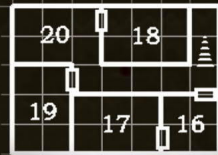
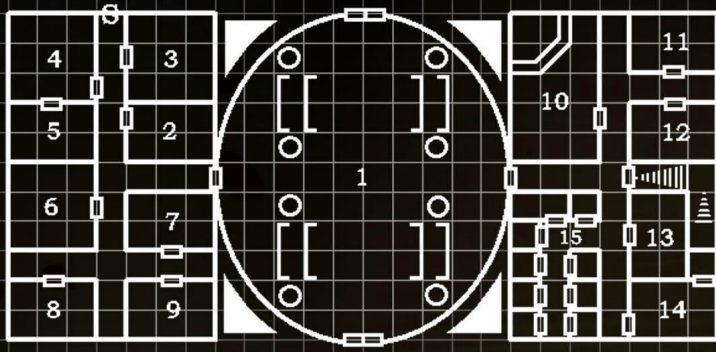


THE
BLACK LABEL
The Sins of the Three Sisters



THE
NAMELESS
REALMS

NEC
COMPATIBLE



BE1 The Sins of the Three Sisters

THE
BLACK LABEL

The Folio: Black Label
BE1 The Sins of the Three Sisters
by Scott Taylor



BL1 The Sins of the Three Sisters

All 'grey blocks' are for 5E conversions in this section.

The Tale of the Sisters

Near the end of the 4th Age of Man, the Age of Stars, three sisters were delivered to a wayfarer shrine along the dwindling splinter societies of the encroaching Alego Jungle. These sisters were each adopted by different priestly orders, and as they grew, there were many stories of the beauty they all shared and their playful exploits among the jungles and ruins, always seeking to find each other. Some said they were children of the gods themselves, others that they were of the elder races of humanity scattered after the fall of the God's City of Nextyaria.

Whatever the case, they grew into fine young clerics, but tragedy struck them all, first in the untimely death of the Serin'Mathal, acolyte of Isis, at the hands of a venomous yuan-ti arrow from the depths of the jungle. Then, there was the coming

of the necromancer Zex the Corruptor, who first played a reanimation game with Serin'Mathal, then golem-ized Elmath'Atap, and, finally, made a thrall of Eryn'Jathru.

Now, hundreds of years after the fall of the society that brought them up, the three sisters still hold minor court over lands east of Hangmen's Bridge. This dark territory is known as the Skull Marshes and abuts the fetid Ebon Waters. A trio of ancient temples, once the holy home to gods and goddesses, are now more nightmare than salvation to any who are foolish enough to journey near them.

Elmath'Atap, The Sister of Flesh

Elmath'Atap, fell to the necromancer Zex the Corruptor, who fell in love with her mind and decided to transfer it to his version of a 'perfect female body'. Although driven mad by her captor, she began to learn bits and pieces of his dark craft over the course of several centuries until he was eventually slain by a wandering band of adventurers outside the abandoned God's City of Nextyaria. Upon her escape, she returned to her ancestral home to find her cathedral fallen to ruin, the gentle woodlands that surrounded it overcome with a fetid marsh, and the crystalline lake to the north now filled with dark brackish water. Moving back into her old home, she slowly began the process of creating minions from dead animals, eventually moving up to grave robbing and, finally, outright murder to create 'playthings' for her own dark purposes.

Serin'Mathal, The Sister of Preservation

Serin'Mathal was the first of her sisters to pass from this world, but as a priestess of Isis, she was mummified in their tradition and laid to rest within the confines of her abbey. Soon after that, the necromancer Zex the Corruptor overcame the remaining priests and priestesses and raised Serin'Mathal from her long sleep. Imbuing her with his dark magic, he reanimated her flesh so that he could use her for his dark purposes, but it was her knowledge of her two sisters that he used the most. Upon learning of Elmath'Atap and Eryn'Jathru, he abandoned Serin to her own slighted mental prison and journeyed to conquer her relations. This jilted feeling has never left the lovely Serin'Mathal, and she has become obsessed with possessing men, only to find some perceived slight against her in their nature for which she has them tortured, killed, and brought back as mindless minions to her whims.

Eryn'Jathru, The Sister of Bones

Eryn'Jathru, upon hearing of the fall of her two sisters and what she perceived as the gods' abandonment of the most faithful servants that they were, turned her skills at the divine into an outright obsession for power over death. She was so obsessed that she actually sought out Zex and became his thrall, learning from him even at the detriment to her fallen sister Elmath'Atap. It became her goal to somehow free her sisters from their prison of undeath, but when Zex perished

and her training was incomplete, she found she could not free Elmath'Atap from her newly made body, but she also couldn't avoid her sister's dark disdain for taking Zex away from her. Her youngest sister, Serin'Mathal, was no different in her feelings (concerning both her sisters) and swore vengeance against Eryn'Jathru if she ever came within sight of her. Fragmented from her family and without true mastery of her craft, she became a 'soul thief', stealing the essence from the living to maintain the guise of youth. She took up residence in an old shrine of Tefnut and, there, has established herself as a thrall of the lesser dead, mostly keeping skeletal servants as she now only wishes a world where she is flesh and blood, while the rest are just caricatures of true life.

The Setting

The adventures of The Folio: Black Label are set in a part of the Nameless Realms known as the Barrens. This is territory that has no true lord although it is considered an earldom by the emperor. In reality, it is little more than tribal and wildlands known for its petty lords, deadly jungles, old world ruins, and dark necromancy. It varies in climate from temperate forests and grasslands on its far northern edge, to impenetrable jungle at its heart, and even dry high plains and scrub deserts to its southeast. The bulk of the nation is unexplored territory, and its two great claims to civilization are the Imperial Road that runs through its heart (which is under constant threat by the encroaching jungle and the denizens that dwell within it) and

the River Ganas that flows along its eastern frontier bordered by the Crystalline Mountains. Both of these are maintained by a small cadre of Imperial Rangers to ensure trade can flow south from Thalonian to the reclaimed Imperial Capital of Nextyaria.

Characters who come here will be instilled with a frontier mentality as often “might makes right”. They will be bombarded by stories of lost civilizations, wealth beyond their wildest dreams, artifacts of the gods, and all other manner of things to wet the appetites of adventures. However, they should also realize that the jungle was impassable for over two millennia until the city of Nextyaria was rediscovered, and even then, it seems a distant place that is only easily accessible by armored river barge, skyship, or teleportation. There is a reason it is so remote: the Alego is dangerous, and the things that live within it are old, wise, and epically deadly.

