills** Athletics +15, Stealth +13**Str** +5, **Dex** +2, **Con** +4, **Int** -2, **Wis** +4, **Cha** +4**AC** 23; **Fort** +6, **Ref** +10, **Will** +8; +1 status to all saves vs. positive**HP** 90, negative healing, regeneration 5 (deactivated by cold iron or good); **Immunities** death effects, disease, paralyzed, poison, unconscious,**Resistances** piercing 5, slashing 5**Speed** 25 feet**Melee** ♦ fist +11, **Damage** 2d6+5 bludgeoning plus Grab**Constrict** ♦ 2d6+5 bludgeoning, DC 24**Sinew Cadaver Spawn** (divine, necromancy) Any humanoid slain by a sinew cadaver rises as an autonomous sinew cadaver 24 hours after its death.

Treasure: Brother Fagen's equipment is here on and strewn about his body. It includes a crowbar, two candles (one half-burned down), chalk, a hooded lantern with 2 flasks of oil, flint and steel, a spell component pouch, a half-full wineskin, 3 flasks of holy water, and a wooden holy symbol of Thyr. In a satchel there is a scroll case, two vials of ink, an inkpen, 5 sheets of paper, and Fagen's journal. This journal documents much of what he discovered including translations of inscriptions found in the crypts. The notes in the journal can provide a clue to solving the puzzle in area **B4**, by saying, "You honor your ruler and your god by kneeling before them." Fagen did not take notes on area **B7** because he felt the answer was too obvious to need them and he did not relish wading through the puddle at **B2** and so had not yet searched **B5** and **B6**.

B11. HISTORY'S SECRET

This corridor also has burial niches along one side, but the other wall is bluestone bricks without indentation. Midway along the side with niches are three alcoves, each contains a statue of a monk with his hands clasped before him in prayer. The center monk is wears elaborate religious robes and faces a cross of Thyr carved into the back of the alcove. The two more-plainly garbed monks on either side face toward the center monk. Across from the statues is a circular picture depicted in mosaic with a series of words carved around the outside.

The mosaic depicts a stylized version of the end of the Gods' War many ages ago. Most of the major Hyperborean gods are depicted, with Thyr thrusting his sister's sword into the ground to symbolize peace and an end to the bloodshed. The mosaic conceals a well-hidden secret door (Perception DC 30 to notice). Even if discovered, the mechanism for opening it is not readily apparent and must still be ascertained as described below.

Across the top of the mosaic are the words, "All must look to the past to learn history's lessons," in the High Boros (DC 20 Academia Lore to translate). Examining the statues closely with a DC 25 Perception check reveals that their circular bases can be rotated. If the statues are all turned to face the mosaic, then the secret door slowly rumbles opens by descending into a track in the floor and finishing with a heavy thump. Dust and other grime around the now revealed entrance reveal that it hasn't been opened for a long time.

B12. CRYPT OF THE ANCIENTS

The walls of this now-revealed passage differ greatly from the hewn stone of the abbey crypt.

The smooth irregular stone of this chamber gives the feeling of a natural cavern. On the walls are faded pictographic murals of people and animals. There are two low passages to either side of the chamber's far wall.

Exploring the left or right tunnels reveal that the tunnel is horseshoe shaped, arching around and leading back to the central chamber. On the walls of this tunnel are a series of primeval paintings which tell the story of the Ancient Ones that once inhabited the area long before the abbey was founded. Pictographic symbols show drawings of a great battle between the Ancient Ones and some strange creatures that seem to be emanating from a great circle drawn next to a lesser circle (the greater and lesser moons). A larger opening set with an archway of carved stone can be found at the far end of this curved hall.

B13. BURIAL CHAMBER

LOW 8

This large cavern has an irregular ceiling arcing some 15 feet overhead. Primeval runes and sigils are carved into it, the incised lines then filled with ochre and vermilion paint. Ancient dusty, desiccated bodies — little more than bundles of bone — sit propped up against the walls or rest against stone slabs that hold their bones in upright, seated positions. In the middle of the cavern is large rough stone block carved and painted with swirling petroglyphs. On the block rests a strange leathery lump of dried tissue and sagging protuberance. The aberrant amalgam is as big as a horse.

A DC 18 Society check identifies the skeletal bundles as Ancient One burials from before first contact with the Hyperborean Legion in -71 I.R., some 35 centuries ago. A DC 25 Occultism check recognizes that the desiccated pile in the center of the room is the corpse of some creature not of this planet. A DC 30 Occultism (requires Master proficiency) check identifies it as a lunar creature called a mooncalf (see **Appendix A** page 57).

As the PCs enter the cavern a harsh, breathy gasping sound starts to echo off the stone walls and ceiling. The sound rises as more join the first and the sound of the rattle of bones echoes in the darkness. All the corpses in the room start to breathe as the chamber's guardians, 2 ancient void disciples, chosen by their peers to remain as eternal protectors of this burial, wake from a long, dark slumber. The unnerving breathing continues even as the guardian attacks the interloping PCs.

ANCIENT VOID DISCIPLES (2)**CREATURE 7****COMMON** **LE** **MEDIUM** **UNDEAD****Perception** +15; darkvision**Languages** Old Tongue**Skills** Acrobatics +15, Athletics +17, Stealth +15**Str** +5, **Dex** +4, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3**AC** 24; **Fort** +13, **Ref** +15, **Will** +17**HP** 120; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Evasion** When a disciple rolls a success on a Reflex save, it gets a critical success instead.**Speed** 35 feet**Melee** ♦ unarmed attack +18 (agile), **Damage** 2d6+7 bludgeoning plus sagebane**Flurry of Blows** ♦ (flourish) The disciple makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply multiple attack penalty to these Strikes normally. This ability has the flourish trait and can be used only once per turn.**Sage's Bane** When the disciple damages a living creature with its unarmed attack Strike, the disciple gains 5 temporary Hit Points and the creature must succeed at a DC 25 Fortitude save or become stupefied 1. If the target is already stupefied, further damage dealt by the disciple increases the stupefied value by 1 on a failed save (to a maximum of stupefied 4).**Steal Breath** ♦♦ (incapacitation) A void disciple can steal the breath from an adjacent stunned or incapacitated creature, which must succeed on a DC 25 Fortitude save or be slowed 1 and unable to speak (including verbal spellcasting) for 1 minute; during this time, the target reeks of carrion. Creatures that do not need to breathe are immune. An affected creature can spend two actions to try to regain its

breath, attempting a new Fortitude save; if failed, the target's breath remains stolen and it takes 1d10 damage (2d10 on a critical failure).

Stunning Fist When a disciple targets the same creature with two Strikes from Flurry of Blows, it can try to stun that creature. If either Strike hits and deals damage, the target must succeed at a DC 25 Fortitude save or be stunned 1 (or stunned 3 on a critical failure) until the end of the disciple's next turn.**Development:** When the last void disciple is defeated, the susurrating sound changes. The breathing slows, and the gasping breaths turn into a sibilant whisper. All of the ancient bodies softly chant the same words in unison, "Opacin...Naraya..." They take a collective hissing inhalation and the uncanny whisper repeats, growing fainter and slowing fading away into silence. Anyone who speaks the Old Tongue, or who can translate the language of the Ancient Ones (DC 30 Academia Lore),

hears that they are whispering “beware...the moon...” over and over again. As the last whisper dies away, all of the Ancient One bodies collectively collapse into heaps of dust, the last of their ancient influence over the chamber expended.

Treasure: The mummified bodies of the Ancient Ones are still adorned with 24 jade and lapis lazuli talismans designed to protect the wearers’ spirits in death (worth 50 sp each for their materials, but worth 500 sp to a collector of antiquities). At the back of the area on a raised platform of rock, is a large chunk of quartz thickly seamed with veins of opal (worth 800 sp).

CHAPTER TWO: ON THE MOUNTAIN

Either because they have finished exploring the abbey and its environs or because events have drawn them away, at some point the PCs will set out to investigate the mountains surrounding the abbey. Those locations and events are described in this chapter.

C. ASTERIA POINT

Do not use the map for this area until the PCs arrive for **Event 17: The Bridgehead**. Until then just make use of the general description provided below.

One of the taller peaks in the Cretian Mountains, Asteria Point is a forbidding mount which towers over the abbey and rises nearly 2 miles above it. Perhaps following up on Brother Hector’s description of his work, the PCs seeking a way up find that there is a climbing track which leads from the lychgate of the abbey (A6) that reaches all the way to the mountain’s peak. Apart from Hector making his way up to the stone and back, this has been long disused and is little more than a series of markings on the steep rocky slope.

The mountain path counts as a steep slope, so moving uphill is considered difficult terrain, though they need not make Athletics checks to climb the mountainside unless they leave the trail. Straying off the path and moving up the mountain requires a DC 15 Athletics check to climb in most areas, though steeper portions increase the DC to 20. The eastern face of the mountain leading up to the summit is littered with brittle shale, treat this as a steep slope of loose scree, increasing the DC to 25. It takes approximately two hours to climb to



the top. As the path winds upward, the stunted bushes and shrubs fall away and by the time the climbers reach the top, there is very little vegetation left, with only a few strands of extremely tough undergrowth clinging to life between the crevasses of rock and shale.

At the summit of the mountain, the terrain levels out leaving a relatively flat area roughly 60 feet across. Here stands an ancient and timeworn standing stone, a silent sentinel under the lonely sky. Its worn surface and eroded edges reveal that it has been here for long ages but is bare of any of the markings which Brother Hector most likely spoke with the PCs about at great length during **Event 1**. Only under the light of the full moon or to one who has an aberrant lunar ancestry (such as Brother Hector), can more be discerned. If the PCs observe the stone under the light of the full moon or they scrutinize Brother Hector's transcribed glyphs, they discover that the symbols are indecipherable symbols that resist any translation. If questioned about how he found them, Hector merely states that the writings are very faint and extremely indistinct, requiring examination in painstaking detail to read or copy.

If the PCs use *detect magic*, *read aura*, or similar divination spells upon the stone, it radiates a lingering aura of magic, and a DC 22 Arcana or Occultism check reveals only that this aura is of an ancient but indeterminate nature. If the PCs attempt to damage or destroy the 12-foot-diameter standing stone (**Hardness** 16, **HP** 2,000, **BT** 1,000), with sufficient time they may be able to demolish it; however, the stone is an etheric tether point that exists in other dimensions and the magic woven into it there slowly reconstruct its physical form here on the Material Plane. It regains 1 hit point every 2 rounds, meaning that even if the PCs manage to totally destroy the stone, it is fully restored if they return 8 hours later. The peak is the scene for the final climactic events of this adventure, see **Events 15–17** for more details.

D. WEREWOLF LAIR

If the PCs decide to hunt the werewolf, Abbot Quilm tells the PCs that the last known sighting of the beast was on the low ridge which runs to the southeast from the base of Asteria Point. Finding and following the beast's massive paw prints are relatively easy as it hunts regularly in the area and doesn't bother to conceal signs of its passage. The DC of the Survival checks is 14 +1d6 (to reflect how many days old the tracks are). A DC 15 Nature or Mountain Lore check is readily able



to identify as belonging to a dire wolf, indicating that the alleged werewolf is a beast indeed.

D1. ROCKY OVERHANG MODERATE 8

The trail of massive wolf tracks lead for several miles to a low overhang of rock on the lower slopes of the mountain. The forward extension of the rock appears to make a natural shelter, though ivy trails over its edge and drapes down over the front of the opening, forming a screen, so you are not able to see inside. The smell of animal and decay are both strong around this opening.

This is indeed the creature's lair, though anyone continuing to examine the tracks and making a successful DC 16 Survival check notices that there is a second set of dire wolf tracks intermingled with the first. This set is slightly smaller (though still quite large) and relatively fresh. They head up the slope above the vine-grown overhang where they disappear into the brush and rocks above. The rock shelter beneath the overhang has been used on and off

* The Erskaelosi are a nomadic people of eastern Akados. See page 17 of **LL4: Cults of the Sundered Kingdoms** by Frog God Games for more information.

as a seasonal shelter for the beast for several years. The **werewolf** who lurks within the concealment of the shelter is a barbaric Erskaelosi* woman named Gelexi, one of the nomadic peoples of eastern Akados. She normally roams the wild mountains and avoids civilization, but recently she has been instinctively drawn to the area by the strong lunar emanations focused around Asteria Point. Gelexi has also feeling the instinct to breed, so she kidnapped the monk Tyberus and has infected him with lycanthropy to obtain him as a mate. As the apex predator in the area, Gelexi doesn't see the need to conceal signs of her habitation, and she takes exception to any intrusion in her territory.

GELEXI**CREATURE 10**

UNIQUE **CE** **LARGE** **BEAST** **HUMAN** **HUMANOID**
BARBARIAN **WERECREATURE**

Perception +22; low-light vision, scent (imprecise) 30 feet

Languages Common, Erskin; wolf empathy

Skills Athletics +22, Stealth +17, Survival +19

Str +7, **Dex** +5, **Con** +7, **Int** +1, **Wis** +5, **Cha** +1

Items *handwraps of mighty blows* (+1 striking)

Wolf Empathy (divination, primal) The werewolf can communicate with lupines.

AC 27; **Fort** +22, **Ref** +16, **Will** +19

HP 200; **Weaknesses** magical silver 10;

Resistances piercing 10, slashing 10

Attack of Opportunity ↻

Deny Advantage Gelexi isn't flatfooted to hidden, undetected, or flanking creatures of her level or lower, or creatures of her level or lower using surprise attack.

Speed 50 feet

Melee ♦ **claw** +23 (agile, magical, reach 10 feet), **Damage** 3d8+9 slashing

Melee ♦ **jaws** +23 (magical, reach 10 feet), **Damage** 2d12+12 piercing plus curse of the werewolf plus knockdown

Change Shape ♦ (concentrate, polymorph, primal, transmutation)

Critical Specialization Anytime Gelexi scores a critical hit with a claw or bite Strike, the target must succeed at a DC 29 Fortitude save or be slowed 1 until the end of Gelexi's next turn.

Curse of the Werewolf (curse, necromancy, primal);

Saving Throw DC 26 Fortitude



Knockback \blacklozenge (barbarian, rage) Requirements

Gelexi's last action was a successful Strike. Push the struck foe back 5 feet, with the effects of a successful Shove. Gelexi can follow the foe as normal for a successful Shove.

Knockdown \blacklozenge

Moon Frenzy (polymorph, primal, transmutation)

Rage \blacklozenge (barbarian, concentrate, emotion, mental, morph, primal, and transmutation) Rage's effects are already included in the Gelexi's stats.

Swipe $\blacklozenge\blacklozenge$ (barbarian, flourish) Gelexi makes a single melee Strike and compares the attack roll result to the ACs of up to two foes, each of whom must be within her melee reach and adjacent to the other. Roll damage only once and apply it to each creature hit. Swipe counts as two attacks for multiple attack penalty.

Tactics: The screening ivy over the cave opening provides Gelexi with total concealment until the PCs come within 10 feet of her. She carefully watches them as soon as her keen senses detect the PCs and prepares to attack. She uses the rugged, sloping ground outside the shelter (treated as difficult terrain) to force the PCs to come close before springing to attack with a rumbling growl. Due to her great size she is unaffected by the terrain. During combat Gelexi uses Power Attack and her reckless abandon rage power to quickly put down interlopers in her domain. She uses her trip ability and her knockback rage power to keep the PCs from ganging up on her in melee. While defending her lair, Gelexi fights to the death.

