

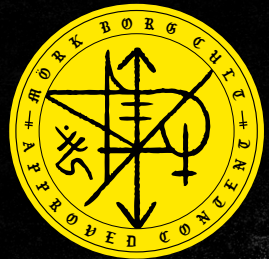
THE MÖRTH EIGWARA



A Cosmic Decrowl
for

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OKULT
ÖRTMÄSTARE
GAMES

STOCKHOLM
KARZEL

“find the ziggurat and stop the demon from laying waste to our world before the true time!”

So said the Cretun monks as they hired you to investigate hints of a demon escaping her ziggurat prison deep within Sarkash. They also mentioned that cryptic scrolls say that the ziggurat is “hidden in another realm” and that “the priests carry keys”. Their generous pay kept you from asking too many questions and you were quickly off towards the forest.



DEEP IN THE WOODS OF SARKASH

there is an unnaturally cold depression in the forest floor, a sinkhole seemingly formed by the strike of an impossibly large fist. In the depression, ancient ruins spring up among the trees. Murky clouds cover the area in darkness. These clouds are centered on the dark sinkhole and they swirl like a tornado down into its depth.

Hidden in the cloudy fog at the bottom of the depression is a **ziggurat**, covered in icy sludge from the embrace of the wet fog. Within it, the demon child **Akühn** has been imprisoned for so long that she is forgotten even by the oldest scribes in Galgenbeck. Crumbling scrolls mention her as a spawn of SHE—conceived in the unholy bonding between the basilisk and a demonic being from a parallel world filled with undeath and torment. Shut out from the world of the living by ancient covenant, but always gazing hungrily upon it, the demon greedily took this rare chance to enter the world, if only through the vessel of Akühn.

When the demonic influence started to spread its tendrils across the world, it did not take long before unsung knights of the Cretun order subdued Akühn and bound her into the Death Realm in a ziggurat deep within the dark of Sarkash. There, she has been confined by their magicks for centuries.

Now, as Verhu has foretold, the world is ending. And as if the basilisk’s list of plagues was not enough, the old forces binding Akühn in captivity have lost their potency. Like one more Misery, Akühn has broken free of her shackles to ravage the world once more before the end is here. But first, she must gain strength and, together with her clergy of rot-priests, raise her army of drooling, red-eyed undead.