The Barrens

Although officially under the control of the Earl of the Barrens, the family itself is of mixed tribal and Thalonian blood. They have ties to the forest tribes that dwell along the eastern shore of the Storm Waters and rarely cross over the mountains into what most consider the Barrens proper. Thus, the true power of the nation comes from independent petty lords, the greatest of which is Lord Blendack Halfling-Breaker, a cruel barbarian warrior who controls the frontier town of Hangman’s Bridge. The city of Loftwick lies along the northernmost frontier of the Barrens,

but this is a city of Thalonian and not part of the nation. It houses both Thalonian Knights and members of the Imperial Rangers, both of which can be found traveling the Imperial Highway on occasion. Two small forts are also located on the Imperial Highway deeper into the Alego. They are home to Imperial Rangers (mostly wild elves who don’t deal in the affairs of humans unless it is on imperial business), but the ranger’s towers within the settlements are mainly closed, and what takes place outside them doesn’t fall under the jurisdiction of the empire.

Hangman’s Bridge

More a rural fortress, this town boasts perhaps a thousand permanent residents and is walled with an earthen and wood palisade. The Halfling-Breaker Clan controls the settlement and deals justice as its chaotic nature sees fit. The clan is the unmatched power in this frontier area as the Earl of Thalonian rarely pays heed to what happens east of Storm Lake. Those who oppose the clan often find themselves hanging below the palisade bridge for the crows that come out of the Skull Marshes to the east. The Halfling-Breakers are mortal enemies of the last vestiges of the halfling clans that live in the Skull Marsh and have been known to even hunt north toward Loftwick although this does draw the ire of Thalonian, and clashes with the Thalonian Knights and Imperial Rangers have been known to take place along the border.

Ebon Waters

Once a resplendent lake in the days of old, this large body of water is now cursed and is said to



hold all manner of nasty creatures. The waters, once protected and preserved by the old Temple of Tefnut that lies on the far eastern shore, have turned brackish, and much of the shore is covered with grey-black lichen.

Skull Marsh

Once the lands around the Ebon Waters was prime farmland with thick hedgerows, deep lanes, and a high population of halflings. When the three temples were corrupted and fell to evil, the lands lost their vitality. Soon the fields began to rot, and fetid water filled them, turning the area around the lake to a horror. The halfling population moved north to Loftwick and beyond, but one strong-willed family of Stouts stayed on. Today, they are called the Blackling Clan, and they have a deep hatred for the men of Hangman's Bridge. As the men began hunting those halflings that remained, the Blacklings moved deeper into the marsh, making secret tunnels and halfling holes that blend into the high grasses. Now, this dark-haired clan subsists on whatever they find and tend in the marsh while dodging human hunters and the undead that prowl the fens.

Death Downs

These low hills are the most contested territory between Thalonian and the Barrens. They are considered to be 'enemy territory' by both countries, and there are more dead here than anywhere else in the eastern section of the provinces. There have been a number of battles here as well between barbarian raiders looking to hide behind the undead threat and Thalonian

Knights. Bandit activity within the forests that surround the hills is also high as the trade routes on both the Imperial Highway and the Ganas River make for ample prey.

Water Shrine of Eryn’Jathru

When approaching the Water Shrine, you can read the following: The dark still waters stretch out from the shore until they are lost in mists, but the remains of an ancient temple rises from the greenish fog. A giant central dome still lords over the buildings around it although all have begun to fall to ruin as the lake slowly works to reclaim the manmade island that once was a house of the holy...

1. Bones of a Thousand Men Hall

A massive entry hall, twenty feet wide and one hundred and twenty feet deep, stretches out from the bronze double doors. The entire way has been ‘decorated’ with thousands of cast off bones, the floor completely covered and the walls strung with bone and sinew hangings. Six doors, three on either side, run the length of the hall, and in an opening at the end, another set of less tarnished bronze double doors stand in shadow.

The sound of anyone moving within the hall will draw the attention of the skeleton guards in Room 2. If the characters attempt to Move Silently, they

will have to do so at -15% to the roll **[DC 18]**. It is clear that many of the bones are from children or halflings, and various bits of clothing also indicate peasants of Thalonía have been collected here; there is, however, nothing of value in the hall.

2. Skeleton Guards

There are four doors in this long rectangular chamber filled with dead plants and shattered pot shards. Skeletal warriors patrol the pathways through the refuse, their scimitars covered in rust and their armor tattered and crusted with old blood.

These guards will typically have moved to Room 1 when any noise is heard in that area, but if encountered here, the DM should have 4 more (making a total of 9 between Room 1 and 2) rise from bones on the floor to also attack the party.

5 Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1–8 (Blade), ½ damage slashing, ¼ damage piercing. EXP: 36 (each)]

TREASURE

NONE

5 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 11 (-) DEX: 12 (+1) CHA: 7 (-2)

CR: 1/4 EXP: 50 (each) Type: Medium Undead

2A. Bone Cleaning Chamber

The smell of this room forces eyes to squint and gag reflexes to take notice. The interior of the forty-by-twenty-foot room is covered in rotting bodies, most set in four piles, and yet the bodies and blood seem to writhe with a black fetidness that squeaks and chitters.

This room is filled with the uncleaned bones of various victims of the raiders. The unwanted body parts are thrown into this chamber to be picked clean by rats and insects, making a human compost heap.

Anyone searching the room will be attacked by a rat swarm, as listed below. The swarm is considered a 'single entity' and doing damage to it will lessen the number of rats as a whole until it breaks apart and the remaining vermin flee into the bone pile.

Rat Swarm [AC 8, HD 5, HP 30, #AT 3, D 1–6 (Multi-Bite). EXP: 170]

TREASURE

NONE

Rat Swarm [AC 12, HD 5d8+10, HP 50, Initiative +2, #AT 3, Hit +4, Dam Multi-Bite 5 (1d6+2), Multi-Bite (gains three attacks because of so many biting vermin in the swarm)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 14 (+2) DEX: 12 (+1) CHA: 5 (-3)

CR: 1 EXP: 200 Type: Medium Beast

3. Hall of Leather

Nearly three dozen flayed human skins hang from the ceiling of this long chamber, and the roof has been left open to allow a breeze to make them dance like dolls as you open the door.

Creeping among the skins, and able to hide amongst them with a 70% Hide in Shadows [DC 19 Perception], is a leather golem. The creature will attempt to whip and strangle any living that get near it.

Leather Golem [AC 2, HD 8, HP 48, #AT 2, D 1–6 (Whip), +1 or better weapon to hit, Tangle Garrote (If both whip attacks hit a single target, the victim must make a successful save vs. petrification or be garroted and begin losing 1–2 Constitution per round until freed.) EXP: 1,545]

TREASURE

NONE

Leather Golem [AC 18, HD 8d10+40, HP 80, Initiative +3, #AT 2, Hit +7, Dam Whip 7 (1d6+4), Multiattack (2 Whips), Damage Immunity (nonmagical weapons), Magic Resistance (advantage on all saving throws), Elemental Immunity (Electricity), Tangle Garrote (If both whip attacks hit the same target, DC 18 Escape or be garroted and lose 2 (1d4) Constitution per round until freed)]

STR: 18 (+4) INT: 11 (-) WIS: 11 (-)

CON: 19 (+5) DEX: 11 (-) CHA: 10 (-)

CR: 5 EXP: 1,800 Type: Medium Construct

3A. Skeleton Sabretooth

Crows scatter and caw as you open the door to this chamber. The roof has long since fallen in, and there are large piles of rubble all around the area.