Development: When Gelexi dies, she reverts to near-naked human form. Her lair contains little apart from a large amount of animal bones and other remains (mostly deer, moose, and bear). There also is a pile of rags lying in the corner and broken strands of rope. Some of these are a primitive explorer's outfit sized for a female that Gelexi uses when she wants to travel in human form, but there is also a ripped and mangled monk's habit bearing recent bloodstains. This was Brother Tyberus' and further investigation of the rope reveals the signs that someone had been held captive here until very recently. This captive hasn't been gone for more than a few days at most. However, the second set of tracks do seem to indicate that the captive was, or now is, a werewolf and recently headed off, climbing the slope above the cave.

Treasure: If the PCs spend an hour searching through the lair, they can find scattered about a total of 45 sp, 301 cp, a standard-grade cold iron breastplate with a +1 *potency rune*



bearing the heraldry of the Hyperborean Legion (a valuable antique worth 1,000 gp as an heirloom), a pair of *daredevil boots*^{UE}, and a jeweled scrollcase (550 sp) with an *arcane scroll of suggestion*, and a *wand of shillelagh* stuffed into it.

D2. COLD TRAIL

LOW 8

Following the second set of tracks leads the PCs upslope and are extremely steep and difficult terrain. After a few hundred yards the slope levels off a bit and presents a copse of pine trees. Anyone making a DC 15 Perception check hears some sort of ruckus or thrashing coming from within this copse, and DC 20 on the check (or possession of the scent ability) detects the strong odor of blood as well. The still-faintly visible wolf tracks head into the stand of trees.

In the center of the copse is a place where a deadfall created a cleared area. Currently within this clearing are a flock of four horrifying, one-legged, one-eyed birds. These **fishers from outside** are identifiable as being no part of the natural world of Lloegyrr with a DC 15 Nature check. They are currently worrying at the corpse of a mountain goat one has slain, making a mess of it as they pull it apart with their serrated maws. If they notice the PCs they go into a frenzy in order to obtain more fresh prey. The pine trees are too dense for the

fishers to go under, so anyone within 5 feet of pine tree trunk is beyond the reach of the creatures, but unless some one dares lead them away, they are patient and remain perched among the tops of the trees waiting for their prey to emerge.

FISHERS FROM OUTSIDE (4)**CREATURE 5**

See **Appendix A** (page 57)

Initiative Perception +15

Development: It is mere coincidence that these creatures are in this location where Tyberus' trail passed. Unfortunately for the PCs it has been a few days since Tyberus passed through, and his trail can no longer be found where it leaves the copse of trees, presenting the PCs with a dead end in their tracking.

CHAPTER 2 EVENTS

The following events occur over the course of the PCs' stay at the abbey of the Asterian Order, starting on the morning of their first full day. The prior events occur on the night of the first day of arrival and are described in **Chapter 1**. The timing of the events is given as the day on which they occur as well as where they lie in relation to the times that the abbey celebrates the holy offices (see **Event 3: The Offices**).

EVENT 4: THE DRAWING OF THE VEIL

Day 2: from before lauds until after vespers

Location: the Asterian Abbey (A)

Clouds hang low over Yolbiac Vale as the second day dawns, and as a result a thick fog covers the grounds of the abbey. The wind has died, and all is quiet outside except for the drip of condensation from eaves and tree limbs. Outside objects and creatures more than 10 feet away have concealment, and those more than 30 feet away have total concealment. The monks seem subdued by the oppressive fogs, and Abbot Quilm upon looking out at the fog can be overheard muttering to himself, "And our eyes are blinded to sin, as the drawing of the veil blinds to light..." recognizable with a DC 25 Religion check (DC 15 for worshipers of Thyri) as a quote from a prayer book of the Thyrian faith.

The PCs are unaffected by the fog while they explore indoors, and if they travel to the mountain top (area C) or follow the werewolf's trail to its lair (area D), they will emerge above and below the fog, respectively. Only while exploring outside in the vicinity of the abbey is the fog a factor.

EVENT 5: UNSEASONAL WEATHER LOW 8

Any Day: first visit to Asteria Point

Location: en route to Asteria Point (C)

The first time the PCs climb Asteria Point, when they are three quarters of the way up the mountain, something unnatural happens with the weather in the area. The clouds overhead start to move faster and then roil and churn indicating an abrupt change in the weather is coming. The breeze drops and there is complete stillness for a few minutes. Mountain terns which were wheeling in the sky earlier are gone, and there is an eerie silence on the mountain. Suddenly, with an ominous clap of thunder, the skies open up and heavy rain sluices down, drenching everything. A sudden, fearsome wind picks up, blowing the rain in every direction. The wind is gale force, making it hard to stand upright and the gusts pick up pieces of rock and shale skittering them along, seemingly under the PCs' feet. The path becomes very slippery as dirt turns to mud under them. The sky grows darker and a feeling of oppressiveness presses the air in around the PCs, and then suddenly a jagged bolt of lightning strikes down from the sky, enveloping the party for a split second.

SUDDEN STORM**HAZARD 9**

ENVIRONMENTAL TRAP

Survival +18 (expert); noticing the storm has a DC of 0

Description Gale force winds blow from every direction as rain lashes down and, thunder rolls, and lightning crashes on the mountainside.

Gusting Gale ♦♦ (air) **Effect** The storm makes an Athletics check with a +20 bonus to both Shove (in a random direction) and Trip all creatures on the mountainside. Creatures Shoved off the path must Grab an Edge (DC 22) or fall 1d6 x 10 feet down the mountainside, taking falling damage.

Thunderbolt ♦ (electricity, primal); **Trigger** Make a DC 19 flat check for each PC. The storm gains a +1 circumstance bonus against a PC wearing metal armor and a +2 circumstance bonus against a flying PC, increasing to +3 if both apply. If any flat check succeeds, a bolt of lightning lashes down at that PC. If more than one flat check succeeds, the bolt strikes the PC

with the highest die roll. Only one thunderbolt can strike each round. **Effect** The PC takes 9d8 electricity damage (DC 22 basic Reflex save) to the targeted PC and any adjacent creature. In addition, the moisture in the water and watery rivulets streaming down the mountainside conduct the electricity. Creatures within 10 feet take 6d8 damage and those within 20 feet take 3d8 damage.

Routine (3 actions) The storm uses its first two actions to make a Gusting Gale Strike against each creature, its third action to target a random creature with a Thunderbolt.

Reset The storm continues for 3 rounds, but its fury lessens each round, reducing its Athletics check bonus and save DC by 2 each round after the first.

Gradually, the rain becomes lighter and the wind drops. Within minutes the storm is over, the air becomes lighter and the sky brightens. The cloud patterns return to scattered grayish-white clouds, and the wind drops back to a gentle breeze, as if nothing untoward had happened. Normality returns once more to the mountainside without any explanation as to why the storm occurred. This event only happens on the first occasion that the PCs climb towards the peak.

EVENT 6: WOLFSBANE

Day 2 (Day 3 at the latest): after lauds

Location: Abbot Quilm's office (A17)

Abbot Quilm approaches the PCs and asks to speak to them privately in his office. The abbot relates his fears that the abbey is being terrorized by a werewolf. His anxiety is plainly evident; he is close to tears and drops any pretense of composure. He claims to have heard and seen glimpses of the beast on a few occasions on a nearby ridge on the lower inclines of Asteria Point. If **Event 12: Belphorus' Abrupt Demise** has already occurred, then Quilm also attributes Brother Belphorus' death to the werewolf and tells them the werewolf must be dealt with or it will pick them all off like sheep in a pen.

He confesses that he was aware of the werewolf before the party came to the abbey. He feared that one or more of the brothers had become a werewolf and was horrified and traumatized when both Fagen and Tyberus disappeared. Their disappearance fed his fear and made him believe

even more firmly that the abbey had been infested with the curse of the lycanthropy and that one or more of the monks may actually be werewolves.

He took Hakkan's increasing wariness and Hector's manic behavior of venturing up to the standing stone glyphs as possible indicators of the monks losing control before a possible lycanthropic transformation. His other grave fear was that they had realized he knew their secret and were about to murder him before he could intervene or get help.

In the end, he realized he needed external help and sent the letter to Tholberon of Thyr in Coelum to request the aid of adventurers under the guise of calling on them to clean out the crypts — although he half expects the PCs to find that the crypts are where the werewolf has disposed of the remains of its victims. He didn't write anything of his concerns in the letter he sent, for fear one of the infected brothers might intercept it and read it. He was also concerned that the heroes might not be willing to enter a den of werewolves.

Apologizing profusely, he begs them to stay and help him sort out what is going on and, if possible, clear the abbey of the werewolves. See area D if the PCs decide to track the werewolf to its lair.

EVENT 7: THE HIDDEN BELL

Day 2: between lauds and nons

Location: outside the abbey

At some point when the PCs are outside, near the front door (A13), or near any window, they hear the sound of a bell clanking from the mist-shrouded terrain outside. In the thick fog it is difficult to tell where it is coming from or how far away it is, but it seems like it might be approaching from the road to Coelum. Anyone going outside sees a cart drawn by a donkey and accompanied by two cloaked and hooded men emerging from the fog. One of the men leads a cow by a rope tied to its neck, and the cart holds a cage of chickens as well as assorted tools, and sacks. If approached the men identify themselves as **Juliac** and **Bernart** (N male human commoner) from a farm outside the village of Coelum contracted to make a supply run for the abbey. Any of the brothers recognizes and can confirm the truth of their statement, though they weren't expecting them for another two or three days. If asked why the farmers have come early, they simply give a shrug — they came when it was convenient to do so.

If allowed to continue unmolested, they take the cart onto the grounds (A1). There they begin unloading food

supplies, tools, and various sundries such as needle and thread, seeds, and other small necessities. The chickens and seeds are taken into the barn (A2), while the food is carried through the entrance at A7 up to the pantry (A22). The sundry items are given to the brothers as they come out to greet the farmers and pick up such items as they had requested. After the distribution, the farmers produce a mallet and billhook from the bed of the wagon and proceed to slaughter and butcher the cow. This process takes them several hours with cuts of meat wrapped in burlap and carried to A22 where they are packed in bins of ice taken from higher up the mountain.

These superstitious men know nothing of recent events of the abbey and, while they find working in the thick fog disconcerting, they would rather finish their work and be on their way before dark than stay at the abbey overnight. Unless prevented from doing so, the men will leave just before vespers to start back down the mountain.

EVENT 8: RETURN OF THE ELDEST SEVERE 8

Day 2: between nons and vespers

Location: the abbey near the cliff (A1)

The PCs learn of this either because they are in area A1 and witness it themselves or because the men working out there become panicked and run inside the abbey for help crying that there are “ghosts in the fog!” Abbot Quilm immediately requests that the PCs check into it. If asked, the men can point the PCs to out by the “old king” (the cemetery statue at A1).

When the PCs investigate their report, read the following description.

The soupy fog has reduced the grounds of the abbey to a world of swirling gray. You can barely make out the great bulk of the abbey towers, looming ominous shadows in the mist, and the mountain slopes beyond are completely invisible, as is the sky or the sweeping vista of the valley below. The steady drip-drip of the

fog condensing on the roof eaves is the only sound that breaks the silence other than the harsh cry of some distant bird, lost in the haze.

Near the southern edge of the grounds the statue of a regal king holds scepter and chalice, his countenance forever frozen in a stern gaze. Something appears to be resting in his chalice... it's a disembodied head! Your shock is momentary as you realize it's just a trick of perspective. It's actually the head of someone standing in the fog behind the statue that gives it its strange appearance. There are actually multiple people standing in the mist beyond the statue. However, your shock returns as you realize they are standing well beyond the edge of the cliff as well!

Anyone coming within 5 feet of the cliff's edge can get a good look at the figures seemingly floating in midair. There are three of them, and all appear to be wizened elves wearing outfits of rough hides and bearing feathered spears, the central figure likewise wears an elaborate headdress. Their faces are lined with centuries of wisdom, and their eyes are little more than dark hollows. They are clearly standing in midair and make no move or response

unless attacked or someone comes to the cliff edge and hales them. If either occurs the central figure speaks in a gravelly voice in archaic Elven, saying, “The doom has come. The time of night is upon us all.” Even someone who understands Elven must make a DC 14 Society check to understand.

The figures are 3 **Eldest ghosts**, restless spirits of the elves who fought the Lunite invaders millennia ago^{LL5-153,LL8-384}. The renewed activity of the moonstone has disturbed their long slumber, and the arrival of the PCs has drawn their attention as moths to the flame — they see in the PCs the possibility of righting the wrongs left unfinished long ago. But their unnatural existence of perpetual despair has warped them to evil, so they first intend to test the PCs to ensure they are worthy. Unfortunately for the PCs, the testing involves trying to slay them. After the central figure has made his statement, the two flanking ghosts attack. Likewise, the translucent figure of a female Eldest, a



groaning spirit, rises from the fog below the edge of the cliff and attacks as well.

ELDEST GHOSTS (3) **CREATURE 7**

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +17; darkvision

Languages Common, Druidic, Elven

Skills Acrobatics +15, Medicine +13, Nature +15, Stealth +15, Survival +13

Str -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

Site Bound

AC 22; **Fort** +11, **Ref** +17, **Will** +15

HP 80, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Stopping the lunar invasion allows the elven ghost to move on to the afterlife.

Speed fly 25 feet

Melee ♦ ghostly spear +16 (agile, finesse, magical, shove), **Damage** 2d8+12 negative

Corrupting Gaze ♦♦ The ghost stares at a creature it can see within 30 feet. The target takes 4d6 negative damage (basic Will save DC 25). A creature that fails its save is also stupefied 1 for 1 minute.

Ectoplasmic Thrust Even though the ghosts are incorporeal, their spears thrust against the living with considerable force. An Eldest ghost can substitute an Acrobatics check in place of Athletics to Shove a creature with its ghostly spear, and on a critical hit with their spear they can automatically knock a target 5 feet away from them; this is forced movement.

Frightful Moan ♦♦ (auditory, divine, emotion, enchantment, fear, mental) The ghost emits a terrifying groan, forcing each living creature within 30 feet to attempt a DC 25 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

GROANING SPIRIT **CREATURE 7**

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +17; darkvision, lifesense 60 feet

Languages Common, Druidic, Elven

Skills Acrobatics +15, Deception +15, Religion +15, Stealth +15, Survival +13

Str -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2
Site Bound

AC 22; **Fort** +11, **Ref** +17, **Will** +15

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Speed fly 25 feet

Melee ♦ caress +16 (agile, finesse, magical), **Damage** 1d8+12 negative plus chilling curse

Chilling Curse (curse, necromancy) Groaning spirits are the bane of the living and the dead.

Living creatures struck by their caress are must succeed on a DC 25 Fortitude save or be enfeebled 1; this condition cannot be removed without counteracting the curse. Undead struck by their caress must succeed on a DC 25 Will save or become frightened 2 for 1 minute, even if normally immune to that condition, and they cannot reduce this condition as long as the groaning spirit is visible.

