

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

DEATH FROST DOOM

YANNICK BOUCHARD
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ZAK S.

THE GRAVEYARD

1 SQUARE = 10 FEET



Grate-covered
Shaft to Area 22

(A)

Secret Shaft
to Areas 7 & 28

(B)

Hanging
Tree



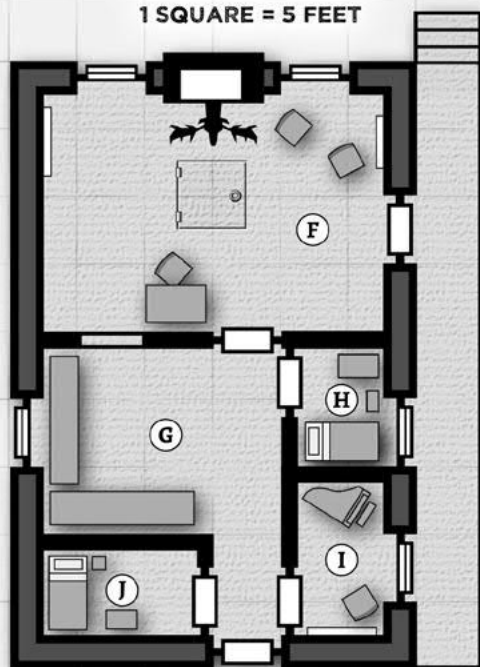
Path down
the mountain
to Zeke's Hut

(C) Dead Body



THE CABIN

1 SQUARE = 5 FEET

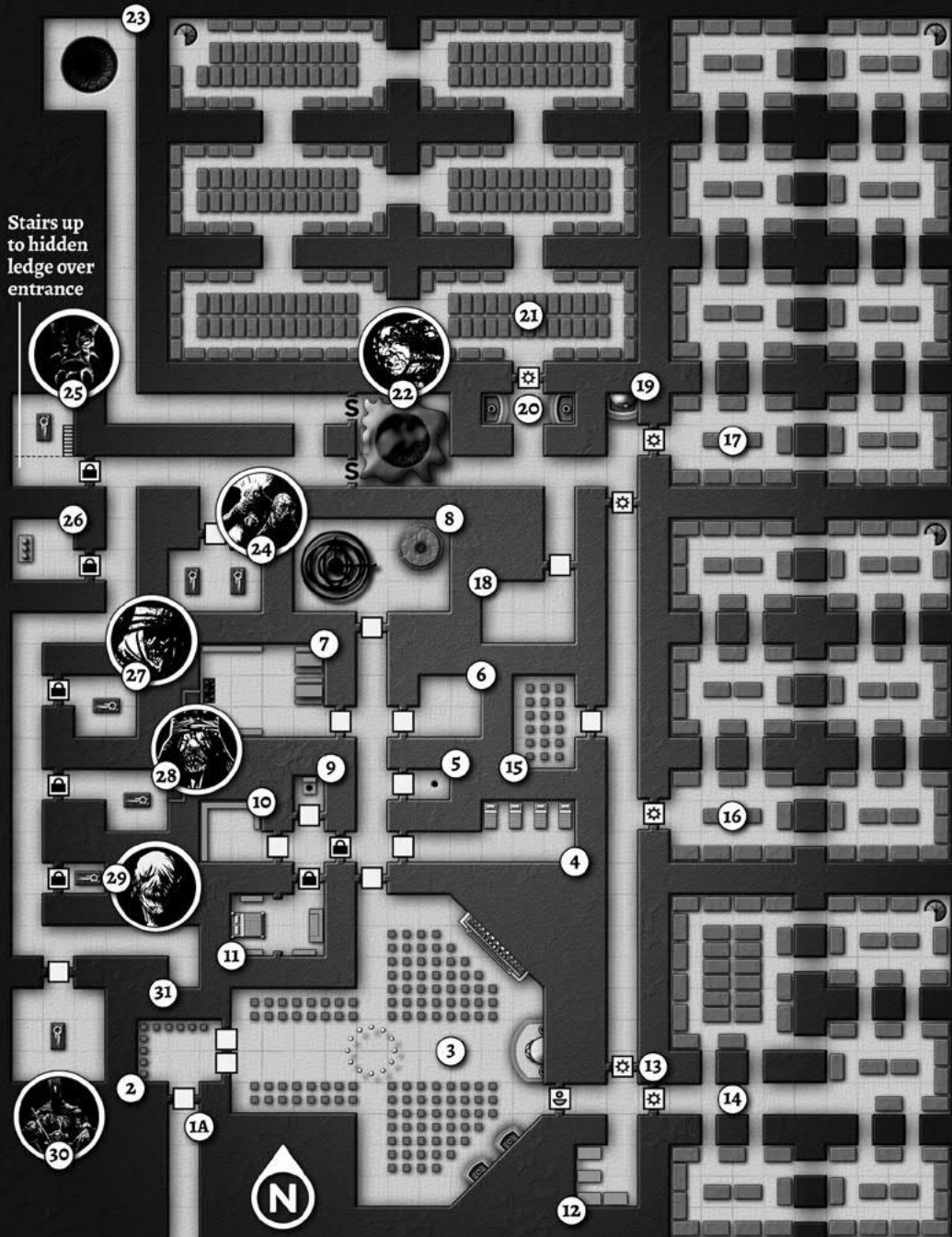


THE CABIN

Well

(E)

Stairs up
to hidden
ledge over
entrance



Shaft leads up
50' to Area F
in the Cabin

THE SHRINE

1 SQUARE = 10 FEET

- | | | |
|------------------|-------------|---------------------|
| Door | Locked Door | Sarcophagus |
| Offering Door | Secret Door | Child's Sarcophagus |
| Vault Door (#13) | Furnishings | Repugnant Tomb |

Stairs down
to identical
lower crypts.

DEATH
FROST
DOOM

LAMENTATIONS *of the* FLAME PRINCESS

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LFP0034

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CONTENTS

• MAPS •

Front Endpaper

• NOTES ON THE NEW EDITION •

Page 7

• THE APPROACH •

Page 8

• THE HOME OF EZEKIEL DUNCASTER •

Page 10

• THE PEAK •

Page 12

• THE GRAVEYARD •

Page 13

• THE CABIN •

Page 16

• THE SHRINE •

Page 23

• TOMB OF THE GREATER REPUGNANCES •

Page 44

• HELL VOMITS ITS FILTH •

Page 56

• EFFECTS OF THE PURPLE LOTUS •

Page 58

• RETROSPECTIVE •

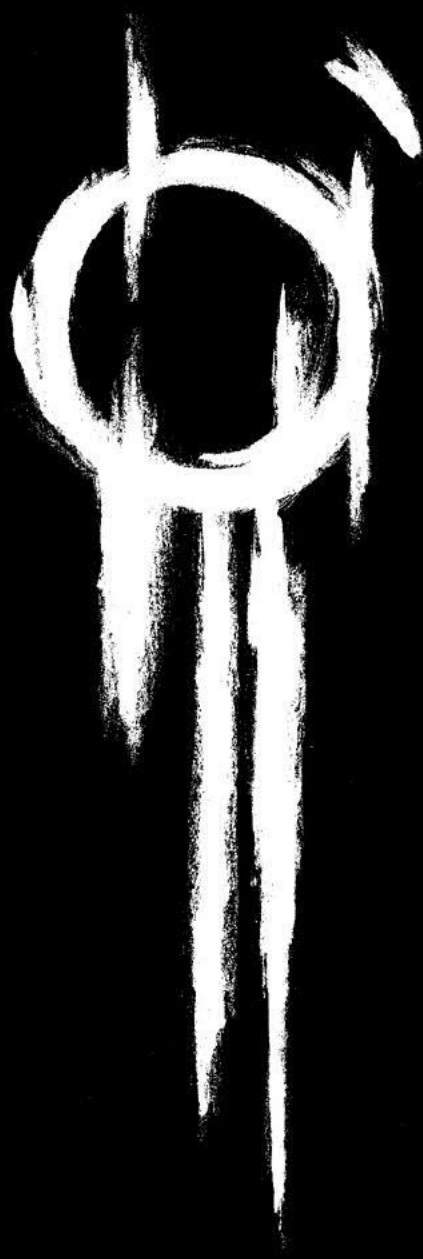
Page 60

• PLAYER HANDOUT #1 •

Page 63

• PLAYER HANDOUT #2 •

Page 64



· NOTES ON THE NEW EDITION ·

In this five years since the adventure was first released, LotFP has released box sets, hardcovers, and sold tens of thousands of books and PDFs. It's not too big a stretch to say it was all on the back of the reputation *Death Frost Doom* gave to me and the LotFP name.

It was ridiculous to have one of the most popular titles in the catalog out of print for years, but as a music collector, the idea of an out-of-print “album” appealed to me. *Death Frost Doom* was that cult rarity that you only physically had if you were there at the time, that out of print first album of a band that had gone on to greater success.

But corporate greed often trumps idealism, so eventually it was going to be reissued.

LotFP's standards of writing, presentation, and “borrowing” classic bits (accidentally, incidentally, coincidentally, or on purpose) are much different now. I didn't want to release a throwback, and I didn't want this new edition to be a celebration of past glories, I wanted something fresh. Something as striking for 2014 as the first printing had been in 2009.

Enter Zak S. He is very familiar with the adventure (he built much of his current campaign on it), and he's often turning old concepts inside-out and making them new again. I just gave the thing to him, pointed out specific bits in the adventure that needed a rewrite, and let him loose on the whole thing.

The result is somewhere between a revision of the text and a complete rewrite of the adventure. It's more of a collaboration now, with a different perspective and five years of hindsight creating something that can now stand as wholly unique.

It's going to chew your face off.

James Edward Raggi IV

April 7, 2014

Helsinki, Finland

When a freakishly original thing is made, it inevitably contains both inherited and mutant genes. When the original *Death Frost Doom* was found on the doorstep of the old school gaming scene, its horror-short-story tone and structure came thinly wrapped in familiar adventure-game trappings. James and I agreed that this new edition should maintain that tone and structure, but replace as many of the handed-down bits as possible with more creepy magic.

When I first read James' *Death Frost Doom*, I considered it not just the best module I'd ever read, but the only usable one I'd ever read. It demands only a little of your campaign's space and time, but it does something with every inch of that space and every second of that time. I've tried to keep it as disturbingly efficient as it was when I first met it five years ago—when it helped kick off the campaign I am still running today (and when it caused most of the trouble the characters have been dealing with since).

I think we've done no violence to it, and given you and your players a few more toys to play with.

And smash.

Zak S.

June 7, 2014

Los Angeles, CA

P.S.: Thanks to James for preparing this apocalypse, James Maliszewski for telling people about it, Mandy for triggering it, and Charlotte, Laney, Adam, David, Connie, Mandy, Caroline and the rest of the girls for putting a stop to it.

Note on energy drain: Several of the creatures in this adventure have this ability. We've given each one a different mechanic, to individualize them—but if it's annoying just pick one version and go with it for all of them.

· THE APPROACH ·

There is a mountain that no-one climbs. It dominates the landscape like fear and the memories of what once lived there. But memory recedes and rumor breeds—and the rumor is a rumor of gold.

Someone will be the first to scale the white mountain: it will be someone who is greedy, stupid or fanatical— but also, perhaps, lucky.

SET UP

There is a settlement of your own design at the base of the mountain. If possible, it should be one that the players would miss, but the only requirement is it be inhabited and relatively innocent. That is: the inhabitants should not deserve to be eaten.

If this adventure is a part of a campaign: feed the players stories of inconceivable wealth hidden in the mountain, inside the shrine of an ancient death cult. If the players are in search of a special book, sword or other storied trinket it is rumored to be there (and is—probably in Area 22—but don't tell them that yet).

If this adventure is a one-shot: tell the players the background information and let them purchase equipment before heading up the mountain. If time is short, start the adventure at Zeke's. If time's really short or your players hate your NPCs, start at the graveyard.

If the party asks around about the mountain in town they'll get these facts: the reign of the cult upon the mountain was finally cut short over half a century ago when the villagers rose up and destroyed it with help from escaped slaves and traitors from within the cult. The place was consecrated by twelve Clerics who gave their lives to trap the evil inside.

It might also help or interest the Referee to know that it is these twelve Clerics' now-transfigured skulls that adorn The Chapel (Area 3) and that they trapped the evil inside the shrine partially using an ice magic derived from the Liquid Time that suffuses the mountain. The ice magic slowly melts away—releasing the corruption within—as soon as the party opens the door to Area 3 from Area 2 (Table Chamber). While this information is not known to anyone in town (the priests figured the less anyone knew about the place the better), it may help the Referee answer unexpected questions from the PCs or to create more adventure material using this module as a backdrop.

I called the mountain Deathfrost Mountain, but if that's too metal you can call it The Spine. Or something else, it's your game.

THE CLIMB

It takes 16-20 hours to reach the peak.

There are basically two ways to get up the mountain: using the path and not using the path. Not using the path seems scary because of the incredibly dense forest, constant minor avalanches, sheer rocks and lurking wolves. Using the path might seem less scary except for the fact that it was cut through the forest by an evil death cult.

If the players do not use the path: the Referee should invent an icy and slow-going hell of predators and natural hazards which terminates at The Peak (see p.12) after about 20 hours.

If players do use the path: it will be eerily quiet but uneventful and will take them to the home of Zeke Duncaster after about 8 hours, just below the tree line. Afterwards, it will then take another 8 hours to reach The Peak.



• THE HOME OF EZEKIEL DUNCASTER •

The PCs will first smell and then see, off to the side of the trail, a chaotic scene of meat, skins hanging from lines of gut, fresh and dried blood, carved plaques and wooden slabs, small animals amateurishly taxidermized, scattered tools, bones and antlers—all surrounding a tent-like hut made from crude layers of staked, stretched hide. Human waste rots near a low stone wall downwind.

Many of the skins are adorned with names written in blood—one reading “Marybelle Walker” hangs over a large wooden plaque. The name is again half-reproduced on the plaque by the same hand that made and used the gnarled tools that lie strewn next to it and that produced the failed drafts of the same marker scattered among the desperately knotted roots of a nearby tree. The man who made them is as terrible and tireless a woodworker as he is a taxidermist. His name is Zeke.

Zeke wears clothes of hide and carries a bone knife, a wolfgut sling, and an axe carved from stone. His teeth are all there, but so rotted that everyone would prefer they weren't. He smells like fresh gore at any hour. He is as kind as he is disturbing—and as insane. And twice as old.

You can go a few ways with Zeke:

Option 1: James' original Zeke Duncaster was a greybearded rustic so deaf and so distant from the habit of conversation that he heard everyone wrong (“*Mold you say? There ain't no thing but mold up thar! Mold and catastrophe!*” “No, Zeke... gold”) until he fetched his deerbone ear horn.

Option 2: The Ezekiel Doncaster I used was hairless—the skin drawn tight across his skull like a plucked tortoise—and he spoke in a slow solemn guttural voice.

Option 3: You could make Zeke female (Ezaya Dinclastir?) and, if so, genre-savvy players will mistake her for a witch.

Option 4: Combine Options 1, 2, and maybe 3 into some kind of William Faulkner/Nick Cave southern gothic figure in which case give them something to drink.

No matter which way: Zeke's a first level Fighter with 16 Strength, 17 Constitution, maximum hit points and a profoundly lacklustre formal education.

WHERE IS ZEKE WHEN THE PARTY ARRIVES?

D100	LOCATION
1-25	Asleep in the hut
26-27	Eating raw roots
28-29	Eating berries
30-31	Eating smoked meat
32-34	Stuffing an animal with stems and lichen
35	Sitting utterly still quietly staring up the mountain
36-42	Mending and preparing hides
43-50	Working at the wooden block
51-62	Hunting—will return in 1d4x10 minutes with a fresh kill
63-74	Gathering—will return in 1d4x10 minutes with a boar skull full of berries
75	Crying
76-00	Chopping down a tree—will return in 1d4x10 minutes with firewood

EZEKIEL/ZEKE DUNCASTER:

Armor 12, Move 120', 1st level Fighter, 10hp, +2 to hit with an axe, Morale 12.

Like the path up the mountain, Zeke is spooky but ultimately harmless.