Within this room is a giant sabretooth cat skeleton, and as anyone investigates the room, it will rise up and attack with a devastating claw/claw/bite attack.

1 Sabretooth Skeleton [AC 5, HD 7, HP 42, #AT 3, D 1–12 (Bite) + 1–6/1–6 (Claws), ½ damage slashing, ¼ damage piercing. EXP: 365]

TREASURE

AMID THE BONES, THERE IS A DWARVEN WARHAMMER +1.

1 Sabretooth Skeleton [AC 15, HD 7d10+14, HP 49, Initiative +3, #AT 3, Hit +4, Dam Bite 10 (1d12+4) + Claws 7 (1d6+4), Multiattack (1 Bite/2 Claws), Damage Vulnerability (Bludgeoning)]

STR: 18 (+4) INT: 6 (-2) WIS: 10 (-)

CON: 14 (+2) DEX: 14 (+2) CHA: 7 (-2)

CR: 2 EXP: 400 (each) Type: Medium Undead

Secret Door

A secret door with a standard chance to discover [DC 15 Perception] is located along the southern wall. It leads to Room 5.

4. Hall of the Tomb Shambler

Dozens of old coffins, most looking to have been taken from the ground, have been piled all over this enormous room. The ceiling of the chamber once held a

fresco, but burn damage has made it all but indiscernible, and the darkness of smoke-stained walls makes the entire chamber seem like that of an ancient crypt.

Within this chamber is a tomb shambler, a kind of lurking pile of bones with various mouths and shards of pointed bones. It looks like a standard pile of bones, but when anyone approaches it, there will be a chittering from its many mouths, and it will attack. The harrowing sound of its chittering will cause fear in its victims, and they must save or lose their attack for that combat round.

Tomb Shambler [AC 6, HD 6, HP 30, #AT 4, D 1–4 (Bite) + 1–4 (Bone Shards), ½ damage slashing, ¼ damage piercing, Fear (save vs. petrification or lose an attack), EXP: 465]

TREASURE

NONE

Tomb Shambler [AC 14, HD 6d10+12, HP 42, Initiative +4, #AT 4, Hit +2, Dam Bite or Shard 4 (1d4+2), Multiattack (4 Bites/Shards), Fear (DC 14 Wisdom or lose a melee attack)]

STR: 15 (+2) INT: 7 (-2) WIS: 8 (-1)

CON: 14 (+2) DEX: 11 (-) CHA: 3 (-4)

CR: 4 EXP: 450 Monster Type: Large Undead

5. Treasure of a Thousand Corpses

Another massive chamber some seventy by thirty feet, the room has shafts of light that come through holes in the vaulted ceiling. Benches and tables have been haphazardly arranged in the room, and

most are covered with moldering clothing, sacks, and trinkets that catch the light coming in from above.

If the party is willing to scour through everything in the chamber for at least an hour, they will find 1d4x10 worth of gold pieces in valuables. For every ten minutes the party is within the chamber, there is a 50% chance of a skeleton patrol moving into the room. A patrol consists of 6 skeletons with stats like those in Room 2.

6. Hall of the Skeleton Lords

Beyond the double doors, the western hall is comprised of a dozen long pews surrounded by pillars and ancient broken stained-glass windows along the western wall. A single altar rests near the southern end of the hall.

Hidden behind each of the six pillars in the room is a skeleton lord, a more skilled and enchanted version of standard skeletons. Once a party moves inside, the lords will move out and attack from all directions.

Secret Door

There is a secret door in the southern wall of the room with a standard chance to discover **[DC15 Perception]**. It leads to Room 10.

6 Skeletal Lords [AC 5, HD 5, HP 30, #AT 1, D 1–8 (Blade), ½ damage slashing, ¼ damage piercing. EXP: 160 (each)]

TREASURE

TALISMANS AND GOLDEN TRINKETS ON EACH LORD ARE WORTH 100 GP IN VALUE.

6 Skeletal Lords [AC 13, HD 5d8+5, HP 25, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 12 (+1) CHA: 7 (-2)

CR: 1 EXP: 200 (each) Type: Medium Undead

7. Drowning Fountain Hall

The eastern vault is built around a large central pool with pews that face it. Pillars range along the walls and light streams into the interior from several broken sections of the roof fifty feet above.

Once players enter this room, the fountain will begin to spray water up fifteen feet into the air, with light drifting through it making a rainbow. Anyone approaching the water, however, will be attacked by the fountain as it tries to drag them down into its depths.

Drowning Fountain [AC 4, HD 13, HP 70, #AT 3, D 2–12 (Slam), +1 or better weapon to hit, Deadly Grapple (Victim must make a saving throw vs. petrification or be pulled under, losing 1–4 points of Constitution each round unless a grapple check vs. Strength 20 is successful.) EXP: 4,160]

TREASURE

WITHIN THE WATER ARE 1,300 GP, 2,000 SP, (3) +2 ARROWS, AND A +1 LONGSWORD

Drowning Fountain [AC 16, HD 13d12+65, HP 143, Initiative +4, #AT 3, Hit +9, Dam Slam 13 (2d8+5), Immunity: Nonmagical or adamantite weapons,

Multiattack (3 Slams), Deadly Grapple (DC 20 Escape or lose 2 (1d4) Constitution per round until drowned)]

STR: 20 (+5) INT: 9 (-1) WIS: 8 (-1)

CON: 20 (+5) DEX: 13 (+1) CHA: 10 (-)

CR: 9 EXP: 5,000 Type: Large Construct

8. Terrace of Bleaching

Old and dead trees surround the broken flagstones of this exterior terrace, and from the blackened bows, hundreds of strings support massive collections of pristine white bones.

Although there is a great deal of bones in the sun on the terrace, there is no threat here.

9. Terrace of the Goblin Roses

A half-dozen barrels encircled with rust colored stains have been arranged around the edges of this terrace. Massive rose bushes, their leaves dark and their blooms deep crimson, surround the terrace, imposing on the flagstones with thick roots.

The surrounding bushes are actually goblin roses, and they hold a small collection of blood goblins as well as a deadly ‘sting’ from their thorn slam attacks.

Goblin Roses [AC 4, HD 8, HP 40, #AT 1, D (1–6) (Thorn Slam) + (1–6) (Blood Drain). EXP: 1,480]

TREASURE

A SMALL CACHE OF TREASURE IS BENEATH THE MAIN BUSH, AND HAS 1,200 COINS WORTH 425 GP IN TOTAL.

Goblin Roses [AC 16, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +4, Dam Thorn Slam 5 (1d6+2) + Blood Drain 3 (1d6), Thorn Whip (An enraged bush can ‘whip’ its branches at attackers, throwing iron-like thorns in a 15’ radius around itself. The thorns will do 6 (3d4) points to anyone in the range.)]