Occult Innate Spells DC 25; **9th wail of the banshee** (can be cast only at night), **1st fear** (at will), **grim tendrils** (at will)

Tactics: Only two of the ghosts attack. The third ghost hangs back and if attacked fades back into the fog out of sight. The two attacking ghosts begin with their corrupting gaze attacks and then swoop over the PCs and come down behind them. They attempt to use their Ectoplasmic Thrust to drive the PCs over the cliff edge. If they successfully Shove a creature, that creature can Grab an Edge (DC 15 if Shoved 5 feet, DC 20 if Shoved 10 feet); if this check fails, they fall 1d6 x 10 feet down the mountainside (2d6 x 10 feet on a critical failure).

The groaning spirit likewise swoops in, activating her fear aura. Since it is daytime, she is unable to use her *wail of the banshee* but relies on her caress and other spells. These

undead fight until destroyed, though they will not pursue fleeing PCs into the abbey. If all the PCs retreat inside, they will depart and not be seen again. The Eldest ghosts can only be permanently destroyed if the *moon bridge* at Asteria Point (see **Event 17**) is locked once again. Otherwise they rejuvenate in 2d4 days. The ghosts' spears are not left behind when they are defeated.

Development: If the PCs defeat the ghosts and the groaning spirit, the central ghost with the headdress once again addresses them (if it had retreated into the fog, it reappears to do so). It stares hard upon the PCs, its empty eyes almost seeming to bore holes into their souls (though it does not use its corrupting gaze attack), and in the same archaic form of Elven it states, "Perhaps it is not too late after all. Close the span... close the span or join us in our failure." It is referring to sealing off the *moon bridge* as described in **Event 17**. After it makes this statement, it fades from view never to return.

Ad Hoc XP Award: If the PCs defeat the undead and hear the third ghost's final declaration, award XP as if they had defeated it in battle as well.

EVENT 9: BROTHERS BEHAVING BADLY

Day 2: after vespers

Location: the Asterian Abbey, various locations (A)

This consists of four separate events involving the four surviving monks of the abbey. They take place individually and can occur anywhere within the abbey that is a convenient time and place for the PCs to run across the monk, though the monks are unlikely to be in the crypts (A10-12) or catacombs (B). Likewise, none of them will be utilizing the secret door at A9 at the time of this event. Any or all of these can be used as you see fit; all serve to heighten suspicion of the various monks and prevent the PCs from becoming too comfortable with their investigative conclusions so far.

Abbot Quilm: The aged abbot is discovered wandering in an unusual place, acting very furtive. When the PCs first spot him, he notices and attempts to escape detection (though not very well). If the PCs wish, they can easily reach him before he gets away. If this occurs, he acts very irritated and secretive. He is doing nothing incriminating (other than acting weird) and refuses to explain what he is doing, claiming he is the abbot of this abbey and it is none of the PCs' business. He is resistant to intimidation and magical coercion as explained below.

The truth of the matter is that the abbot is "sun-downing". On this evening as darkness descended, his dementia manifested and he became confused and then lost as he wandered the abbey. When he spotted the PCs he suddenly realized what he was doing, but his embarrassment and pride prevent him from admitting his reduced mental acuity to himself, much less the PCs, and as a result he ends up inadvertently behaving very suspiciously. A DC 22 Perception check can determine he is hiding something (as can *mind reading*), but neither can determine what exactly because there is not a specific thing he is hiding other than his internal humiliation. If the PCs learned of his dementia as described under "Dinner Conversation" in **Event 1**, then his behavior makes sense in that context. After leaving the PCs, he retires to his room for the evening.

Brother Belphorus: Belphorus is spotted moving quietly down a darkened hall carrying what appears to be a heavy cloth bundle in his arms. A DC 20 Perception check notices what appears to be blood soaking through this bundle and spatters of blood on his robes. If Belphorus is confronted, he is startled and drops the bundle with a splat. Anyone examining the bundle discovers that it contains a freshly removed heart. If the PCs make strong accusations, Belphorus is flustered and unable to provide a good explanation. Anyone making a DC 15 Medicine check realizes that the heart is much too big to belong to a human, and a DC 15 Nature identifies it as probably belonging to a cow or some similar animal.

If the PCs calm Belphorus with a DC 15 Diplomacy check, he can recover himself enough to explain that it is the heart of the cow that was butchered in the yard. He explains that he just finished stirring the jars of blood from the slaughtered animal in the smithy (A4) and is now allowing them to cool overnight so he can use them for a blood pudding. Meanwhile he is currently taking the creature's heart to the kitchen to use as a base in a stew. Anyone making a DC 15 Society or food-related Lore check recognizes both of those are common culinary practices. No amount of intimidation or magical examination can detect any falsehoods in his statements, but Belphorus always seems at least a little oily and untrustworthy, a trait that does not work in his favor here. After leaving the PCs he carries the heart to the kitchen and places it in a pot of boiling water to steep.

Brother Hakkan: The PCs spot Brother Hakkan moving surreptitiously, clearly sneaking through the abbey. He also is noticeably hiding some object under his scapular. If confronted, Brother Hakkan is visibly nervous and refuses to make eye contact. He is unable to verbally articulate

what he is up to and remains silent instead. He resists being searched and begins to panic and scream, throwing a fit if forced unless calmed with a DC 24 Diplomacy check or with the use of magic. This panicked fit brings the other brothers in 1d4+4 rounds who will admonish the PCs for frightening the lad but also quickly realize he is hiding something and force him to reveal it to all assembled anyway. If the PCs learned of his anxiety-inducing condition as described under “Dinner Conversation” in **Event 1**, then it only requires a DC 15 Diplomacy check to calm him and gain access to seeing what he is hiding.

If Hakkan is forced to reveal what he is carrying, it is revealed to be one of the tomes of knowledge described in **A26** (pick one or determine which one randomly). He has just discovered it in the library (**A26**) and believed it might shed additional light on the suspicions he is already harboring. As a result, he was looking for a private place where he could examine it. He will confess to having found the book and wanting to examine it but will not admit to his suspicions about Abbot Quilm and how they relate to it. Brother Hakkan returns to his room after leaving the PCs. If he retained the book, he immediately begins examining it in hopes of enlightenment.

It should be noted that Hakkan is not carrying the pages stolen from the book in **A24** at this time. Those will only be discovered on his person during **Event 14: A Broken Order**.

Brother Hector: As with others, the PCs spot Brother Hector attempting to move quietly through the halls and avoid notice. He carries a sack that holds something that occasional squirms in his grasp. If spotted, he hunkers down and tries to appear inconspicuous, likely appearing much more conspicuous in the process. If confronted he laughs nervously and sweats prodigiously, saying he’s just out to stretch his legs before retiring for the night. All the while he attempts to conceal the sack behind his back that continues to squirm and twitch. He sheepishly surrenders the sack if ordered, and opening it reveals it to contain a live black rooster within, its beak tied shut with a bit of twine.

Hector states that he obtained it from the farmers when they visited a few hours earlier and had just gone outside to retrieve it. He cannot provide a good reason for why he has it only mumbling something about “saving the abbey”. If successfully intimidated or magically coerced, he admits that he was going to use it for a ritual his gammer

taught him long ago for use in warding off evil spirits. While any character trained in Arcana or Occultism knows there is no such ritual, a DC 17 Society check realizes he is referring to an old superstition involving the sacrifice of a black capon to make a bargain with the Devil*. While the superstition is false, it has carried weight among the simple folk for thousands of years and is still practiced on the sly by those seeking to avert the evil eye or some other calamity. That even a brother of a Thyrian order would subscribe to it only confirms its pervasiveness. Brother Hector is clearly embarrassed by the discovery, and if it is presented to Quilm he tut-tuts judgmentally over the brother’s superstitious nonsense and lack of true faith. In either case, an abashed Hector aborts his plan and returns the rooster to the barn at **A2**.

EVENT 10: A DIRE WARNING

Day 2: between vespers and compline

Location: the entrance to the abbey (**A13**)

The PCs are located by Abbot Quilm and Brother Belphorus’ Belphorus looks nervous and Quilm looks agitated. Quilm demands that the PCs accompany him and Belphorus to the entrance at **A13**. Along the way he explains that Belphorus was making his nightly rounds to make sure all the doors were secure before retiring for the night. When he opened the front entrance, he made a terrible discovering and immediately rushed to find Abbot Quilm.

When the PCs arrive at the door, Quilm opens it and shows them the disturbing discovery. Nailed to the front of the left door is a bloody mass of black fur and viscera. It requires a DC 15 Nature check to recognize it as a cat, and both Quilm and Belphorus can confirm that one of the mousers that lives in the barn (**A2**) was black. Someone clearly slaughtered the cat most gruesomely and then nailed it to the abbey’s front entrance without anyone noticing. It was certainly not there before vespers when the farmers left. If Brother Hector was discovered in **Event 9** and the intended purpose of his black rooster discerned, then the PCs recognize this slaughter and display something akin to the same superstitious ritual he was going to perform. In fact, a black cat is considered a viable substitute for a black rooster in that particular superstition.

Whomever performed this act left no footprints and no traces of themselves. If the other brothers are questioned,

* Though there are many devils and arch-devils known on Lloegy, there is also an underlying superstition of the Devil, “Old Scratch”, as well. See page 39 of *LL7: The Blight: Richard Pett’s Crooked City* by Frog God Games.

they all decry their innocence (Brother Hector, in particular, seems extremely embarrassed by the act he had previously been contemplating), and their claims stand up under interrogation and magical detection alike. A specific examination of the nail embedded in the door reveals that it is actually a bronze nail, a rather odd and interesting fact. All of the nails possessed by the abbey are made of iron, as is the general custom throughout Yolbiac Vale and the Kingdoms of Foere at large. A DC 15 Society check reveals that casting a nail of bronze is a very antiquated practice that has been out of use since shortly after the coming of the Hyperborean Legion more than three thousand years ago, though this particular nail is clearly not of great age itself. Only the use of magical divination or a DC 25 Society check will reveal that the elves known as the Eldest^{LL5-153}, a small number of whom are thought to still inhabit the deepest forests of Yolbiac Vale, are known to use bronze in their metalworking rather than iron or steel.

The truth of the matter is that there is a small population of Eldest that remain within the Vale. The awakening of the ghosts in **Event 8: Return of the Eldest** caught the attention of some of the more spiritually sensitive members of the tribe, one of whom has come up the mountain to investigate. Having spotted the ghosts earlier and realizing what it portends, the wild elf caught one of the cats in the barn and sacrificed it as a means to ward away the evils that are about to befall the abbey. The wild elf then departed without leaving a trace to warn her kin down in the valley of the coming invasion.

EVENT 11: THE EYE SEES ALL

Day 2: before compline

Location: the observatory (A23)

As the hour of compline approaches and quiet has fallen over the abbey, the PCs again hear spine-chilling howls in the distance echoing off in the mountains—much as during dinner on the first night (see **Event 1**). The mist has thinned but still dampens the air and curls over the ground like a wet curtain, making it difficult to determine the direction of the noise. While thin, these vapors still reduce visibility to three-quarters of the normal ranges and impose a -1 circumstance penalty on Perception checks and ranged attack rolls.

If for any reason, the PCs go to the observatory (A23), they find that the oculus has been refocused and instead of depicting the moon, it now points at the peak of Asteria Point showing a magnified view of the standing stone. There above the mists a hooded humanoid figure stands



before the stone and a monstrous abomination is faintly visible behind the stone. The image of the abomination is weirdly distorted, like the air above a roaring fire, making the aberrant thing extremely difficult to identify. The PCs can observe that the bestial monstrosity is pale, far larger than the figure standing before it, and the thing's visage consists of fleshy tentacles. A DC 32 Occultism check discerns that it is some form of moon-beast with a sinister unearthly aspect surrounding it. The humanoid figure wears a monk's cowl and its voluminous folds make identifying the monk impossible. If the PCs search the abbey and wish to speak to the monks, they discover that both Belphorus and Hector seem to be missing.

Hector's consciousness has been taken over by the moon-beast. He snuck out of the scriptorium by the secret door there (A9), then a mooncalf carried him up the mountain so that he could perform a ritual at the standing stone. Brother Belphorus, meanwhile, was out collecting alpine sweetroot from a small patch growing near the abbey and he happened to spot a figure in a monk's cowl leaving the abbey grounds. Belphorus was curious and followed and saw the monstrous

SURVIVAL

DC	Information Discovered
20	Tracks in the soil show that two people came to the clearing within the last day.
21	Both sets of tracks were left by human-sized sandals. One of the individuals was significantly heavier than the other based on the depth of the tracks.
22	The heavier footprints (made by Belphorus) only go into the dell but don't come out, their maker apparently "vanishing" (he was picked up by the mooncalf).
23	The lighter footprints (made by Hector) are overlapped by the heavier ones showing that they arrived in the clearing first, but then briefly overlap the others showing that the lighter individual did not leave the clearing until after the heavier one had "vanished". The lighter tracks then continue on up the mountain towards the peak of Asteria Point.
24	The heavier tracks indicate he was turning and starting to run before his footprints end with a slight drag on the final print indicating he was swept or knocked off his feet.
25	The lighter tracks follow a normal walking pace but the heavier tracks (Belphorus') are closer together indicating he was moving slowly and cautiously. His meandering path to patches of brush and other areas of cover indicates he was potentially hiding while following the maker of the lighter tracks.
26	Fresh gouges in the bark of a nearby pine tree some 12 feet above the ground gives a hint that a flying creature took the maker of the heavier tracks.
27	The heavier tracks can be backtracked to the main entrance to the abbey grounds (A1). (Brother Belphorus left from there to collect the sweetroot.)
28	The lighter tracks can be backtracked to the blank stone wall at the base of the abbey's south tower. (This is the location of the secret door at A9 where Brother Hector egressed from the abbey. Following the tracks to this point gives a +2 circumstance bonus to Perception checks to locate the secret door.)

mooncalf float down to meet Hector in a rocky clearing near the abbey. Unfortunately, portly Belphorus couldn't conceal himself from the mooncalf's otherworldly senses. The floating monster swooped down and scooped Belphorus up, and following a telepathic command from its master, flew the portly monk up to a considerable height before dropping him. Under orders not to harm Hector, as he is still needed, the mooncalf carried Hector and flew him up to the mountain peak and then, when the ritual is complete, deposits him safely back in the clearing outside the abbey. Brother Hector can remember none of this and wakes the next morning in the scriptorium (A18) with no memory of these events (see **Event 12: Belphorus' Abrupt Demise**). If his footprints are found, the best explanation he can give is "sleepwalking", as he honestly has no idea of what occurred.

If the PC's decide to climb to the summit to see what is happening, it takes over two hours to reach the peak. If this is the first time they are ascending the mountain, they experience strange weather (see **Event 5: Unseasonal Weather** for more details) on their way to the summit. The climbing is more difficult at this time as moisture and ice coats the rocks and increases the DC of Athletics checks to climb by 2 due to the slipperiness.