If engaged in conversation: he'll generously offer the PCs a meal of root tea and badger parts. He is excited to talk to anyone.

If Zeke is asleep: he'll awaken as soon as a PC enters the hut unless they're using Stealth.

If he sees the party initially: he'll kindly greet them and offer a (likely dripping and something-stained) handshake.

If the party ransacks his belongings before he arrives: he'll mutter about the disrespect of people these days and then calm down—unless the party's taken or broken anything, in which case he'll try to chase them away.

If anyone seriously attacks him, he'll point a crooked finger and say darkly *"I know the fate that awaits the soul of he who would slay his fellow man. Do you?"* He only uses lethal force when hunting for food and will simply stand if attacked without running or defending himself in any way—unless he suspects the PCs are trying to ascend the mountain.

If asked about the names or the wood-carvings, he'll say: *"When I was young, evil lived on this mountain. It was destroyed, but not before it had taken thousands of innocents—piled in mass graves, no proper rites or markers. Lost to the gods and human memory alike. No one cared—the evil was gone, and that was all that mattered to anyone. But I remembered—the faces—they were real men, real women. And they killed children too. They did things and had names! And I'll put every name I can find on a stone. I use to make cairns, statues, but there were too many dead. And there are still. The bad men had a list of names in their old meeting place. I copy one hundred at a time... I'll never finish. I am too old, and probably the only one left who remembers. So many....So many..."*

...or words to that effect.

If asked why he doesn't just take the list, he'll say: *"There is a curse laid on everything in that place! Cursed, you hear me? Cursed!"*

If asked why the headstones are wood: he'll tell the party that everything made of wood turns to stone on the mountain, given time, and wood is easier to work with.

If asked about the shrine, cult, or cabin: Zeke will be reticent. He was just a child then and believes the place is best left alone. He's only been in the first room of the cabin.

If the PCs ask about any treasure he'll say: *"No doubt they had trinkets and jewels..."* and then the Referee should lean over the table as far as possible, and stare into the player's eyes and say *"...but are they worth your soul?"*

If the PCs begin heading up the mountain in his presence: he'll warn them to stop—and try to physically restrain them if his warning's ignored. He won't use lethal force, but will try to wrestle PCs to the ground. However...

If the PCs convincingly say that they are there to visit the grave of a dead friend or relative: he will reluctantly allow them to pass. After all, there's no point in Zeke making monuments if nobody ever sees them. He will, however, say they should leave at dawn to get to the peak and be back at his hut before sundown.

If he is somehow a helpless witness to the PCs' ascent: (they tie him up or somehow bring him along) he'll, of course, howl *"You're doomed! You're all doomed!"*

If he is coerced into going up the mountain: he'll try to escape at the first opportunity.

If asked to care for the party's animals: he'll be happy to do it, but will slaughter horses and mules for food if the party isn't back in two days. He is certain the party will die anyway.



· THE PEAK ·

As the party approaches the tree line, the landscape will become increasingly unnatural. Insects—already rare in the cold mountains—begin to disappear.

Eventually there are no shrubs or lichens, no birds or other animals, no signs of any life at all aside from dead trees, still standing, casting warped shadows on the untouched snow. The party will feel a painful, almost admonishing wind, as if it's trying to warn them, stop them, push them back.

Things change after crossing the last ridge before the graveyard.

The wind and all sounds die immediately and then, after a few eerily crisp steps, anyone with exceptional hearing will begin to notice an otherworldly, barely audible, obscurely articulate, oddly-penetrating noise. Like the constant intimation of a nail about to be scraped across a chalkboard. As the cabin comes into view at the far end of the graveyard, the rest of the party will begin to hear it, too.

If you have access to Celtic Frost's song "*Dying God Coming into Human Flesh*" via youtube or mp3 or anything, now would be a good time to cue it up.

· THE GRAVEYARD ·

The graveyard... is composed of hundreds of gravestones, a dozen or so mausoleums and a few statues, agonizingly hewn by the strange hand of Zeke Duncaster over the last half-century. But there are thousands more dead beneath the ground. By day, a thick mist cloaks the area, muting colors down to a sunless grey. By night, the air is clear as new ice, but the statues seem to shift in the light of a strangely wavering moon.

Even highly trained animals will refuse to enter this area, and hirelings will not stand guard alone.

If anyone sleeps in sight of the graveyard: they will be visited by tortured souls crying in terrifying nightmares as the spirits hopelessly attempt to communicate a fraction of their pain in the night. There is a 25% chance that such sleep will not count as a full night's rest and a separate 25% chance of the sleeper being so shaken that s/he'll experience a -5%/-1 to all rolls until they get a full night's sleep. (The effect is cumulative if they're dumb enough to keep sleeping here.) Spellcasters won't regain spells if they suffer either effect. The chance of these nightmares drops by 5% for each hour's travel from the graveyard. Those afflicted will continue to experience nightmares for weeks thereafter, but without mechanical effect.

If anyone casts *Speak With Dead* here: the spell will work no matter when the victim was slain—so anxious are the dead to communicate—however, no mortal will be able to withstand the full knowledge of what was done to them. The caster will take d4 damage, be able to ask no questions, have a 25% chance to gain a random insanity, a separate 50% chance to lose a point of Constitution, and a separate 50% chance to gain one point of Wisdom. They will hear an incoherent tale of unimaginable torture and degradation and gain the knowledge that casting *Bless* on a body will release its soul to whatever proper afterlife may await it.

If anything wood is left in the cemetery, cabin or vicinity: it will turn to stone after a week.

If the party performs a thorough search for at least thirty minutes (fifteen if one of the PCs has exceptional hearing): they will discover...

A. SHAFT

...this shaft—it takes a long time because the sound seems to emanate from the earth itself.

A grate, obscured by snow and ice (actually part of the dead Clerics' ice magic) covers a 50' shaft. The sound becomes much louder if the snow is cleared away. About 10' down, the shaft is choked with a strange, viscid and semi-transparent substance just as cold as the ice above. The shaft leads to Area 22, where more details of the substance can be found.

B. SECOND SHAFT

There's another (silent) grate-covered shaft here beneath the snow, also covered with a thin coating of ice due to the dead Clerics' magic, leading 50' to Area 28 with a side branch to Area 7. Barring extraordinary means or weeks spent searching the mountain, there is no way for PCs to find it from this end.

If a large fire is lit in Area 7 of the Shrine (Kitchen/Common Room): some smoke will eventually emerge here after ten minutes.

C. CORPSE

So we were lying when we said 'there is a mountain that no-one climbs'. This guy did. Knowing nothing of the mountain's reputation, he ascended mere days ago, decided to sleep in the cabin, awoke from mind-shredding nightmares, and fled into the fatal cold. He died in his nightshirt of (a Bushcraft roll at +1 will easily reveal) hypothermia and possibly shock. His tracks from the cabin are still visible. In the original, James named him Grover Cincinnati, which sounds to me like a railroad tycoon with an orange moustache. I call him Norquist Orve. He is a tax dissident and accomplished mountaineer.





D. THE OLD OAK HANGING TREE

The largest and worst of the dead trees on the peak, The Old Oak Hanging Tree looks less like a tree than a sculpture of one carved by a caricaturist with a deep and abiding hatred of them. And himself. And everything else. It was used to hang traitors, political prisoners and gibbous moon sacrifices. A broken knot secured around the fattest branch is still there, a torn end dangling.

The tree is suffused with a merciless woe, it is self-aware but unable to move or communicate (unless someone changes that...). If it could it would try to kill anything living in the area. The only clue to its unusual nature is the fact that if the tree is damaged it will bleed human blood.

E. WELL

The windlass and bucket have been petrified, so it is an effort to crank, but this well still functions. The water appears fresh and will never freeze, but is as corrupted as everything else here. A tiny conduit at the bottom creates a channel which drives the water-clock in the cabin. The level of the water never changes, no matter how much water is removed. The well here—mined from the core of this sacred mountain—slowly transforms water into liquid time. The well will detect as magic.

If someone touches the water: they will feel a numbing, frozen sensation until (like water) the liquid dries.

If someone drinks the water: they will suffer the same effects as if they'd slept in the graveyard—see above.

If someone drinks the water and then sleeps in the graveyard: the chances of failing to rest and receiving a minus are 50% each rather than 25%. Plus they'll lose a toe and their hair will turn white.

· THE CABIN ·

The petrified cabin is shabby and bizarre. The roof seems to sag beneath the weight of snow and dead centuries and the walls are scrawled with neurotically minute calligraphic writing in the bleak and ancient language of Duvar'Ku. Ask everyone their alignment before entering the cabin so that you can properly describe the mirror when it comes up.

If the party tries to read the script:

they'll need *Comprehend Languages*, *Read Magic*, a Specialist's Languages ability or the like. Some arguably useful information can be found hidden amid dark inanities like "Look Upon The Seven Faces of Immensity Look Upon The Breaker of All Things" and "This Is The Fifth Octacle, This Is The Greater Servitude": there are (long cancelled) mystical protection runes indicating the cabin was once defended like a fortress. As well as runes referencing a "bound and conquered god", there are also names that come up a lot: The Twin Inquisitors Eizethrat Nexx and Gorgulos Nexx, Vorgen Pox, Nazir An-Azat, Exalted Interrogator Aetheldredd Aleph, Aervik Narn and Praetor-Pontifex Cyris Carnithrax Maximus—all claimed to be "Resting in splendor", "Gracing this place with death and that which they liberated from life" and other euphemisms for "buried here with a lot of stuff" in "crypts beyond the black tunnel". There is also what appears to be an (incomplete) formula for trapping and channeling the energies of tortured and obedient souls in some kind of liquid.

THE FRONT DOOR

The front door is petrified and sits hingeless and unattached to its frame—though this won't be obvious.

If the door is examined: this will be quickly revealed and anyone can quietly open it.

If someone tries to open the door without examining it carefully first: the door will fall loudly forward into the cabin's main room. Roll some dice, pretend to consult a chart and quietly open your eyes as wide as you can or else smirk like a bastard—which ever will unnerve your players more. You also might want to check to see if you have enough spare character sheets for these non-door-checking-before-door-to-lair-of-ancient-evil-opening-schmucks you got for players.

THE BACK DOOR

The back door is battered but functional—footprints lead out the door to Area C above, where Norquist Orve fell.

THE WINDOWS

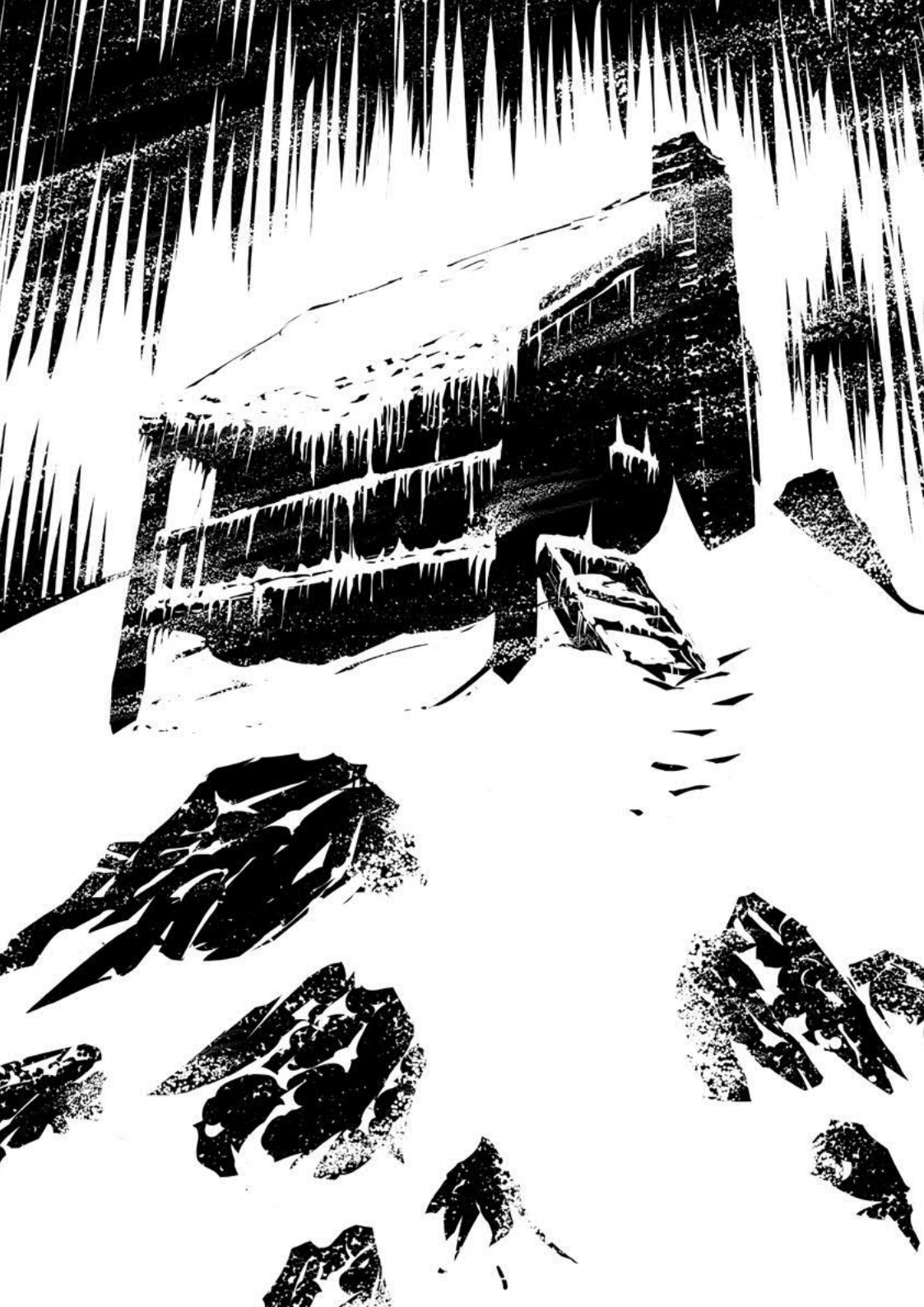
The windows are intact but not made to open. There are tiny bubbles scattered in the thick, distorting glass. If broken, they repair themselves the next time no-one is watching. The glass is curiously cold—even colder than you'd expect, it feels like ice.

INSIDE

If PCs cross the threshold into the cabin:

they'll begin to hear harpsichord music coming from the southeast corner of the cabin—not quite harmonizing with the eerie sound on the wind. It is inaudible to anyone outside, even if the door is open.

If a PC sleeps in the cabin: they'll suffer the same effects as if they'd slept in the graveyard—see above—except the chances of failing to rest and receiving a minus are 50% each rather than 25% and there is a separate 25% chance the nightmares will be so violent they will begin to silently chew their own tongue off, taking 1 hit point of damage per round for d4 rounds.



F. MAIN ROOM

The largest room in the cabin, filled with mundane items—most of which are covered in thick dust.

If the dead return to life while the party are still in the shrine: this room will contain d6 mass-grave undead when the party first come back to this room and d6 more will arrive once the undead see any living party member.

THE CHAIRS

There are three chairs—one behind the desk and two in the northeast corner. They will be facing the PCs no matter which direction they enter from. In fact, if the room is ever empty, the chairs will always rearrange themselves into that position (no matter how much they have been rearranged in between)—and appear facing the next visitor.

If the chairs are destroyed or moved out of the cabin: they will not reappear.

If any other chairs are brought into the room: they will behave the same way as these chairs.

THE BOOK

A great book as thick as a torso lies on a simple desk. It is bound in the flesh of virgin elves with fittings of tarnished brass. The cover reads “That Which Was Given” in the most ancient and demotic form of the language of Duvan’Ku. It contains over six million names.

If the book is perused: The handwriting and ink vary from page to page, and document nine millennia worth of sacrifices, with dates written in 67 different calendars. The book has not been in continuous use, and examination of the entries will reveal time gaps ranging from a few years to over a thousand.

The names at the beginning of the book are not all even recognizable as names—some entries record nearly unpronounceable combinations like Tch’Nkgatl phonetically in the tongue of Duvan’Ku and some use the cuneiforms and pictographs of the victims’ native tongues. The latest used pages (there are dozens of unused pages at the back) have familiar-sounding names in the common tongue and alphabet. The last few hundred have Zeke’s red fingerprint next to them—he started with names he remembered and worked backwards.

