

opð collection

the cycle of the swords



IDEATED BY SIMONE TAMMETTA aka



Thanks to Giuseppe, Samuele and their characters brutally died.

Special thanks to Martina, her patience in testing all this and the permission to use some of her sketch.

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Introduction

What is The Cycle of The Swords?

The Cycle of The Swords is a One Page Dungeon small collection. It contains six OPD adventures, each one playable independently and separate from the others, but more and more linked by proceeding with the game and their stories. The Cycle of the Swords collection is inspired by OSR style gaming, and which no particular game system indicated to be played: use what you want, adapt what you want, just... have fun! However, I'll put in this little collection some indications to let you know how and my players faced the game, offering you:

- Some fast rules;
- Pregen characters.

What is the idea behind this small collection?

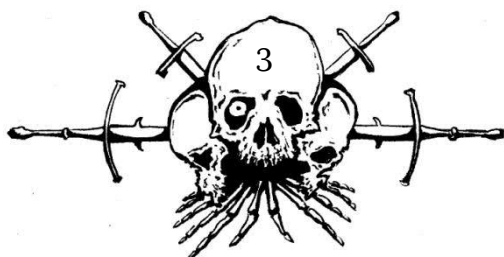
The idea behind those six short adventures is to give to a party "something more": side by side to the old school way to play, there is the idea that PCs are facing high ideals like honor, valor, hope, glory, but also the other side of the medal: decadence, death, horror and so on... Some of those themes are obsessively repeated, and as far PCs will go through the adventures, those will be more and more insistent, with the final focus to let players live an experience of deep character evolution step by step, choice by choice.

Why have I to read this collection if I just rode the OPD week by week?

Because there are illustrations and some explanations about Sacred Swords' idea! It's all.

Some fast Rules

STRENGTH, BODY AND SPIRIT: 5 dots for ability; each dot is a dice; darken a dot if PC suffers stress/affliction, then decrease as many dice value as the darkened dot. ES: Str from 4 to 3 dots → dice from d10 to d8. All of an ability dots darkened: PCs serious affliction/death. If the last dot is darkened, PC uses d4-2 to dice checks. A PC can't have more than 5 dots per ability. Str dots can be added to melee damage. Body max die value + Str + Armor = HP total amount.
ARMORS & WEAPONS: Light, Medium, Heavy armor: +1, +2, +3 HP; Shield: +1 HP; One-handed weapon: 1d6 damage + Str dots; Two-handed weapon: 1d10 damage + Str dots; ranged weapon: 1d8 damage if not used also in melee. Max AC a PC can reach is determined by Body dots (1-5).
XP: every 5 points PC gains: +1d4 HP or +1 ability dot or +1 Power/Spell or something like that.





RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2
1	2d4 Silver Coins
2	The rib of a great fallen warrior
3	A flute of bones makes terrifying sound
4	A flail made by grinning skull and spikes
5	Tome, gives (1d3): info or spell or special info
6	A dried eye from which you can see over wood

RES	TREASURES (+1d4 if combat ends in 3 rounds)
7	A severed hand which index points living men
8	A key to put in ears' creature, reveal a secret
9	A chest that no key or thief kit can open
10	A greatsword that absorbs enemies blood
11	A shield that reflects target's dead corpse
12+	A magic item/armor/weapon +1 or low power



THE TOMBS OF THE ANCIENTS

PREFACE

Agor entered the Tombs of the Ancients, bringing in there innocent maidens to sacrifice to gain access to Death secret. His haunting servants preside the place, awakening old powers and arousing rotting flesh and pale bones from death. No one enters the Tombs from long time, no one remember what their secret is. In their darkness, there is only Death.

Area 1. The entrance

Tombs are carved into the stone. Passed the access there is a room in which there are four (1d4 closed) stone coffins, two alcoves and five access to other Tombs' places (5 and 7 are closed from locked iron bars). Torches illuminate the room. Roll L on Encounters. In each closed coffin there is a corpse of a knight, with all his earthly possessions (roll L on Treasures).

Area 2. Secret wall

High DC to discover. Roll H on Treasures.

Area 3. Four's Hall

An ample hall in which alcoves are placed heroes' coffins. A statue is in the last part of the hall. Roll on Statue. Roll M on Encounters.

Area 4. The False Tomb

Medium DC check to discover. Roll M on Treasures

Area 5. The Great Hall

An huge room with three naves, two pulpits, a mezzanine, two drain grates (bring to 9-10 underground tunnel) and a statue (roll on table). Here is being celebrated a black mass. On each pulpit there is a priest with a crying maiden. On the mezzanine there are 2d4+2 priests. In front of the statue there is Agor and behind him his servants. Roll H on Encounters. Agor will stay for 1 round from PCs arrive, then unlocking access for 1 to go away. The black mass will end in 1d6 rounds from PCs arrive, then the two maidens will be killed.

Area 6. The Council Room

There is an anteroom and stairs to upper Council Room. Roll L on



10

Encounters. Roll M twice on Treasures + key to 7 if no enemies escape. Info to access 9 here. Roll on Statue.

Area 7. The Well

A small room with a deep well. Four little

votive statues points fingers to the well. Roll on Statue.

Area 8. The Secret Cave

Going down in the well reveal a secret cave on its wall. Here is a small altar which contains 1d4

healing water doses. A skeleton holds: roll H on Treasures.

Area 9. The Way of Dead

Unlock this Area only by discover of it in 6. Very High DC check otherwise.

Area 10. The Cavern

Reachable area from 9 or 7-8. There is a waterfall with underground lake and a pile of bones in the middle of the room. Roll H on Encounters.

Area 11. The Sacarium

Here is a statue that seems to move out of the wall, with outstretched hand to the sword stuck into stone. No one can see

RES	TRAPS roll 1d4 to go to areas 2-3, 4, 7, 9-10
-----	---

1	Spikes: 3d6
2	Poisoned Darts 2d4 (paralysis)
3	Ambush: RES 6
4	Oscillating Axes: 3d12

RES	STATUE roll 1d4, cancel and use remaining lines
-----	---

1	Close your eyes
2	Let them bleed
3	So from darkness
4	You shall see

this, except them who have read the Statues lines in dungeon rooms and understand what to do. Enter

unsafely will cause eternal blindness, deafness and dementia.

AGOR: Agor is a human

fighter (high HP, AC, and damage). Will move from 5 to 1; end in 11. 60% chance: moves in PCs' room to fight/1 round. He discovered Death, the

sword in 11 and wants to take it.

STATUE: will close 11 with magic.

Action: takes intruders' head in hands, causing exhaustion to death

Take Death needs huge sacrifice.

How will end?



RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2
1	A zombie scuffs his feet on the ground
2	1d4+1 Cultists are bringing 1d4 maidens in the room
3	1d6+1 Cultists scourge themselves, praying to Agor
4	2d8 zombies are eating maidens flesh; 1d4 still alive
5	1d4 Cultists reanimate 1d4 zombies + 1d4 skeletons
6	Arrives the Undead Destroyer. He can't die.