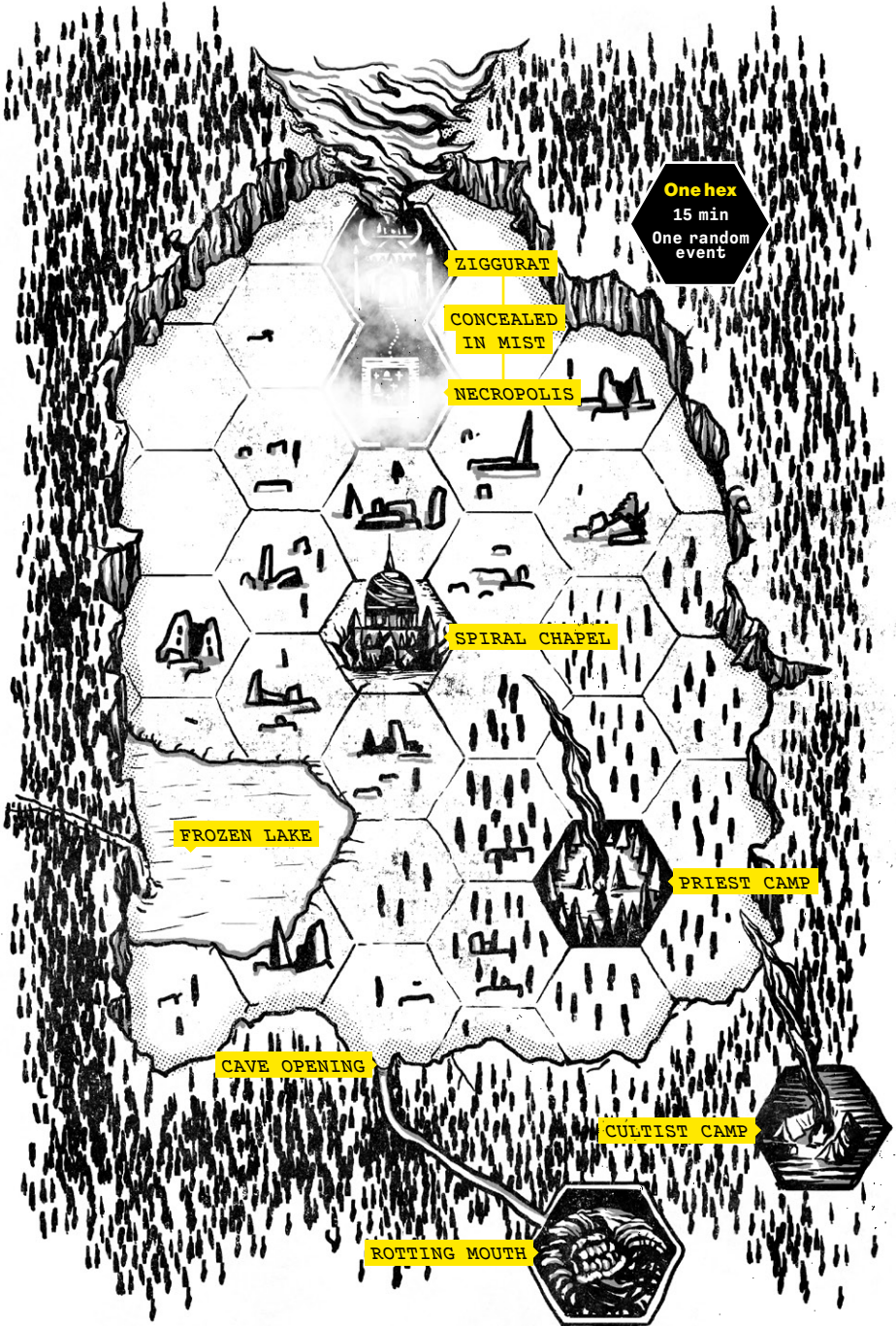
SURROUNDINGS

Around the depression stand tall fir trees in silent darkness. There is a gloom and a cold that increases in the direction of the depression. Near it, ice covers the river and heavy snowflakes occasionally drift through the air.

DEATH-OBSSESSED CULTISTS

A group of **25 cultists** have set up a camp about half an hour’s walk from the depression. They have felt the deathly vibrations in the forest and are searching for the source, in a vain hope that it can provide the keys to the golden afterlife.

The cultists have found the rotting mouth in the woods but not dared to enter it. They wear strange headdresses signaling rank, have tattooed faces and wear thick furs, dangling with skeletal parts. They are not aware of Akühn or her rot-priests.



The Depression



SURROUNDED BY FOG AND CLOUDS.

Around the edge are steep cliffs, ranging from 150 to 300 feet in height. The river flows down into the southwestern end of the depression in a frozen waterfall, forming a lake at the bottom, covered by a thin sheet of ice. In the northern end clouds and fog whirl like a huge tornado down into a great fog cloud, where the ziggurat is hidden. Between the whirling cloud and the waterfall, ivy-covered ruins rise between towering trees.

AKÜNH'S CHANNELING

The tornado-like cloud by the ziggurat is a physical manifestation of the channeling of power from the demonic world where Akünh's demonic parent resides. This power helped her break free from her prison and is now needed to raise her undead army. If the channeling is stopped, no more undead will rise in her service. If it is reversed (as with the spiral crown), her powers dwindle quickly. If unstopped, Akünh will conquer the closest castle and use the undead horde to ravage the lands.

FOUL-SMELLING CAVE OPENING

Leads to cold, dark passages where **undead** lurk. After almost an hour it ends in a large rotting mouth which leads to the woods outside, half an hour's walk from the cultist camp. The mouth is closed, opens when blood is dripped on it.

FROZEN LAKE

A lake covered in icy water lilies on a thin sheet of ice. The brittle black flowers have strange effects when crushed, affecting all that touch. Next to the lake, **dozens of moaning undead** are trapped in the half-frozen mud.



THE FLOWERS' EFFECTS (D6)

Duration: 1 Hour / 1 Week / Permanent

1. (W) Visions of the death realm, bleak and threatening, flicker past at worst of times.
2. (P) All hair on body turns white, skin the color of a bog mummy.
3. (H) Steals energy from realm of Death. Your maximum HP, and damage done to undead increase by d6.
4. (P) In half an hour, turns into a sickly pale, red eyed ghoul creature. Can only taste human flesh.
5. (P) Starts aging in reverse.
6. (W) Wounds will not heal, attracts larvae. Immune to the rot priests' touch. Old people smell.