There are many more names in the book than bodies in the mountain—many were burned, flattened, or thrown into the sea.

If the book is taken and studied: The book will not survive rough handling or the rigors of any kind of hasty travel but is, in the long-term, a treasure trove of information for those who know how to find it. The names and dates—in combination with more well-known texts widely available to scholars—provide clues to the truth behind ancient disappearances and conspiracies, the fall of empires, the decipherment of ancient scripts, tangled lines of succession, lost caravans and merchant ships, family trees, and probable locations of other branches of the Duvan’Ku cult. For example: Anyone examining the most recent pages and making a successful Wisdom check will notice—by the names and calendar employed—that this branch of the cult was briefly headquartered in Vornheim/Munich/Mankhlar/the City-State of the Impervious Overfiend/whatever an interesting local metropolis in your game is) less than 600 years ago.

For every 3d20 hours of study by a qualified scholar (or dedicated amateur constantly employing *Read Languages* to catch all the variations) the book should reveal at least one new as-yet-undiscovered fact about the campaign world—preferably an adventure hook, up to any maximum you like but be nice and tell the players right after they’ve wrung the last useful fact out of it.

THE TROPHY & THE FIREPLACE

A stag's head is mounted above the fireplace. The fireplace is empty, but works normally.

If the dead rise en masses from their graves:

the stag's head will rock back and forth and laugh hysterically.

If the eyes are carefully examined:

it will be revealed that the (apparently amber-colored glass) eyes are cold, like ice (as cold as the windows), and hollow. They have a syrupy-like substance inside—this is the soul of the corpse outside—Norquist Orve—mixed with liquid time.

If one eye is shattered: the tiny amount of goo will slide toward Orve's body and partially reanimate it. The corpse will moan and move ever-so-slightly—opening and closing its fingers slowly, twisting as if burned by the wind, but that's it.

If both eyes are shattered: the corpse will reanimate fully after 10 minutes. Orve died in agony, haunted by the souls of the surrounding dead and will lash out at anything that moves.

NORQUIST ORVE: Armor 14, Move 120', 2 Hit Dice, 14hp, one bite and two claw attacks doing d6/d4/d4 damage, anyone hit must make a Paralyzation save or be unable to move for d12 turns, Morale 12. Has regular undead immunities.

THE MIRROR

The mirror in the corner will not reflect Chaotic-aligned creatures (or their gear or clothes, etc.). The cultists used it to detect spies. It only works when in this room. The runes for “every brother” “every sister” and “unseen” in the language of Duvañ'Ku are decipherable in the scrollwork around the glass. The glass is faintly bubbled and as cold as ice.



THE TRAP DOOR

The trap door is chained with a large padlock securing it. Opening it reveals a 50' deep shaft with handholds but no ladder. Climbing requires both hands and most light sources won't reach the bottom. It's also obvious to anyone looking that—due to the narrowness of the shaft—a lantern tied to a belt or pack tied in such a way as to keep the owner from accidentally getting set on fire has a 25% chance of hitting the wall and breaking.

THE CLOCK

A cabinet-sized water clock carved in a vaguely cathedral-like shape stands against the wall. It works, but the time displayed will be random (d12: d6-1, d10) and will shift to another random time every time the room is left empty. At the top of each hour (by its reckoning) the clock disgorges a pair of automata from opposing "towers" of the cathedral—a pair of actual taxidermized birds—a blackbird and a balding cuckoo, each pushing a marble along the track in front of them. They move toward each other until they collide one time for each hour struck, accompanied by a few sickly chords, then pivot back, touch beaks, and pull their marbles back into their respective housings.

If the bird's eyes and marbles are examined: they will be revealed to be composed of strange glass as cold as ice half-filled with some kind of dirty liquid. The liquid is actually the soul of a traitor to the Duvan'Ku—Magen Eisenthrastr—split into six parts, mixed with liquid time, and driven mad by imprisonment in the clock. If (and only if) all six beads are shattered, the soul of Magen Eisenthrastr will attempt to possess someone in the room. Each PC (clockwise around the table) should save vs Magic—the first to fail is possessed and will immediately attempt to destroy any evidence of the Duvan'Ku (i.e. pretty much everything in the cabin or any other room described from here forward) in sight and then commit suicide.

Possessed PCs are allowed a save every other round to expel Eisenthrastr and he will eventually give up once each PC has survived a save, going on to attempt to possess the next closest creature (probably a tethered animal or Zeke) and continue his mission until exorcised or successful.

If the hands of the clock are moved: a time distortion occurs. It will only affect the PC who moved the hands (if it was more than one simultaneously, the target is random). A second distortion cannot be initiated while another is still in effect. Also: once an effect ends, no new distortion can be initiated until a length of time equal to the length of the last distortion. In either case, the hands can simply not be moved except under their own power until a new distortion is available. So, for example, if a PC freezes time for 5 hours, the clock cannot be used to distort time for 5 hours after they return to normal time. The effects are:

- **Moving the clock backwards:** will stop time around the target until the clock's time catches up with the rest of reality (up to 12 hours). The target can act but objects and creatures will only move if the target PC moves them, so a PC could walk between snowflakes, drop a coin, eat, etc. Sleeping in the area will still have the same effect as usual, however. The spirits of the tortured dead stand beyond time.
- **Moving the clock forwards:** will move the target forward in time to that moment (up to 12 hours later). The PC will appear to those nearby to have simply disappeared only to reappear in front of the clock when the distortion ends.

Damaging the internal mechanism or moving the clock: removes its magic forever. It only works if attached to a series of spindles and gears in the wall and ground ultimately powered and timed from water dripping from a subterranean pipe leading from the well.

G. KITCHEN & PANTRY

Empty cabinets, shelves, counters along the exterior walls. The “window” between here and the main room is just an opening with no glass so tell the party they can see the main room from here.

H. BEDROOM

This spare room contains the abandoned belongings of the corpse outside. There's a wardrobe, a bedpan, a large pack in the corner, slippers at the foot of a bed with a comfortable-looking bedroll on it, and a footlocker with a book, quill, ink, and sheathed short sword resting on top.

- Inside the wardrobe there are slippers, several layers of leggings, a tunic and a thick wool coat.
- Inside the pack there is 50' of silk rope, extra clothes, a pick-axe, cooking pots, 2 weeks rations, a grappling hook, climbing harness, spiked climbing boots, flint & tinder, 4 flasks of lamp oil, 12 candles, and a lantern.
- Inside the footlocker is a small purse containing 26sp and 10cp.
- Inside the bedroll is a dagger.
- The book is the diary and climbing journal of Norquist Orve, written in the common tongue of the area. It includes diagrams and maps of the routes he took ascending this mountain (and others) and reveal him as a proud and accomplished mountaineer as well as a deeply embittered tax dissident from Aachen, Osc Lithicum or whatever city is two major cities away from the mountain in your campaign. The final entry reads “The trees on this mountain seem almost agonized.”

Anyone taking the time to read the mountaineering sections (three hours) and using Orve's high-quality gear will gain a +1 checks having to do with climbing and descending mountains and will be able to

easily find the route Orve took up the face of this mountain—allowing them a +2 to checks having to do with climbing this mountain in particular (while, for example, fleeing a horde of the risen dead). Specialists benefit even more—they may roll twice and pick the better roll on any mountaineering checks if they've read the book and wear the gear.

Anyone reading the rest (three hours) will gain a +1 Intelligence bonus to checks involving assessing tax policy and identifying plants (including when something is not a normal plant) in the area.

I. SITTING ROOM

There is a chair, a bench at a harpsichord, and a six foot wide, four foot tall painting on the wall. The harpsichord is not playing, but its music will be heard by anyone who is in the cabin but not looking at it.

The first time a character sees the painting: it will depict whoever is in the cabin as they currently appear (invisible characters will appear as their normal selves) standing before an altar with a tall grey skeleton looming above it with an open door leading into a dark tunnel behind the skeleton (Area 22, p.38) in a crisp but medieval style—perhaps a forerunner of Rogier Van Der Weyden. The player whose character seems most impressed by the painting (or a random player) will be sipping from a goblet as a light shines down from above. If there is a Cleric present, they will be shown holding a handful of fist-sized glass spheres, filled with a clear liquid. This is not an illusion; the painting has been like this since it was painted thousands of years ago. As far as any given character is concerned, the painting never changes.

If— after it is seen by one group of characters—another character enters the cabin and sees the image, it will appear to them to depict whoever is in the cabin when they first see it. It is entirely possible for different people to look at the painting at the same time and see different images.

If the character first seen drinking from the cup is in both groups: that character will still be seen drinking from the cup when the new viewers see it. Again, no matter what the imagery—the painting has always been this way. The painting itself is, perhaps, responsible for the Duvan’Ku—for their founding and continual delusion that none but themselves are real.

On the back of the painting—counter to the walls left and right of the altar, there are two Duvan’Ku runes in black ink—“Tomb” counter to the left of the altar and “Void” counter to the right.

If the PCs take the painting: it weighs twenty pounds framed. Because of its age and superior craftsmanship, it is worth 2500sp in perfect condition. Removing it from the stretcher and rolling it like a rug is possible, but moving the artwork in haste in this condition will subtract d6x10% of its value. Its magic continues wherever it is—anyone who looks at it in a marketplace or sitting room will see whoever is in the cabin at the first moment the new viewer laid eyes on the painting. If no-one is in the cabin, it will, of course, merely look like a still-life.

If someone casts *Detect Magic* on it: it will only detect as magic to someone who has never seen the image. Once they see it, the detection ceases—it isn’t magic, it is the way the painting’s always been. The harpsichord will not appear to be magic.

If the painting is taken to a scholar: the scholar will discover that the painting was once actually the left-hand panel of an enormous triptych whose other two parts are rumored to survive—in places yet more terrible. Parties on the lookout for the other pieces should keep their ears to the ground for rumors of ancient artworks miraculously depicting their contemporary discoverers. The other works might be found in the possession of Banville Mask, Keeper of the Heart Queen’s pictures in Voivodja (see *A Red and Pleasant Land*) the magnificent Joop Van Ooms of Amsterdam (see the LotFP publication of that name), the Library of Zorlac (see *Vornheim: The Complete City Kit*), thoughtlessly adorning the citadel of She of the Lakes (see *Carcosa*) or anywhere else the Referee desires.

J. SECOND BEDROOM

This bedroom has a bed, an empty foot locker and a nightstand. On the nightstand is a candle and a bag containing ten doses of Purple Lotus Powder. Magic-Users and dwarfs will recognize the powder immediately as a legendary substance said to be able to transform someone into a god or annihilate them in the space between seconds.

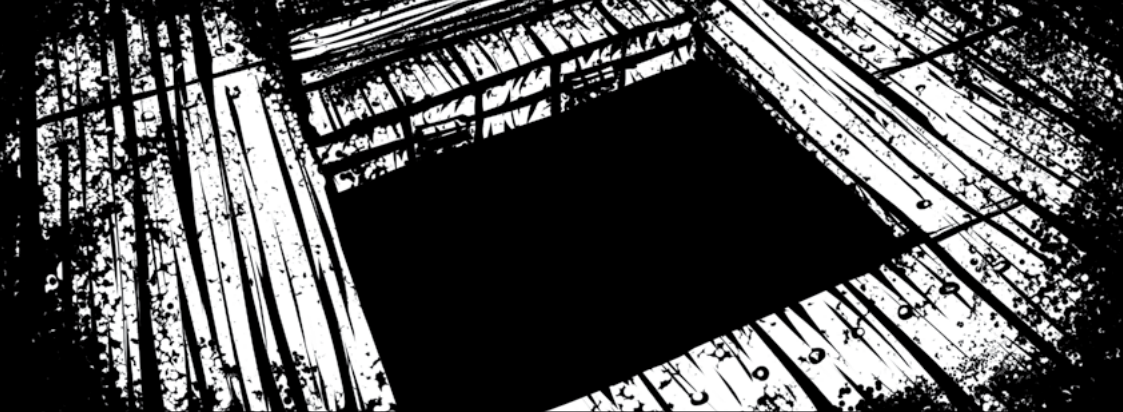
If someone sniffs a dose of powder: they’ll be in a druggy haze for 3d10 rounds, and then enjoy/suffer an effect from the table on p.58. The effect will persist for 2d100 minutes thereafter (even if the effect mimics a spell or potion). Spellcasters must roll twice on the table. Per each dose taken, there is a 1 in 20 chance (cumulative over a lifetime) that a user will become an addict.

To cancel the effects of the lotus both *Dispel Magic* and *Neutralize Poison* must be cast.

If someone becomes an addict: they will suffer a -1/-5% penalty to all rolls for every 12 hours they go without a dose. An addict thus deprived also becomes unable to cast any but 1-3rd level spells after 12 hours, then 1st and 2nd after 24 hours, etc. These effects are suspended if the PC is engaged in a direct (not planned!) attempt to acquire more lotus. The lotus costs about 500sp a dose and can only be found in the largest of cities and in remote locations far from human order and civilization.

To cure an addict both *Remove Curse* and *Neutralize Poison* must be cast, but the ex-addict is still vulnerable to the possibility of re-addiction at the same chance as before and are 25% likely to indulge in purple lotus if it is available—check every turn it is present.

If a character uses the lotus more than once in 12 hours: they must save vs Poison or die of an overdose. If they survive, effects whose durations overlap are cumulative.



• THE SHRINE •

The shaft from Area F travels 50' down to the shrine level, and the otherworldly sound grows louder. The sound will grow louder each time the party opens a door between here and Area 22, and they can simply follow the noise there relatively easily if they wish. After the first bronze door (Area 13), heading north from Area 12, the noise is about as loud as a violinist playing in the same room. After the bronze door just south of Area 19 (in the hall leading to Area 22), it is as loud as a string quartet.

The ceilings on this level are 15' high and the rooms are ably cut into the living rock, although the areas with doors or fixtures feature mortared stone and brickwork. Though the workmanship is impressive—even beautiful—the air is oppressively dank and even colder than the mountain peak, though ordinary water (water unmixed with liquid time) will not freeze.

There are no random encounters here and the main foes before Area 22 are the players' expectations (which should make them afraid) and their curiosity (which should make them brave). Invest all your concentration in the descriptions and atmosphere—use sound effects to describe things, roll meaningless dice constantly, and generally try everything you can to heighten the tension until something horrible actually does happen.

There is a lot to search here—if players spend a great deal of time searching, tell them the otherworldly noise is growing ever more ominous and hysterical, and keep track of the skulls falling in the chapel (see area 3).

If anyone sleeps on this level: they will definitely get no rest, suffer a -1/5% penalty to everything, take a point of chewing-off-your-own-tongue damage for d4 consecutive rounds and pick up a random insanity, in addition, roll d100:

D100	EFFECT OF SLEEPING HERE
1-2	Possession, Damage & Trauma
3-7	Possession, Damage
8-12	Possession, Trauma
13-17	Damage, Trauma
18-32	Trauma
33-47	Damage
48-62	Possession
63-00	No further ill effect. Lucky you.

Possession means: save vs Magic or be possessed by a Duvan'Ku spirit—attack any nonbelievers. PC may re-save every 3 rounds.

Damage means: save vs Poison. Failure—takes d6 damage from the psychic assault. Success—take d3.

Trauma means: save vs Magic. Failure—age d20 years. Success—age d10 years.



1. SCREAMING HALL

Every surface here is carved with small twisted faces with tormented expressions and coated thinly in the same ice-cold glass found in various furnishings in the cabin. This coating makes the faces appear to writhe and move in the light. A character descending from the shaft will notice an unseemly movement on the floor from about 20 feet.

If touched with bare skin: the faces will scream in a forgotten language.

If the players are somehow able to understand this language: the faces are screaming “*You are a gift to the Nothing! The Nothing!*”

1A. GROTESQUE DOOR

Shaped like a gargoyle’s face, with the lock inside its fanged, open mouth. In the lock is a bronze key. The door is locked but the key opens the door. The key also opens and locks Area 8 (The Chamber of Pedagogy).