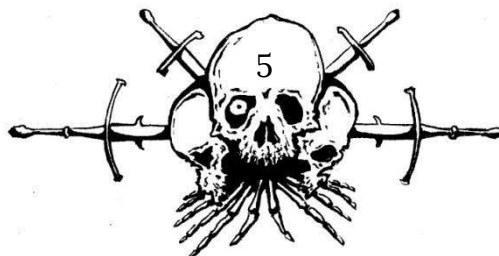
RES	ENCOUNTERS (+1d4 if PCs do mess; +1d6 if alarm)
7	A maiden cries for help: 10ft explosion, 5d6 damage
8	2d4 Cultists deviate 4d10+4 maidens: these attack PCs
9	Like RES 5 but with 1d6+1 to all + RES 6
10	The Undead Fighter bar the pass. Pray will not help you.
11	RES 9 + RES 10. Welcome to Hell.
12+	Roll twice. Add results. If 12+ again give PCs great death.

Cancel rolled Encounters result, and let PCs see ancient spirits of the Tombs if the same result is obtained again



AGOR THE FALLEN KNIGHT

Has an high sense of honor also if has become evil. Respects valuable fighters.





THE TOWER OF THE HANGED MEN

PREFACE

The temple of Nodrean is taken... The White Mantles are fallen... The Order is dead...

The Goblins dared a lot, and they won...

"They are dangerous. Some tried to defeat them, to liberate the sacred place... Now the brave dangle from the loops. The Tower of the Hanged Men will never see a White Mantle again, and Hope, the silver sword of Nodrean, will be forever lost. Why do you want to risk so much? Honor abandoned this land...". In the Ghurag Nhar's forest, where trees give the way to a glade, rise the Order's ruins. **Roll L on Encounters.**

Area 1. The Temple

Wooden planks block the door: trunk's trap behind, Medium DC to discover, 3d12+6 damage. Broken roof on tree's temple side.

Area 2. Hidden spikes

Spikes' trap, foliage cover, Low DC to discover, 3d6 damage. If fight here Goblins will push PCs in.

Area 3. The Tree

An huge dead tree. High DC to see that some branches are broken, badly fixed again to others: High DC to climb if not noticed, Medium otherwise. Failure: 2d6 falling damage. Medium/High DC (if noticed or not branches) to jump on the roof. Failure: fall on spikes, 5d6 damage.

Area 4. Inside the Temple

There are several statues without hand/head all along the walls, a bigger one in the middle with sword in hand, an altar with a slit for a sword, and mosaics of the knights. The altar reveals a secret passage on the floor, if the sword of the statue enters in the slit. The statue's close hand will free the sword only when all statues will have again severed pieces. Roll on Statue. Goblins have never open passage to 5.

Area 5. The Rest Room

In here goblins rest, accumulate food and decide how to organize to defend the place, also ordering to other goblins to move in other rooms. Roll H on Encounters. Goblins' chief: **Gorsh the All-Viewer** (high HP, AC, Dex). Will use goblins' number to surround PCs. Will escape till moving

NOTE: Goblins in this adventure are not stupid idiots. They're cruel, ferocious and bloodthirsty. They will kill and eat adventurers' flesh.

in 10 if hardly wounded. Roll twice M on Treasures.

Area 6. The Treasure Room

Roll M on Encounters. Roll M twice and H on Treasures. There is a stone locked door: "I recognize value and honor, now and forever guarding their glory" (only opens by imposing treasures 7 and 11 on the surface, while wearing treasures 8 and 10; can be otherwise searched and discovered in 6 and 11 after visiting 1d8 places).

Area 7. The Tombs

Here are buried ancient White Mantles' knights. On every tomb there is no name, only glorious acts did in life by the dead. A spirit rises from the darkness, asking to PCs to liberate the ruins from enemies, so one day the Order could revive. If they accept (turning back to him with RES 6 and 10 heads), the spirit will give them a single and complete White Mantle's armor (high AC, halved physic damage). If not, lets PCs go.

Area 8. Secret wall

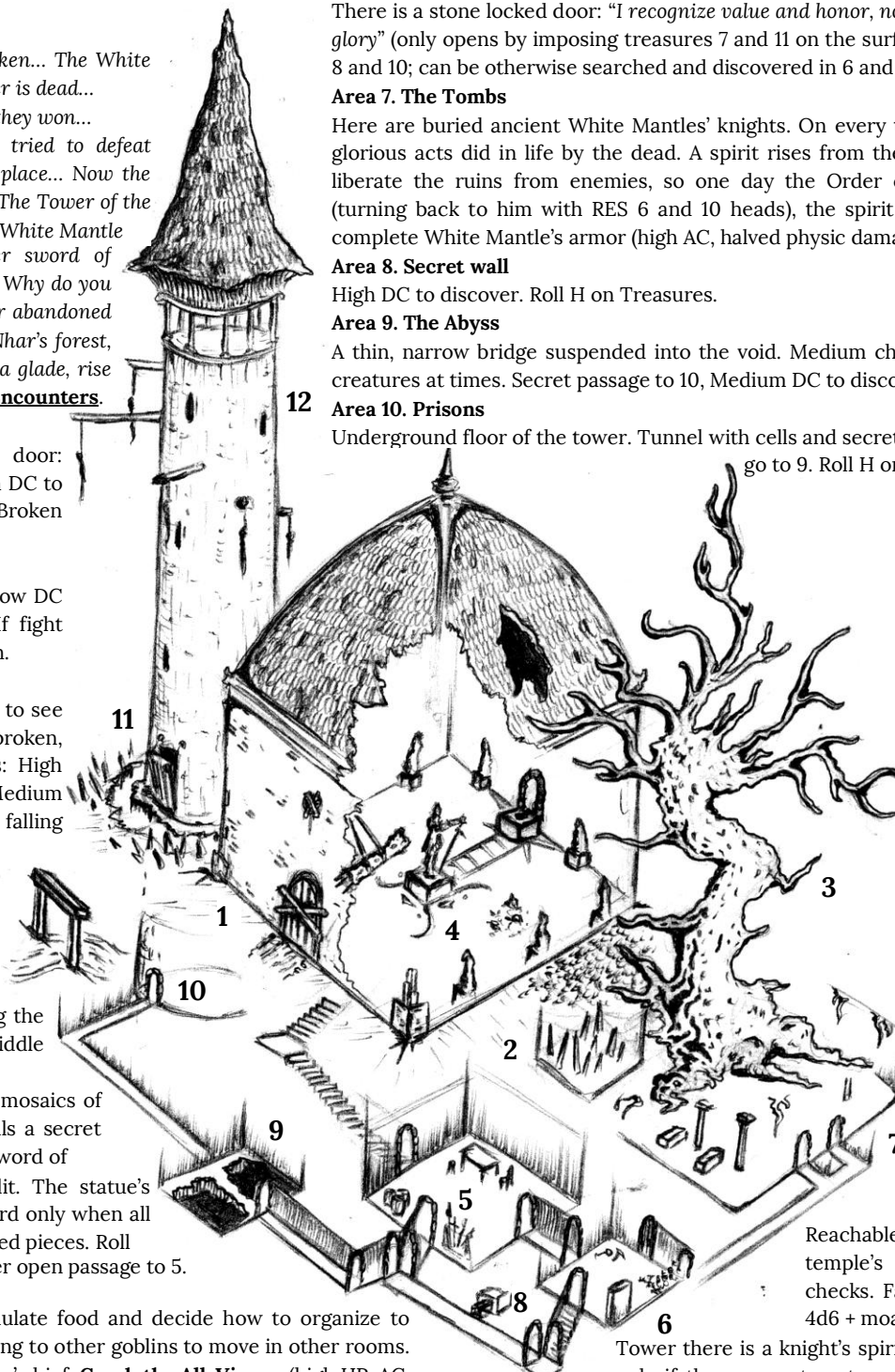
High DC to discover. Roll H on Treasures.