STR: 15 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 16 (+3) DEX: 8 (-1) CHA: 10 (-)

CR: 4 EXP: 1,100 Type: Large Plant

8 Blood Goblins [AC 6, HD 2+2, HP 12, #AT 1, D (1–4) (Dagger), Acid Blood (Save vs. petrification or take 1–4 damage on any successful melee attack). EXP: 131]

TREASURE

NONE

8 Blood Goblins [AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Dagger 3 (1d4+1), Stealth +5, Acid Blood (DC 14 Dexterity or take Acid 2 (1d4) per successful melee attack]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/2 EXP: 100

10. Chaos Bringer Room

A single bed and a stone bench are within this chamber, and the walls, floor, and ceiling have all been covered with crimson signs of chaos.



A chaos bringer appears from the shadows of the southwest corner with his blade drawn once the characters enter.

Chaos Bringer [AC 2, HD 10, HP 50, #AT 3, D (1–8) (Sword), Spell Immunity (immune to all mind-affecting spells), Chaos Blossom (3/day the chaos bringer can attack all enemies in a 15-foot radius with a single melee attack). EXP: 1,430]

TREASURE

+2 BROADSWORD WITH A BLACK BLADE THAT TWINKLES WITH STARS

Chaos Bringer [AC 18, HD 10d10+50, HP 100, Initiative +3, #AT 3, Hit +7, Dam Chaos Blade 8 (2d4+4), Multiattack (3 Chaos Blade), Spell Immunity (immune to all mind-altering spells), Chaos Blossom [Recharge 6] (can attack all foes in a 15-foot radius with a single attack)]

STR: 18 (+4) INT: 11 (–) WIS: 11 (–)

CON: 19 (+5) DEX: 11 (–) CHA: 10 (–)

CR: 5 EXP: 1,800 Type: Medium Humanoid

Secret Door

A secret door is on the eastern wall of the chamber (with a standard chance to discover [DC 15 Perception]) and leads to the bedchamber of Eryn’Jathru.

11. Eryn’Jathru Bedchamber

Bone shards have been meticulously laid together to cover the floor and walls of this room. A bed of bones topped with a red silk sheet stands against the eastern wall, and a dozen or more ancient tomes, scrolls, and magical talismans lie haphazardly around the floor.

Eryn’Jathru has spent an age perfecting the arts of soul essence necromancy, meaning her skills are so specialized she has become something other than human, while not becoming overtly offensively powerful. Her skills involve draining the soul essence from her victims, distilling it, and then ingesting it to keep herself young. By doing so, she has actually changed her bodily chemistry, making her a regenerative creature. Her only true necromantic spells are those used to raise the dead (or create undead as the case may be). She has also become adept at enchantment where bones are concerned and has several bone trinkets (including a skull headdress) that provide her with power she would otherwise not have. She lets others do the fighting for her if possible and, if pressed into combat, will offer those opposing her ‘the secrets of eternal life and youth’ if they will just allow her to ‘flee and never be heard from again’. If forced into combat, she will attack with an enchanted bone gauntlet as well as utilizing a Necromantic Stare from her headdress that makes her eyes glow sickly green and stuns anyone looking at her (including those attacking or using focused spells).

Eryn’Jathru the Soul Matron [AC 2, HD 12, HP 40, #AT 1, D (2–12)+2 (Necrotic Bone Claw), Regeneration (5 HP at the start of her round), Necromantic Stare (save vs. petrification or be stunned 1 round). EXP: 870]

TREASURE

BONE HEADDRESS (+2 CHARISMA, +4 ARMOR CLASS, NECROMANTIC STARE POWER, BUT WEARER MUST HAVE ACCESS TO NECROMANTIC SPELL LISTS), NECROTIC BONE CLAW (+2 WEAPON THAT ADDS 1–6 EXTRA NECROTIC DAMAGE), RING OF PROTECTION +2, GOWN OF THE FALLEN PRIESTESS (IMMUNITY TO ALL ‘GOOD’ ALIGNED SPELLS). SHE ALSO HAS A STASH OF 8 POTIONS OF LONGEVITY AND 8 POTIONS OF YOUTH HIDDEN JUST OUTSIDE THE BONE TERRACE IN A SMALL CHEST.

Eryn’Jathru the Soul Matron [AC 19, HD 12d6+36, HP 72, Initiative +5, #AT 2, Hit +6, Dam Claw 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (2 Claw), Regeneration (regains 10 HP at the start of her turn), Necromantic Stare (DC 16 Constitution or lose 1 attack per round)]

STR: 16 (+3) INT: 11 (–) WIS: 10 (–)

CON: 16 (+3) DEX: 16 (+3) CHA: 20 (+5)

CR: 5 EXP: 1,800 Type: Medium Humanoid

Abbey of Serin’Mathal

When approaching the Dark Abby, you can read the following: The hills of the Dead Downs rise like dark growths on the dying skin of the world, and amid two of these rises sits the crumbling edifice of an ancient abbey. Mists swirls like living things through scattered dead trees, and the smell of strange chemicals drifts through the air. Somewhere in the dark building, a scream rings out and is quickly silenced as the hills stand silent vigil over the suffering within...

1. Hall of Flayed Men

The double doors give way to the stink of rotting flesh. Black flies buzz in swirling clouds around dozens of flayed human

bodies that hang from chains attached to the high ceiling above.

There are no enemies in the great entry, but anyone moving into the room must make a saving throw vs. poison **[DC 15 Constitution]** or become ill, retching for 1–4 rounds at the incredible stench of the chamber.

2. Weaver Room

This massive worship hall is lined with pillars down the center, each one strung with thick cobwebs that obscure the ceiling and often stretch to the floor. Lighting here is minimal as the windows have been obscured by dried blood and the cobwebs have settled over them like thick curtains.

The lady of the abbey utilizes a few large spiders to create the silk she enjoys wrapping her mummies in. These massive spinners lurk in the great worship hall and will slowly creep down to engage anything that has a heartbeat entering the room.

6 Death Spinner Giant Spiders [AC 7, HD 5+5, HP 25, Dam 1–6 (Poison), Poison (-2 to saves, 2–20 round 1, 1–10 round 2), Web Movement (experts at web usage, they are extremely hard to hit when moving within their own webs, meaning they have a 20% miss chance on all attacks against them) EXP: 390 (each)]

TREASURE

HANGING AMONG THE RAFTERS ARE (5) +2 BOLTS, AND A CHAIN SHIRT +1.