2. TABLE CHAMBER

Along the north and west edges of the room are ten small tables like nightstands. Each has a skeletal left hand resting on it. The hands have the Duvan’Ku rune that means both “transcribe” and “replace” carved into them. The double bronze doors to the east are engraved with a large sigil (the Dead Sign) which will create unease and mild nausea in any who look upon it. Opening them releases a refrigerator-like blast of cold air.

If a character replaces the hand of a dead human or humanoid with one of these hands: it will act as a *Speak With Dead* spell—only the corpse will write (left handed) instead of speak.

3. CHAPEL

This was the worship area for the devotees of the Duvan’Ku’s Vast Circle (the larger church that included all the members that the cult’s smaller, secret, inner Inevitable Circle used to fool the common zealots into thinking they were important). The room is filled with 3’x 3’ prayer plinths carved into the living rock and the sound of rattling chains can be heard further on in the darkness. The vaulted ceiling reaches a height of 30’. Moving forward with a torch or lantern will eventually reveal murals, an altar, an organ and twelve jawless, toothless skulls made of ice hanging in the center of the room from hooks on 10’ chains, dripping.

If you have access to Samael’s song “*Baphomet’s Throne*” you should play it now, at a low volume.

ICE SKULLS

These are a kind of clock that starts running as soon as the door between here and Area 2 (Table Chamber) is opened. Every 10 minutes after the door is first opened, one of these skulls falls to the floor and shatters, clockwise. Other than unnerving players, this times how long it’s been since the cursed frost mortaring the crypts has started melting. For each skull that falls (i.e. every 10 minutes since the west door’s been opened) it will take the dead one less minute to reanimate (see *Hell Vomits Its Filth*) once the creature in Area 22 is defeated. If they all drop, the dead will reanimate instantly when that creature is destroyed. The time the skulls record can be sped up (by destroying a skull or removing from its hook) but not slowed down or stopped (even if, for example, the PCs rig a skull up to the chain)—once the west door to the chapel is open, the countdown has inexorably begun. Of course, the dead still need not return if the PCs leave the creature in Area 22 in peace...

Start counting minutes here. To paraphrase a dead man: You will not have a spooky enough adventure if strict time records are not kept.

If the players re-close the door to Room 2: nothing happens—the clock keeps going.

If the players actively destroy a skull (i.e. hit it with something or chop it down):

a minor curse is released causing a -1 to everyone's d20 rolls (cumulative with every skull destroyed up to a maximum -5 penalty) so long as they are on the mountain.

If the players cast *Speak With Dead* on one of these skulls: it'll work.

If 120 minutes pass after the west door is opened but the dead have not yet risen from their graves:

the (now-insane) spirits of the dead Clerics will be released and attempt to possess anyone who walks through this room (every time they cross it). Each PC (counterclockwise around the table) should save vs Magic—the first two to fail are possessed and will immediately attempt to destroy any evidence of the Duvan'Ku (i.e. pretty much everything in the shrine, starting with the source of the noise in Area 22) while ranting about blasphemy in the common tongue. Possessed PCs are allowed a save every five rounds to expel a Cleric.

MURALS

A wall mural depicts a man in a crown and cape from behind, with many demons bowing before him: the Bloated Goat, The Empress of All Widows, The Primordial Demogorgon, the Ringwolf, etc. Another wall murals depict unimaginable violations—one shows hundreds of women hanged from a single spreading tree, another shows hundreds of men impaled on leaning pikes. It has an inscription in the Duvan'Ku tongue reading "Name them yet build to them no monument". Another mural depicts a man stabbed with nine swords being dropped into an hourglass—the face is clearly that of the ivory portrait in the basin (see below) and of the creature in Area 22—an inscription reads "He is made holy, an eater of souls".

If the PCs have the locket from Area 8

(Chamber of Pedagogy): they will recognize one of the hanged women as Marybelle Walker.

If the PCs say her name and point out that Zeke is building her a monument: her image will disappear from the mural and her soul will be freed. Each Cleric in the party will gain 100xp from this act. Her body will never rise from the dead.

ALTAR

Opposite the entrance is a great altar shaped like a fanged skull. A bowl sits on the altar. To mount the altar or look into the bowl, you need to walk into the skull's mouth.

If someone mounts the altar to look into the bowl: they'll see a jewel-encrusted dagger worth 1400sp and a ruby necklace worth 1000sp. However, these items are cursed. To quote the original Death Frost Doom from 2009:

"Whoever takes one of the items without the items first being Blessed (and each item must be individually Blessed) must forevermore make two to-hit rolls every time they attempt to strike in combat, with the worst of the two rolls being used."

...which I always thought was a pretty good rule.

ORGAN

North of the altar is an organ whose keys are fingerbones and whose pipes are made from the thighbones of some enormous animal. The ends of the pipes are stained like a dying animal's teeth.

If anyone plays the organ: an onyx bowl worth 1300sp and a sapphire Dead Sign locket worth 250sp will be dislodged from the inner workings ("You notice something making it difficult to play, if you pull up a panel...") and there will be a minor tremor (the thing beneath the mountain is restless).

Each time someone plays the organ there will be a minor tremor. Keep a tally—every d4 times the tremor will be so severe everyone must save vs Breath Weapon or take d4 damage. Play up the cracking sounds in the walls.

If someone plays random notes or chords on the organ: it will release deadly spores from the pipes over the musician and perhaps (50% chance) the next closest PC. Save vs Poison or die. This only happens the first time.

If someone plays an actual piece of music on the organ: no spores will be released, but players will notice the otherworldly sound from deep within the shrine slightly modulate to harmonize with the music. Each piece of music should produce a different harmony and the Referee should make up substantially different counter-noises and ominous sounds (shifting stone, screeching) for each in order to encourage players to try different pieces. In addition, each piece will have one of the following different effects (roll d12):

D12 MUSICAL EFFECT

- 1 Random listener is caused pain by each chord.
- 2 Musician begins to grow an extra tooth.
- 3 All light sources go out.
- 4 Musician is compelled to play piece for 12 minutes straight and cannot stop.
- 5 Minor tremor through the shrine. Song has disturbed whatever lives below.
- 6 Everyone in the room becomes ravenously hungry.
- 7 All except musician must save vs Magic or they cannot drop what they're carrying for 24 hours.
- 8 All food and drink in room are putrefied.
- 9 All present gain a premonition of their death here (Referee must make up the deaths and—obviously—they are not necessarily going to happen).
- 10 All present experience a vivid dream detailing the life of one of the Duvan'Ku's victims that ends with capture by the cult. The dream is over in an instant but seems to take much longer.
- 11 Two listening creatures randomly switch brains—playing the piece in reverse reverses the effect.
- 12 All glass in the room shatters.

...make up more effects if they keep playing different pieces. No two pieces should have the same effect.

If one of the pieces listed below is played: a special effect occurs:

- **If someone tries to match the otherworldly song:** this will require a successful Dexterity and Wisdom check, or a Dexterity check alone if the character is an elf or trained in music. Success will cause the noise to cease for three rounds. The description for Area 22 explains why but that's not important if you haven't been there yet. It will take d4 rounds to figure out the piece but the music from these preliminary experimental rounds has no effect.
- **If someone plays the chords from the cuckoo clock in the cabin:** all present will feel a stab of pain and see the eyes of the taxidermized birds in close-up, and see the liquid inside. If the liquid has already been discovered, they will know that the liquid is the soul of a traitor to the Duvan'Ku and the clock's song causes him immense pain.
- **If someone plays the harpsichord song from the cabin above:** everyone hearing should save vs Magic. Those failing will be at -1 to everything. Save or succeed, all will see a vision of an architect in red drawing a plan of the shrine. The details are obscure but it has 30 rooms.
- **If someone plays the chords from Area 6 (Servant's Room):** they'll receive a vision of all the current status of all the creatures (living or undead) on the peak. It will reveal if they are asleep or awake and their immediate surroundings (but will not allow the player to map the complex). It will take d4 rounds to figure out the piece but the music from these preliminary experimental rounds has no effect.

- **If someone plays the *Empyreal Hymn* from Area 10 (High Priest's Library):** they will automatically *Charm* (no save) 5 Hit Dice of undead for 2 rounds. Once 5 Hit Dice of undead have been charmed, it will never work again.
 - **If someone plays *Devour Me* from Area 10 (High Priest's Library):** any hostile undead will target the musician if it can from then on—or the last musician to play it.
 - **If someone plays *Dismissal Fugue* from Area 14 (Priest's Crypts):** the musician and the closest other PC will be instantly teleported to a random unexplored room in the shrine (roll d30 or, if you don't have one, roll d6 for the first digit: 1-2=0, 3-4=1, 5-6=2 and then d10. "00"=30). The piece can be played any number of times. If all rooms have been explored, the area number is totally random.
 - **If someone plays *The Core Remains* (from Area 17 Crypts of the Commoners):** all magical effects (for good or ill) currently in effect on any living creatures in hearing range are stripped away. Only works once per creature—if a creature is under no enchantments the first few times they hear it, they may still be affected later if they hear it while affected. Everyone will notice something happening to them.
 - **If someone plays *Bach's Toccata And Fugue In D Minor* (the classic spooky organ riff from *Fantasia* and *Rollerball*—Dunnun-Naaaaa Dununununun-aaaaaaaaa)** a skull falls from a hook and release liquid time into the air.
- Everyone in the room must save vs death or age 20 years and the Referee must place his or her palm over his or her own face for 15 seconds.
- **If someone plays *Baphomet's Throne* (or they go "Whatever song this is you put on, I play that"):** a *Detect Magic* spell lasting d10 rounds is activated, note that this should illuminate several of the objects in the room, even if the PCs have picked up nothing magic.
 - **If someone plays *House of the Rising Sun*:** there is no immediate effect but, should they die, the next PC the player generates will have a +1 Wisdom bonus.
 - **If someone plays *In a Gadda Da Vida*:** moths, strange butterflies and locusts begin to crawl from the pipes, attacking collectively as level 1 Fighters on everyone in the room and inflicting 1 hp of damage per round after the first on every creature in the room until they disperse after ten minutes.
 - **If someone plays the notes that Peter Venkman plays at Dana's apartment in *Ghostbusters*:** a shrill scream echoes through the shrine and everyone present gains +1 to all saves made in the shrine or on the mountain. Because the spirits of Duvan'Ku hate that. Only works once.
 - **If someone plays *Gershwin* or *unaccompanied jazz on the organ*:** the musician is slain instantly, unless the player of that PC is over 60 years of age, in which case everyone smiles politely and needs a drink.



BASINS AND EAST DOOR

South of the altar, across the doorway are two basins built into the walls filled with blackened unholy water. Both basins are filled with teeth and marked with the Duvan’Ku rune for “Gift”. Inside the left basin is a gold chain with a small, walnut-sized hinged box on it worth 100sp—inside is a small and ancient carved ivory portrait relief of a man done in an archaic but sharply observed style—obviously retrofitted into the locket. Anyone who has seen the mural or the creature in Area 22 will recognize him.

If someone drinks the water: they should save vs Poison or immediately grow so many millions of teeth in their mouth that their jaw is forced ever wider open to accommodate them until their skull fractures and they die.

If and only if a tooth that has not already been in the basin is dropped in: the bronze door to the east opens. Otherwise it will never open from this side. It opens normally from the other side.

If the party spends a long time trying to figure out the door and can’t: a Cleric will recognize that some temples have doors that require an offering to open.

4. JUNIOR PRIESTS’ DORMITORY

Rotted out cots, empty footlockers.

Inside one of the cots is a simple but grotesque wooden mask with blackened human teeth set into the mouth—these smell of the basin and were obviously fished out from it (they can’t be used to open the bronze door). Wearing this mask will render the wearer invisible to the Greater Repugnances (Creatures in Areas 24-31).

5. TOILET

10’ deep hole in the floor.

6. SLAVES’ ROOM

Ruined mats, corroded pots and the shattered remains of several leg irons bolted into the floor, some shattered. Scratched graffiti on the wall in the common tongue and a few others.

If the room is searched: Scratched discreetly in a jagged hand into the wall near one mat is a string of markings which appear to be musical notation for a short string of chords—it is written in old-style neumes which don’t indicate every aspect of the piece but it can be figured out after d4 rounds of experimentation. It may be played on the organ in Area 3.

Also: there is what appears to be a partial map scratched into the floor—it shows what looks like this part of the shrine (Areas 4-11 and the corridor around them) and a series of vaguely sketched rooms hovering to the west of the kitchen. (See Player Handout #1, p.63)

7. KITCHEN/COMMON ROOM

Marble tables and benches surrounding a fire pit with a spit, rusted tongs, and cutlery. The upper parts of the walls are stained with smoke. The cutlery items and spit have been used to cook so many unsavory things that they have a thin psychic static on them. PCs will feel an unease if touching or using them. Referee should roll dice and chuckle.

If PCs initiate a successful Search (or just ask about ventilation): it will reveal that there should be a vent and isn’t.

If PCs look specifically for less-stained areas of the wall or make a second successful Search after discovering the lack of ventilation: they’ll find a stone panel in the ceiling that can be removed revealing a 3’ square ventilation flue in the southwest corner of the room. The flue heads up 3 feet before turning west by southwest to join up with the shaft connecting Area B (Second Shaft) with Area 28 (Crypt of the Exalted Interrogator, p.50).

8. CHAMBER OF PEDAGOGY

Torture instruments stained with blood-rust litter the room. A book lies on the floor. Ironically, this is one of the safest rooms in the shrine—the key from 1A can be used to lock the door and the various spiked torture instruments can be wheeled around to block the entrance.

A successful Search or Architecture roll will reveal the west wall is newer than the rest.

TORTURE DEVICES

A pair of 15' diameter stone wheels, each a foot thick, stacked like LP records on a threaded spindle. The device is simple—you put someone between them, spin the upper wheel and they're crushed between the discs.

If this device is examined: fallen into the turning mechanism there is a locket with a small painted portrait of a woman, "Marybelle Walker" is inscribed on the back.

A forge on wheels (5' wide, 6' tall), used to heat molten metal—a lever on the side can be used to expose a grate in the side of the cauldron spilling molten metal into an attached (and detachable) coffin-sized slack tub—all at once or in distinct quantities. It is cold now, but all the materials necessary to heat the metal are present (assuming the PCs have flint, tinder and oil), as is enough metal to coat a 20' x 20' section of floor or 30' of a 10' corridor. The heating process would take about 20 minutes.

The largest and most baffling torture instrument is the Resplendent Calendar: an armillary sphere (a series of iron hoops and rings arranged in layers somewhat like a gyroscope) large enough to contain a human adult. The inside contains restraints to bind the victim, the outside contains markings clearly corresponding to the position of various celestial objects. As time passes and the earth's position is shifted relative to these objects, the victim is twisted into ever more improbable positions by the movement of the cosmos.

If the astronomical data is checked it is clear that the Calendar is still accurate and, indeed, contains some astronomical information not otherwise known in the present era. Magic-Users taking into account this starry Wisdom may immediately use it to regain any one spell already used or replace the lost spell with the spell Augury.

If the Calendar can be acquired (it weighs about 200 lbs and is 12' diameter but can be disassembled into a pile of struts) it is worth 700sp.

If it is studied for a month or more it will be worth 400 experience points to the Magic-User.

If used as part of a laboratory (as per p.83 of the current LotFP *Rules & Magic* book) it will add 400sp to the value of the laboratory.

BOOK

The room also contains a leather-bound book whose title (in the language of Duvan'Ku) reads *Tome of the Exalted Interrogator*. The original Exalted Interrogator himself (Area 28) began the book and it has been in use for hundreds of years by her successors—the book explains that the Interrogator now sleeps in a crypt beneath the mountain. It contains notes and sketches in various hands on the operation and success of various torture devices as well as various apocalyptic hymns and rants. The book also contains a magical formula for controlling cult members whose special ritual names are known. Combined with the ritual names in Area 10 (High Priest's Library), this will allow the caster to control some of the creatures here once they are animated. The Exalted Interrogator values this book even in death. She will prioritize acquiring it over all else. If she finds out the PCs have it she will literally do anything in her power to regain it—filled as it now is with centuries worth of fascinating new forms of unnecessary misery.

9. FANCY TOILET

As long-abandoned pre-germ-theory toilets in the subterranean headquarters of ancient murder cults go, it's alright. This one has a stone chair.