Area 9. The Abyss

A thin, narrow bridge suspended into the void. Medium check to not fall. Collapses: 3+ creatures at times. Secret passage to 10, Medium DC to discover. Roll M on Encounters.

Area 10. Prisons

Underground floor of the tower. Tunnel with cells and secret wall, High DC to discover to go to 9. Roll H on Encounters, L on Treasures.



RES	TRAPS roll 1d4 to go to areas 5, 6, 8, 9, 10
1	Ballista: 3d12
2	Difficult terrain: halved speed
3	Ambush: RES 6
4	Narrow Passage: oil + fiery arrows 2d8 + 1d6/round
RES	STATUE (1d4 missing) Roll and cancel
1	Hand - tree (3)
2	Head in tower (11)
3	Head - tower (12)
4	Hand - roof (1)

Area 11. The Tower

Spikes, moat (Medium DC ST or disease), semi-opened drawbridge. If opened RES 10 + M on Encounters. Roll L twice on Treasures. Stairs to higher floors collapsed. Stairs to 10.

Area 12. Peak of the Tower

Reachable: climb tower or jump from temple's roof to gallows, High DC checks. Falling damage: 7d6 spikes or 4d6 + moat in 11. On the top of the Tower there is a knight's spirit. Will promise Hope to PCs, only if they swear to return with honor (conquest White Mantle's armor). If so will be, the spirit will give them Hope.

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d4 if PCs do mess; +1d6 if alarm)
1	A bloodthirsty wolf wearing an armor full of spikes	7	2d4 sick Goblins. Low DC ST or fatal disease, 1d6 days
2	1d8+1 Goblins are extracting heart from man's chest.	8	2d10 Goblins directs huge rats' swarm against PCs
3	2d8 Goblins shot arrows to a still alive hanged man	9	RES 6 + RES 7 + RES 8. Chaos and death
4	3d6 Goblins are pushing rats into woman's mouth	10	Troll. Let the massacre begin
5	2d10 wolves ridden by Goblins surround PCs	11	RES 9 + RES 10. Chaos at is best
6	Grushar brutal and huge wolf +1d8 damage/round	12+	Roll twice. Add results. If 12+ again give PCs great death

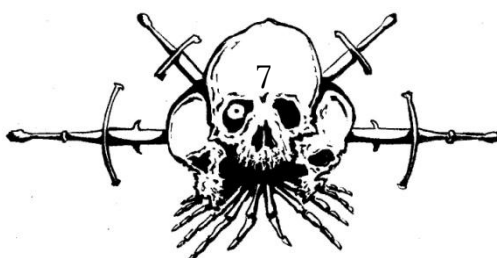
Cancel rolled Encounters result, and let PCs see the spirits of the knights if the same result is obtained again





BLOODTHIRSTY GOBLIN

Gnotthing bether bloooooodh! Gneaaaargh!





RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2	RES	TREASURES (+1d4 if PCs hold eyes' statue of 1)
1	A bracelet with some runes engraved on it	7	A ring that let you talk with dead (1/day)
2	A black hood with silver embroidery	8	Scroll of Nim: take 3 to extra 1d4 ability points
3	A gem of inestimable value	9	A dark cloak. In darkness you'll be totally hidden
4	Scroll of Nod: take 3 to be inspired, +1d4 damage	10	Scroll of Fer: take 3 to increase DC spell (+1)
5	A rod that can summon darkness around you	11	Dar's rod: unique. Bearer can return from 13
6	Scroll of Galor: take 3 to learn Galor great spell	12+	A magic item/armor/weapon +1 or low power

THE DREAM'S TOWERS

PREFACE

Silence. The same silence since the last one of them fell into the void... Pilgrims pass nearby and disappear in the fog, which covers everything both day and night... Everything around here is bent with Despair. The mages have so left their heritage to the world: sad ancient words, now forgotten, and the melancholy of something will never change... The sword waits for eternity. "If for knowledge or your heart you will go through the fog, remember this: you are your greatest enemy. Towers will test you..."

Area 1. The Corpses Hall

Embalmed bodies with desperate faces are placed here like statues. Eyes still moving to follow PCs' steps. Remove eyes: cause them to bleed copiously and animate the respective statue, invulnerable zombie (can't die). Fountain at the center of the room: reflects faces without eyes; put eyes' statue in it to let them cease to bleed. Roll L on Encounters (M-H: 2nd-3rd time).

Area 2. The Knowledge Room

Stone table and chairs, a dusted library, an incomplete mosaic, representing the visual of the towers from the path: missing part of a third figure on the fog background. Way to 3: locked. Roll on Mosaic. Roll L twice on Treasures. Complete the mosaic to see a third tower over the second and unlock way to 3.

Area 3. The Column

Column at the center of the room, with five turned off torches on. Closed way to 12. On the column is engraved: "We burn by our masters' will, waiting their eyes cease to bleed" (will only burn with flame from 5/7, using other methods causes: roll on Affliction). Turn on almost two torches: open way to 12.

Area 4. Despair

Sword: touch, roll on Affliction. Three statues look at it with empty orbital cavities that spill blood. Put purified eyes of 1 in each one of these to let statues cease to bleed. Once did this the statues will create flames like in 5/7. That light reveals path to 11. Blind Archer rises and shots (look at 12).

Area 5. Underground Floor

Here is a statue that holds eternal flame on hand. An engraving says: "Life in exchange of power: this is flesh sacrifice, pain for knowledge". Flame can only be taken by burning bearer hand. Causes 1d8 damage for every change of room. If bearer dies the flame dies with him. The flame can turn on 1d4-1 torches (min 1). The flame on the statue dies when taken by PC. A PC can't turn off the flame once taken. Roll M on Encounters.