EVENT 12: BELPHORUS' ABRUPT DEMISE

Day 3: before lauds

Location: just outside the abbey on the Coleum trail

Early on the morning of the third day, Brother Hakkan heads out to the chicken coop to collect eggs for breakfast (one of his daily assigned tasks). Upon opening the barn door one of the hens became agitated and flew away over the fence. Hakkan chased it out the gate and down the road towards Coelum, though he didn't get far before discovering Brother Belphorus' mangled body sprawled among the stones beside the trail. Hakkan runs screaming into the abbey, where he is discovered in his cell by Abbot Quilm, and it takes some time to find the reason for his distress, as he only repeats "I...i...it got away... I couldn't catch it. Where w...w...ill it lay the eggs now?" (in reference to his morning duties). After 30 minutes or if calmed through magical means such as a *calm emotions* spell or a DC 20 Diplomacy check, Brother Hakkan will be able to lead the abbot and the PCs to the body. Searching the abbey during this time finds Abbot Quilm and Brother Hakkan present, of course, Brother Belphorus missing, and Brother Hector asleep in the scriptorium (A18) where he claims to have worked nearly all night on the glyphs (his falsehood cannot be detected by Sense Motive or magic because he is truly unaware that he ever left).

The body lies not far from the abbey's main entrance on the track leading back to Coelum and is easily identifiable as Brother Belphorus. Belphorus' limbs are broken and unnaturally splayed, and the monk's skull has been fractured and split, a trickle of tacky blood escaping from the wound. While there is extensive damage to his torso there is no blood under the body. A DC 15 Nature check notes there are no signs of lacerations, breaks in the skin, or bite marks. Anyone examining the corpse and making a DC 20 Medicine check notes that the cleric does not appear to have been attacked by an animal or creature of any sort but instead appears to have died from a fall.

In addition to his sickle, frying pan, 2 doses of wolfsbane, and wooden holy symbol of Thyr, Belphorus' scapular holds a sprig of mistletoe, a half-eaten wedge of cheese, and some freshly picked small, dark blue, woody lumps of plant life. A DC 12 Nature check reveals that the plants are fresh alpine sweetroot and which is uncommon and only grows in mountainous regions like this one. The herbs are fresh and while there is none growing in the garden (A1), searching near the abbey for around an hour or so and making a DC 12 Herbalism Lore, DC 17 Nature, or DC 20 Perception or Survival check finds the patch of sweetroot that Belphorus occasionally harvests in a nearby dell. Observing the footprints and other signs on the ground at the dell and successful DC 20 Survival check to track reveals some of what occurred last night. For every point by which the PCs beat the DC include an extra detail from the table below to give hints as to what happened. Do not reveal the portions in parenthesis; they are included only to provide the GM with context.

Based on the finding of sandal prints (all of the monks wear sandals), the PCs are likely to want to compare the size of the sandals worn by the monks. Unfortunately, all of their sandals are rather crudely made by the same leatherworker in Coelum and are all essentially the same size. Hence, the size of the tracks does not provide the same potential to identify the individual that the depth of the tracks does.

Casting *talking corpse* on Belphorus' body is possible, and with the right questions he can posthumously recount the events leading up to his death. He never saw the face of the other monk, but Brother Belphorus did recognize that the figure moved too sure-footedly to be someone of Abbot Quilm's senior years. His description of the mooncalf is vague as it is totally outside his experience, and he only saw it for a brief amount of time before it grasped him in its tentacles. The best he can do to describe it is to say it was a "floating pale thing with tentacles and a maw of teeth."

EVENT 13: BROTHER WOLF

LOW 7

Day 3: after vespers

Location: outside the abbey (varies)

As evening falls on the third night of the full moon and Luna climbs into the night sky, the stillness of the night air is rent by sounds of a fierce struggle somewhere outside but near the abbey. There are fierce growls and then the noise of vicious battle with aggressive baying and snarling, as heavy bodies struggle against each other. As the PCs react to this, the growls turn into a pained, tortured yelp that transforms partway through into a man screaming, the pained cries echoing off the nearby slopes. This occurs regardless of where the PCs have positioned themselves; choose a site for this battle based on where the PCs are located. For example, if the PCs are in the abbey, the sound could be coming from out in the yard (A1). If the PCs are keeping watch outside, it could be somewhere on the rocky slope above the abbey, outside their immediate line of sight.

It is important that the PCs leave the abbey at this point to investigate the noises. If they seem reluctant to do so, have Abbot Quilm in a panic demanding that they "protect them from the beasts". Considering that the PCs are hired adventurers, this shouldn't be too difficult. It's possible, however, that the PCs may leave someone behind to keep an eye on things while the others go. If this occurs, all is not lost. Remember, the abbey is a really big place, and **Event 14: A Broken Order** includes the means to have the action take place away from any watcher left behind. Likewise, you can have the events leading to **Event 14** occur while the watcher is distracted elsewhere. If necessary, you could have a surviving (or another) rhu-chalik from A10 appear to distract and lead the watcher away for a few minutes or perhaps a fisher from outside (see **Appendix**, page 57) attack, attracted by all the sudden carnage. Don't do anything to deliberately eliminate the PCs left behind, just keep him engaged long enough for events to transpire as described below.

Assuming the PCs head out to investigate the uproar, they find an area on the rocky soil that has been churned, the underbrush flattened and ripped out by some violent struggle that occurred there. There is blood everywhere that looks black in the moonlight. Long fine streaks of blood leave dark wet droplets on the rocks and the sparse flattened grasses are stained red. Canine paw prints the twice the size of a normal wolf lead away from the scene, along with a heavy blood trail. The dark wet trail of blood makes the trail easy to follow (any character trained in Survival automatically succeeds), while a DC 20 Survival check reveals that the unsteady gait of the tracks hints that the creature is badly

wounded. The blood trail continues for a half mile over arduous terrain before the PCs find its source. How quickly the PCs can track down the wolf creature depends on their speed, perceptiveness, and tracking abilities but should also take sufficient time for certain events to play out at the abbey, see **Event 14: A Broken Order** below.

At the end of the blood trail is a badly wounded **werewolf** in hybrid form, its left arm torn from its shoulder, leaving it hanging only from a few shreds of skin. Unbeknownst to the PCs, a mooncalf ambushed and assaulted the werewolf causing this grievous injury. The werewolf lies in the curve hollow of a rotten log, licking his wound as his life's blood seeps from the tattered stump. The werewolf turns in a maddened rage and attacks as he senses the PCs.

BROTHER TYBERUS **CREATURE 8**

UNIQUE CE LARGE BEAST HUMAN HUMANOID
WERECREATURE

Perception +19; low-light vision, scent (imprecise)
30 feet

Languages Celestial, Common; wolf empathy

Skills Athletics +18, Craft +16, Medicine +16,
Religion +14, Survival +16

Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Wolf Empathy (divination, primal) The werewolf
can communicate with lupines.

AC 24; **Fort** +16, **Ref** +13, **Will** +16

HP 130 (currently 80); Weaknesses magical silver 10

Attack of Opportunity ↻

Speed 40 feet

Melee ✦ claw +18 (agile, reach 10 feet), **Damage**
2d6+9 slashing

Melee ✦ jaws +18 (reach 10 feet), **Damage**
2d10+9 piercing plus curse of the werewolf plus
knockdown

Change Shape ✦ (concentrate, polymorph, primal,
transmutation)

Curse of the Werewolf (curse, necromancy, primal);
Saving Throw DC 23 Fortitude

Knockdown ✦

Moon Frenzy (polymorph, primal, transmutation)

Sudden Charge ✦✦ (flourish, open) Tyberus Strides
twice. If he ends his movement within melee
reach of at least one enemy, he can make a melee
Strike against that enemy.

DEATH SCENES ARE TRICKY

Tyberus' final words are a useful clue, but his death is by no means guaranteed. The PCs may use nonlethal means to defeat Tyberus or use an effect that somehow restrains him without killing him. Fortunately talking in combat is a free action, so having Tyberus linger for a moment to give his last words, before succumbing to whatever effect the PCs finish him off with is appropriately dramatic. If the PCs rush to heal Tyberus during or after he speaks his last words, remember that Tyberus loses the fel lycanthrope template when he drops, effectively losing another 82 hit points. Even if the PCs subdue Tyberus and then rouse him to consciousness, the lycanthropic priest will have to continually struggle to resist the full moon in the sky and the urge to transform back into a ravaging beast.

Development: When defeated, the werewolf transforms back into his fully human form. His body is naked and his handsome features reveal this to be the missing Brother Tyberus based on the description given by his brother monks. As he dies, Tyberus' one remaining arm grasps out frantically, his eyes desperate and pleading as he gasps, "The servants of the moon!" His eyes close and his head falls back as the last of his life leaves him. His body falls limply to the ground, and he passes into death. Continue with **Event 14: A Broken Order** below when the party returns to the abbey or proceed with **Event 15: Moonlit Ascent** if they for some reason head directly towards the mountain peak.

EVENT 14: A BROKEN ORDER

Day 3: between vespers and compline (after **Event 13**)

Location: the foyer (**A14**) or the scriptorium (**A18**)

Upon returning to the abbey following their investigation of the unfortunate Brother Tyberus in **Event 13: Brother Wolf**, the PCs find the front doors (**A13**) standing open and signs of a struggle in the foyer (**A14**). Alternatively, this event can occur in the scriptorium (**A18**) with the secret door at **A9** standing open if the PCs are maintaining a watch on the foyer. Overturned furniture and/or scattered books show that a fight took place here. Brother Hakkan lies beaten and unconscious on the floor. He is at unconscious at 0 hit points but is stable and not dying. When the PCs revive him, he is almost incoherent from stress and the horror of recent events, especially Belphorus' death. Things he

has witnessed have fractured his mind and broken his grip on sanity. He is stupefied and can no longer form long sentences but keeps muttering, "He's m...m...mad! He's becoming the b...b...beast. He's going to let it out...the s...s...stone, the s...s...stone..." as he gestures frantically up the direction of the peak of Asteria Point.

Hakkan lies on the flagstone floor and closes his eyes trying to shut out reality. He mutters erratically in his delusion, rambling on about irrelevant things such as the shape of Belphorus' head (when Belphorus' body was crushed by the fall), and little more can be gained from speaking with him. Hakkan starts to disassociate and even seems to stop realizing there are people in the room with him. However, if the PCs tend to him at this time, a DC 15 Perception check also notices that Hakkan's cassock is lumpy as if something is been stuffed inside it. If the PCs notice this, or search Hakkan's person, in a pocket they find several thick vellum pages that have obviously been torn from a book.

The illustrated pages tell a chilling tale of an invasion of this world by moon creatures from Luna, the larger moon. The Ancient Ones, some of the earliest inhabitants of the area the abbey was later built on, fought pitched battles against these moon creatures, but were pushed back by their pure strength and brutality. The moon creatures flooded into the area, decimating and enslaving the surrounding Valefolk. Unable to suffer these losses, the Ancient Ones sought help from the Eldest elves from Yolbiac Vale and only with their aid were able to drive the moon creatures back and battle them to a stalemate. Together, they were able to slay many of the creatures and eventually captured a lunar moonstone. On the nights of the full moon, this magical crystal could activate a portal to and from the moon at a navigational tether point atop the mountain now called Asteria Point. Using the magical moonstone crystal, the elves opened a *moon bridge* at the standing stone on Asteria Point. As a powerful moon-beast crossed through the ether to investigate, the Ancient One followers of Myrddin cast a powerful entrapment ritual, completing the binding just as the beast began to emerge, effectively trapping it in a stone prison. The imprisoned moon-beast's psyche blocked the portal, sealing it, and successfully preventing any further invasion of creatures from the moon.

Realizing the need to guard the standing stone over the long centuries to come to prevent the portal from being reopened, the Eldest elves and Ancient Ones established an organization which would remain committed to the task of keeping the moon-beast contained indefinitely.

Thus were the nascent Asterians brought into being. Over time the then powerful Church of Thyr, renowned for its wisdom and justice, saw both the need and the righteousness of this mission and took on the duty of monitoring the moon and the standing stone, creating a religious order dedicated to the purpose. They constructed the abbey on the slopes of the mountain, housing a magical *oculus* to aid them in their chosen quest to watch for a new invasion from above with the knowledge that a loss of vigilance could lead to the weakening of the moonstone's defenses and a reopening the *moon bridge*.

The Order stayed loyal to their vow for many centuries. However, such powerful and dangerous knowledge is not to be bandied about lightly. The Order's true purpose became a sacred secret. New initiates would join the Asterian Order, in the belief that they were to simply study the moons and the stars. As they proved their loyalty, trustworthiness, and commitment to their faith and the Order, they would be ceremonially inducted into the abbey's true purpose of protecting this world from lunar invasion. Here the pages end, but scribbled notes in a margin list the year 2797 I.R. (some 7 centuries ago) with the addendum "*Red Plague!*" The PCs may already be aware from their other investigations in and around the abbey, but a DC 15 Society check recalls how this plague swept across the continent in 2781 and again in 2797, wiping out entire towns, killing no less than two Foerdewaith^{LL4-14} Overkings, and likely almost wiping out the monks at the Abbey. The Abbot and upper echelon of priests all succumbed to the plague and the true mission of the abbey was lost, leaving only the humblest novices of the Order with only the knowledge of their simple task of surveying the stars. The abbey effectively became a religious observatory and the threat of lunar invasion was forgotten.

With this revelation, the PCs should now realize the true gravity of the situation. The portal at the peak of Asteria Point seems to be on the verge of being reopened, releasing terror and invasion from the moon once again after all these centuries. Continue to **Event 15: Moonlit Ascent** below.

Treasure: If the PCs attempt to search Brother Hakkan further, he does not resist. Turning out his pockets reveal his divine *scroll of purify food and drink* and 2 divine *scrolls of stabilize*, 2 flasks of holy water, wooden holy symbol of Thyr, and scrivener's kit. He does not protest if the PCs decide to take any of these.

FOERDEWAITH

The Hyperborean Monarchy of the Foerdewaith was the formal designation of the Kingdoms of Foere and the spiritual inheritor of the Hyperborean Empire. It rose under Overking Macobert in 2744 I.R. and persisted until its eventual decline and Wars of Succession beginning in 3213. Today the Kingdom of Foere still holds sway over much of central Akados (including Yolbiac Vale, at least on paper) but nowhere near to the extent of the Overkings of old.

EVENT 15: MOONLIT ASCENT LOW 8

Day 3: before compline

Location: en route to Asteria Point (C)

Just over halfway up the mountain track to the peak, you come upon a horrific sight in the light of full moon. A human corpse wearing the familiar cowled robe of the abbey's monk lies on its belly in a pool of dark blood, head pointing down the trail back towards the abbey, with a smeared blood trail leading from a few feet further up the path. Most distressingly, the victim's hands have been brutally hacked off at the wrists and are missing.

The corpse is easily identified as that of Abbot Quilm. In addition to the severed hands, there are bruises and contusions on both his head and arms, and his face appears misshapen due to a large swelling on his cheek from a powerful blow. His skin is blue and icy, and a DC 22 Medicine notices the formation of chilblains on the toes of his sandaled feet and that the abbot likely died less than an hour ago. From the large amount of blood on the ground, it appears his hands were cut off while he was still alive. It's difficult to determine whether the abbot died from blood loss or exposure to the cold, but a smeared trail of blood indicates that Quilm managed to crawl a short distance back down the path before his demise.