6 Death Spinner Giant Spiders [AC 13, HD 5d8+5, HP 25, Initiative +2, #AT 1, Hit +3, Dam Bite 6 (1d10+1), Poison (DC 16

Constitution or take 7 (2d6+1) damage for two turns), Web Movement (disadvantage on all attacks against this creature when it is in its web)]

STR: 13 (+1) INT: 10 (–) WIS: 10 (–)

CON: 12 (+1) DEX: 12 (+1) CHA: 9 (–1)

CR: 2 EXP: 450 (each)

Monster Type: Medium Monstrosity

3. Lord of the Mummies

A makeshift throne, mostly made of old pews and covered in the skin of flayed victims, sits atop a pile of bones. Seated upon the high chair is a mummified monstrosity, perhaps an ogre or even a half-giant.

Lesser Mummy Lord [AC 2, HD 10, HP 50, #AT 2, D (1–10) (Sword), Spell Immunity (immune to all mind-affecting spells), Regeneration (3 HP per turn). EXP: 1,430]

TREASURE

TALISMANS ON THE MUMMY ARE VALUED AT 1,000 GP

Lesser Mummy Lord [AC 18, HD 10d10+50, HP 100, Initiative +3, #AT 3, Hit +7, Dam Blade 10 (2d6+4), Multiattack (2 Blade), Spell Immunity (immune to all mind-altering spells), Regeneration (3 HP at the beginning of each of its rounds)]

STR: 18 (+4) INT: 11 (–) WIS: 11 (–)

CON: 19 (+5) DEX: 11 (–) CHA: 10 (–)

CR: 5 EXP: 1,800 Type: Large Undead



4. Zombie Guard Room

The room smells of old rot, and part of the ceiling has collapsed on the northern side. Within, seven mummified men in old armor turn toward the door, their eyes slightly aglow.

The lady has created a cadre of upgraded zombie warriors called mummified zombies. They can attack with a slam or a weapon, both doing the same damage although the delivery would be different (bludgeoning vs. slashing).

5 Mummified Zombies [AC 7, HD 4, HP 24, #AT 1, D 2–8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

EACH MUMMY HAS TRINKETS AND TALISMANS WORTH 15 GP.

5 Mummified Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 1 EXP: 200 (each) Type: Medium Undead

5. Destroyed Room

The partial ceiling collapse from the room next door has spilled over into this room as the full ceiling and part of the northern wall have given way.

There is nothing of particular value inside this collapsed chamber.

6. Grand Hall

A high vault rises above the central junction of this large chamber. Multiple doors surround the blue stone floor, and torches burn on the walls around the chamber. At the center, a mass of darkness swirls, and moans can be heard echoing out of it.

At any particular time, ANYTHING from the various surrounding rooms could be in this chamber, and it is at your discretion to decide exactly what (if anything) is within it when the party enters.

7. Zombie Chamber

This room is open with nondescript walls and bits of refuse and debris on the floor.

There are another seven mummy-zombies in this room, but they will shamle out to investigate any sounds of battle that can be heard in Room 6.

7 Mummified Zombies [AC 7, HD 4, HP 24, #AT 1, D 2–8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

EACH MUMMY HAS TRINKETS AND TALISMANS WORTH 15 GP.

7 Mummified Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 1 EXP: 200 (each) Type: Medium Undead

8. Holding Chamber

This room is set with two thin window slits on the north and east corners, and the stink of human musk and waste is pungent in the air. Several chains have been attached to the walls, and strung to them are half a dozen miserable and naked figures.

This room is filled with a dozen captive men (both dead and alive) in various states of decay and sickness. They will be of little to no help to the party but will beg to be freed although only 3 of them can walk on their own.

9. Orc Zombies

Another long and empty chamber, a single slit window is set into the northern wall which provides dim light to the interior.

There are half a dozen orc mummies in this room, special experiments of the sister. They will enter Room 6 if any battle sounds come from that area; otherwise, they stand like statues within this room unless disturbed. Any intruder is immediately attacked.

6 Mummified Orc Zombies [AC 5, HD 6, HP 30, #AT 1, D 2–8 (Slam). EXP: 357 (each)]

TREASURE

EACH MUMMY HAS TRINKETS AND TALISMANS WORTH 35 GP.

6 Mummified Orc Zombies [AC 15, HD 6d10+6, HP 36, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

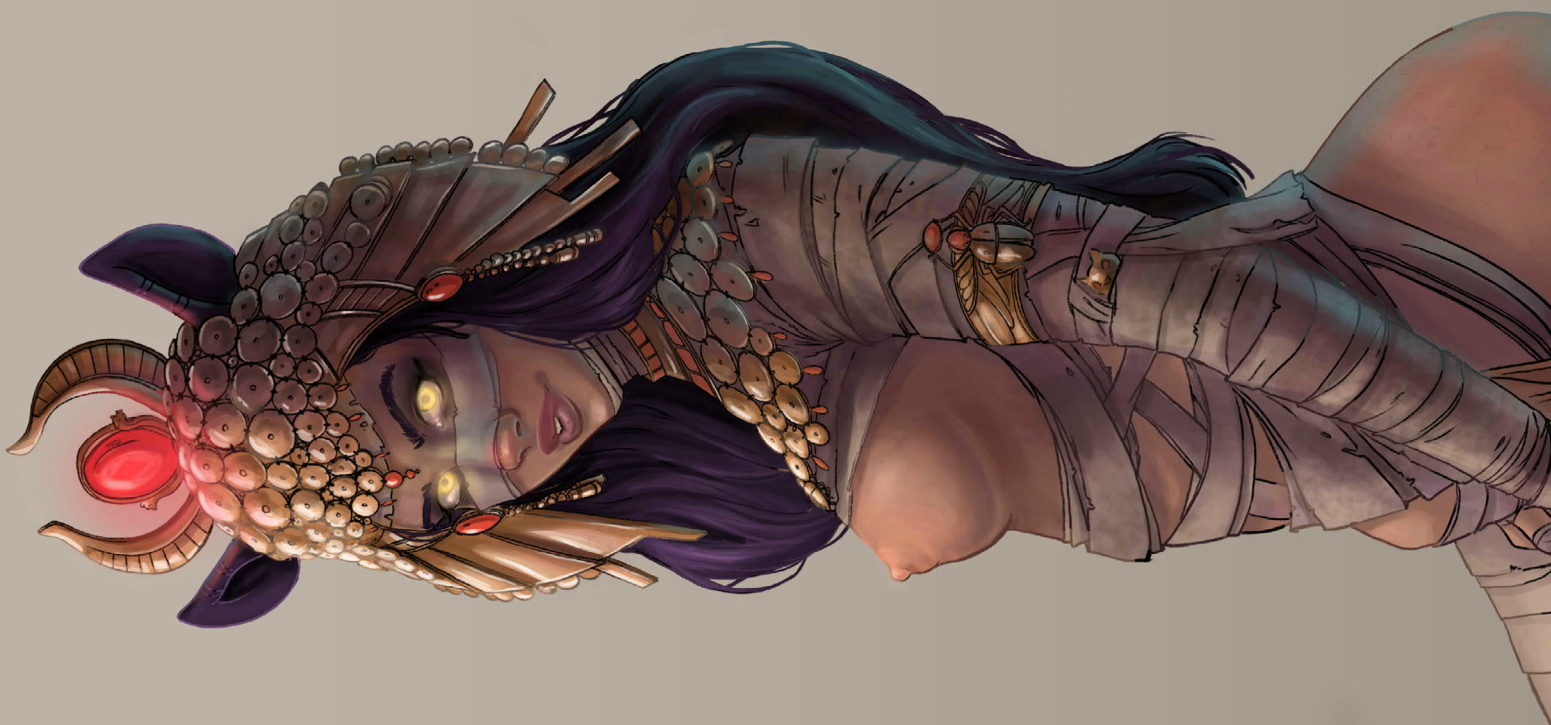
STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 2 EXP: 450 (each) Type: Medium Undead

10. Brain Chamber

A noxious smell of sweet rot with a tang of burnt flesh pervades this long room. Light comes from a single window slit in the northern wall, and two tables and three barrels are within the dusky interior.