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d8/1d12 if PCs hold eyes/flame)
1	The wind whispers	7	Like RES 2, but with 2d6+2
2	1d4+1 bodies from 1 rise to take out PCs eyes	8	Fer's spirit forces PC to roll on Affliction (high DC ST)
3	Nod's spirit uses fire spell, to 0 HP turn PC to ash	9	RES 6 + RES 5 + RES 8. Suffer in pain
4	Galor's spirit uses necrotic spell, PC can't regain HP	10	Dar's spirit. Curse: PC dies if crosses portal in 9
5	Nim's spirit uses suggest spell on random PC	11	RES from 3 to 8 + RES 10. Despair and die
6	Bones Collector. Sees through eyes' statues of 1	12+	Roll twice. Add results. If 12+ again give PCs great death

Cancel rolled Encounters result, and let PCs see spirits in dark cloaks move near them

Area 6. Empty room

An empty room. High DC to discover 7. Roll M on Encounters. 3

Area 7. Secret Room

Statue like in 5. Roll 1d4+1 times H on Treasures.

Area 8. Laboratory

Dusted library, table with alembics on, a dissection table with skeleton on it and knives at side. Roll M twice on Treasures. Roll M on Encounters. Medium DC to discover 7. High DC to discover 9 behind library.

Area 9. The portal

Secret passage closes when PCs enter in 9. A portal for unknowing lands stands in front of them. Engravings on its dark stones say: "You'll know the pain of Despair when you'll know the despair of pain". A dark shadow of a knight will exit from the portal to fight PCs (high damage). The knight doesn't suffer physic damage. When hits, forces target to make High DC ST: failure, roll on Affliction. Hit an afflicted target kills him. The shadow doesn't attack them who hold a flame from 4/5/7. Survive for 2d4+1 rounds: the combat ends, knight disappears, 8-9 opens again. The portal leads to 13. Roll L, M, H on Treasures.

RES	AFFLICTION (roll 1d4)
1	You are no more able to speak and be understood
2	Mental regression: 1d8 mental ability damage; to 0: vanish in air
3	Fear (disadvantage/malus): 1. Silence; 2. Solitude; 3. Void; 4. Knowledge
4	Eternal despair for life. Try to suicide once per day

RES	MOSAIC 1d4 missing parts Roll and cancel
1	Room 7
2	Room 8
3	Room 11
4	Room 12

Area 10. Prisons

Three cells here. Medium DC to discover secret room. Roll L on Treasures.

Area 11. The temple

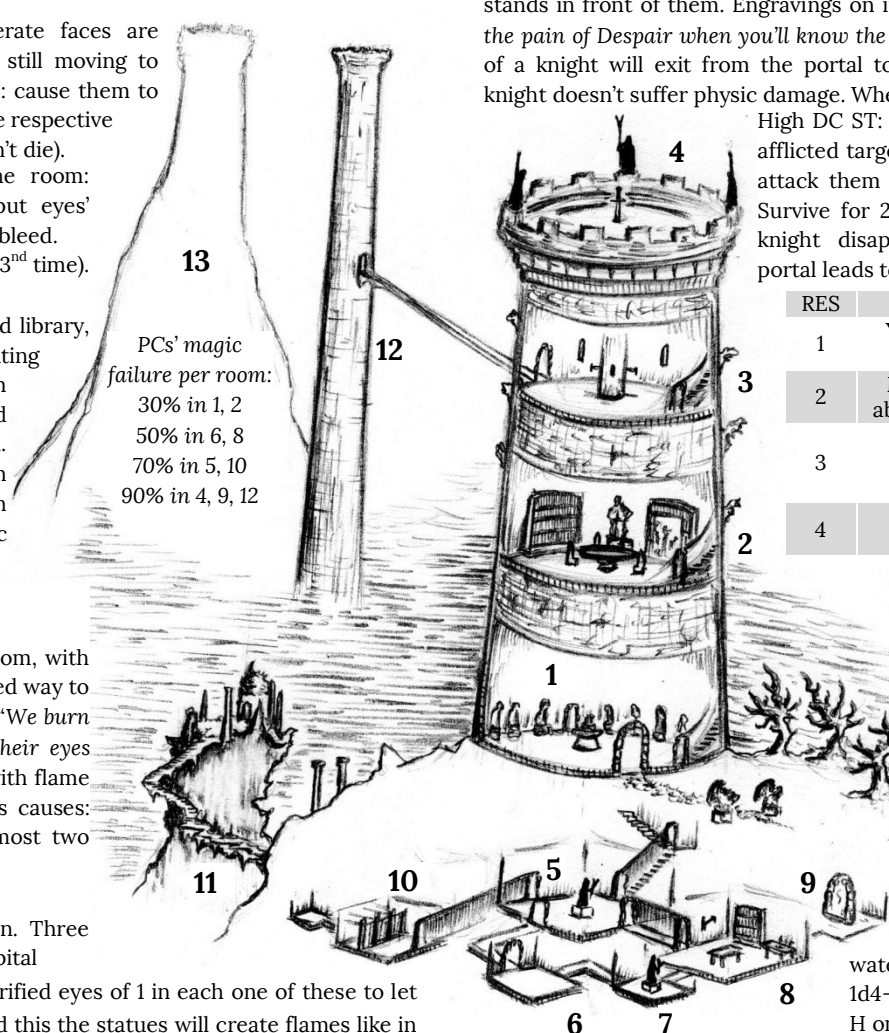
Unlock only from 4. Holy water in a votive basin: restores 1d4-1 Afflictions and refill HP. Roll H on Encounters if used twice + the bridge falls when last PC passes on.

Area 12. The second tower

Blind Archer shots who tries to pass the bridge, arrows never miss. Defeat Archer: offer him eyes from 1 + 1d4 PCs' eyes to learn the secret of mosaic.

Area 13. The Dream's Tower

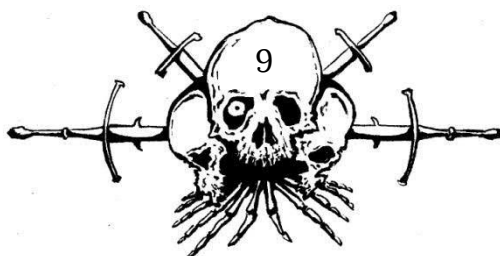
PCs cannot return back. The tower is identical to the first one. Here mages' spirits reveal the secret to extract Despair. PCs here can only communicate with others out of 13 from mosaic's dowels in 2. PCs here will die only when (and if) Despair will be extract. **How will it end?**





spirit of the tower

...





THE SOLITARY MANOR OF KING MENEDOR

PREFACE

In the pinewood of Lothar rises the solitary manor of King Menedor, once great ruler of those lands. But now... now corruption and decadence plague his domains. Fallen knights, with no more honor and bravery, walk into the castle contemptuous of the honorable men who time ago lived in here. It is said they formed an alliance with brute barbarians Menedor fought before dying. "This is time to stop them once and for all: kill the Black Hand mercenary chief. Bring me his head and avenge the manor's ancient knights. Valor, the sword stolen by Norg, must return on Menedor's tomb".

Area 1. The Walls

Thick and hard stone composes quadrangular walls and the guard towers. A deep and wide moat surrounds the entire place. Drawbridge on front side. There are 1d4+1 archers + 1 ballista on each turret. Out of the walls: roll M on Encounters.