While the PCs were away from the abbey during **Event 13: Brother Wolf**, Brother Hector incapacitated Brother Hakkan and then roused Abbot Quilm from his sleep. He managed to convince the abbot that the abbey was under attack and the only chance for their survival was to seek protection at the standing stone on the mountain peak. While Quilm's sleepy and muddled mental state when he woke meant that the abbot fell for Hector's story, the laborious walk in the cold night air eventually brought Quilm back to his senses. Hector managed to entreat and cajole Quilm this far before the abbot flatly refused

to go any farther. At this point Brother Hector violently surprised Quilm, knocked him out, and then hacked off his hands with a hatchet taken from the barn. Hector then took these severed appendages to the mountain peak to use in the ritual there.

Development: As the PCs make their examination of the scene, Quilm's body suddenly shudders horrifically and lurches upright. The abbot's face is a gruesome death mask contorted with fury, his mouth hanging open inhumanly wide to reveal newly elongated, chisel-like teeth. The brutal nature of his death, combined with dark etheric energies from the awakening moon bridge above have animated Quilm's corpse, transfiguring it into a lunar wight. It launches itself at the PCs and fights until destroyed. If any of the rhu-chaliks from **A10** survive, they are encountered here as well as they attempt to delay the PCs from reaching the peak and interrupting Hector's ritual.

LUNAR WIGHT

CREATURE 9

See **Appendix** (page 58)

Initiative Perception +18

Treasure: The gear on Quilm's body consists of a lesser healing potion, a dose of wolfsbane, his gold ring of office (15 gp), and his gold holy symbol of Thyr (5 gp).

EVENT 16: MOONFIRE LOW OR MODERATE 8

Day 3: before compline (after **Event 15**)

Location: en route to Asteria Point (C)

This occurs as the PCs continue their ascent towards the standing stone atop the mountain.

As you climb the benighted mountain side, the surrounding landscape begins to be eerily illuminated in silvery flashes. Pale streaks of moonlight descend from the night sky, like silver fire, towards the mountain top above. Stopping a moment to catch your breath, you watch the celestial display and notice pale, indescribable shapes, clearly visible, descending seemingly on this rain of light coming from the swollen face of the moon above. It seems the invasion has begun

The partially reopened moon bridge on the mountain's peak is allowing groups of mooncalves to filter through from the etheric reaches of space to peak of Asteria Point. These groups of mooncalves appear at roughly 10-minute intervals. The first group consists of 2 mooncalves, the

second has 3 mooncalves, and each group beyond that contains 4 mooncalves. If the PCs do not quickly ascend to the peak, then they will soon face an overwhelming horde of enemies. If uninterrupted, the mooncalves scour the mountainsides, destroying any terrestrial creatures they come across, but remaining close to the summit to safeguard and fortify their breach into this world as the rest of the invasion force descends.

MOONCALF

CREATURE 7

See **Appendix A** (see page 57)

Initiative Perception +18

Development: From where the PC find Quilm's body, the ascent to the peak is a little under a mile (4,500 feet) but this distance is steeply upward and over difficult rugged terrain, even if the PCs stick to the mountain path, treating it as greater difficult terrain. A creature with a speed of 25 feet can make the ascent in just over half an hour, resulting in three encounters with mooncalves. If the PCs can move more quickly, such as by flying, teleporting, or other magic, they can reach the summit and reduce the number of mooncalves that can descend upon them.

EVENT 17: THE BRIDGEHEAD

Day 3: compline

Location: Asteria Point (C)

It is possible that the PCs have investigated area C previously. If so, they find that with the awakening of the moonstone and its *moon bridge*, things have changed.

The full moon of Luna rises above the mountain top at such an angle that it almost looks as if it is balancing atop the ancient standing stone. The silvery fire continues to rain down towards your world from the now-sinister face of the moon, and the moon seems to bathe it in a constant beam of light that appears almost solid — like a physical bridge of light. Great birdlike creatures perch atop the stone and sway in time with an eerie chanting that echoes around the mountain peak, and strange plant life has spring up upon the formerly snow-laced bare stone of the mountain peak, creating a garden of exotic and forbidding allure.

The standing stone itself is transformed. It now glows with a pale light and has taken on a strange gelatinous consistency. It seems to pulse and throb, appearing to almost wink out of this existence for a moment before refocusing again. Brother Hector, his hood lowered to reveal his misshapen face, stands before the stone with his hands



raised above his head and his voice uttering an undulating chant. A pair of blood-smeared, severed human hands lies at the base of the stone, arrayed as if in propitiation of the pulsing monolith.

The landscape around the standing stone has changed in the hours since moonrise with the influx of magical power from the awakening moon bridge. These changes are reflected in the encounter areas below. As the PCs make their way towards C3, Brother Hector continues his ritual chanting to release the moon-beast trapped within the stone. See that area for more details.

C1. THE GARDEN OF UNEARTHLY DISMAY MODERATE 8

The mountain peak was once nothing more than windswept stone with patches and stone and ice and the occasional hardy lichen, but the rays of the full moon amplified by the eldritch power of the moonstone have activated latent spores left over from the wars of millennia ago causing strange plants alien to the world of Lloeyr to spring to life and grow to full size in only minutes. As shown of the map, there are 4 **bloodsuckles** that block the approach to the stone, woody, tumorous brambles with vines covered in needle-like thorns. Standing at their center is the twisted and bulbous, maw-split stalk of a full-grown **moonflower**.

BLOODSUCKLE (4)

CREATURE 6

N LARGE PLANT

Perception +12; motion sense 30 ft., no vision

Languages Common, Elven, Sylvan; (can't speak any language)

Skills Athletics +16, Stealth +12 (+18 in forests)

Str +3, **Dex** +0, **Con** +4, **Int** -2, **Wis** +2, **Cha** +0

Host Call A bloodsuckle can generate a high-pitched whine that is audible only to its hosts, who can hear it up to 2 miles away. When they hear it, they immediately move toward the bloodsuckle as quickly as possible.

Motion Sense A bloodsuckle can sense nearby motion within 30 feet through vibration and air movement. The range of its motion sense is increased to 120 feet for its hosts.

Undergrowth When it's not in danger, the bloodsuckle draws in its vines and looks like a cluster of normal low-growing vegetation. While

it is in this form, creatures must actively Seek and succeed at a DC 22 Perception check (DC 28 in forests) to detect the bloodsuckle's true nature.

AC 22, **Fort** +17, **Ref** +11, **Will** +14

HP 120

Sudden Lash ⤵ **Requirements** The bloodsuckle is in undergrowth form. **Trigger** A creature unaware of the bloodsuckle's true nature comes within 20 feet. **Effect** The bloodsuckle makes a tendril Strike against the creature. Then roll initiative.

Speed 0 feet (immobile)

Melee ⚔ tendril +17 (reach 20 feet), **Damage** 1d8+3 bludgeoning plus Grab

Melee ⚔ limb +17 (reach 10 feet), **Damage** 1d10+3 bludgeoning

Blood Drain ⚔ The bloodsuckle makes an Athletics check against the Fortitude DC of a creature it has grabbed. If successful, the target is drained 1 and the bloodsuckle regains 12 HP, gaining any extra as temporary Hit Points. Using this ability on a creature more than once increases its drained value but does not grant additional HP.

Implant Host ⚔⚔ (disease) The bloodsuckle injects a creature it has struck with its tendril Strike in the same round with a mind-altering sap. The target must make a DC 21 Will or be affected as *dominate* as the plant's essence makes the target its host. On a critical failure, the duration of this *dominate* is unlimited and the sap coalesces into a walnut-sized seed inside the host's body. Each day, the host must make a DC 21 Fortitude save or become drained 1 and wounded 1, and these conditions cannot be reduced unless the seed is counteracted by remove disease; this also ends the *dominate* effect. The host is unaware of any of these conditions. If the host dies while implanted, a new bloodsuckle erupts from the corpse 1 round after death.

Limb Flurry ⚔⚔ The bloodsuckle makes a limb Strike against each creature within reach. Its multiple attack penalty increases only after all the attacks are resolved.



MOONFLOWER
CREATURE 8

Pathfinder Bestiary 2 (Second Edition)
Initiative Perception +16

C2. GUARDIANS FROM THE OUTSIDE
MODERATE 9

Whether they fight their way through or somehow bypass the deadly plants at **C1**, 1 round after the PCs have moved past the barrier of deadly plant creatures, the **3 fishers from outside** perched upon the moonstone launch themselves into the air and swoop towards the party. They are joined by **2 mooncalves** that have come down the opening moon bridge and currently lurk behind the stone. These creatures fight to the death to prevent the PCs' approach to the ritual at **C3**.

FISHERS FROM OUTSIDE (3)
CREATURE 5

 See **Appendix A** (page 57)

Initiative Perception +15

MOONCALF (2)
CREATURE 7

 See **Appendix A** (page 57)

Initiative Perception +18

C3. THE MOONSTONE
EXTREME 8

Upon approaching the moonstone, the PCs can see that trails of bloody glyphs writhe and squirm across its pulsating surface. These glyphs match those that Hector may have shown the PCs earlier, but they now twist and reform into sigils in the Old Tongue, revealing the remnants of the ritual binding that imprisons Dykath the moon-beast. Hector's body is now merely a husk, his mind and identity enslaved by the dominant moon-beast psyche. Sensing the threat that the PCs hold and recognizing that its plans can still be all too easily thwarted, the moon-beast realizes that it must sacrifice its human pawn if its goals of freedom and conquest are to be realized. **Dykath** can project itself out of the standing stone using its link with Brother Hector. As the PCs watch, Hector utters a short shrieking cry and then his body bursts like an overripe melon, the moon-beast emerging from the gory pulp to attack.

Though the moon-beast is able to project itself from its dimensional prison by sacrificing its humanoid pawn, it is still bound to the standing stone and cannot move more than 60 feet from the stone. Only when the moon sets, will the stone's ancient binding be completely broken and the moon-beast finally free of its prison. At that time the moon bridge will be fully unblocked, allowing a horde of etheric moon creatures to flood across the cosmic span and invade at the next full moon. The people of the surrounding lands will be brutalized and destroyed, their bodies used for meat or enslavement, their minds completely dominated by these ruthless creatures. It is crucial that the PCs defeat Dykath or all is lost for the people Yolbiac Vale and beyond.

DYKATH
CREATURE 12

UNIQUE CE HUGE ABERRATION
Perception +25; darkvision, thoughtsense (precise) 90 foot.

Languages Aklo (cannot speak); telepathy 300 foot.

Skills Athletics +22, Deception+25, Diplomacy +22, Intimidation +25, Occultism +22, Stealth +20

Str +7, Dex +4, Con +6, Int +4, Wis +4, Cha +6
Thoughtsense (divination, mental, occult) Dykath senses a creature's mental essence as a precise sense with the listed range; it cannot sense mindless creatures with thoughtsense.

AC 32; Fort +22, Ref +19, Will +25; +1 status to all saves vs. magic

HP 215; Immunities cold, gaze attacks, illusions, poison; **Resistances** electricity 10, mental 10

Frightful Presence (aura, emotion, enchantment, fear, mental, occult) 30 feet, DC 32

Unsettling Aura (aura, mental, occult) 60 feet.

Dykath projects a field of energy that unsettles the minds of thinking creatures. Any non-mindless creature within 60 feet takes -1 status penalty to Will saves.

Speed 40 feet, climb 15 feet, fly 40 feet

Melee ♦ claw +25 (magical, reach 15 feet), **Damage** 3d10+10 slashing

Melee ♦ tentacles +25 (agile, magical, reach 15 feet), **Damage** 2d8+10 bludgeoning plus 1d8 mental plus otherworldly caress

Rend ♦ tentacles

Occult Innate Spells DC 32; **6th** *dispel magic* (x3), *dominate* (x3), *feeblemind*, *modify memory*; **5th** *illusory creature* (x3), *illusory scene* (x3), *mind probe* (x3), *shadow blast* (x3), *veil* (x3); **4th** *charm* (x3), *confusion*, *dream message* (x3), *suggestion* (x3); **3rd** *mind reading* (at will); **Constant** (4th) *air walk*

No Breath Dykath doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

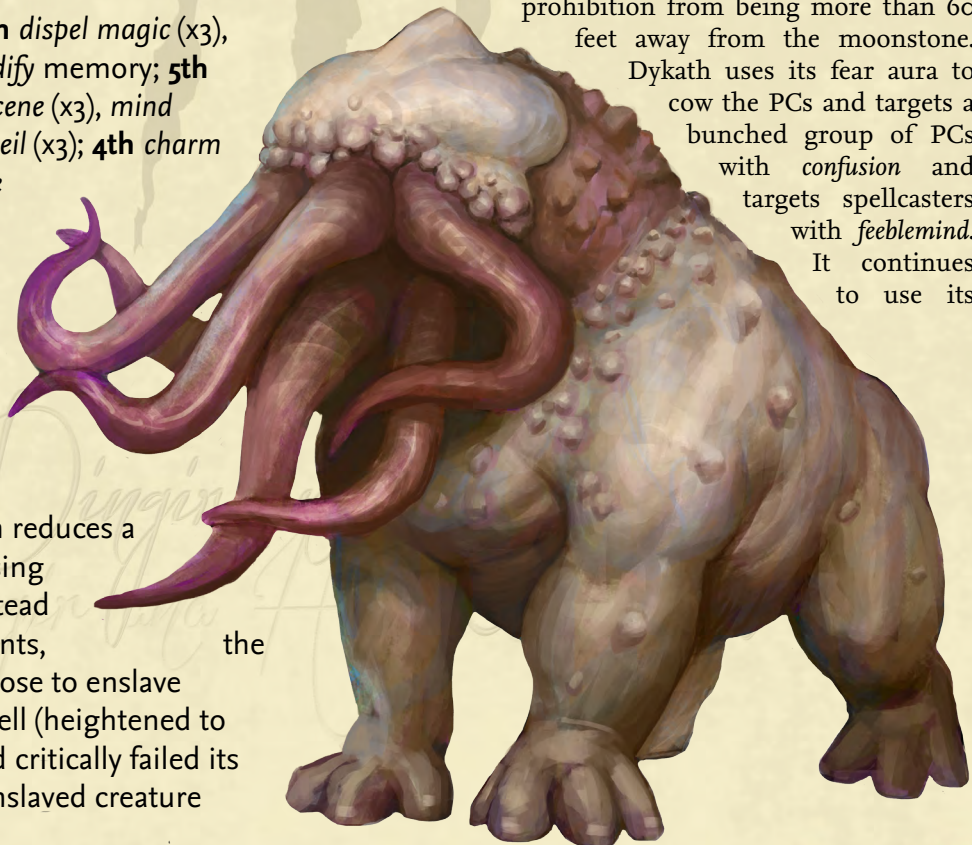
Nightmare Slave When Dykath reduces a target to unconsciousness using otherworldly caress, then instead of gaining temporary Hit Points, the moon-beast may instead choose to enslave the target with a *dominate* spell (heightened to 10th level) as if the target had critically failed its save against this spell. The enslaved creature

becomes conscious on its next turn and loses the stupefied condition caused by otherworldly caress. If the dominate is dispelled, the stupefied condition returns.