This is where the minions dispose of the brains of those that are mummified. Each barrel is filled with a rotting broth of brain matter. Although there is no particular enemy in this room, if anyone is stupid enough to search the barrels, they must make a saving throw vs. poison [DC 14 Constitution] or contract a brain disease that will cause a high fever for 1–4 days and then decrease the victim's Intelligence score by 1d4 points permanently.

11. Flaying Chamber

This larger room has four window slits, two north and two west, that provide more light to the interior. Chains hang from the rafters in the ceiling, and ample blood is dried and pooled beneath each. A single table is along the southern wall with a dozen rusty and bloodstained metal cutting instruments.

The flaying chamber is covered in bits of flesh, skin, and heavy amounts of blood on the floor. There are usually no enemies here to speak of, but there is a 1 in 4 chance of a mummified orc patrol containing 5 mummies being present when the party enters.

12. Canopic Jar Chamber

Shelves fill this chamber, and all light has been obscured as the only window slit is walled up. Each shelf contains hundreds of small clay jars, some of which have decorated lids, while others are simply covered with ancient writing.

The canopic jars of all the mummies within the complex, except Serin'Mathal, can be found within this room. If the party destroys these jars, all the mummies within the complex will fall lifeless to the floor. HOWEVER, there is a massive lock on the metal door to this chamber and anyone attempting to pick the lock will be at -15% [DC 19].

13. Hall of Silver Skulls

Twin slit windows are in the western wall, and several shelves hold all manner of skulls, many of which are covered in tarnished silver.

For some reason, Serin'Mathal enjoys pouring liquid silver onto the skulls of some of her victims, and this room shows off many of her prize skulls. Each is worth 10 GP if sold, but weighs more than 30 GP when calculating encumbrance. There are 2d12 skulls in this chamber at any particular time.

14. Orc Mummy

The door opens into a large chamber with several shattered sarcophaguses in it. Standing amid the shambles of stone and bone is a large orc mummy, a glowing blade, half the size of a stout halfling, clutched in one of his black hands.

A prized mummy lord is within this room: the tortured lover of the lady before finally being turned into this hideous creature. It now seeks to punish all living things for its suffering.

1 Mummy Lord [AC 2, HD 9, HP 45, Dam (1–10), +1 or better weapon to hit, Damage Resistance ($\frac{1}{2}$ from slashing, $\frac{1}{4}$ from piercing) EXP: 650]

TREASURE

KOPESH SWORD +1, PLATEMAIL +1

1 Mummy Lord [AC 18, HD 9d10+18, HP 63, Initiative +2, #AT 1, Hit +6, Dam Sword 10 (1d8+6), Damage Immunity (nonmagical weapons), Damage Resistance (1/2 damage on all slashing and piercing attacks)]

STR: 18 (+4) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 11 (–) CHA: 5 (-3)

CR: 3 EXP: 700

Monster Type: Medium Undead

15. Zombie Chamber

The room is empty save for eight armored mummy-zombies, all of them wearing patchwork armor and carrying scimitars.

This room is filled with power-upgraded zombies created by the lady and often dispatched on raiding missions beyond the abbey.

8 Improved Zombies [AC 7, HD 4, HP 24, #AT 1, D 2–8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

EACH ZOMBIE HAS A SINGLE BLACK PEARL EMBEDDED IN ITS FOREHEAD THAT IS VALUED AT 200 GP.

8 Improved Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (–)

CON: 12 (+1) DEX: 10 (–) CHA: 7 (-2)

CR: 1 EXP: 200 (each) Type: Medium Undead

16. Scroll Room:

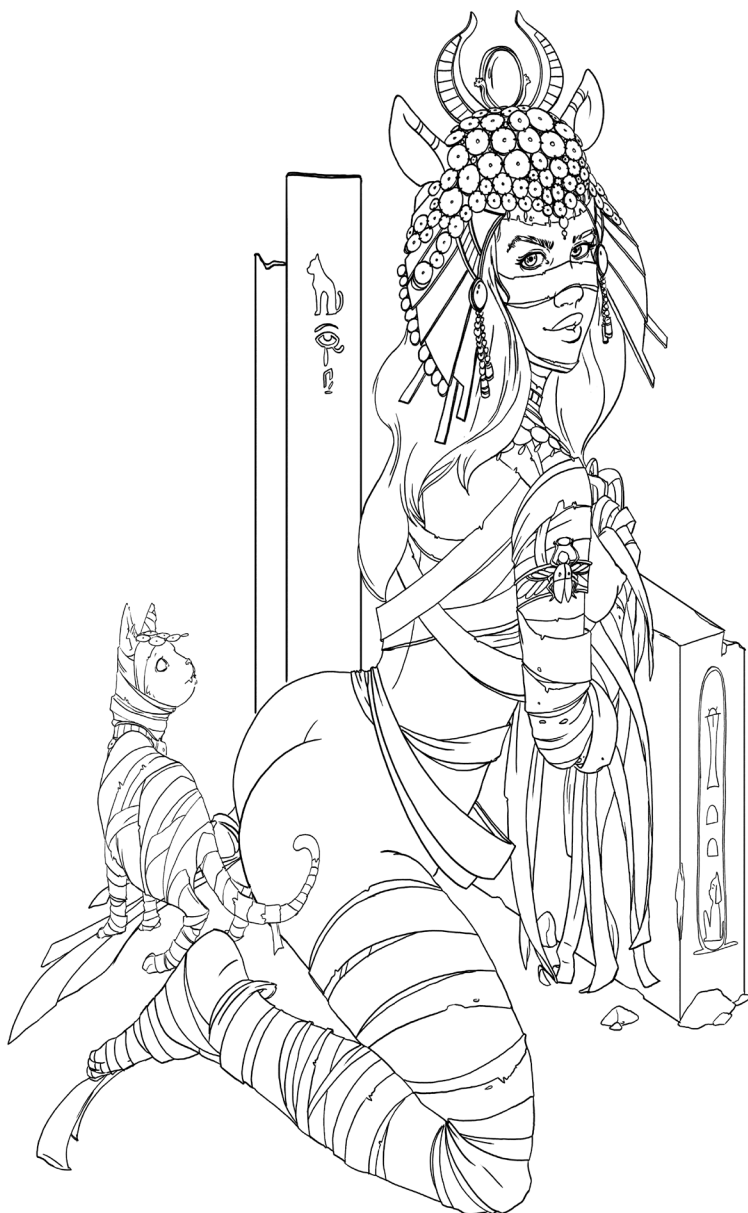
A single table topped with half a dozen papyrus scrolls rests in the middle of this room. A wooden case with twenty individual nooks is located on the southern wall and filled with more heavy scrolls.