Area 2. Courtyard and Great Hall

Courtyard: field tents in it. Roll H on Encounters, roll M on Treasures. Torr, the brutes' chief could be here. **Great Hall:** war items (common) herded here.

Area 3. Council Room

A stone table, a library, ceremonial armors and a fireplace. Roll L on Encounters. Roll M twice on Treasures.

Area 4. The Rest Rooms

Here only comes to rest: Norg, his second Lug the Bearded Knight and Ghal the Mage (constrict to bed). No one else has the permission to enter this floor. Roll L, M and H twice on Treasures.

Area 5. The Bell's Tower

Norg only once visit this area, and have never rang the bell. When Menedor was still alive, the bell ranged every time the moon was high in the sky. Now its clapper is lost. Ring again the bell to let vibrate statue in 12's alcove. Roll on Clapper. Roll H+1d8 on Treasures if bell should ring.

Area 6. The Storage Area

In here mercenaries accumulate food and weapons. Roll M on Encounters. Roll L and M twice on Treasures.

Area 7. The Underground Floor

60% chance Barbed Knight is here if not previously met. The door to left of stairs is locked. Knights enter here only to go in 8-9 at Norg's orders.

Area 8. Prisons

Seven cells. Meeting chance/cell: 0-15%, honorable knight; 16-40%, empty cell; 41-70%, tortured men; 71-95% desperate women; 96-100%, a young descendant of Menedor. PCs could receive rewards/help if at the end of the adventure have make prisoners flee alive (sooner or later...).

RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2	RES	TREASURES (+1d4 if combat ends in 3 rounds)
1	A sword with noble engravings scraped away	7	Mace of Power: target goes prone on a success
2	An old flask. Contains strong wine.	8	Bear Mantle. Men will fear the bearer
3	A letter from a distant lover	9	An armor full of wax seals: +1d6 radiant damage
4	Bandages of the soldier: stop wounds bleeding	10	Beast Horn. Blow in it to enrage your allies
5	Hag charm: advantage on ST against spells	11	A scroll: it tells about troops movement in forest
6	A shield with a blazon of an important family	12+	A magic item/armor/weapon +1 or low power

Area 9. The Torture Room

Here the Butcher (high HP, hits at PCs' AC-1) tortures prisoners of 8 to gain every genre of information from them. Roll L-1 (min 1) on Encounters. Roll L three times on Treasures. Tome of Confessions here. Accesses to 10-11 locked; the Butcher could say Norg and Lug have keys.

Area 10. Tombs of Menedor's Brave Knights

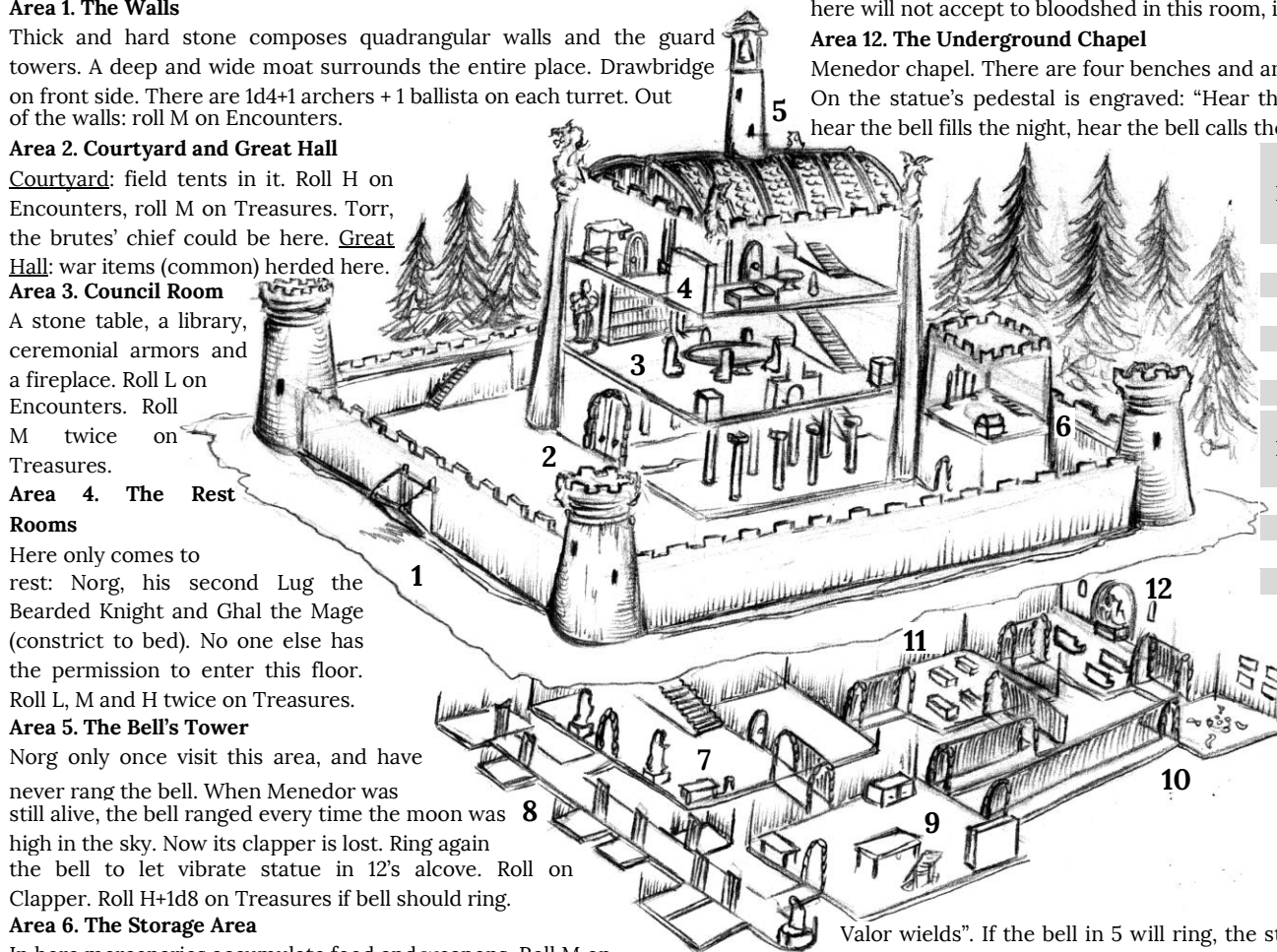
Here are buried ancient knights, once at Menedor's service. On tombs are engraved their glorious acts in life. Roll M on Treasures.

Area 11. The Tombs of Menedor and his descendants

Here are buried the king and his descendants. The simple stone tombs have no decorations sign on their shapes. Norg come here to pray; if is here will not accept to bloodshed in this room, in respect to the dead.