10. HIGH PRIEST'S LIBRARY

The shelves have rotted and the books have tumbled. On top is an architectural drawing (Player Handout #2, p64) displaying the Tombs of the Greater Repugnances (Areas 24-31 and the corridor between with the name of each room in Duvan'Ku) along with sketches of the crypts. Most of the other

books are damaged by time, inexplicably abstruse "I commandeth the nine million, I commandeth the seventy blasphemies, I speak through the worms in the heart of the Grey-Black Star" or record cult activities in code. Characters searching for useful books should roll a d20 equal or under the smartest character's Intelligence. Failure indicates it will be 5 minutes before they find another book (10 if they cannot read the language of Duvan'Ku), success indicates another will be found in one minute (two minutes if they cannot read the language of Duvan'Ku). Each time a book is found, roll on the table on the following page until all available are found or they stop searching, roll d6 or roll d12 if someone in the party can understand Duvan'Ku:



NOTABLE FINDS IN THE HIGH PRIEST'S LIBRARY

D6/D12 TOME

- 1 Scroll of *Protection from Were-creatures*. 10' radius. Lasts only while the reader chants but usable by anyone.
- 2 Cursed scroll—open it and save vs Magic or go blind. Works once. Outside marked “useful?”
- 3 A book presenting a theory about how water can be transformed into liquid time, and used to trap souls. It is too vague to be of practical use, but may provide a clue to the PCs. If used to add to the value of a Magic-User's library (as per p. 83 of the current *LotFP Rules & Magic* book), it will add 50sp to the value of the library.
- 4 Resonance Of The Bound Spheres. A version of the *Contact Outer Sphere* spell usable by anyone, but it only works on the snow globes in Area 11. A reference in the text will make clear that special spheres containing pieces of other universes are needed (i.e. if the players have the globes, they'll know this works on them).
- 5 *The Empyrean Hymn* (title written in Duvan'Ku)—A score playable on the organ in Area 3 (Chapel).
- 6 *Devour Me* (title written in Duvan'Ku)—A score playable on the organ in Area 3 (Chapel).

In the language of Duvan'Ku:

- 7 Grimoire of Hybrid Flesh: will enable the reader to fabricate a functioning prosthetic leg, arm, hand or foot from the materials in Area 12 (Embalming Preparation Room) in 48 hours. Whenever the PC rolls a fumble, s/he will be attacked for 1 round by this limb. If used to add to the value of a Magic-User's library (as per p.83 of the current *LotFP Rules & Magic* book), it will add 100sp to the value of the library.
- 8 Cult record referring to rebuilding the western wall of the kitchen and to the tunnel beyond the High Altar beyond the fountains.
- 9 Contains the ritual names of d6 of the warriors entombed in Area 16 (Warrior Crypts) and one of the Eyes of Fate in Area 26 (Place of the Honored Sacrifice).
- 10 Mostly incomprehensible cult records but there is a reference to a curse upon those who fail to leave an offering in the coin fountains and those who lie to Aetheldredd Aleph, the Exalted Interrogator.
- 11 Records the names of notables entombed here in Areas 24-30—The Twin Inquisitors Eizethrat Nexx and Gorgulos Nexx, Vorgen Pox, Nazir An-Azat, Exalted Interrogator Aetheldredd Aleph, Aervik Narn and Praetor-Pontifex Cyris Carnithrax Maximus—though not their locations, and refers to a rivalry between The Slaughterer, Vorgen Pox and the Twin Inquisitors.
- 12 Mostly incomprehensible but contains a stray reference to “The God Entombed Beneath The Mountain” and “The Symbiote God”. It explains that the souls of the dead are held in the body of the Symbiote God.

11. HIGH PRIEST'S QUARTERS

This once-opulent room lies behind a locked door. Marble headpieces shaped like fist-sized skulls are scattered liberally amid the rotting furniture and fabrics.

Hidden behind a panel in the wall is a chest of drawers carved into the wall with thousands of small crude snow-globes—each the diameter of a circle made with a thumb and forefinger—each containing what appears to be a small model of the very peak, graveyard and cabin above. Each contains a tiny experimental universe suspended in the clear water of liquid time. Every single expedition by any adventurers into this shrine using any *Death Frost Doom* module is contained in one of these globes. Some have slightly distorted architecture, in some the mountain's shape is slightly varied, some universes have multiple moons, and in some cases tiny figures can occasionally be seen darting or slogging across the landscape.

If any kind of communication spell is cast on one of these globes (such as *Contact Outer Sphere*, *Speak With Dead*, etc.):

it will allow the caster to communicate with their counterparts in these other realities. No matter the spell, the communication will work, the answers will be true (for that reality) and exactly 3 yes/no questions will be allowed (although the answers may be more expansive than just “yes” or “no”). The expedition contacted will have, in every case, made different choices than the contacting party.

Hidden inside the priest's rotting pillow is a jeweled satin *Glove of Removal* which slightly shifts the user's relationship to our natural plane of existence when worn. The user is essentially invisible except to undead, ordinary animals and children under 12. In any situation where any of these creatures are hostile, they will attack the user first.

Carved onto the bottom of one of the marble headpieces is a sort of magical formula which will animate the Old Oak Hanging Tree (see Area D).

12. EMBALMING PREPARATION ROOM

Contains four stone slabs stained with ancient blood, bandages, surgical tools and pieces of shaped iron as well as a podium with a book on it. It also contains 4 spherical alchemical flasks partially filled with a clear liquid labeled “Liquid time” in the language of Duvan’Ku. The liquid will detect as magic.

If someone touches the liquid: they will feel a numbing, frozen sensation until (like water) the liquid dries. It is more pure than the water/time mix in the Well (Area E).

The book is the *Grimoire of New Flesh*. The text, written in the Duvan’Ku language, details the creation of Unthings—a form of flesh golem.

If a creature attempts to create an Unthing: the procedure requires a strong electrical charge, 50sp worth of materials, 10d4 fresh humanoid or large animal corpses (cat size or greater) and 2 weeks of work. Roll d10 below to determine their abilities:

D10 UNTHING PROPERTIES

1	Two Hit Dice
2	Two Hit Dice, added bite attack
3	Two Hit Dice, grapple as 17 Strength
4	Two Hit Dice, spit stomach acid 10' for d4 damage
5	Two Hit Dice, moves at twice human speed
6-7	Two Hit Dice, paralyzing touch
8	Two Hit Dice, paralyzing touch, bite attack
9	Two Hit Dice, paralyzing touch, always on fire
10	Four Hit Dice, steals away a level (down to halfway up the last level) and a die of hit points at a touch, adding the hit points to its own.

...Unthings crawl instead of walk, but do so at normal human movement rate.

Due to the agony the procedure inflicts on the souls of its ingredients, the Unthings will have no other purpose than destroying their creator. After that, they will attempt (grotesquely and no doubt unsuccessfully) to return to their former lives and habits. They are too boorish to notice how poorly they are received and too graceless to leave even if they did notice.

If the materials are used as part of a laboratory (as per p.83 of the current LotFP Rules & Magic book): they add 50sp to the value of the laboratory.

If the Grimoire is used to add to the value of a Magic-User's library (as per p.83 of the current LotFP Rules & Magic book but not used for its intended purpose: it will add 200sp to the value of the library.

13. BRONZE VAULT DOORS (SEVERAL LOCATIONS)

Opened by turning spinning bank-vault-like wheels on either side of the door. They will not close on their own.

After the first bronze door (Area 13), heading north from Area 12, the otherworldly noise is about as loud as a violinist playing in the same room.

14. PRIEST CRYPTS

Rows upon rows of mummified priests in crypts stacked 30' high, honeycombed with 5' access tunnels and steps mortared into the loose brickwork and smooth plaster mortared with strange ice. Terrible echoes. Dust. The longer it has been since the party opened the west door to Area 3, the more the ice will be melted.

If anyone begins searching through the crypts: the building materials are easily chipped away—every ten minutes of searching will reveal 3d6sp worth of gold trinkets and ancient coins.

Rolling a 6 on any die while rolling the amount indicates an extra d100sp worth of jewelry.

The first time the party searches the party will find a musical score buried with one of the dead—it is labeled (in the language of Duvan'Ku) Dismissal Fugue. It can be played on the organ in Area 3 (Chapel).

The first time 3 ones are rolled the characters have also found a scroll containing an ancient anti-joke—only funny to the dead. If spoken aloud, the joke will cause any undead in hearing range to be stunned with mocking laughter for one round, but the living must save vs Magic or flee immediately for 5 rounds—terrified by the joke's penetrating insight into the nature of existence. The joke will disintegrate and be forgotten thereafter.

The spiral staircases lead 50' down to a set of crypts that's identical, aside from the lack of exits.

15. HALL OF MEMORY

Contains 18 marble pedestals, with a 20lb book open upon each. They are bound in human skin and the titles, in the language of Duvan'Ku, say *Chronicle of the Most Consummate Church of Duvan'Ku* volumes 1-18.

Next to one of the books is a small eyepiece that allows the wearer to read anything written in the script of Duvan'Ku.

If someone reads the chronicles: they are dense with allegory and legend and most of them are useless without a professional scholar to provide context, however:

- Sticking out of the 16th book, there is an inserted note on a piece of vellum by a Duvan'Ku historian concerning the necessity of investigating the possible betrayal of Praetor-Pontifex Cyris Carnithrax Maximus by the Red Architect, Nazir An-Anzat, both of whom are said to now be entombed here in the Tombs of the Greater Repugnances— isolated individual crypts dedicated to powerful members of the Church.

- **If PCs turn to the last pages of the 18th book:** they will be able to glean that this shrine is only one of many and that there was a fear, before the final entries, of some kind of slave revolt—and earlier there is a reference to a traitor whose soul was split into six parts and imprisoned in a clock.

If the PCs take the books: each is worth twice its weight in silver pieces.

16. WARRIOR CRYPTS

Very similar to the Priest Crypts (Area 14) except grave-robbers will find more swords and less jewelry. Just inside the door, athwart the threshold, lies the skeleton of a dwarf Fighter—dead half a decade. He wears chain mail and holds an axe.

If his body is examined: any dwarfs present will notice his arms and armor are familiar, but subtly off, as if he hailed from another world where dwarfs and their nations were forged by cousins of the gods they know. In his pocket is a simple contract of service—his name his Gauron, he hails from the north, and he was employed by Tizane Ildiko, a witch of Vornheim who will pay 500sp for his remains. His right hand contains a snow globe like those in Area 11 (High Priest's Quarters).

If Speak With Dead is employed: his only memory of The Shrine is “The thorns, the thousand whispering thorns”.

If anyone searches the crypts: they'll find 4d6sp worth of gold for every ten minutes of searching, plus 10sp more worth of ceremonial weaponry for each 1 or 6 rolled.

17. CRYPTS OF THE COMMONERS

Again similar to the Priest crypts (Area 14), but a little less fancy.

If anyone searches the crypts: they'll find d6sp worth of gold offerings for every ten minutes of searching, plus 10sp for each 1 or 6 rolled.

The first time the party searches the crypts: the party will happen upon a musical score entitled *The Core Remains* buried in one of the crypts. It can be played on the organ in Area 3 (Chapel).

18. PRAYER ROOM

Pedestals, pillows, and tablets, stained dark with old blood. The tablets contain the usual fatuous and esoteric blasphemies (“Annihilate, traduce, devour”, “I am healed and hollowed, I am the house of insurrection”, etc.). An ink pot and a pile of rusting needles sits on a podium with a bronze plaque affixed to it. The plaque is engraved in the tongue of Duvan'Ku.

If someone reads the plaque: write “My Gift Is Defiance, And My Gift Is Its Mark” on a piece of paper and hand the note to the player who reads the inscription.

If s/he reads it aloud, word for word: everyone within earshot must save vs Magic, starting counterclockwise from the translator and, if all save, finishing with the translator. The first to fail the save will immediately attempt to tattoo the Dead Sign somewhere on themselves using the ink and needles. This will take 3 minutes of uninterrupted work. This madness will continue until the ink is destroyed, the tattoo is completed, or 40+d6x10 minutes pass.

If the Sign is successfully tattooed: the recipient will never be able to receive magical healing so long as it is present. It can only be removed by debilitating mutilation of the body part where it was drawn or by magic that does not involve healing the character. *Dispel Evil* will do it, but not *Dispel Magic* or *Remove Curse*.

If the pot and/or ink are destroyed: they will magically reappear 24 hours later unless the podium they rest on is *Blessed* or doused in holy water.



19. THE EYE OF MANY EYES

After the bronze door just south of Area 19, the otherworldly sound is as loud as a string quartet.

A massive stone eye with hundreds of smaller eyes carved into the pupil is set into the wall above a basin filled with black and stagnant unholy water. There are a few copper coins in the basin and the carving is covered in the same cold, glassy substance as the faces in Area 1. Like those faces, the light playing across the surface will make the sculpture appear alive. The smaller eyes will actually follow whoever is in sight.

If each eye is carefully destroyed or covered: the party will be able to sleep safely in the Shrine. However, after an hour the eyes will heal (unless *Blessed* or covered in holy water) and anything touching them will catch on fire, so someone must guard them constantly if anyone wants to get 8 solid hours.

If anyone drinks the water: they must save vs Poison or millions of eyes will immediately begin growing in their eye sockets, blinding them after 1 round and bursting after 4 rounds, causing the PC to immediately die of blood loss as their face explodes.

If anyone drops a coin in the basin: one of their ability scores (roll randomly) will be increased by 1.

If someone else drops a coin in afterward: they'll have a random score reduced by 1.

After a month the basin “resets”.

If anyone removes a coin from the basin: they will begin to weaken and cough after an hour, losing a point of Constitution each sunrise until the coin is replaced or until they reach a minimum of 4.

20. FOUNTAINS

Two fountains featuring statues of children vomiting (4 children each) black unholy water flank a door with a pattern of copper coins marked with the Duvan'Ku rune for “Gift” painted on it. The fountains have a few copper coins in them.

If a coin is dropped in each fountain: the door can be opened safely.

If the door is opened without coins being dropped in the fountains: the opener is cursed to de-age one year per day until they are five years old, then to age again at a year per day until s/he is 90, then de-age again, back and forth forever.

If anyone removes a coin from the west fountain: they will be wracked with pain an hour later, losing a point of Dexterity each sunrise until the coin is replaced or until they reach a minimum of 4.

If anyone removes a coin from the east fountain: they will begin to suffer muscle atrophy an hour later, losing a point of Strength each sunrise until the coin is replaced or until they reach a minimum of 4.

If the statues are investigated: it will be revealed that they have real mummified children inside.

If the creature in Area 22 is destroyed: these 8 children will be the closest undead to the party but they will only attack or move if the party heads east past this area.

21. CHILD CRYPTS

The Duvan’Ku believed the deaths of children to be the noblest and most consecrated—and thus that they should be mummified and mounted freestanding. As a consequence, although the overall layout of this room and the one beneath resembles that of Areas 14, 16 and 17, its aspect is not so much that of a catacomb as of a strange museum of dead children. Rows upon unspeakable rows of wrapped and desiccated bodies, from infants and toddlers to long-limbed pre-teens stand on individual plinths, staring mutely south. There is no treasure here.

22. THE HIGH ALTAR

The room is completely occluded by a viscid substance, here congealing like phlegm, there clear as a jellyfish. It was once a man.

The doorway literally frames a pale, opaque, aged, completely bald and completely human and human-sized head hanging off the front of the bloated mass like the knot in a dirty white balloon flanked by a pair of thin, feeble shoulders terminating in equally frail arms. It is this creature that continuously sings the otherworldly song audible throughout the complex. A galaxy of glass-like spheres are clearly visible, interspersed throughout the creature’s vast, organless body, each sphere ranging in size from that of a small fist to that of an infant’s head, each three-quarters full of a watery substance—a human soul suspended in liquid time. Area 22 contains the creature’s body, the creature’s body contains the spheres, and the spheres contain the souls of every victim buried here. The liquid time binds them to this plane and the creature’s song tortures the innocent and soothes the wicked.