Otherworldly Caress ♦ (curse, enchantment, mental, occult) **Requirements** Dykath has damaged a creature with at least two tentacles Strikes this round. **Effect** The creature must succeed at a DC 32 Will save or become stupefied 1 (stupefied 2 on a critical failure) and Dykath gains 10 temporary Hit Points for 1 minute. If the target fails additional saves against this ability, the condition value increases by 1 (or by 2 on a critical failure). If the creature reaches stupefied 5 or more, the creature falls unconscious for 24 hours and Dykath gains 100 temporary Hit Points for 1 minute. Dykath can only gain these temporary Hit Points once per creature. The stupefied condition value decreases by 1 every 24 hours.

Tactics: Dykath uses its *air walk* ability to loom over the PCs while remaining out of reach, though it can climb no higher than 45 feet in the air due to his prohibition from being more than 60 feet away from the moonstone.

Dykath uses its fear aura to cow the PCs and targets a bunched group of PCs with *confusion* and targets spellcasters with *feeblemind*. It continues to use its



other spells from the air but happily attempts to rip PCs apart with tentacle attacks if they dare come into the air to fight him in melee. Dykath fights to the death rather than remain trapped in the standing stone for eternity.

Development: When Dykath is finally defeated, its body swells and then explodes in a gory ectoplasmic burst, revealing Hector's intact and alive within. As the moon-beast expires, Dykath's tethered link to Hector snaps back, dragging Brother Hector into the standing stone as the moon bridge shimmers and dissolves flinging its Lunite travelers into the depths of space between the moon and the surface of Lloegyr. Hector's body is pulled into the standing stone just as the moonstone transforms from its quivering gelatinous form back into a solid surface, his terror-stricken but lifeless face and hands now all that emerge from the now-quiescent monolith. Brother Hector's soul with its otherworldly bloodline now blocks the etheric moon bridge, sealing it just as the moon-beast had done for long centuries. Whether Hector's mind remains trapped in a tormented prison-between-worlds, just as Dykath's was, is a question which is perhaps best left unanswered.

CONCLUDING THE ADVENTURE

The PCs have saved the inhabitants of the surrounding lands from terror, enslavement, torture, and horrific death. The moon-beast has been destroyed, and with Brother Hector's essence infusing the standing stone — ironically fulfilling his wish to be the salvation of the abbey — the *moon bridge* is blocked once again. If this occurred, three months after the adventure the PCs will receive a strongbox from the Church of Thyrs holding 2,500 gp as a reward for their efforts. Even with the loss of the Asterian Order, the overseers of the church did some divinatory delving to determine what happened and learned of the PCs' heroics.

As for the Asterian abbey, it stands empty now, perhaps apart from one lonely, tormented soul, the gentle Brother Hakkan, who wanders the deserted halls. Hakkan's piteous cries echo through the dusty corridors, his sanity stripped away by what he has witnessed. Unless somehow cured of his terrors through the use of *heal*, *miracle*, or other powerful magic, Hakkan spends whatever remains of his days in the cold halls muttering to himself, sometimes sobbing and at others shrieking as he recalls the horrors of when comes the moon.

APPENDIX A: NEW MONSTERS

FISHER FROM OUTSIDE

An enormous shape, like a deformed fishing-bird with a single taloned leg, a serrated beak, and single blazing red eye swoops from the darkness. Its hide is scaled rather than feathered, and scaly, translucent wings hold it aloft in great sweeping gusts, and its cry is likened the grinding, ragged edges of Hell.

Fishers from outside are thought to be related to the elephantine shantaks, though they are, in fact, two distinct species. With only one leg and over-sized talon and one eye, fishers from outside are clumsy and ungainly on the ground, but they are graceful and swift fliers. They dwell primarily in caverns on the moon Luna where they serve the strange masters of that realm in exchange for blood sacrifices. They are capable of going long periods of time without feeding and can subsist on eating the rubble of their strange caverns if necessary, though they always prefer fresh prey when they can get it. Unlike their shantak cousins, fishers from outside are incapable of unaided starflight and must rely on external or magical means to travel between planets or across the voids space.

Fishers from Outside first appeared in the Lin Carter short story, "The Fishers from Outside."

FISHER FROM OUTSIDE CREATURE 5

CE LARGE BEAST

Perception +15; **darkvision**

Languages Aklo (cannot speak)

Skills Acrobatics +12, Stealth +8

Str +5, **Dex** +2, **Con** +4, **Int** -1, **Wis** +2, **Cha** +0

AC 21, **Fort** +12, **Ref** +15, **Will** +10

HP 75

Speed 10 feet, fly 30 feet

Melee ♦ talon +14 (reach 10 feet), **Damage** 2d8+5 plus Grab

Melee ♦ beak +14, **Damage** 2d6+5

Constrict ♦ 2d6+5 bludgeoning, DC 20

Peck ♦ **Requirement** The fisher from outside has a creature grabbed. **Effect** The fisher from outside

MOONCALF



This pale eyeless thing menacingly drifts through the air. A pair of lengthy undulating tentacles stretch out from a central mass where a throng of writhing stubby appendages surround a cavernous toothy maw.

Mooncalves are unearthly monstrosities that originate from the dark side of the moon. They inhabit the barren lunar landscape and can subsist on most forms of matter, even digesting rocks and gravel which they grind down with their incredibly hard, razor-sharp teeth. Mooncalves gracefully float across the lunar wastes in small groups and while they find the heavier gravity of other planets more difficult, their alien biology still allows them to remain aloft. While a dangerous menace themselves, mooncalves often serve as scouts and foot soldiers for dominant overlords who rule the moon and the voids beyond space.

transfers the grabbed creature from its talon to its beak bringing the creature adjacent to the fisher from outside and freeing up its talon. A fisher from outside cannot use Raucous Call while it has a creature Grabbed with its beak.

Raucous Call ♦♦ (concentrate, occult, auditory, enchantment, incapacitation) A fisher from outside can emit an extremely loud, raucous, grating call. All creatures within 60 feet, other than another fisher from outside or a shantak, must attempt a DC 20 Fortitude save.

Critical Success The creature is unaffected.

Success The creature becomes clumsy 1 for 1 round.

Failure The creature becomes clumsy 1 for 1 minute and becomes sickened 1.

Critical Failure As failure, and the creature also becomes confused for 1 minute.

Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Raucous Call for 24 hours.

Snatch A fisher from outside can Fly at half Speed while it has a creature grabbed or restrained, carrying that creature along with it.

MOONCALF

CREATURE 7

CE LARGE ABERRATION

Perception +18; echolocation (precise) 100 feet, darkvision

Languages Aklo (cannot speak), telepathy 100 feet

Skills Acrobatics +17, Intimidation +13, Stealth +13

Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 24; **Fort** +16, **Ref** +16, **Will** +14

HP 140

Attack of Opportunity ↻

No Breath A mooncalf does not breathe and is immune to effects that require breathing (such as inhaled poison).

Speed 25 feet; fly 60 feet

Melee ♦ tentacle +18 (reach 20 feet), **Damage** 2d8+8 bludgeoning plus Grab

Melee ♦ jaws +18 (fatal 1d12, reach 10 feet), **Damage** 2d10+9 piercing plus severing bite

Feeder Arms ♦ **Requirement** The mooncalf has a creature grabbed. **Effect** The mooncalf transfers the grabbed creature from its tentacle to its feeder arms bringing the creature adjacent to the

mooncalf and freeing up the mooncalf's tentacle. These feeder arms can hold a grabbed creature but don't deal damage. The mooncalf can use the Grab action to extend the duration of the grabbed condition for creatures in its feeder arms.

Severing Bite Whenever the mooncalf scores a critical hit with its jaws the target must attempt a DC 25 Reflex save, on a failure the target takes 3d6 persistent bleed damage. On a critical failure, the creature takes 3d6 persistent bleed damage and has one of its arms or legs severed. The affected limb is chosen at random. A creature with only one arm cannot perform actions requiring two arms or two hands. A bipedal creature with one leg missing cannot Step or Stride; it can drop prone and crawl, or it can hop at one-quarter speed but is flat-footed while doing so. A quadruped with one leg missing is reduced to half normal speed. At the GM's discretion, creatures with more than four legs affected by this attack may be able to move at up to normal speed.



WIGHT, LUNAR

The flesh of this gaunt walking corpse is pale and drawn; its sunken eye sockets glimmer with the cold deranged gleam of moonlight.

Lunar wights are humanoids who rise as undead after being brutally slain and their corpse abandoned under the light of a full moon. Lunar wights arise when a dark spirit from beyond this world possesses the corpse and permanently enters the dead body. While still somewhat recognizable to those who knew them in life, the wight's face bears a deathly grimace set with beastlike teeth and its eyes glow with madness. Lunar wights burn with hatred for the living and they seek to devour the flesh and steal the vital energy of any living creature they come across. Oddly, the undead creature's arms hang by its sides, as if the bizarre spirit possessing the corpse were unfamiliar with the concept of such manipulative appendages or incapable of exerting more than rudimentary control over them.

LUNAR WIGHT

CREATURE 9

CE MEDIUM UNDEAD WIGHT

Perception +18; darkvision

Languages Common, Necril

Skills Athletics +20, Intimidation +20, Religion +16, Stealth +18

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +5

AC 26, **Fort** +17, **Ref** +16, **Will** +21

HP 200 (negative healing); **Immunities** death effects, disease, paralyze, poison, unconscious; **Weaknesses** magical silver 10

Gaze of Lunacy (occult, aura, enchantment, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 28 Will save. If the creature fails, it becomes stunned 1 for 1 minute.

Speed 25 feet

Melee jaws +21, **Damage** 2d6+10 slashing plus disorienting bite gnash and drain life

Disorienting Bite (curse, enchantment, mental, occult) If a lunar wight scores a critical hit with its jaws Strike, the target must succeed at a DC 23 Fortitude save or become stupefied 1. If the target fails additional saves against this ability, the condition value increases by 1. This condition

value decreases by 1 every 24 hours.

Drain Life (divine, necromancy) When the lunar wight damages a living creature with its jaws Strike, the lunar wight gains 5 temporary Hit Points and the creature must succeed at a DC 23 Fortitude save or become drained 1. Further damage dealt by the lunar wight increases the amount of drain by 1 on a failed save.

Lock Gaze ◆ (occult, concentrate, enchantment, incapacitation, visual) The lunar wight fixes its gaze at a creature it can see within 30 feet. The target must immediately attempt a Will save against the lunar wight's gaze of lunacy. If the creature was already stunned by gaze of lunacy before attempting its save, a failed (or critically failed) save causes the creature to be confused as if by a *confusion* spell. After attempting its save, the creature is then temporarily immune until the start of the lunar wight's next turn.

Unearthly Shriek ◆◆ (occult, auditory, emotion, fear, mental, incapacitation) The lunar wight unleashes a blood-curdling shriek. Each creature within a 30-foot emanation must attempt a 25 Will save.

Critical Success No effect.

Success Frightened 1.

Failure Frightened 1 for 1 minute.

Critical Failure As failure but the creature is also paralyzed with fear until the end of its next turn.

After attempting its save, the creature is then temporarily immune for 24 hours.

Wight Spawn (occult, necromancy) A living humanoid slain by a lunar wight's bite Strike under the light of the moon rises as a lunar wight after 1d4 rounds. If the corpse is kept from direct exposure to moonlight, then this transformation is delayed until the rise of the next full moon. This lunar wight spawn is under the command of the lunar wight that killed it. It doesn't have Drain Life or Wight Spawn and becomes clumsy 2 for as long as it is a lunar wight spawn. If the creator of the lunar wight spawn dies, the spawn becomes a full-fledged, autonomous lunar wight; it regains its free will, gains Drain Life and Wight Spawn, and is no longer clumsy.

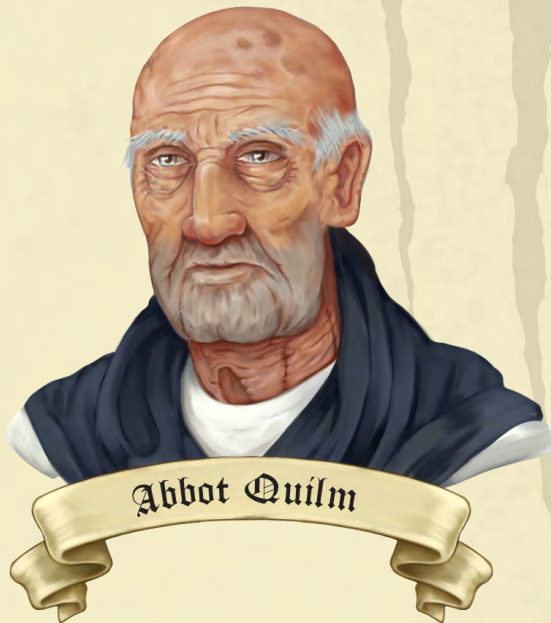


APPENDIX B: THE ASTERIAN MONKS

The monks of the Asterian Abbey are central to the investigation and action of *When Comes the Moon*, and the small group of cloistered clerics are described in detail below, along with several missing members of their order and the dark secrets hidden within the abbey's walls.

Abbot Quilm, age 67: Age has not been kind to Abbot Quilm. His strong jaw and a hooked nose would have given his face strength as a young man, but in his old age these features make him look like a withered turnip. He has a gaunt countenance and his aging skin is crepe-like, hanging in folds upon his thin frame. A few stray strands of white hair remain on his bald, liver-spotted pate, and his yellowing teeth can be seen behind the mirthless grin he regularly offers, as he surveys others through hooded eyes. In conversation, Quilm has a frequent habit of steepling his fingers and peering over them at his audience in a most disconcerting manner.

Quilm suffers from senile dementia which is steadily growing worse. He works to put on a good front for his fading mind, pretending — even to himself — that there is nothing wrong, but in truth it has cost him his spellcasting and other clerical abilities due to the loss of Wisdom. He often struggles to find the right word or name for people or simple objects. While he has seniority over the other monks,



his form of authoritative management is somewhat confused and he often congregates the brothers to allocate duties and give broad directives but leaves them to handle the task themselves without interruption. Quilm may forget what he has told them to do and rarely checks up on their progress.

ABBOT QUILM

CREATURE 2

LN MEDIUM HUMANOID

Perception +5

Languages Common, Elven, Gasquen (see sidebar), High Boros (see sidebar)

Skills Academia Lore +4, Diplomacy +2, Library Lore +4, Religion +2

Str -1, **Dex** +0, **Con** +0, **Int** +1, **Wis** -1, **Cha** -1

Items monk's habit and scapular, gold holy symbol of Thyr (5 gp), potion of lesser healing, gold ring of office (15 gp), 1 dose of wolfsbane

AC 10, **Fort** +5, **Ref** +3, **Will** +3

HP 26

Senile Dementia The onset of senile dementia has cost Abbot Quilm the ability to cast spells or use his former clerical abilities. In addition, it has imposed a permanent stupefied 5 condition (included in his stat block).

Speed 20 feet

Melee fist +7 (agile, finesse, nonlethal), **Damage** 1d4-1 bludgeoning

Brother Belporus, age 43: Belporus is a dirty and unkempt man with a wide girth and noticeable body odor, and he walks with a slight limp. Food crumbs liberally litter his stringy beard and robes, and said garments bear many stains of grease and old food leavings upon them. His hairy forearms are continually grimy, and an unruly tuft of graying hairs sprouts from the neck of his robe. His thick fingers have blackened, uncut fingernails.