Area 12. The Underground Chapel

Menedor chapel. There are four benches and an alcove with a statue in. On the statue's pedestal is engraved: "Hear the bell rings with might, hear the bell fills the night, hear the bell calls the name, of him who



RES	NORG/TORR roll 1d6 to see where are every time PCs move
1	4/1 (out walls)
2	3/9
3	3/3
4	5/2
5	1/1 (on/out walls)
6	12/2

RES	CLAPPER Roll 1d4 to see where is
1	1, moat backdrop
2	2, buried
3	11, in a tomb
4	4, in a huge coffer

RES	TROOPS roll 1d4: +X to encounters dice results if PCs waste time
1	Return an explorer, +1
2	Return explorers, +2
3	Reinforces, +3
4	Reinforces, +4

Valor wields". If the bell in 5 will ring, the statue will reveal a list of names, the king's descendants. Only them should have been able to find Valor and take it from here. Norg's name is on the list.

If PCs will discover it, what will happen? Will Norg give up Valor?

NOTES: Norg, Torr, Lug, Ghal: can call reinforcements as bonus action. Norg (high HP, AC, damage, expert fighter), Torr (very high HP, damage), The Giant (disproportionate amount of HP, could die "easily" by massive damage), Lug the Barbed Knight (high HP, AC, damage, riposte when receive attack), Ghal the Mage (1d4+1 Wizard Levels, high Int, debuff spells, expert adviser). Barbarians have extra HP. Knights have good AC. **Enemies will attack who uses magic before attack anyone else.**

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d6 if PCs do mess; +1d8 if alarm)
1	1d4+1 knights talk about Tombs of the Ancients facts	7	2d4+2 pikemen (full plate) proceed compact against PCs
2	1d4+1 barbarians speak of Tower of the Hanged Men	8	1d4+1 knight with tower shield + 2d4+2 crossbowmen
3	1d4+1 barbarians are receiving order from a knight	9	RES 7 + RES 8. Military power
4	A knight and a barbarian fight to death for a woman	10	Lug the Barbed Knight bars the pass. Come closer to die
5	1d6+2 barbarians who don't suffer pain from wounds	11	RES 5 + RES 6 + RES 9 + RES 10. The massacre begins
6	Comes The Giant. A single punch can break a stone	12+	Roll twice. Add results. If 12+ again give PCs great death

Cancel rolled Encounters result: **NOTE:** these fallen knights are experienced men of war, barbarians are brutal and resistant men



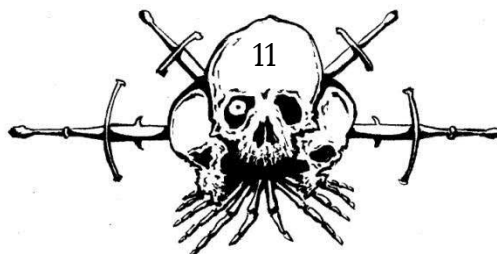


NORG, CHIEF OF THE BLACK HAND MERCENARIES TROOPS

Has an high sense of honor, although no one speaks of him like honorable man.
Was Agor's companion: there may be a possibility they will encounter themselves again.

He has the absolute loyalty of his men.

Norg could prefer to speak instead to make a bloodshed.





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

THE MONASTERY OF THE ETERNAL SIN

PREFACE

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

Area 1. The Great Hall

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

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

Area 2. Amanuensis Room

Hundreds of miniate tomes here.

Roll on Chant. Roll L on Encounters.

Roll twice L/M on Treasures.

Area 3. Abbot Council Room

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

Area 4. The Bell

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

Area 5. The Well of the Holy Water

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

Area 6. The Path to Many Secrets

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

Area 7. Relic Room

Here are preserved ancient relics of knights' fallen Orders. Roll on Chant. Roll M and H on Treasures. Two keys necessary to open: on Abbot and in 11. If Abbot loses key or is attacked: summon RES 10.

Area 8. The Corridor

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

Area 9. The Treasure Room

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

Area 10. The Way to the Crypts

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

Area 11. The Underground Lake of Sacred Memories

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

Area 12. The Grave of Primal Sin

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

Area 13. The Tombs of the Amanuensis

Roll L on Treasures. Roll M on Encounters.

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

Area 14. The False Tomb of Galafar

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

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

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

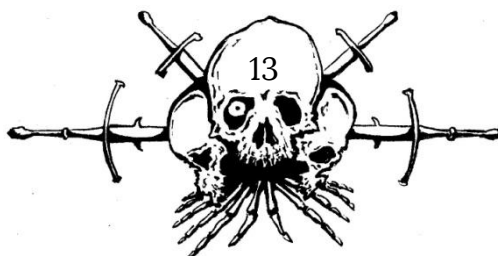
RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d8 if skeletons are chanting)
1	A skeleton reads a tome, reciting sacred verses	7	3d8+3 knights' skeletons comes to end PCs' lives
2	1d4+1 monks' skeletons: will only pray in silence	8	A skeleton says atrocious words: malus to PCs' checks
3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

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





LAMIA of the emerald family





RES	TREASURES L: 1d3; M: 1d4; H: 1d6 (roll; cancel)
1	Symbol of Death/Valor: causes 1 Affliction
2	The corpse of a loved one: eat to restore HP
3	Symbol of Despair/Hope: restores 1 Affliction
4	PC's childhood toy: kills if RES 6 Affliction active
5	Leaf of Sleep: brings to 1 HP; ignore Sin effects
6	Phantasmal Arrow: freezes blood for a moment

RES	AFFLICTION (roll 1d6); What did it cost to you...?
1	You saw the Horror: lose all mental sanity
2	Your eyes can't stop bleeding: you are blind now
3	Can't stop crying desperately: malus to dice roll
4	Distorted memory: allies are infamous enemies
5	Eternal silence: lose the ability to speak
6	Damned: all becomes cold. Can't die, can't live

DESCENT INTO THE CHASM

PREFACE

Stairs older than time itself go down in the Chasm. No light has ever penetrate this darkness... No one has ever break the silence that fills the air... In here, time does not exist. In here, voice dies in throat. In here... you are alone. In here... you die.

Area 1. The Chasm of Chaos

The stairs end. There is a pool full of dark water. Engravings on the floor say: "Here came those Death spared, those Hope killed, those Despair saved and those Valor ruined: them all washed sins here". If enter the pool: roll on Soul. High DC to discover secret passage on pool bottom: it opens after deactivating 2+ altars. If PC re-dive: roll on Sin.

Area 2. Mirror's Room

Empty room. Mirror on the wall. PCs who look in it will see themselves brutally killed on some stairs by: roll H on Encounters (use this RES if PCs go over there). Secret passage behind. Break mirror: roll on Sin. If PCs washed themselves in 1: can pass through the mirror without break it.

Area 3. Hope Altar

An altar that spills blood. Engravings on it say: "We failed and we paid, we spilled blood, hoping in forgiveness... At the end, we failed into void". Roll M on Encounters. Only if a PC cumulated 2+ Sins from table can pray and stop the altar from bleed. Once stopped, remaining blood will shape stairs to 4, and Dark Door (9-4) will disappear.