This creature—the Sacred Parasite—is a combination of parasitic undifferentiated tissue, manifested ectoplasm, unholy ice, and liquid time—the substance choking the shaft up to Area A is part of its body. It also appears to extend down into a pit in the floor.

SACRED PARASITE: Armor 18, Move 0’, 6 Hit Dice, 38hp, 1 chilling touch doing d6 per round or vomit liquid time up to 60’ (save or be paralyzed, taking 1 hp per round, re-save each round to unfreeze), Morale 12. Anything in flesh-to-flesh contact with it automatically takes d4hp damage. Missile weapons do half damage and are lodged inside (daggers and throwing axes are lost). 5’ reach.

In the unlikely but possible event that the party approaches from the west, the creature does have the ability to absorb its own head and arms and re-secrete them in the direction of approaching creatures.

The actual room can be seen by looking through the creature as through clear marbles in a fishbowl. The 30’ ceilings arch above a giant carved skeleton on the west wall covering an intricately carved waist-high altar against which the Parasite’s body presses two golden goblets, a large and ornate book, and any object used in your game’s particular setup as a quest object. This was the most holy place of the Duvan’Ku’s inner Inevitable Circle.

Although there are a few ways to circumvent Area 22 altogether, there is no way to pass through this area or reach the altar on the west side without dealing with the creature. No magic or skill will allow the party to communicate with it. The parasite is nearly mindless, and as much a victim as the souls it unwittingly tortures with its ceaseless music—it is neither undead nor evil, and music from the organ in the Chapel (Area 3) that affects such creatures will do nothing to it.



If someone goes to the organ and tries to match the creature's song: this will require a successful Dexterity and Wisdom check, or a Dexterity check alone if the character is an elf or trained in music. Playing the song note-for-note for two rounds will cause the creature to fall asleep for six rounds, collapsing slightly and enabling other party members to attempt to climb over/through its disgusting corpus. This only works once every 12 hours, because the discomfort caused by the broken shards embedded in it from the climbing will keep the creature awake thereafter.

Climbing isn't easy—the surface is as stable as jelly and as treacherous as ice. Climb checks are made at minus one pip on a d6/-20% unless the climber wears Norquist Orve's spiked shoes (from Area H, Bedroom), and each successful check will get the climber only 10' west/round. In addition, anyone climbing over the creature will incidentally crush a number of spheres equal to 20 minus their Dexterity per round of climbing. The sound will be clearly audible. The souls inside will be released and that number of dead will quietly animate elsewhere (see *Hell Vomits Its Filth*, p.55).

If someone fails a Climb check: they'll likely inadvertently touch the creature and take d4 cold damage.

If the creature wakes up while someone is inside: they are effectively in combat with the creature that round.

If the creature is shown the small ivory portrait from Area 3 (The Chapel) it will attempt to seize it and then stare in dazed wonderment for 3 rounds (ignoring everything), then lash out in a rage. It is a portrait of the creature before his transformation.

If the creature is attacked, or is within 5' of an open flame: it will defend itself, striking out with its chilling touch at anything in reach, and vomiting liquid time on anyone who is not.

If the creature is reduced to zero hit points:

- It will lose cohesion and immediately liquify, some of the upper part of its body (the part filling the room) will wash out into the hall—anyone standing in Areas 18, 19, 20, 22 or anywhere in between should save or be paralyzed, taking 1 hp damage per round, and re-saving each round to unfreeze—and then disperse. The majority of the liquid will collapse down into the pit.
- Every single globe suspended in the creature's body will shatter against something (with the possible exception of any the PCs go out of their way to grab), releasing the tortured souls inside back into their bodies. These streaks of discolored liquid will be seen sliding along the walls and ceiling and seeping into the stone like rain against a car window in high wind. Basically: the dead will begin to come back to life in a number of minutes equal to the number of skulls left in Area 3 (The Chapel). See the *Hell Vomits Its Filth* section below for more details.
- The creature will re-form in 2d4 years unless the pit is *Blessed* or at least one vial of holy water is dropped in the pit.
- There will be a slight tremor.
- The pit will be exposed—this is where the trunk of the creature's body was once contained and it is thousands of feet deep. An eerily warm ten-second wall of air heaves up from the pit, followed by ten seconds of air being drawn back in like a vacuum, in an endless alteration. This effect isn't strong enough to affect anything heavier than a copper piece, but it will push light airborne objects like loose scrolls around.

If the party manages to stop any individual souls from returning to their bodies: this act will earn any Cleric in the party 100xp per soul.

If, after the creature is reduced to zero hit points, the souls fall and the pit is investigated further: the Referee will have to make a choice:

- **OPTION 1:** As the original (beautiful and cruel) *Death Frost Doom* read:

“The pit is several thousand feet deep, and leads to the nostrils of a great sleeping giant. Ages ago, it fell asleep here, and the mountain is the result of millions of years of dust forming and solidifying over it. Only three things will wake it up: Dropping anything into the pit that will do 10 or more points of damage (it won't injure it, just wake it up), plugging the hole (although it will not awaken for d6 x d6 turns) (that's 10 minutes per turn -Z.) (the giant used to take in oxygen through the parasite -Z.), or actually climbing down there and walking around inside its nose. If the giant wakes up, the mountain will be instantly destroyed, crushing everything in it and on it to jelly – no saving throw. Anything in its nose will last a second longer until it picks its nose and a one hundred foot long finger crushes everything. Perhaps one could escape into the nasal cavity, but such things are beyond the scope of this humble text.”

...in this case, the Sacred Parasite likely formed from a human sacrifice dropped living into the giant's nose and hybridizing with its nasal mucus.

- **OPTION 2:** The hole does indeed lead to a sleeping giant as 1 above, but it wakes up much more slowly. A finger is shoved up through a random room (roll d30 or, if you don't have one, roll d6 for the first digit: 1-2=0, 3-4=1, 5-6=2 and then d10. “00”=30) every 10 minutes. Anyone inside must save or take d20 damage. After five fingers come up, a whole hand lifts and causes the areas the hand covers (look at the shape on the map to figure out where the palm is) to be lifted out of the mountain and 20 feet in the air. All in or adjacent to

the lifted section must save or be crushed by debris, at which point, if they survive, they will probably flee down the mountain as it slowly and picturesquely ceases to exist. The giant will move its hand again once every 2 rounds (12 seconds), causing massive destruction of the Referee's design. Playing any piece of music on the organ will put it back to sleep, assuming the Chapel is not destroyed by the hand.

- **OPTION 3:** In my campaign, the mountain formed over the body of Vorn, Grim Grey God of Iron and Rain, who fell to earth millions of years ago, shortly after a battle at the dawn of time. Vorn had been kept asleep by those responsible for the shrine, who use the Sacred Parasite to harvest energy from the sleeping god (in order to grow a new one). In this case, dropping things in the pit merely caused tremors (save vs Breath Weapon or be knocked around for d4 damage) and there was actually a whole other dungeon down there, built half into the mountain, half into the body of the god. It's still thousands of feet down though, so getting there while the living dead are coming and flinging themselves over the edge of the pit at the PCs is a bit of a thing. Replace my god with your own and season to taste.
- **OPTION 4:** The Sacred Parasite is actually much larger than the part the PCs “defeated”. It is caterpillar-shaped, has one head at either end, and the mountain is its burrow. The other end is now awake and will crawl up through the (allegedly) bottomless pit in Area 23 in ten minutes and begin seeking out the PCs. It can move as fast as a human, squeezes through any passage at least 5' wide and can destroy doors with 18 Strength.

If the altar is exposed or reached:

the following will be clear:

- There is an inscription along the base in gold, in the Duvan'Ku tongue.
- There is a wooden inscription in the same tongue on the side of the altar facing the west wall.
- The book has an inscription on the cover in the same tongue.
- The goblets at first appear to be filthy and worthless.

If the goblets are inspected carefully they actually look quite valuable (900sp).

- **If the gold inscription is translated:** write "We hail the Nothing and offer this one unto it" on a piece of paper and give it to the player.

If s/he reads it aloud, word for word:

everyone within earshot must save vs Magic, starting counterclockwise from the translator and finishing with the translator him/herself. The first to fail the save will immediately attempt to sacrifice the next to fail the save (or, if there is no such person, the character belonging to the player to the right) and will violently resist any attempt to interfere. The second to fail will agree to be sacrificed. Anyone failing thereafter will be safe. This madness will continue until an afflicted character leaves the room (which they won't willingly do), or 4x10+20 minutes pass.

- If the gold is scraped out of the inscription it will be worth 50sp.

...but if the altar's not *Blessed* or holy watered first the scraper will contract leprosy via magic curse.

If the book's title is translated from

Duvan'Ku: it is called *The Million Violations*.

- **If it is read:** it will be discovered to be a list of the crimes the Duvan'Ku have committed

against humanity and the gods. It will take two months to read completely (it is in the Duvan'Ku tongue) and when it's over the reader must save or be *Feebleminded*.

- **If the save succeeds:** the reader becomes immune to all mental attacks such as fear, charm, etc. forever, gains a 25 Wisdom and will never be able to articulate the literally unspeakable acts s/he has read about. 2d4 weeks after finishing the book, 2d6 demons of at least 8 Hit Dice each will be sent from other worlds to destroy the reader and retrieve the book—as no mortal should have such knowledge.
- **If the save fails and the reader is left unhealed:** s/he will slowly transform into a Sacred Parasite over the following 2 weeks. *Cure Disease*, *Remove Curse*, or *Dispel Evil* will fix it if cast before the transformation is complete.
- **If the save fails and the reader is healed of the Feeblemind:** s/he can attempt to read the book again, but must save all over again.
- **If a successful reader's mind is read:** the mind reader must save or be *Feebleminded*.

If the wooden inscription is translated:

it describes a sacrifice ritual to be performed on the altar, under the rune for "Gift":

- **If any human or humanoid sacrifice is performed on the altar:** the southwest secret door will open.

If a standard secret door check succeeds, if the players look for seams on the west wall,

or if they track the way the liquid drains: the two secret doors will be found. The northwest door will open easily once found. The southwest door will yield only if a sacrifice is performed on the altar, a *Knock* spell is used, or if the door is battered down.

If one of these doors is closed and the

Parasite has been slain: it will be 4 hours before the mass of bodies is enough to enable the undead horde to break through.

23. BOTTOMLESS PIT

The wall on the far side of the pit has an inscription in the Duvar'Ku tongue. The pit itself is carved with concentric grooves coated in phosphorescent paint and a strange magic allows anything in the pit to survive without food or drink. Anyone looking into it must save vs Magic or stand transfixed, as if asleep on their feet.

2d4 rounds after the party arrives a giant albino tarantula will crawl up and attack the party, starting with anyone entranced, and attempt to carry them 100' down the sheer walls of the pit to its lair in a small side tunnel.

If the inscription is translated: write "I Will Drown In Black and Await The End of All Things" on a piece of paper and hand it to the translator.

If the translator reads it out loud, word-for-word: everyone within earshot must save vs Magic, starting clockwise from the translator and finishing with the translator him/herself. The first to fail the save will jump into the pit.

If someone falls into the pit: it is not literally bottomless, but a mortal will die of old age before reaching the bottom. A young elf might live long enough to die on impact.



GIANT TARANTULA: Armor 16, Move 180', 4 Hit Dice, 20hp, bite attack for d8 damage, plus save or be paralyzed for d4 rounds, Morale 7.

TOMBS OF THE - GREATER REPUGNANCES -

The undead here cannot be turned in their town tombs—these places are embassies to the realms of the unholy damned.

All of the tombs have heavy stone doors with a bar on the outside that can easily be lifted—except Area 30—and have the names and titles of their occupants written in the tongue of Duvan’Ku.

These creatures will only animate if their individual sarcophagi are opened or if the Sacred Parasite is destroyed—in the latter case, they creatures will have emerged from their sarcophagi when the PCs arrive.

Upon meeting the party, they will begin to speak in the tongue of Duvan’Ku, but will switch to whatever language the PCs use if they respond.

24. TOMB OF THE TWIN INQUISITORS

A pair of sarcophagi lie inside.

The lid of the left sarcophagus is carved to resemble a full-sized portrait of a bloated man in a sitting position. Tiny arms are reaching out of the ground to claim him.

The lid of the right sarcophagus depicts an equally enormous woman pulling a child out of her mouth face first.

If the right sarcophagus is searched:

there’s a locked wooden box (poison needle trap in the lock, save or die) containing a Potion of Transposition (drink and trade places with anyone in line of sight—1 dose).

If the left sarcophagus is searched:

there’s a platinum goblet worth 500sp.

If either are disturbed and the dead

have not yet risen: the other inhabitant will also emerge.

The female Inquisitor, Eizethrat Nexx (right sarcophagus) is a huge, pale woman with a somber, defeated expression and undead fetuses crawling in and out of her mouth.

Her husband, Gorgulos Nexx is an equally enormous man with the skin around his ribcage rotted away. Maggots the size of potatoes writhe in him, and chew his skin.

Upon meeting the party, Eizethrat will demand they explain themselves. No matter what they say, Gorgulos will accuse them of not answering and demand that they come and touch him. *“Come! Touch my horrid flesh!”*

“Yes touch us, touch as we wallow in filth!” his mate will add, flailing her piglike forelimbs.

If the PCs do: the PCs must save vs Paralysis (they are paralyzing ghouls).

If the PCs don’t: the Inquisitors will make no move (too fat) they will send the maggots and fetuses after the party.

The pair will continue to beg the party to touch them until they are destroyed.

EIZETHRAT NEXX & GORGULOS

NEXX: Armor 14, Move 60’, 2 Hit Dice, 10hp each, one bite and two claw attacks doing d6/d4/d4 damage, anyone hit must make a Paralyzation save or be unable to move for d12 turns, Morale 12. Has regular undead immunities.

4 MAGGOTS & 3 UNDEAD FETUSES:

Armor 14, Move 120’, 1 Hit Die, 1hp, one attack doing 1d2 damage, Morale 12.





25. MAUSOLEUM OF THE SLAUGHTERER

This door has fifty skeletal fists fastened to it but the sarcophagus inside is plain—the ceilings are 20' tall. Stairs inside lead up to a landing perched over the doorway, which is where Vorgen Pox, The Slaughterer—a consuming revenant—will be waiting if the dead have risen.

The Slaughterer is a squat, wide man in a warmask that obscures his features and he will use his surprise round to drop onto the first party member to come through the door. The Slaughterer will try to grapple and then eat the closest party member.

Throughout any combat, the Slaughterer will mock the party's tactics and their martial inferiority in a low, grinding voice—especially while he is losing. *"Your formation is preposterous, why do you not simply give in? There is dignity in surrender."* The closer he is to death, the more ineffective he will declare them to be. Beneath his strange armor it will be difficult to tell when he is close to death. The Slaughterer is a liar but the Referee should do everything in his or her power to make it look like he is waxing ever more powerful—feel free to go as far as describing the Slaughterer growing new and more frightening armor in response to blows and spells, spikes emerging from his fists, etc.

If The Slaughterer becomes aware of the Twin Inquisitors (whom he despises even more than the living for reasons lost to time): he will immediately seek out and attack them.

VORGEN POX, THE SLAUGHTERER:

Armor 16, Move 120', 4 Hit Dice, 20hp, one rending attack doing d6 damage (each time a PC loses more than 6hp total to the Slaughterer, they must save vs Magic or lose xp down to halfway up the last level), vulnerable only to silver and magical weapons, Morale 12. Has regular undead immunities.

26. PLACE OF THE HONORED SACRIFICE

The Door is painted with a flaking mural in which a robed woman on a pedestal looks on as naked slaves stab themselves. There are three canopic jars inside.

Each contains 300sp worth of coins and normally contains an Eye of Fate—an undead hybrid created by placing the eye of either a blinded child or a lunatic into the palm of a thief and mounting it, at the wrist, on a serpent's body.

If the dead have risen: the Eyes will be crawling along the ceiling and drop down on the party.

If they have not: the Eyes will remain dormant in their jars until one is opened, in which case all three will become active and attack.

1 EYE OF FATE (LUNATIC EYE): Armor 14, Move 120', 2 Hit Dice, 14hp, one choke doing d8 damage. Anyone hit and looking into the eye must save vs Paralysis or be *Confused*, Morale 12. Has regular undead immunities.