Most of the scrolls within this room are analytical or deal directly with various prayers to gods and goddesses. There are 8 magical scrolls, however, easily found if Detect Magic is cast; otherwise, at least an hour search is required to find 1–8 of the scrolls, and more hours can be spent (if the party has time) to gather any they might have missed on the first pass.

17. Serin'Mathal's Bedchamber

A large black sarcophagus that is covered in golden filigree dominates the middle of this large room. Flanking the sarcophagus are two plated zombies, the heraldry on their armor and blades marking them as former Knights of Thalonía.

The two guards are specially prepared mummy lords, and each carries a +1 Longsword, +1 Shield, and plate armor. They will defend Serin'Mathal with everything in their power (their own canopic jars are hidden inside her sarcophagus).



2 Mummy Knights [AC 1, HD 9, HP 45, Dam (1–10), +1 or better weapon to hit, Damage Resistance ($\frac{1}{2}$ from slashing, $\frac{1}{4}$ from piercing) EXP: 650]

TREASURE

LONGSWORD +1, SHIELD +1, PLATEMAIL

2 Mummy Knights [AC 19, HD 9d10+18, HP 63, Initiative +2, #AT 1, Hit +6, Dam Sword 10 (1d8+6), Damage Immunity (nonmagical weapons), Damage Resistance (1/2 damage on all slashing and piercing attacks)]

STR: 18 (+4) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 11 (-) CHA: 5 (-3)

CR: 3 EXP: 700

Monster Type: Medium Undead

Certainly not a fighter, Serin will attempt to flee the chamber if possible, but if forced, she can let out a horrible scream that will stun opponents. If pressed, she attacks with a whirling dance that has her bandages whipping around her. This is called the 'silk steel attack' and can be lethal.

Serin'Mathal [AC 5, HD 11, HP 66, #AT 3, D 1–10 (Silk Steel), +1 or better weapon to hit, Regeneration (5 HP at the start of her round), Horrible Scream (save vs. petrification or be stunned 1 round). EXP: 1,530]

TREASURE

WITHIN HER SARCOPHAGUS ARE 5,000 GP IN VARIOUS GOLDEN AND GEMMED TREASURE AND AN ADDITIONAL 2,000 GP IN JEWELRY ON HER PERSON.

Serin'Mathal [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 3, Hit +6, Dam Silk Steel 8 (2d4+3), Multiattack (3 Silk Steel), Regeneration (regains 10 HP at the start of her turn), Horrible Scream (DC 16 Constitution or lose 1 attack per round), Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (-) WIS: 10 (-)

CON: 16 (+3) DEX: 16 (+3) CHA: 20 (+5)

CR: 5 EXP: 1,800

Type: Medium Undead

18. Foranic's Chamber

A small bed with four heavy wooden posts rests against the eastern side of this

room. A man lays on the bed, naked, his arms and legs tied. His skin is covered with scratches, and a small table with a water pitcher and a plate with stale food is beside the bed.

This poor wretch is a former Knight of Thalonia named Sir Corbin Dremayne. He is half-mad, at 3 hit points, and currently has a temporary Strength and Constitution of 3. However, if he survives and is rescued by the party, he might become a great ally if the players continue to adventure within this setting.

Cathedral of Elmath'Atap

When approaching the cathedral, you can read the following: A small hamlet once stood amid tall hedgerows on the tranquil southern slopes above the lake, but now, the settlement has fallen to ruin, the hedges have grown dark and sinister, and the central building of the town, a large gothic cathedral, rises above the ruins like a black titan, hollow eyes staring down onto the destruction below...

1. The Grand Hall of Worship

A massive oval hall opens to a vault some sixty feet above the marble flagstone floors. Stones are of copper-veined black obsidian, and eight huge copper pillars rise up to support the ceiling above. Long pews face the center of the oval, and what might have once been a raised dais is now just a level scar on the floor.

Four sets of doors are set to the points of the compass with smaller single bronze doors to the east and west and massive stone and metal double doors to the north and south.

Within the great hall, a slithering mound of flesh lurks among the pews and pillars waiting to attack any who enter. When congealing into a fighting force, the flesh and bone construct rises ten feet in the air and swings at opponents with two giant pseudopods of boney flesh.

1 Flesh Behemoth [AC 9, HD 14, HP 40, #AT 2, D 2-16 (Slam), +1 or better weapon to hit. EXP: 4,400]

TREASURE

NONE

1 Flesh Behemoth [AC 9, HD 11d8+44, HP 93, Initiative +2, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams)]

STR: 19 (+5) INT: 6 (-2) WIS: 10 (-)

CON: 18 (+4) DEX: 9 (-1) CHA: 5 (-3)

CR: 5 EXP: 1,800 Type: Medium Construct

2. Prayer Hall

This room is bathed in light from two skylights in the ceiling that open onto old prayer rugs. Incense braziers are in all four corners, a few still intact.

Like most of the western rooms of the cathedral, this was used for the everyday purposes of the clergy and remains relatively intact as Elmath'Atap has no reason to go to these chambers.

However, each room that is entered has a 1 in 4 chance of being occupied by a dark patrol. Each dark patrol consists of 6 fever blessed orcs, who are

orcs that have been drinking the enchanted blood of the dead and have become berserker killers. Imagine them as the ‘zombies’ in 28 Days Later and, as the DM, feel free to throw these crazy bastards at the party anytime you like.

6 Fever Blessed Orcs [AC 5, HD 4, HP 24, #AT 1, D 2–8 (Blade), Berserker Rage (when reduced to ½ hit points the orc gets 2 attacks a round). EXP: 157 (each)]

TREASURE

EACH ORC CARRIES 45 GP.

6 Fever Blessed Orcs [AC 15, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Blade 7 (1d8+3), Berserker Rage (when reduced to ½ hit points, the orc gains a second attack each round)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 1 EXP: 200 (each)

Type: Medium Humanoid

3. Library

Scroll shelves line this chamber, but all the contents have been taken down and cast into a moldering pile in the center of the room.

The pile has been destroyed by water damage (likely wine) and consumption by rats and insects. There is nothing of value in the room.