When conversing, Belporus is quite genial and responds openly to the PCs' questions, although he can be fairly set in his opinions. Belporus is a happy-go-lucky fellow who in some ways fell into becoming a monk as a means of gaining a comfortable lifetime profession. Belporus is a little indolent and self-serving but is still willing to go to some effort if he can see a direct benefit from it.

While both gluttonous and finicky, Belporus holds the position of cook, and he also tends the garden as well as the

abbey's few livestock. This sometimes proves difficult, as Belphorus has some quality about him that animals seem to dislike and tend to shy away from.

BROTHER BELPHORUS**CREATURE 2**

LN MEDIUM HUMANOID**Perception** +5**Languages** Common**Skills** Cooking Lore +6, Herbalism Lore +6, Religion +4**Str** +1, **Dex** +0, **Con** +0, **Int** +0, **Wis** +0, **Cha** -1**Items** frying pan, monk's habit and scapular, wooden holy symbol of Thyr, sprig of mistletoe, sickle, 2 doses of wolfsbane, half-eaten wedge of cheese

AC 10, **Fort** +5, **Ref** +3, **Will** +3**HP** 30**Unnatural Aura** There is something fundamentally unpleasant about Brother Belphorus to animals. They do not willingly approach within 10 feet of him, unless a master makes a DC 20 Nature check to Command an Animal.

Speed 25 feet**Melee** fist +9 (agile, finesse, trip), **Damage** 1d4+1 slashing**Melee** frying pan +9 (forceful), **Damage** 1d6+1 bludgeoning

Brother Hakkan, age 21: Mildly autistic and afflicted with a stutter, Brother Hakkan's expression is usually somewhat distant and his gaze is difficult to meet, as his eyes constantly flicker away under direct scrutiny. Clearly the youngest of the monks at the abbey, Hakkan is thin featured and has a fragile look about him. His light curly hair is cut short with his tonsure shaved into. He is shy and self-conscious, rarely initiating conversation. When nervous, his visage spasms with blinks and facial tics. Hakkan is truly a gentle soul and has a sensitive, sympathetic nature.

Hakkan's duties are to tend the scriptorium and library and he has an exceptional ability for copying writings and illustrations exactly, though he struggles with simple tasks and requires a regimented daily routine to avoid freezing with anxiety. Abbot Quilm monitors him more closely than the others due to his struggles. Hakkan recently stumbled across part of an important secret (see the "Dinner Conversation" section of **Event 1** below), and this has increased his anxiety and self-isolation substantially as he struggles with this knowledge but does not know what to do about it.

BROTHER HAKKAN**CREATURE 1**

LN MEDIUM HUMANOID**Perception** +8**Languages** Common, Gasquen (see sidebar), High Boros (see sidebar)**Skills** Art Lore +7, Society +7, Religion +7, Stealth +4

Str -1, **Dex** +1, **Con** +0, **Int** +2, **Wis** +2, **Cha** -2
Items monk's habit and scapular, wooden holy symbol of Thyr, 2 vials of holy water, scrivener's kit, divine scroll of *purify food and drink*, 2 divine scrolls of *stabilize*, stolen book pages (see **Event 14: A Broken Order**)

AC 10, **Fort** +2, **Ref** +3, **Will** +4

HP 15

Acute Perception Mildly autistic, Brother Hakkan experiences grater stimulation from his sensory input. This grants him a +1 circumstance bonus to Perception checks (included above), but on any Perception check of DC 15 or higher he must make a Will save at that DC or be confused for 1 round.

Speed 25 feet

Melee fist +5 (agile, finesse, nonlethal), **Damage** 1d4-1 bludgeoning

Divine Prepared Spells DC 17, attack +7; **1st** *bless*, *protection*, *sanctuary*; **Cantrips (1st)** *detect magic*, *guidance*, *light*, *prestidigitation*, *read aura*

Brother Hector, age 31: Hector is an odd-looking fellow, with bulging eyes, thick lips, and perpetually clammy skin that combine to give him a strangely batrachian visage. This



along with his thin, wispy hair, large paunch, and gangly limbs add to his seeming froglike aspect. When conversing, Hector often gestures broadly with his hands and swallows or clears his throat loudly to emphasize a point.

Brother Hector has an impulsive personality but once he latches on to a topic, he becomes completely immersed in it. He is excitable and doesn't always think before he speaks. Hector isn't very good at reading other people and doesn't realize that his slightly obsessive interest in things can make him tedious at times. Instead, he will keep harping on about a given subject long after others have lost interest. The other monks are used to this and either humor him or have ready excuses to avoid a prolonged conversation.

BROTHER HECTOR

CREATURE 2

LN MEDIUM HUMANOID

Perception +8

Languages Common, Aklo, Common, Draconic, Elven, Gasquen (see sidebar), High Boros (see sidebar)

Skills Academia Lore +8, Library Lore +8, Occultism +8, Religion +7, Stealth +3

Str +2, **Dex** -1, **Con** +2, **Int** +2, **Wis** +1, **Cha** +1

Items monk's habit and scapular, silver holy symbol of Thyr (25 sp), magnifying glass, divine scroll of *heal* (heightened to 2nd level), sunrod

AC 10, **Fort** +2, **Ref** +3, **Will** +4

HP 15

Aberrant Bloodline Brother Hector's bloodline grants him training in Occultism, and he also has learned *tentacular limbs* as a focus spell.

Speed 25 feet

Melee fist +7 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning

Divine Prepared Spells DC 18, attack +8; **2nd** *comprehend languages*, *heal* (x2), *spiritual weapon*; **1st** *bless*, *create water*, *spirit link*; **Cantrips (1st)** *daze*, *detect magic*, *forbidding ward*, *guidance*, *light*

Cleric Feats Brother Hector has the Healing Hands and Communal Healing cleric class feats.

THE MISSING BROTHERS

Two other brothers of the order are currently missing. Their descriptions are included below, as the PCs are likely to ask for details about them.

ANCIENT LANGUAGES OF AKADOS

GASQUEN

Gasquen was the language of the original tribe of Foere from whom Macobert descended. Unique in its linguistic etymology, its scope of use was originally limited to central Akados around the Star Sea. With the spread of the Foerdewaith empire, Gasquen was picked up in many places to identify with the new overking. Ultimately replaced by the common vernacular of Westerling, Gasquen is now found only in isolated areas or noble courts that wish to strongly identify with Old Foere.

HIGH BOROS

High Boros is the dead language of the ancient Hyperborean Empire, and its written form was the official language of the Crown, Courts, and Clergy. After the fall of the Hyperborean Empire, High Boros was supplanted by the common tongue known as Westerling that came to predominate among the Foerdewaith. However, in some ecclesiastical and legal settings, use of High Boros has been retained. Once the formal language of the Church of Thyr, most of the church's older manuscripts are written and continue to be copied in High Boros.

OLD TONGUE

Old Tongue is virtually a lost language. It was spoken in many dialects by the Ancient Ones, the original inhabitants of Akados and Libynos long before the coming of the Hyperboreans. It was usually only a spoken language, though some pictographic forms of writing have been found by antiquarians. The closest living languages related to the Old Tongue include Druidic, Ogham among the Daanites of Ynys Cymragh, Old Suli among the wildmen tribes of the Moon Fog Hills, and Vanigothic spoken by the Vanigoth barbarians of the Wilderland Hills.

Gasquen and High Boros are first detailed for their roles within the primary languages of Akados on page 18 of *LL4: Cults of the Sundered Kingdoms* by Frog God Games.

Ogham and the Daanites are described on pages 48 and 56 of *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games.

Old Suli and the wildmen of the Moon Fog Hills are described on pages 18 and 226 in *LL4: Cults of the Sundered Kingdoms* by Frog God Games.

The Vanigoths and the Vanigothic tongue appear on pages 13 and 14 in *LL5: Borderland Provinces* by Frog God Games.

Brother Fagen (LN male human cleric of Thyr), **age 48:** Fagan is a middle-aged man with a long pock-marked face and fine blonde hair. He regularly cuts his hair short revealing a deep widows peak and shaves his crown in a monk's tonsure. He is also attempting to cultivate a straggly goatee. Curious of nature and inquisitive, Fagan is a scholarly fellow who serves as the abbey's librarian with part of his duties being to mentor Brother Hakkan. Fagan is quiet and introspective and frequently undertakes vows of silence as part of his worship. He prefers to study and labor alone, and often takes on menial tasks which allow him to work in solitude. Roughly a month ago he discovered the catacombs entrance at **A12** and began researching the ancient burials he discovered.

Brother Tyberus (N male human carpenter), **age 36:** A handsome man, Tyberus is of average height with swarthy skin and thick, dark wavy hair. Blunt, stubborn, and curt, Tyberus is good with his hands and skilled at working with wood. He serves as the laborer and general handyman for the abbey. Tyberus is a solitary individual who finds it easier to avoid social contact whenever possible. A failed love affair and his brusque nature were the principle reasons that he took his vows and joined this isolated order. He is a loner who prefers the simple company of animals and nature to that of civilized society.

HIDDEN TRUTHS OF THE ORDER

The first of the missing Brothers, **Brother Fagen** is indeed dead. He was killed by an undead abomination 10 days ago while investigating ancient writings in the abbey's crypts; his undead corpse now haunts the crypts as well.

The other missing brother, **Brother Tyberus** has suffered what many might consider a worse fate. While out enjoying a peaceful walk near the abbey the day before Brother Fagen's disappearance, the handsome monk was attacked, badly wounded, and then captured by a werewolf. Seeking a mate, the female werewolf infected Tyberus with lycanthropy, transforming him into a bestial werewolf as well. Recently, the feverish and delirious Tyberus managed to escape, but in truth, the she-wolf let him go, knowing that animalistic urges assaulting Tyberus' mind and the lure of the full moon will inevitably draw him back to her.

Brother Hector is an unknowing carrier of an aberrant bloodline, revealed by his bulging, froglike features. This allows him to see the runes etched into the standing stone at the peak of Asteria Point and copy them even by light of day. Hector's presence and ancestry has reawakened the psyche of the moon-beast trapped within the standing stone, and it has been slowly subliminally calling to the monk. Over time, the moon-beast has been subtly subverting and taking over the cleric's body and being. This process has been gradual and insidious and thus Hector isn't consciously aware that anything is wrong. Hector has become a psychic slave and puppet to the moon-beast. The aberrant creature often exerts control over Hector when he is asleep causing him to "sleepwalk". At the present time the moon-beast finally has almost complete control over Hector and is using its mortal puppet to break the binding spell holding it imprisoned in the standing stone. Unfortunately for the PCs due to the ancestral and subconscious nature of this domination, neither Perception checks nor *detect magic* nor *read aura* can discern that there is anything amiss with Hector, nor can *protection from evil*, *remove curse*, or similar spells remove its effects.

Over his time at the abbey **Brother Hakkan's** exacting intellect and focus picked up on subtle clues and signs in many of the order's books during his transcriptions. These clues led him to believe that the Asterian Order once served a greater purpose than simply studying the celestial rotations of the skies. These hints have acted like a jangling nerve in Hakkan's mind, tugging at him to seek out the answer. Less than a week before the PCs arrive at the abbey, Hakkan snuck into Abbot Quilm's quarters to examine books from

the abbot's personal collection and found the proof he was looking for. With only a few moments before Abbot Quilm returned, Hakkan ripped the pages from the book to study later. Hakkan incorrectly assumed that Quilm had been intentionally keeping this information from the brothers. This evidence combined with the abbot's increasingly erratic behavior and the missing brothers have caused Hakkan to believe that Abbot Quilm is acting against the order. In truth, Hakkan's suspicions of the abbot are unfounded. Quilm is simply a doddering old man who has never bothered to deeply study the obscure reference tome buried in the collection of books he inherited from his predecessor.

Brother Belphorus is a simple fellow with no dark secrets, though the fact that animals are uneasy around him may lead the PCs to suspect that he is the rumored werewolf. However, on the second night of the full moon Belphorus stumbles upon the dominated Brother Hector on his way to conduct the unbinding ritual at the peak of Asteria Point (see **Event 12: Belphorus' Abrupt Demise**). When this occurs, Hector hurriedly kills Belphorus to ensure his silence.

APPENDIX C: YOLBIAC VALE AND THE CRETIAN MOUNTAINS

Yolbiac Vale is a dark, forested series of valleys high in the central range of the Cretian Mountains. It is accessible by passes only at the northern and southern ends from the lowland towns of Elet and Metzel, respectively. Yolbiac Vale, the Cretian Mountains, and the town of Coelum are detailed extensively in **LL5: Borderland Provinces** by **Frog God Games**, but game information for the town of Coelum is provided below to allow the player characters to equip themselves there in case you do not have access to that resource.

THE TOWN OF COELUM

(SEE-lum)

COELUM SETTLEMENT 4

N LARGE TOWN

Insular, superstitious town where law and lore are equally celebrated.

Government overlord

Population 2,848 (2,602 humans; 181 hill dwarves; 65 half-elves)

Religions Hecate, Narrah, Thyr

Adventurer's Rest Though Yolbiac Vale has a scattering of isolated settlements, Coelum is the only population center of any significance. Adventurers plying their trade in the Vale and the surrounding area often use this city as a base to rest and resupply.

Riaundo Groon, High Mayor of Coleum (N male human aristocrat)

Watchmeister Gustav Lampert, Husjaeger Commander (LE male human fighter)

Tholberon of Thyr, High Priest of Thyr (LG male old human cleric of Thyr)

Blind Cyntiene, High Priestess of Narrah (N female human cleric of Narrah)

Luald the Witch-Hunter (LG male human inquisitor^{APG} of Thyr)

The Drogas Mondu (N male venerable human druid)

Cithinvère of Coleum (CE female human cleric of Hecate)

Augus Monticylaire, (N male human vintner)

APPENDIX D: GODS OF THE HIGH PLACES

Information on three deities from **Frog God Games** is included below. The first is the deity Thyr, for whom the Asterian Order is dedicated, even if in the modern day the members have lost knowledge of their true mission. The second is Myrddin, the Ancient Ones deity whose druidic followers originally resisted the lunar invaders and entrapped the moon-beast Dykath in the standing stone. Unlike Thyr, Myrddin's followers are not encountered in this adventure, having long since abandoned the area, but his information is provided for your convenience. The third deity is the moon goddess Narrah. The moon Luna, of whom this goddess is patron, plays a prominent role in this adventure though the goddess herself does not. However, the events of the adventure are likely to be of interest to the faith of this goddess, so information is provided for her religion as well.

THYR, GOD OF LAW AND JUSTICE

Greater God

Alignment: Lawful Good

Domains: healing, knowledge, protection, truth

Divine Font: heal

Divine Skill: Society

Cleric Spells: 1st: *summon construct*; 3rd: *mind reading*; 4th: *detect scrying*

Symbol: Silver cross on a white field

Garb: White robes trimmed with silver, purple or gold — the colors of kingship

Favored Weapons: Light or heavy mace

Form of Worship and Holidays: Last day of every month, on the last holy day of every year is set-aside for non-royalty to have their grievances heard.

Typical Worshipers: Humans, Royalty

Thyr is the god of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one hand and a chalice of peace in the other. His principles are justice, order, and peace. He represents proper and traditional rule and as such was once worshiped (at least in name) by all human royalty. He is the embodiment of the enlightened human caste system where each person has a fairly determined role in a lawful society intended to create the greatest good for the greatest number.