2 EYES OF FATE (BLIND EYE): Armor 12, Move 30', 2 Hit Dice, 11hp, one choke doing d6 damage, Morale 12. Anyone hit and looking into the eye must save vs Paralysis or be *Blind* for d4 rounds. Has regular undead immunities.

27. CRYPT OF THE ARCHITECT

This door is not only barred but painted shut—it will require either chipping away at the edges first to open or two people working simultaneously. An inscription across the door in the tongue of Duvar’Ku reads “I will create a slaughterpen above the valley, I will create a place of injury and error.”

A bright bronze lamp hangs from the ceiling, 15’ above a sarcophagus shaped like an ancient city. What the Red Architect, Nazir An-Azat looked like in life is unknown but in death she is lean and dessicated and her blood-colored robes and gold jewelry hang from her like tattered banners.

She will ask the party to describe their accomplishments. No matter what they say she will belittle them (she knows as much about any exploit of theirs as the Referee does, once it is referred to—“*You slew the sorcerer, yes, but not before burning half the library*”).

If the PCs offer any argument, or if they ignore her, or if they claim to have no accomplishments: she will attack in disgust. Or rather the shadows will: the shadow of each creature in the room attacks its owner, save for Nazir’s—which attacks the strongest party member. The shadows’ first target (although this may not be immediately obvious) will be the party’s light sources. Their first aim is that the bronze lamp be the only light source, their second aim is to slay the party.

If the bronze lamp is put out: the shadows cease to exist.

If the room is plunged into total darkness: Nazir herself can attack.

Inside the crypt is a bracelet worth 650sp and a potion which makes the imbiber (incorrectly) believe s/he can control the undead. The illusion will be maintained even as the PC is being attacked.

If Nazir becomes aware of Praetor-Pontifex Cyris Carnithrax Maximus’ presence in the tombs: she will attempt to destroy him or enlist the PCs’ aid in destroying him. It was she who secretly betrayed him.

SHADOWS: Armor N/A, Move as whoever cast the shadow, Hit Dice as whoever cast the shadow, attacks as whoever cast the shadow (including weapons but not spells), Morale 12. Usual undead immunities plus immune to normal damage. They can only be destroyed if Nazir is slain, if the bronze lamp is put out or if a light-generating spell directly targets them (like *Light* or *Faerie Fire*). They can only move as far as the light of the lamp extends.

THE RED ARCHITECT, NAZIR AN-AZAT: Armor 16, Move 120’, 3 Hit Dice, 15hp, one touch attack doing no damage but stealing d6x1000xp (will leave foes with a minimum of 1xp/hp), Morale 12. Limited omniscience and telepathy—she instantly learns of any exploit the players discuss with her (see above) and will send dreams explaining any of the PCs’ associated failures and crimes to interested parties (families of accidental victims, friends of possessors, owners of property damaged, etc.)—the effects of the players’ sins will come back to haunt them. Has usual undead immunities. Sees in the dark—can only attack in total darkness.



28. CRYPT OF THE EXALTED INTERROGATOR

Hundreds of sharpened bone spikes cover the door. The sarcophagus inside is intricately carved and perfectly preserved—featuring an engraving of a warrior standing in a field of decapitated heads. A shaft set into the (10') ceiling leads to Area B and Area 7.

The Exalted Interrogator Aetheldredd Aleph is wrapped in ragged, burlap-like bandages (internet image search: “south american mummy”), wears an emerald crown worth 1400sp and will begin asking the party questions as soon as she is aware of them. Her questions will be a mix of things that might allow her to gain advantage (“*What are you carrying?*” “*Where are your companions?*”), things that a player could know but might mess up, just to cause damage and intimidate them with their ignorance (“*What was your path here? How many right turns did you take?*”) and just plain creepy things (“*Where does your father live?*”, “*Have you ever stood alone listening to your own breathing?*”)—Referees may randomize between these 3 groups. Lying, being wrong, or not knowing answers causes bone hooks to grow from inside the PC’s body, cause damage, and break off (see below for damage).

If she becomes aware that the Tome of the Exalted Interrogator is still here: she will prioritize acquiring it over all else.

If someone ascends the shaft: they will find it so narrow that a human-size creature must go without packs or metal armor.

If the undead are awake at the surface at that point: any undead noticing the PC will pursue them, leaping down the shaft—d4 each round once a PC sticks his or her head up. The first few will take full falling damage, but after a few rounds of this there will likely be enough bodies to provide a smooth landing (half damage) for the rest.

If a large fire has been lit in Area 7 (Kitchen/Common Room): some of the smoke will gather here (the top of the shaft is covered in snow). The centuries of innocent human blood mixed with the smoke mixing with the unhallowed ground in this room will cause everyone not undead to save vs Poison or be dazed with visions of the tortured dead. Treat those characters as stunned—they may re-save every round.

AETHELDREDD ALEPH, THE EXALTED INTERROGATOR:

Armor 16, Move 60', 6 Hit Dice, 42hp, one dagger attack for d4 damage, plus asks two questions per round—lying or being mistaken causes d6 damage to the target, saying “*I don’t know*” (true or not) causes d4, Morale 12. Has usual undead immunities.



29. CRYPT OF THE TESTIFIER

This door is covered in dozens of hooks, across which a collection of withered faces are stretched. The sarcophagus of the Testifier is unadorned, and the testifier himself—Aervik Narn—is little more than a thin membrane of yellowed skin pulled across a skeleton.

As soon as Aervik lays eyes on the PCs, he will ask “*And what oath do you take?*” and the PCs will be unable to move until they swear something. In fact, PCs must swear one oath per round in order to move in Aervik’s presence (in most cases this makes casting spells impossible). Upon speaking these oaths, the speakers will know them to be enforced by infernal law. Each oath must be different and must refer to a future action (i.e. “*I swear I am a fighting a demanding freak*” is not acceptable, for example).

If any of these oaths go unfulfilled:

the ground will open up beneath the liar at the moment unfulfillment is certain and a hundred misshapen arms will reach up and drag them to Hell for 1001 years.

If Narn is defeated: his body will collapse into an indestructible *Sworn Skull*. Broken oaths taken on this skull have the same effect as if they’d been sworn in the presence of Narn himself.

The sarcophagus contains a jeweled gold chain worth 900sp.



AERVIK NARN: Armor 14, Move 120', 2 Hit Dice, 12hp, one choke and two claw attacks doing d6/d4/d4 damage, Morale 12. Has regular undead immunities.



30. THRONE-CRYPT OF THE BLESSED AFFLICTOR

This is the only crypt with an unbarred door. It is carved with an image of a man holding aloft a child pierced by eight swords.

The inhabitant, Praetor-Pontifex Cyris Carnithrax Maximus was embalmed in a sitting position on the same war throne from which he once commanded the legions of Duvan'Ku—he has, however, been awake and aware for seven centuries, but is barred by an oath from leaving the tomb unless he is once again invited to lead a force in battle by a living being.

When the PCs first arrive, the long-robed skeletal lord will be sitting in his throne, his leering, skinless head slightly askew beneath his massive crown, contemplating unknown depravities—and escape. He wears 1100sp worth of jewelry.

He will not attack unless he is himself attacked, in which case he will use his abilities to take a hostage or otherwise negotiate a truce.

If refused: he will attempt to kill or dominate the party one by one until his terms are accepted.

If he is defeated: Maximus' special abilities—other than the undead control and his typical undead abilities—are contained in spells etched into the bones on his arms. Magic-Users may learn them as other spells but only by replacing a section of their own arm with the part containing Maximus' spell. In addition to the surgery and healing time involved, this will cause a d12 permanent reduction in hit points per spell and section. The Magic-User will be able to use the abilities as if they filled a spell slot equal to the highest spell level they had access to when they saw Maximus defeated.

If Maximus is in danger of defeat and the dead have risen: he will go to the secret door to Area 22 and destroy it.

If Maximus is in danger of defeat and the dead have not risen: he will enlist the other Greater Repugnances to his cause—if they are not available, he will crawl deep into the Bottomless Pit (Area 23), hoping that the curse on the pit will defeat those who attempt to harass him.

The Praetor will make it clear that he is trapped (though he will make it seem as though he is trapped in this room rather than trapped in the Tombs of the Greater Repugnances area) and is forbidden to leave until beings from the surface request he lead an army. The terms of the imprisonment require both parties make the agreement of their own free will (under threat from thousands of living dead is OK, just not under magic compulsion).

If at least a third of the party agrees: he will lead them to the Testifier in Area 29 (the only cult member interred here whom he trusts since his betrayal) or his skull where he will swear *"I Praetor-Pontifex Cyris Carnithrax Maximus hereby inculcate this oath to never, by means direct or indirect, harm the mortals I now look upon, who are known by the names...(the PCs names)"* and request at least 1/3rd of the party swear *"I hereby request that he lead the armies of this place on the field of battle and swear to aid Praetor-Pontifex Cyris Carnithrax Maximus in his flight from this consecrated mountain, and to protect his safety until such time as he is transported to a place occupied by no less than eight thousand and eight living and mortal human souls"* (i.e. a city).

Once these oaths are concluded, Maximus will proceed with his escort—the PCs and the Testifier Aervik Narn—to any of Areas 24, 25, 27, and 28 that still have undefeated cult members inside and have them swear an oath to join him. Then he will leave—he will prefer to leave by night. He can and will command the hordes of undead from the subterranean catacombs but cannot control the cult victims whose bodies were reanimated above the surface.

If the PCs cannot see him safely down the mountain, he will command his new army to do so (visibly reveling in the resumption of his military role)—which is fairly easy because the mass grave dead are terrified of the assembled undead cult members and will flee them. He will have his creatures bring him the freshest corpse they might find (including that of any PCs who have not taken his oath) slain so that he might wear their skins as disguises.

Maximus is entirely evil, and aside from the PCs' own survival, no good will come of his emancipation. His army will disperse the tortured dead throughout the countryside and then hold the mountain as a fortress, waiting while the disguised Maximus accompanies the PCs down the mountain—to execute whatever orders are necessary for Maximus to locate the Dead King in the Dead City of Duvan'Ku, regain his station as Overlord of the Legions of the Imperial Necropolis, and initiate new and cataclysmic genocides.

Actually, Maximus could want about a million other things, too, depending on your campaign—tailor his aims to fit the kind of adventures you'd like to run. The important thing is he sees the players as insignificant and, once they help him reach civilization, he ignores (and likely forgets) them. They are thus free to spend a chunk of the rest of the campaign dealing with the trouble they just caused.

Despite his apathy toward them, Maximus will observe the PCs in an attempt to learn about how the world has changed in the last 700 years (this is why he doesn't immediately just bring his troops with him and start telling them to lay waste to the world) and to perfect a disguise. The Referee is also encouraged to come up with interesting ways to delay or complicate their travel together—perhaps the party runs into a group of pilgrims who insist on *Blessing*

everyone in the group... don't treat Maximus as a piece of equipment after the party leaves the mountain—he will not allow lawful Clerical magic in his presence, he will speak esoteric truths (*"If you fear the wolves, it is only because you know their hunger is akin to yours. They do not menace you—they merely contest you—as any man does. Only honestly."*) and he will question PCs and passing NPCs alike as to the nature of the new reality he has awoken into.

Once the party reaches a city of at least 8,008 (assume this is the smallest thing you'd call a city), their oath is fulfilled (they will know it) and Maximus will go about the work of integrating himself into the society—and scheming.

PRAETOR-PONTIFEX CYRIS CARNITHRAX MAXIMUS:

Armor 12, Move 120', 10 Hit Dice, 63hp, 1 grab attack for d6 damage, Morale 12. He may *Charm* someone by looking into a character's eyes, touch a helpless victim causing a drain of 2d6x1000xp (each level drained adds d6 hp to Cyris), telekinetically move up to 1000lbs (line of sight), can cause any one item to melt out of someone's possession and appear in his hand—the item need not be seen directly but the victim must be within 30' (no save), and control any undead loyal to Duvan'Ku here except the Red Architect. He automatically detects all unique or magic items within 50'. He can alter his appearance to resemble a living creature given a dead skin to wear. He has the usual undead immunities.

Cyris only uses his telekinesis to cause spooky horror-movie-ish effects (doors fly open, pieces of equipment fall, stealing weapons or magic items) and to bash foes against walls (up to 60' in a large corridor, they take damage as if they'd fallen the distance they're thrown).

31. SACRIFICIAL PLEDGE

Stray bone fragments adorn this lavishly bloodstained corridor, along with an inscription in the language of Duvan’Ku.

If it is read: write “This is the time of taking. This is the hour of gratitude. This vessel receives the immense disorder” on a piece of paper and give it to the translator.

If s/he reads it aloud, word for word: each player must save vs Magic—going clockwise from the translator and finishing with the translator. The first to fail a save will attempt suicide and, if not prevented, the translator will receive one permanent new hit point for each level of the victim (minimum one). If the translator commits suicide, the life energy feeds an as-yet-undiscovered entity...



• HELL VOMITS ITS FILTH •

This is the section that explains what happens if the PCs kill the Sacred Parasite in Area 22 and the souls return to the dead.

The Sacred Parasite—created by the cult from an innocent victim via long-forgotten blasphemies in an attempt to slowly grow a new god—feeds on the blood and vital fluid from the entombed creature beneath the mountain and from the mass of compacted dead human flesh integrated into the mountain's substrate. Because its metabolism (like so much else here) is infected with the liquid time that condenses when pure rain water hits the peak of the sacred mountain, it spontaneously absorbs and suspends most of the souls slain here inside the glasslike spheres of liquid time throughout its body. When its body collapses, the souls of the innocent (agonized by the creature's bizarre song for hundreds or thousands of years) and the wicked (to whom the song is a lullaby) return to their bodies.

It will take a number of minutes equal to the number of ice skulls left in Room 3 (The Chapel) for the dead to animate. The closest undead to the party when the Sacred Parasite is defeated will be the 8 children in Area 20 (The Fountains). The undead will be drawn to the source of any loud noise, including combat. Protection spells will work normally, but wards and turning usually won't as there will be so many unaffected undead behind the front line that the turned will have nowhere else to go. They seek only to devour the living.

Carrying only whatever meager belongings they were buried with and wearing only rotted ceremonial garb, they have little to slow them down. They do not tire and while the entombed dead are slow-moving the buried cult victims can move as fast as an ordinary human.

They are unintelligent and do not communicate (though a handful occasionally scream or laugh) but they will follow each other to prey.

If unimpeded: the first undead (likely the ones from the mass graves unless the others are commanded by Maximus) will begin to reach Zeke's place in 24 hours and the base of the mountain 48 hours after that.

If chasing living beings: they'll scramble wildly, tossing themselves heedlessly over obstacles and sheer drops, arriving at Zeke's in six hours and at the base of the mountain nineteen hours after that.

Running past the creatures in a corridor requires a roll-under Dexterity check at a penalty to Dex equal to the number by which the undead to be passed outnumber the active runners. So, for example, if 3 PCs all run simultaneously past 5 undead, the PCs' checks are all at -2.

Climbing over them on the walls or ceiling can be done, but the creatures will eventually clamber over each other to get to the climber. Basically, the climber gets a +4 to the check.

Outrunning creatures which run as fast as you and start running in the same round is always a tricky question in traditional RPGs. If this situation occurs (like if the players are in combat with the undead on the surface and then begin to run) then roll a Dexterity check for both parties each round—if both succeed or fail, whoever started running first stays ahead for the round but the flight continues, if the one fleeing fails and the pursuer succeeds, they are in *mêlée* again the next round and the pursuer has initiative, if the pursuer fails and the one fleeing succeeds, the one fleeing will remain one step ahead of the pursuer so long as they continue to move at their maximum speed.

The entombed dead in the shrine will easily escape their crypts and in moments the entombed will be at the doors to their respective areas. It will take them $d6+4$ hours to climb the shaft up to Area F and reach the surface unless they are organized by Maximus or some other force able to control them.



If the doors are open: they will stream out.

If not: it will take them ten minutes to figure out the mechanism—onlookers on the other side will see the wheel experimentally turning and hear pounding on the doors.