THE PRIEST CAMP

A heavy smell of dousing incense and herbs emanates from symbol-covered conical tents. **d4+2 rot priests** sit around a fire, discussing metaphysical matters, such as the possibility of existing simultaneously in all the realms, thereby escaping the end.



Navigating the ruins

D10 RUIN TYPES

1. Unholy chapel
2. Intact tower
3. Cracked dome
4. Underground shrine
5. Fountain plaza
6. Walled garden
7. Black monolith
8. Overgrown ziggurat
9. Demon statuary
10. Basalt mausoleum

D10 SEARCHING THE RUINS (15 MINUTES)

1. Feeling of being watched
2. d3 frozen corpses
3. As 2, one has minor treasure
4. Trap! Test Agility or d6 damage
5. Fall into crypt, d3 damage
6. Roll random event with d6
7. Roll random event with d10
8. Minor treasure in the open
9. Minor treasure stashed away
10. Major treasure

D12 RANDOM EVENTS, ROLL ONCE PER HEX

- 1-2. Nothing happens. Yet. Eerily quiet. Cold.
3. Clouds drawn into the fog cloud, thunder roars.
4. Clouds open up, revealing a weirdly colorful galaxy spiraling around a massive black center. Is it getting bigger?
5. Sudden arctic cold, lasting a few moments. Everything freezes.
6. Discovered by d6 moaning undead who attack.
7. d4 rot-priests approach carefully.
8. d4 confident rot-priests with 2 horn beasts.
9. Stalked by Sarku, who accidentally makes some noise before hiding in the shadows. Easily discovered.
10. Approached by Sarku, curious.
11. Akühn, kneeling on the ground, resurrecting two corpses.
12. Akühn approaches, wants to know what these strangers are doing in this place.

D10 MINOR TREASURES*Worth 3d20 silver*

1. Blasphemous idol
2. Charcoal black chalice
3. Bracelet of teeth
4. Curved ritual dagger
5. Poisoned brooch
6. Blood-stained coins
7. Obsidian rod
8. Iron devil mask

D6 MAJOR TREASURES*Worth 30+2d20 silver*

1. Demonic figurine with eyes that seem to follow
2. Void-black ring, heavier than it should be
3. A handful of gemstones
4. Mummified head of a prophet
5. Crystal ball
6. Unclean scroll

THE SPIRAL CHAPEL

Dedicated to the spiraling cosmic force of Heedless Creation. The ceiling inside is a painted night sky with a spiral galaxy in the center. In the floor below the galaxy is a circular depression. Underneath is a secret space hiding the golden, ruby-adorned spiral crown.

On a wall in the chapel is a mural of a priest in a temple, gazing out over the Cosmos. Pressing the priest's head reveals a small compartment behind the mural, containing the spiral-patterned metal disc.



TO FIND THE SPIRAL CROWN

Put the spiral-patterned metal disc in the depression in the floor and press down. If pressing without the disc, a lightning bolt shoots from the galaxy in ceiling for 2d4 damage.

THE SPIRAL CROWN

A silver crown with a spiked halo, adorned with gemstones of all colors placed in a swirling pattern.

WEARING THE CROWN

Lightning shoots into it and the wearer becomes a cosmic vessel, seeing strange and nightmarish visions of the infinite, collapsing Cosmos. The wearer is allowed at most three DR12 Presence tests (one per round) to remove the crown. Should all tests fail the wearer is irrevocably lost the Cosmos. Wearing it also reverses Akünh's channeling and quickly drains her health by d4 HP per round. She will instantly teleport and try to stop it.



THE ZIGGURAT IN DEATH'S REALM

The ziggurat is hidden in a parallel world, and **requires a rot priest medallion** to find. In the normal world (*without* a medallion), one finds only a barren waste in the fog, swarming with undead. In the Death Realm, the ziggurat and the necropolis are surrounded by a walled enclosure with an entrance in the end opposite the ziggurat.

Necropolis

On a square-shaped island in a square-shaped pond are hundreds of old mausolea, tombstones and graves. Among them is a bottomless pit from which the horn beasts crawl when summoned by the rot priests, who have set up a tent next to the pit. No more beasts appear if the meditation of the **two rot priests** in it is stopped. Guarded by **two horn beasts**.