Area 4. Hope Waterfall

Dark Door from 9-4, engravings on: "Punisher of Sin". PCs who rolled on Sin can't proceed: if go on, roll on Affliction. Blood dripping from the ceiling falls in a pool. Roll M on Encounters. Roll three times L on Treasures (roll on Sin if PCs take 2nd and 3rd).

Area 5. Valor Altar

An altar spills blood to the ground. Locked access to 8. Roll L on Encounters. Read 8 for altar.

Area 6. A Past That Cannot Be Ignored

No light works here. After 1d4 PCs enter the room, every access will close. Each PC so stuck inside must face the spirit of a previous signifier killed enemy: darkness shapes to recreate the place in where the fact happened. PCs who rolled 1 on Soul don't have to fight. Roll H on Treasures after each victory. If a PC dies in here, there will be his blood on allies weapons. The secret passage to 1 will reveal once all is finished. From this side of the mirror PCs can see defeated spirits in peace: roll on Soul. If a PC died in 6, his spirit will be reflected in a macabre way: roll on Sin. The mirror lets PCs pass through: remove 1 Sin.

Area 7. The Tomb of She Who Never Sinned

Two alcoves on lateral walls and a tomb with a female figure sculpted on. Roll 1d12 on Encounters and consider RES only if She Who Never Sinned appears.

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2
1	The darkness oppresses PCs: roll on Sin
2	She Who Never Sinned chooses PC: no Sin from now
3	3d4+3 spirit of those whom PCs killed rise to revenge
4	She Who Never Sinned: restores PCs HP
5	She Who Never Sinned brings light: roll on Soul
6	She Who Never Sinned brings: roll M on Treasures

Her spirit could reveal to PCs how to stop altars from bleed. If PCs have gained sacred swords before, She will indicate how to deactivate an altar, taken the sword and placing it into one of the alcoves. If a PC tries to take again the sword, roll on Sin, then roll H on Encounters.

Area 8. The Valor Act

Engravings on walls: "Valor is suffering: sacrifice for the greater good". Once in, only some can go out: the last PC will see the access closes in front of him. His life in exchange of his allies continuation. The altar in 5 will so cease to bleed. Roll on Soul if this was voluntary act and remove 1 Sin. If PC rolled 2 on Soul, the access will open after other PCs passed 1d6 rooms. A reward appears to the freed PC: roll M on Treasures. If PC rolled 6 on Affliction can't go out.

Area 9. Death Altar

Another altar spills blood. Lapidary engraving says: "Kill". PCs must choose which ally to kill. The spilled blood will deactivate the altar. If PC who kills the ally rolled 4 on Soul, the dead rises again from death.

Area 10. Despair Altar

Roll M on Encounters. Roll H on Encounters if the previous one last for 3+ rounds. Engravings on the altar say: "Who knew suffering can spill his blood". A PC who: went out from 6, rose from death in 9 or rolled 3 on Soul can deactivate the altar. All Encounters then end.

Area 11. The Path of Sinful Memories

An altar full of water in 11. A PC can drink only once to remove all afflictions and rolled Sin's effects. Drink twice kill him. The path ends in void. Roll H on Treasures.

RES	SOUL (roll 1d4; cancel)
1	Hope: you will find light in darkness
2	Valor: you will shine in darkness
3	Despair: you will stay stoic in darkness
4	Death: you will survive to kill one last time

RES	SIN (roll 1d4, cumulative; **: effect)
	Every one sinned, or did you forgot?
1	You refused to help a tired man; **: +1 exhaustion level/room
2	You killed innocents; **: 4d4 rounds relentless rage/room
3	You sinned with lust; **: take off clothes or freeze body in 1d12 rooms
4	A sin that can't be said; **: there is no salvation, you will not left the Chasm

Area 13. Stairs to Oblivion, Lake of Sin and Tree of Eternal Sleep

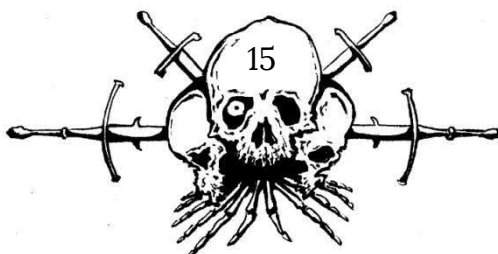
Stairs interrupt: impossible to jump. Who has no Sin effect(s) active can proceed on invisible stairs that only him can use. Blood spilled from altars create a waterfall. Go through with 1+ Sin effect active: roll twice on Affliction. Deactivate all altars: no waterfall. The lake shines with its own light: who rolled 4 on Sin dies by seeing this light. Under the tree, She Who Never Sinned invite PCs to rest. Who will sleep here will start a travel to past times of Galafar. Will you?

RES	ENCOUNTERS (+1d4 for every blocked altar)
7	Rise PCs copies from 1's pool: 3xHP. Come to kill
8	She Who Never Sinned comes to remove 1 Affliction
9	PCs copies: HP/2, 2 x damage. Furious and violent
10	PCs copies: 2xHP. Sneaky and insidious, want to kill
11	PCs copies: 2xAC. Elusive and pressing. Rise to disturb
12+	Roll twice. Add results. If 12+ again give PCs great death

Cancel rolled Encounters result, and let PCs hear the oppressive sound of silence



she who NEVER SINNEO





ALESIA STRONGSHIELD

CHARACTER SHEET

NAME Alesia Strongshield

XP: 5 (upgrade every 5 points)

CLASS Fighter

BONUS: if brought to 0 or less HP drop to 1

STRENGTH 0 0 0 (d8)

HP 16 (17)

BODY 0 0 0 0 (d10)

AC 4

SPIRIT 0 0 (d6)

POWERS AND SPELLS

1) **Fortitude**: once per round you can reduce taken damage by 1d4 HP.

2) **Sheltered!**: Use immediately your weapon or shield to protect yourself, +1 AC/1 round. Darken a Body dot after doing so.

3) **Hard Hit**: Attack with ferocious impetus, reroll damage die and add to the previous one. Darken a Strength dot after doing so.

4) [Add new power by yourself!]

5) [Add new power by yourself!]

BACKGROUND

Alesia Strongshield is a selfless young woman with a good heart.

Doesn't bear the impetuosity of Ator from Storgard, but tries to see his good deeds.

Alesia aspires to follow Lhor of the Blackflower Order, aiming to become a knight.

Alesia despises the opulence of Lamia of the Emerald family and his flaunting wealth.

EQUIPMENT

WEAPON

Mace: 1d6+3

(One-handed: 1d6+Str; Two-handed: 1d10+Str)

ARMOR

Plate (Heavy): +3 PF

Shield: +1 PF

OTHER

2 x Healing Potion: 1d4+1 HP

Rope 15 ft

Linchpin

Haversack

Little portrait of her beloved sister

CHARACTER SHEET

NAME Lamia of the Emerald Family **XP:** 5 (upgrade every 5 points)

CLASS Noble **BONUS:** Her word is highly considered

STRENGTH 00 (d6) **HP** 9

BODY 00 (d6) **AC** 2

SPIRIT 0000 (d10)

POWERS AND SPELLS

1) **Imperious Voice:** who hears Lamia's voice must make an opposite Spirit check. On a failure is intimidated. Darken 1 Spirit dot after doing so.