The dead in the mass graves on the surface will begin to dig through the frozen soil and reach the surface a number of minutes after the Sacred Parasite is gone equal to the number of ice skulls left in Room 3 (The Chapel). They fear the dead of the Duvan’Ku and will scatter in random directions down the mountain once more than 20 of the undead from the Shrine appear.

WHAT EXACTLY ARE THESE LIVING DEAD ANYWAY?

OPTION 1: In James’ original *Death Frost Doom*, these creatures were ghouls and zombies—because George Romero is awesome.

OPTION 2: When I ran it, I made them all skeletons, because by 2009 you couldn’t swing a reanimated cat without hitting a zombie movie or a zombie walk or a zombie tattoo or zombie-flavored vodka or whatever and also I thought if they were all skeletons that reminded me of those old paintings like Breughel’s *Triumph of Death* where walking skeletons are a metaphor for the plague. Plus the miniatures for skeletons are usually better than zombie miniatures. If you make them skeletons they have two fewer hit points but take half damage from cutting or thrusting weapons.

OPTION 3: You could also do it where they’re all revenants—that is, they look like regular humans (not gory, like zombies) just dirty and with their eyes glazed, and have rudimentary speech. Villagers seeing them might not immediately recognize them as undead until they took a bite out of someone.

OPTION 4: You could also do it where the innocent above-ground dead are ghouls/zombies and the cult members are skeletons or some other mixture.

No matter what they look like, their stats are:

3,127 MASS GRAVE VICTIMS: Armor 14, Move 120’, 2 Hit Dice, 14hp, one bite and two claw attacks doing d6/d4/d4 damage, Morale 12. Anyone hit must make a Paralyzation save or be unable to move for d12 rounds. Has regular undead immunities.

3,925 CHILD CORPSES: Armor 12, Move 30’, ½ Hit Dice, 3hp, one bite attack doing d4 damage, Morale 12. Usual undead immunities.

1,814 DEAD WARRIORS: Armor 14, Move 30’, 2 Hit Dice, 9hp, one bite or rotting weapon attack doing d8 damage, Morale 12. Usual undead immunities.

1,762 DEAD PRIESTS & COMMONERS: Armor 12, Move 30’, 1 Hit Die, 6hp, 1 bite attack doing d6 damage, Morale 12. Usual undead immunities.

· EFFECTS OF THE PURPLE LOTUS ·

D100 PURPLE LOTUS EFFECT

1	Character Sleeps for d4 Hours	27	Character Healed of all but d4 Damage, grows extra eye on palm
2	Overdose! Save or die	28	Character loses all but d4 Damage, can cloud of thin acid doing 1hp damage
3	Cures all Diseases	29	Character Loses d4hp and an extra tooth – Permanently!
4	Neutralizes All Poisons, Immune to Poison!	30	Character Gains d4hp and loses all but 8 teeth – Permanently!
5	Communes with the gods! d4 questions!	31	Character Able to Breathe Water!
6	Contacts Outer Sphere! d4 questions!	32	Character is Charmed by Everyone!
7	Character is Slowed	33	Character Suffers Total Amnesia!
8	Character is Hasted	34	Random Ability Score Reduced to 3
9	All Suffered Curses are Removed!	35	Communes... but Answers Are Lies!
10	Character may Speak with Animals	36	Skin Turns Mottled Purple
11	Character can See Heat Shapes in the Dark (Predator vision)	37	Believes Is Invisible
12	Character is Struck Blind!	38	Believes Is Best Looking Person in World
13	Character is Struck Deaf!	39	Thinks s/he is a different PC
14	Character is Struck Blind and Deaf!	40	Gains the Power of Clairaudience!
15	Character gains True Sight—and sees each person's soul as a symbolic animal	41	Gains the Power of Clairvoyance!
16	Character saves, then Feigns Death! Nobody Knows!	42	Character is Paralyzed but will attack anything touching them
17	Character can Speak with the Dead!	43	Character is Confused as per the spell!
18	Character gains ESP	44	Spell Caster forgets d4 prepared spells, non-caster thinks s/he can cast them
19	Character Can Only Speak A Random Ancient Language	45	Gains d4 random spells, caster or not
20	Character can Comprehend Languages	46	-d4 to random ability score
21	Character Heals d8hp	47	-d6 to random ability score
22	Character Heals 2d8hp and loses a random finger	48	Next 3 things character says will be believed (doesn't know this)
23	Character Heals 3d8hp and grows a mouth in his/her pupil	49	+d4 to random ability score
24	Character's hand rots off, Takes d8hp Damage	50	+d6 to random ability score
25	Character's arm rots off, Takes 2d8hp Damage	51	Next three things character asserts will never be believed (doesn't know this)
26	Character leg rots off, Takes 3d8hp Damage	52	+d4 to two random ability scores
		53	+d6 to two random ability scores
		54	+d8 to two random ability scores

D100 PURPLE LOTUS EFFECT

- | | |
|---|---|
| <p>55 +1 to random ability score – permanently!</p> <p>56 -1 to random ability score – permanently!</p> <p>57 -d4 to two random ability scores</p> <p>58 -d6 to two random ability scores</p> <p>59 -d8 to two random ability scores</p> <p>60 +d4 to one and -d4 to one random attribute</p> <p>61 +d4 to two and -d4 to two random attributes</p> <p>62 +d6 to one and -d6 to one random attribute</p> <p>63 +d6 to two and -d6 to two random attributes</p> <p>64 +d6 to one and -d4 to one random attribute</p> <p>65 -d6 to one and +d4 to one random attribute</p> <p>66 +d4 to all saving throws</p> <p>67 -d4 to all saving throws</p> <p>68 Takes No Hit Point Damage Whatsoever, Immune To Pain</p> <p>69 Only Takes ½ Damage</p> <p>70 Immune to All Harm</p> <p>71 Takes Double Hit Point Damage</p> <p>72 Immune to All Magical Effects</p> <p>73 Berserk Rage – Attacks Friends and Foes</p> <p>74 Gods cannot see character—no divine spells & effects work</p> <p>75 Gains d4 Levels</p> <p>76 Loses d4 Levels (dies if goes below 0)</p> <p>77 Gains d4 Levels in A Random Other Class</p> <p>78 Unable to See Any Other Living Thing</p> <p>79 Unable to Hear Any Other Living Thing</p> <p>80 Unable to See/Hear Any Other Living Thing</p> <p>81 Believes Other People are Evil Demons</p> | <p>82 Becomes Unbearably Warm – Must Strip</p> <p>83 Loses shadow, attempts to Commit Suicide</p> <p>84 Believes Any Remaining Lotus is Ice Cream</p> <p>85 Believes Everything Everyone Says Is A Lie—acts on this information</p> <p>86 Believes Able To Fly and Wants to Jump</p> <p>87 Believes Is Invulnerable to All Harm</p> <p>88 Becomes Ravenous and Eats Everything!</p> <p>89 Filled with strange lust</p> <p>90 Believes Air is Filled with Wasps</p> <p>91 Is Hungry and Believes Self is Very Tasty!</p> <p>92 Thinks Is a God! All Must Worship or Die!</p> <p>93 Deathly Afraid of one Random Color</p> <p>94 Must Remove Own Teeth Immediately!</p> <p>95 Will Continuously Scream Incoherently Until Presented With A Doll</p> <p>96 Attacks Those of Different Race</p> <p>97 Wants to Move Overseas to Marry</p> <p>98 Roll Again, Effect is Permanent</p> <p>99 Roll Twice</p> <p>100 Roll Twice, Second Roll is Permanent</p> |
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· RETROSPECTIVE ·

BY JAMES EDWARD RAGGI IV

Lamentations of the Flame Princess began as an official business on July 22, 2009, with the release of *Death Frost Doom*.

It was a lo-fi affair. I'd done the maps myself. I did the layout myself. And there wasn't even a print run.

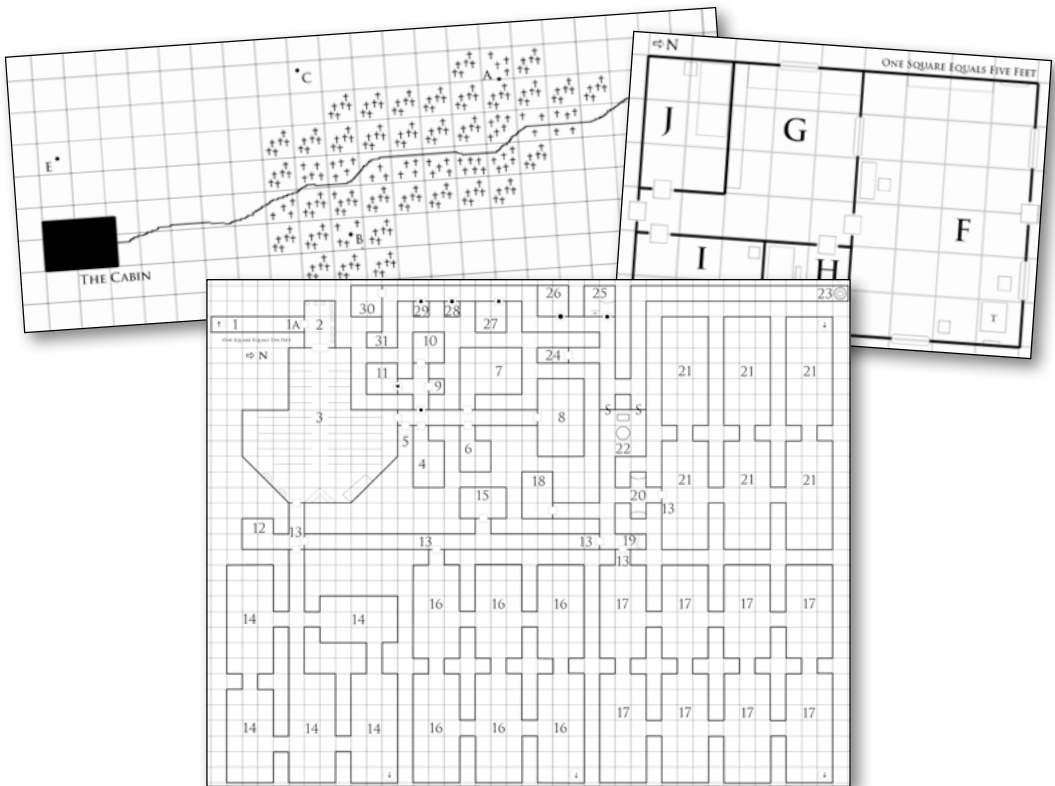
How it would work is that when I received an order, I'd print a copy out on my laser printer, and me and my wife would do the folding, stapling, and trimming of the book by hand before mailing it out.

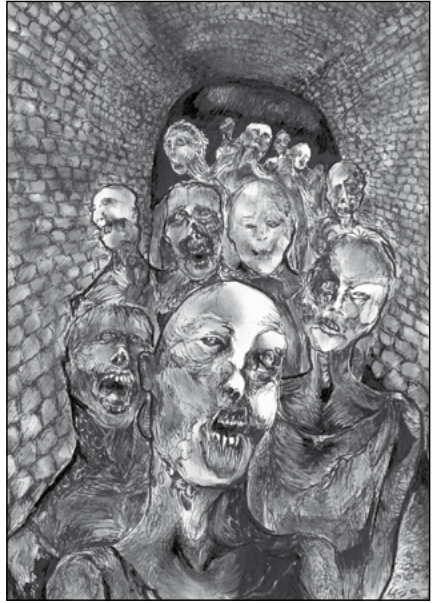
That quickly became unfeasible as orders increased, so we did two print runs of 100 (released October 29, 2009) and 250 copies

(July 15, 2010) through a local printer, and that was it for the printed edition of *Death Frost Doom*.

Seeing as this book is being released right around the fifth anniversary of both its original printing and the establishment of LotFP as a business, I thought it would be appropriate to use a few pages to show off and preserve some of the original printings' artwork and maps.

Thank you everyone for the past five years, and may the next five be filled with just as much fear, dread, tragedy, bloodshed, and other such fun things.

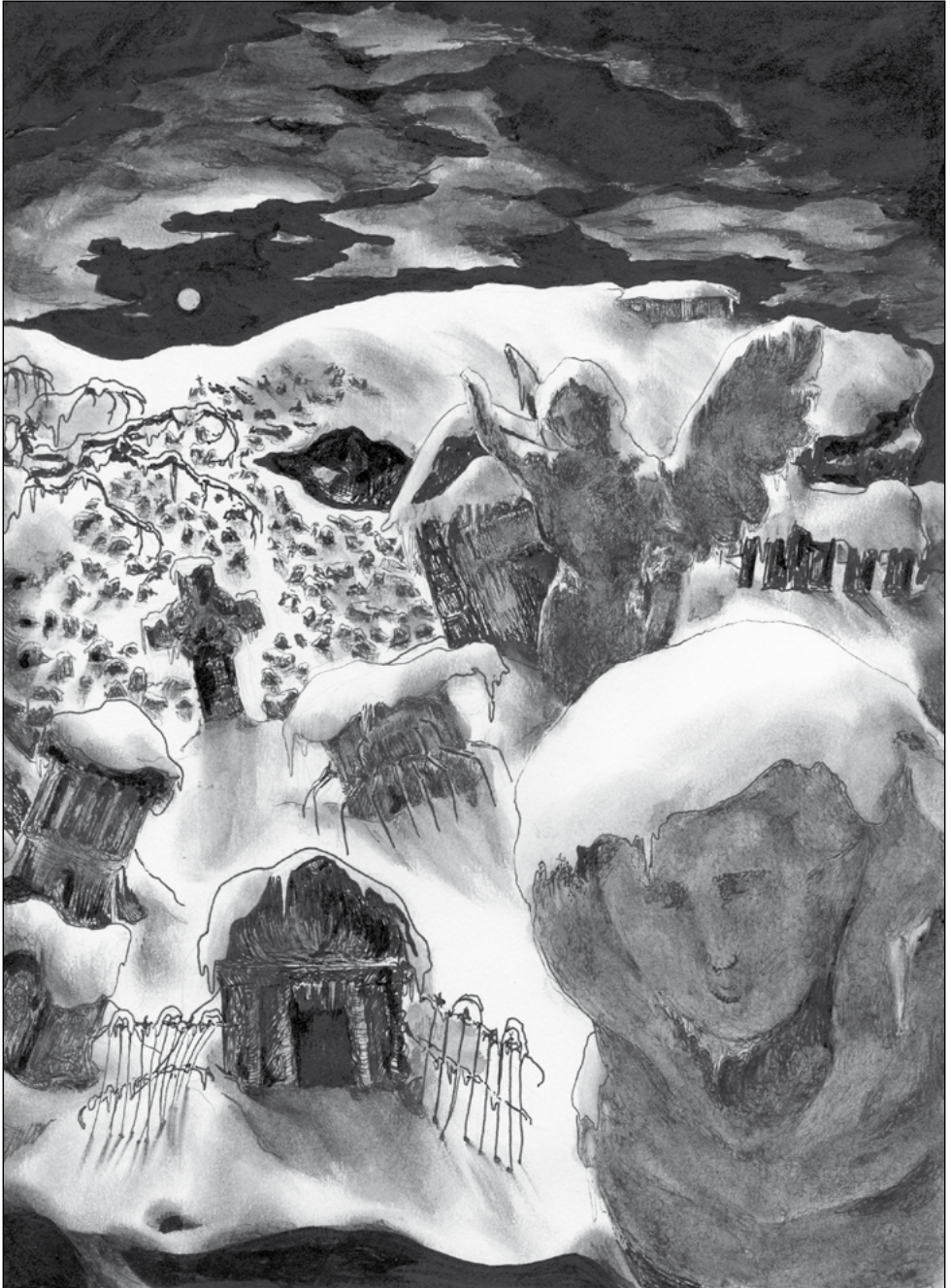




Laura Jalo did most of the artwork for the first three printings of *Death Frost Doom*, including all the pieces shown here. She was a local Helsinki artist that I'd originally recruited to do artwork for *The Insect Shrine of Goblin Hill* (later incorporated into *Better Than Any Man*). She was 18 at the time she did *Death Frost Doom*'s artwork.

DEATH FROST DOOM

The original *Death Frost Doom* cover by Laura Jalo, used for the first three printings and their PDF versions, 2009-2014.



· PLAYER HANDOUT #1 ·