His symbol is a silver cross on a white field, symbolizing the upturned cross-haft of his sister's sword, which he thrust into the earth to end the gods' war. Upon seeing the blood of so many gods shed, Thyr foreswore the use of swords and his priests may not use bladed weapons for this reason. Many favor reinforced rods, similar to light maces, modeled after Thyr's own rod of kingship. The noble eagle and lion are his sacred creatures.

Thyr is detailed on page 169 of **LLI: Stoneheart Valley** by **Frog God Games**.

MYRDDIN, GOD OF HIGH PLACES, LORD OF THE WILD AIR

Lesser God

Alignment: Neutral

Domains: ambition, air, freedom, nature

Divine Font: heal or harm

Divine Skill: Survival

Cleric Spells: 1st: *gust of wind*; 3rd: *wall of wind*; 4th: *fly*

Symbol: The sun reflected in a still pool

Garb: Hooded woolen robes with a rope belt, bare feet

Favored Weapon: Sling

Form of Worship and Holidays: Worship services take place in mountain caves at noon when the sunlight shines through hidden openings onto sacred pools on the Ides (fifteenth day) of each month. The month of Daan (Sixthmonth) is most sacred to Myrddin because the days are longest and the light holds dominance over the sky to the greatest extent of any time during the year.

Typical Worshippers: Druids, bards, poets, seers, prophets, aerial servants, some cloud dragons

Myrddin is an ancient god, long revered on Akados but obscure to most folk today except among the Daanites of Ynys Cymragh and small enclaves of folk who still keep to the Old Ways of the Ancient Ones. He is not so much a god of the mountains, as the god of high places and the aerial spaces of the mortal realm. As such, he has been a mortal enemy to Pazuzu for time immemorial as they both claim dominion over the “Middle Air,” as the skies of the mortal realms are known. Myrddin is also a god of light (both in the sense of the sun and of knowledge) and inspiration. Bards and poets therefore venerate him, as do prophets and seers, who seek the divine touch of the God of the Wild Air to give them insights, provide them muses, or reveal to them secrets. Myrddin’s temples are usually mountain caves containing a pool and an oculus (natural or hewn) through which the sun can be seen reflected on the waters. Shrines are usually small mountain springs where an offering cup is left for those who drink of his waters to repay his blessing.

Myrddin is detailed on page 103 of *Mountains of Madness* by **Frog God Games**.

NARRAH, THE LADY OF THE MOON, THE PALE SISTER, LUNA

Greater God

Alignment: Neutral

Domains: darkness, moon, nature, travel

Divine Font: heal or harm

Divine Skill: Nature

Cleric Spells: 1st: *gust of wind*; 2nd: *faerie fire*; 5th: *moon frenzy*

Symbol: The Sickle (a crescent moon)

Garb: Dark robes, midnight blue cloaks

Favored Weapon: Sickle, falchion

Form of Worship and Holidays: Prayer services held weekly on the night of Sistersdag. Regular worship and fasting on nights of the full moon. Lunar eclipses and other astronomical events such as the new moon and the double moon (when Luna and Sybil are both full), are sacred to Narrah. Each month on Moonless Night, the followers of Narrah hold a short prayer vigil at sundown and then go forth in numbers, armed and armored, to battle the followers of Cybele and defend against raids by the Nocturnals.

Typical Worshippers: Druids, stargazers, lycanthropes, oracles, bards, lunar nagas, some fey

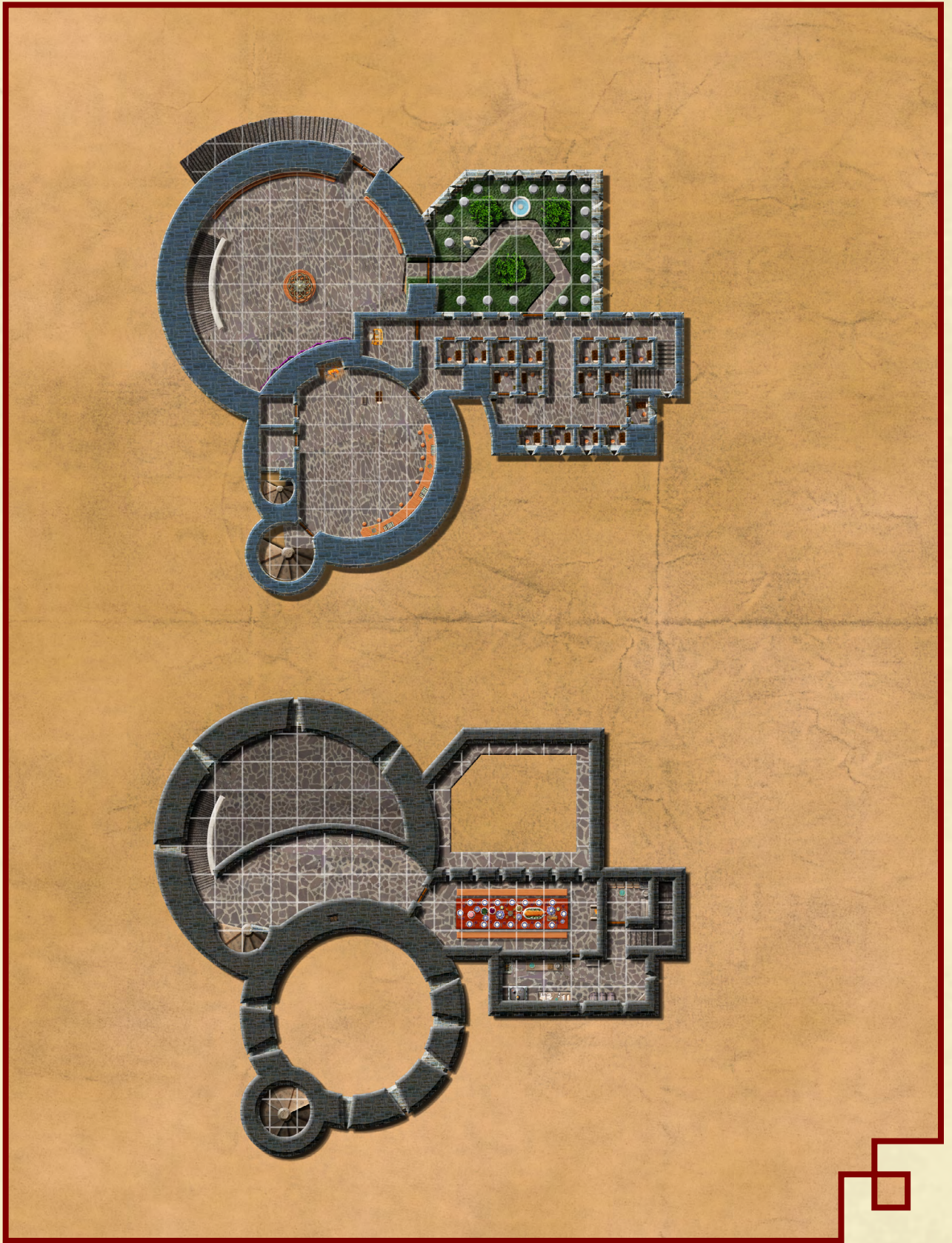
An ancient and oft-forgotten goddess, Narrah has looked down upon the face of the lands as the greater moon known as the Pale Sister since the beginning of the world. Worshipped by stargazers, lycanthropes, and lovers alike, the Lady of the Moon is neither good nor evil, light nor dark. She represents neutrality is its most natural form. She is the moonlight in the dark, the push and pull of the tides, and the navigation point when one is lost. Actively worshipped by druids who remember the ancient traditions of the Old Way, she imparts the secrets of the universe under the cover of night. Most folk still refer to her only as the Pale Sister or, perhaps, Luna, and think of her only as the larger and brighter of the two moons rather than as an actual goddess.

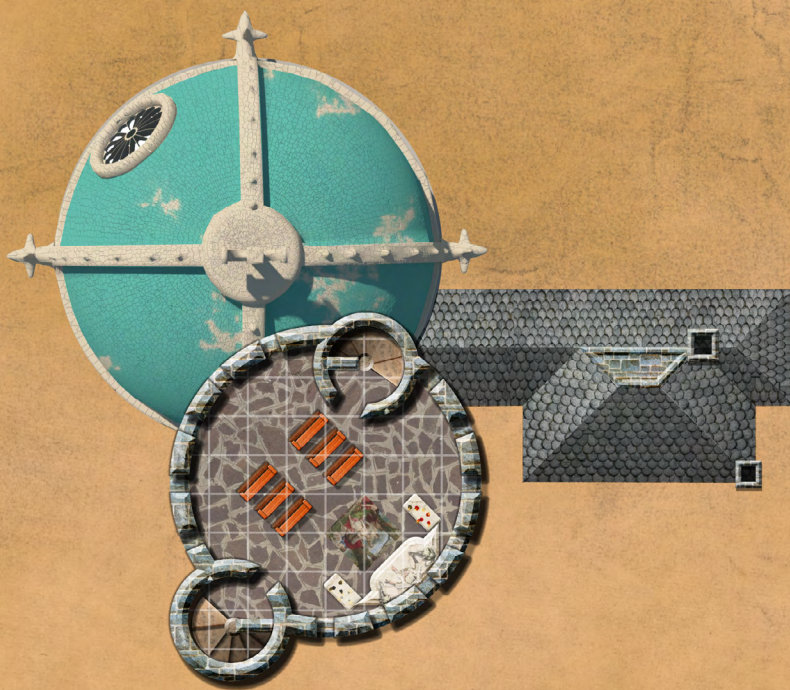
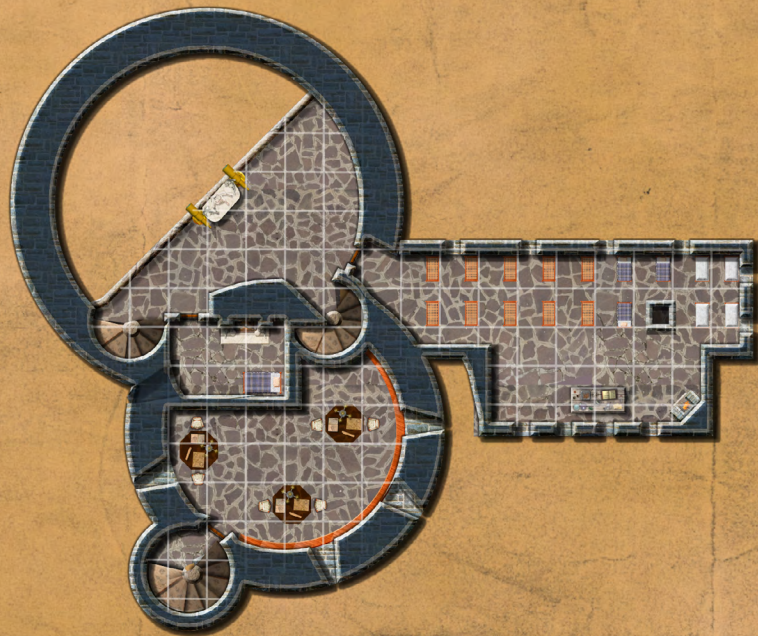
Alongside her twin moon, Sybil the Dark Sister^{LL1-4}, Narrah — as Luna the Pale Sister — has hovered over the world since the beginning. Her earliest followers were the fey and primitive humanoids, and since that time she has warred with the smaller moon for dominance of the night. Narrah does not seek power, but Cybele^{LL4-43}, the deity associated with the other moon, has long sought the means to destroy Narrah and assume total dominion over the night sky. To this end, she has allied with her idiot twin Shupnikkurat^{AK:M-38,39} to seek a way to devour Narrah whole and remove her from the sky forever.

Narrah is an ancient deity sometimes worshipped as the goddess Nanna-Sin^{FGG1-45} and as the god Sin the Moon^{AK:M-38,39} in the Anunnaki Pantheon of northern Libynos. Though unknown to any but the worshippers who revere her as Nanna-Sin, Narrah is the bitter and eternal enemy of the Succubus Queen, Lilith^{FGG1-45}.

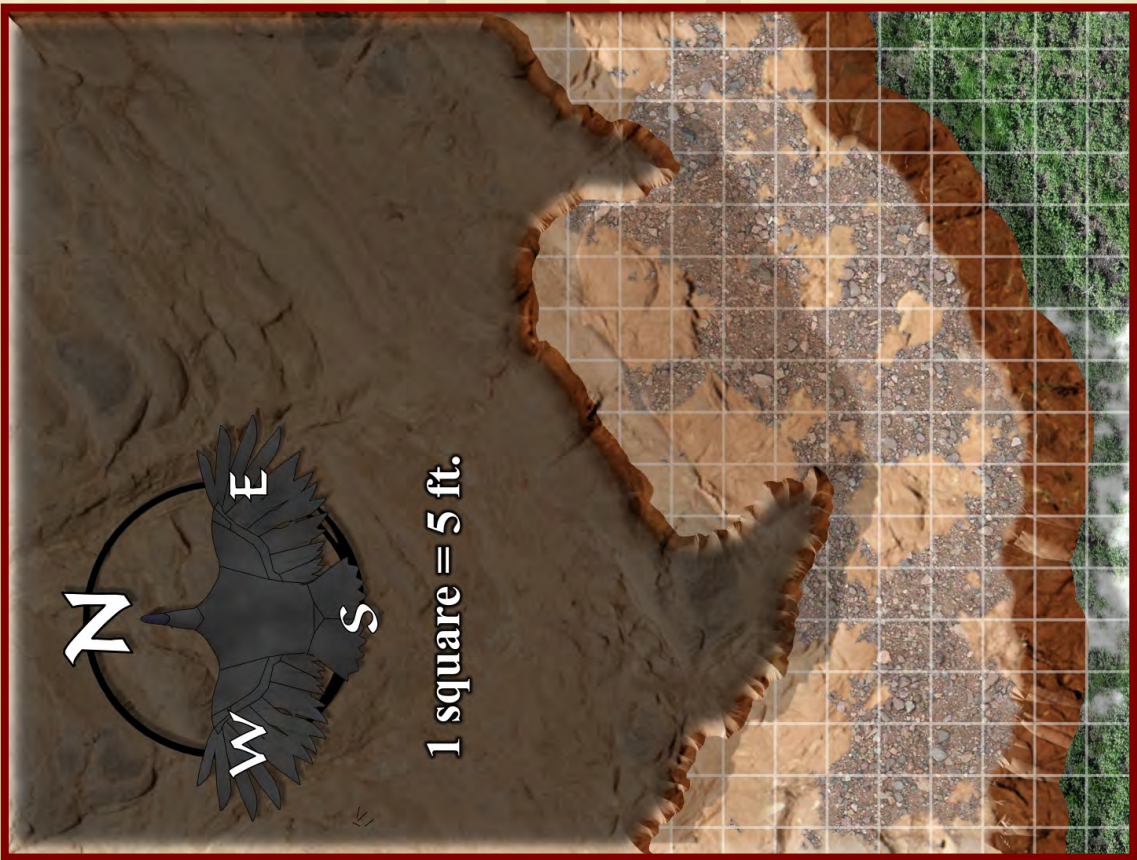
Narrah is detailed on page 242 of *LL5: Borderland Provinces* by **Frog God Games**.













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