2) **High Instruction:** roll twice when Lamia tries to discover information. 1d4 uses/session.

4) **Summon Patron:** summon a golden mantle deer, the family's symbol. Darken 1 Spirit dot after doing so. The deer is a magic creature.

4) [Add new power by yourself!]

5) [Add new power by yourself!]

BACKGROUND

Lamia of the Emerald family is a self-centered and haughty young woman.

Admires the brute force of Ator of Storgard, secretly craving him.

Finds pedantic and boring Lhor of the Blackflower Order and dictates its ancient Code.

Lamia considers Alesia a simpleton, but she knows she will be useful in her time of need.

EQUIPMENT

WEAPON

Knife: 1d6+2

(One-handed: 1d6+Str; Two-handed: 1d10+Str)

ARMOR

Leather (light): +1 PF

OTHER

Crimson Cloak: restores 1 Spirit dot if owner is wounded.

1 Strong Healing Potion: 1d6+2 HP

Precious clothes;

Rings and jewels encrusted with gems;

Candles x 2d6

A little portable mirror

CHARACTER SHEET

NAME Ator from Storgard

XP: 5 (upgrade every 5 points)

CLASSE Barbarian

BONUS: 1d4 x Rage/day: + 15 HP, 3d4 min

STRENGTH 0 0 0 0 (d10)

HP 14

BODY 0 0 0 0 (d10)

AC 4

SPIRIT 0 (d4)

POWERS AND SPELLS

1) **Furious**: +1 damage for every lost HP, to a max of +5 if not in rage, or to a max of +10 in rage. Darken 1 Strength and 1 Body dot after doing so.

2) **To death!**: 15% chance to kill with a single hit; +2% for every lost HP (max 15 HP, +30%). Darken 1 Strength dot after doing so.

3) **Savage**: Attack with disdainful impetus. Continue to roll to attack till missing a hit. When an attack roll fails, darken 2 Body dots. Darken also 1 Strength dot if you roll more than three successfully attack.

4) [Add new power by yourself!]

5) [Add new power by yourself!]

BACKGROUND

Ator of Storgard is an impetuous and irascible man.

He would do anything to appear strong in the eyes of Alesia Strongshield and win his heart.

He hates Norb of the Blackflower Order and his rigorous and castrating Code.

It owes its inseparable greataxe to the kindness of Lamia of the Emerald family.

EQUIPMENT

WEAPON

Greataxe: 1d10+4

(One-handed: 1d6+Str; Two-handed: 1d10+Str)

ARMOR

OTHER

Enemy blood vial: given by old hag to Ator, grants to regain 1d6 darkened dots.

Wolf skin, Bear teeth, Eagle Eye

Rope 30 ft

The nail of a giant

CHARACTER SHEET

NOME Lhor of the Blackflower Order **XP:** 10 (upgrade every 5 points)

CLASSE Knight **BONUS:** Social privileges + Code's dictates

STRENGTH 0 0 0 (d8)

hp 14 (15)

body 0 0 0 (d8)

AC 3

SPIRIT 0 0 0 (d8)

POWERS AND SPELLS

1) **Intrepid heart:** advantages/bonus to resist to supernatural fear effects.

2) **Sentence:** 10% chance to kill a target on a successful hit in a duel one against one, 30% if is activated Last Hope. Darken 1 Strength dot after doing so.

3) **Last Hope:** reached 5 HP, increase all ability dice to next dice. Also regain 1d6+2 HP if not wounded for 1 round. 1d4 uses per session.

4) **Honorable:** who hears your words must believe you. Darken 1 Spirit after doing so.

5) [Add new power by yourself!]

BACKGROUND

Lhor of the Blackflower Order is a young man with a strong moral stance who cannot stand bullying and harassment.

He tries to make Ator of Storgard understand high ideals, admiring their value.

Respect Lamia of the Emerald family, and he will protect her at all costs so as not to tarnish the Order and its fame with the loss of the young woman.

He has feelings of love for Alesia Strongshield, but rejects them for the sake of the Code.

EQUIPMENT

WEAPON

Sword of Blackflower Order: 1d6+3

(One-handed: 1d6+Str; Two-handed: 1d10+Str)

ARMOR

Plate (heavy): +3 PF

Shield: +1 PF

OTHER

Dark rose: gage of the Order, gives courage to the owner, +1 to Spirit dice results;

Sword, Armor and Shield of Blackflower Order

CODE

1. Defend the weaker

Don't let strong vex them

2. Condemn Evil

Don't let it proliferates and grows

3. Respect Life

Life all can sprout like a flore. Don't waste it.

Know pity.

CHARACTER SHEET

NAMExp: (upgrade every 5 points)

CLASSbonus:

STRENGTHhp

bodyAC

SPIRIT

POWERS AND SPELLS

- 1)
- 2)
- 3)
- 4)
- 5)

BACKGROUND

EQUIPMENT

WEAPON

ARMOR

OTHER

THE SACRED SWORDS

The Sacred Swords embody the essences of their own names: Death, Hope, Despair and Valor.

The four blades were once the symbol of important knights' Orders, now fallen in ruin.

Many tried to reach and to take them, in vain...

The brave who will be strong enough to wield a sacred sword will be, till his death, his only owner.

Every sword has a latent power, which grows with character growth.

NOTE: *Those swords have greatswords stats, with additional +2 damage on a successful hit.*

SOME IDEAS FOR SWORDS POWERS

DEATH: who wields it will never forget them who died by his hand. For every character's level up, the sword grants to summon 1d10 undead servants at sunset (es. 3° LV → 3d10), by sacrificing 1/3 of own HP total amount. At higher levels: indicate a target to kill him, while has no more than 1/3 of its HP total amount (once per week).

HOPE: who wields it will never forget them who helped him. For every character's level up, the sword grants to reroll a dice per day, to choose the best result (es. 3° LV → 3 reroll/day). At higher levels: a fatal wound ceases to be such, eluding death's target (once per week).

DESPAIR: who wields it will never forget them who committed wickedness. For every character's level up, the sword grants to cause an affliction to the target: he must reroll a dice roll and use the worst result once per day (es. 3° LV → causes from 3 reroll/day). At higher levels: causes a serious and permanent affliction/disease to the target (once per week).

VALOR: who wields it will never fear perils, in search of glorious deeds. For every character's level up, the sword grants: +5 damage, +20 HP and restore 1d4 darkened dots/3d4 rounds once per day (es. 3° LV → bonus/3d4 rounds three times a day). At higher levels: inspire allies, and choose one. He succeeds in all actions for 1d4 round. Others gain 10 extra HP for 3d6 rounds.