The Ziggurat

Colossal and ice-covered, it rises into the air with a whirlwind of clouds at its top, ever pulling from a point in the sky. The top is broken and looks as if something has exploded on the inside.

Inside the ziggurat: In an open space in the center, below the broken top, **d4+1 rot priests** and **two horn beasts** guard a rotten mouth-like opening in the floor that is sucking in the spiraling, thundering ice-clouds above. Warm air stinking of rot and decay emanates from the maw, thawing the ground around it.

Inside the maw: A quiet and warm space with walls of pulsating flesh. A tunnel descends into darkness from whence a rhythmic, beating sound is heard. 10 meters below, growing from the wall, is Akünh's heart, black and pulsating. Destroying it will banish Akünh into the void until the end of days but also instantly cause one Misery to take place.



Monsters & NPCs

ROT PRIESTS

Wear black robes and wide-brimmed cylindrical hats with black veils covering the face. Rotting mouth similar to Akünh's on front of upper body, must eat human flesh regularly. Wear medallions that allow for traveling to the ziggurat in the death realm. Curious about existential and metaphysical issues. Their touch causes death and ruin.

HP 10, Morale 8, No armor

- ▶ **Devour.** Test Strength DR12 or be grappled and next turn, devoured (d8 damage per round).
- ▶ **Claws** d6
- ▶ **Rotting touch.** Those damaged by a rot priest will not heal when resting until healed magically, or resting one night at least a day's travel from the ziggurat.

HORN BEASTS

A chaotic mass of horns and bones with a circular mouth filled with teeth instead of a face, they rip enemies apart with their sharp claws.

HP 8, Morale -, Shifting bones -d4

- ▶ **Claws** d6, attacks twice a round

UNDEAD

The rotting dead, awakened to serve. Drooling tongues, red eyes.

HP 3, Morale -, No armor

- ▶ **Grapple.** Test Strength DR12 or be grappled. Subsequent attacks (by all present undead) are claw or bite (d4).
- ▶ **Will not die.** Only stays dead for one round, will then rise again with 1 HP.
- ▶ **Slow.** Can always be outrun (unless you are grappled).

SARKU

The sharp-tongued Sarku was Akünh's closest advisor but left her when he realized her demonic origin. A gaunt, ghostly form with a long, sharp tongue that sucks the blood of his victims and stretches their tongues. The dried up corpses hang upside down from the trees. Wants to be set free from his earthly prison and move on to the afterlife. Knows where Akünh's heart is and that stabbing it kills her.

HP 15, Morale 8, No armor

- ▶ **Blood-sucking tongue (d4).** A hit means you are grappled, resulting in automatic damage in future rounds until you break free with a DR14 Strength test.
- ▶ **Ethereal.** Immune to physical harm.



DREAD AKÜNH, DEMON SPAWN

Clad in a dazzling black robe, embroidered with gold and crimson. Five eyes symmetrically placed around the head, crowned with cylindrical antlers. A huge, rotting vertical mouth covers the chest and abdomen. Mostly found in ziggurat.

**HP 20, Morale 11,
No armor**

- ▶ **Death scream.** Test Presence DR12 or be drawn to arms length distance of Akühn.
- ▶ **Claws and devouring (d6)** Attacks twice per round. If both hit, you are devoured; test Strength DR14 to escape or die.
- ▶ **Dark rays (d4)** shoot out from the eyes, affects up to d6 nearby enemies
- ▶ **Separated heart.** At 0 HP, will resurrect at her heart beneath the ziggurat.
- ▶ **Teleport.** Can teleport freely within the depression. A rotting mouth eats its way out of the ground and she climbs out.

CULTIST

25 death-obsessed cultists from a plague-wracked Tveþland hovel. They are intrigued by the necromantic energies emanating from the depression and are looking for the source. Their ultimate goal is to use whatever can be found here as a ticket to the golden afterlife in the Shimmering Fields. They wear headdresses signaling rank, have tattooed faces and wear thick furs with skeletal parts. They speak slowly with an unusual, almost inhuman dialect.

**HP 16, Morale 6
Fur armor -d2**

- ▶ **Axe/Spear/Scythe d6**
- ▶ **Deathlike silence.** The most high rank cultists can use this Power. All must test Presence DR14 or become deaf for d10 minutes. Every test requiring hearing or balance has its DR increased by 4.

One hex
15 mL

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