4. Under-Cleric’s Office

This large, square, thirty-by-thirty-foot room has the remains of a wooden desk (smashed)



and several shelves (smashed as well) along the northern wall. Two broken windows in this room look out into the dark hills beyond the cathedral to the west.

Amid the ruin of the room is a single skeletal being dressed in tattered robes and holding a studded mace. He is a sentry placed here by Elmath'Atap and was once the last priest of the cathedral before it fell to her evil.

Secret Door

[Hall] A secret door is located in the hall outside this room and has a standard chance to discover [DC 15]. It was an escape door for those in the cathedral and also a secret way to sneak willing young women in to visit the head priests.

1 Skeleton Lord [AC 7, HD 9, HP 45, Dam (1-8)+1, Damage Resistance (½ from slashing, ¼ from piercing) EXP: 673]

TREASURE

MACE +1, 1,000 GP IN GOLDEN TRINKETS AND JEWELRY

1 Skeleton Lord [AC 13, HD 9d10+18, HP 24, Initiative +2, #AT 1, Hit +6, Dam Mace 9 (1d8+5), Damage Vulnerability (Bludgeoning)]

STR: 18 (+4) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 11 (-) CHA: 5 (-3)

CR: 3 EXP: 700

Monster Type: Medium Undead

5. Under-Cleric's Bedchamber

A dilapidated bed has been cast upon its side against the eastern wall, and the floor of the room is now covered in

musty fur blankets. A single window in the western wall has been painted over, and the room is set with a deep gloom.

A distorted flesh golem, one of Sister Elmath'Atap's failed creations, looms in the northwestern corner behind where the door is opened.

1 Flesh Behemoth [AC 9, HD 14, HP 70, #AT 2, D 2-16 (Slam). EXP: 2,400]

TREASURE

NONE

1 Flesh Behemoth [AC 9, HD 11d8+44, HP 93, Initiative +2, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams)]

STR: 19 (+5) INT: 6 (-2) WIS: 10 (-)

CON: 18 (+4) DEX: 9 (-1) CHA: 5 (-3)

CR: 5 EXP: 1,800 Type: Medium Construct

6. Private Shrine

Broken shards of stone and pieces of a marble statue are cast about the floor of this chamber. The walls, once covered in murals, have been spoiled by black paint, and the room smells of urine.

This desecrated shrine holds little of value, but if the room is searched, a deific ring (of the DM's choice) can be found among the debris. It acts as a Ring of Protection +1 as well as adding +1 to the wearer's Wisdom score. However, the deity it is assigned to and the wearer must be of the same alignment for these benefits to manifest.

7. Chamber of Embalming

A single stone table, likely a former worship dais, is in the center of this room and covered in old blood. A table against the eastern wall is covered in clay jars, and a rack along the western wall holds all manner of metal surgical instruments. There is a single raised brazier behind the table close to the northern wall, and the embers within still give off heat.

As Elmath'Atap does all the embalming herself, there is no head embalmer to occupy this room, but there are two goblin assistants who usually occupy a small 'room' inside the stone table and will come out to attack a party that searches the area with a sneak attack. The sneak attack will succeed on a 3 in 4 and do an additional 2d6 damage to their intended victims.

2 Goblin Assistants [AC 4, HD 3, HP 15, Dam 1–4 (Dagger)]

TREASURE

EACH GOBLIN CARRIES 5 GP

2 Goblin Assistants [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Dagger 5 (1d1+2)]

STR: 14 (+2) INT: 10 (–) WIS: 8 (–1)

CON: 14 (+2) DEX: 15 (+2) CHA: 8 (–1)

CR: 1/2 EXP:100

Monster Type: Small Humanoid

8. Chamber of Jars

More than two hundred clay jars, most the size of a man's head, have been

collected in this large room. They rest on multilevel tables and shelves. Some are painted, some have animalistic ivory stoppers, and some look to be empty.

Internal organs are stored here, and the smell is intense if any of the jars are opened. There is no real treasure in this room.

9. Chamber of Body Parts

The smell in this room is so terrible you can almost feel it five feet from the door. When opened, a wave of noxious fumes leaks out, as does a sickly green gas that creeps around your boots. Inside, perhaps half a hundred body parts hang from chains all around the chamber, and although the aroma is terrible, there doesn't seem to be any rot on any part you can see from the entry.

The green vapors in the room act as a slowing agent, and anyone entering the room will have to make a saving throw vs. poison [DC 15 Constitution] or be under the effects of a Slow spell.

This is the stasis room for the 'prime' body parts used by Elmath'Atap when she attempts her creations or even replaces parts of her own body. Two more service goblins lurk among the gas in the chamber and wear makeshift gas masks to avoid the effects of the vapors.

2 Goblin Assistants [AC 4, HD 3, HP 15, Dam 1–4 (Dagger)]

TREASURE

EACH GOBLIN CARRIES 5 GP.

2 Goblin Assistants [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Dagger 5 (1d1+2)]

STR: 14 (+2) **INT:** 10 (–) **WIS:** 8 (–1)

CON: 14 (+2) **DEX:** 15 (+2) **CHA:** 8 (–1)

CR: 1/2 **EXP:** 100

Monster Type: Small Humanoid

The pool is actually filled with a corrupted water elemental known as a blood elemental. It will rise up and attack if anyone gets within 10' of the pool, and it has the power to corrupt the blood of any creature it comes in contact with.

Blood Elemental [AC 6, HD 12, HP 60, Dam 2–16 (Slam), +1 or better weapon to hit, Blood Corruption (save vs. petrification or take 3–18 damage as the creature infects your blood with its own essence) EXP: 2,135]

TREASURE

NONE

Blood Elemental [AC 14, HD 12d10+48, HP 108, Initiative +4, #AT 1, Hit +5, Dam Slam 13 (2d8+4), Damage Immunity (nonmagical weapons), Blood Corruption (DC 15 Constitution or take 10 (3d6) blood

10. Bath of Blood

This large chamber houses a massive marble pool at the northwestern corner of the room. However, the liquid inside the pool seems to be blood rather than water, and the marble floor is covered with dozens of bloody footprints.



corruption damage), Whelm [Recharge 4–6] (DC 15 Strength or take 13 (2d8+4) from bludgeoning)]

STR: 18 (+4) INT: 5 (-2) WIS: 10 (-)

CON: 18 (+4) DEX: 14 (+2) CHA: 8 (-1)

CR: 7 EXP: 2,900 Type: Large Elemental

11. Orc Commander's Chamber

Various 'war trophies', mostly skulls, scalps, skins, and fingerbones, as well as a few broken weapons, lie about this chamber. A central bearskin rug dominates the middle of the room, and flecks of blood cover it in several places.

There is a 2 in 4 chance of the fever blessed orc commander being in this chamber; otherwise, he will be with Elmath'Atap in her chambers. He is a dangerous and highly corrupted creature and carries a dark-forged and serrated greatsword that is 'blessed' with a necrotic essence.

Fever Orc Commander [AC 3, HD 8+8, HP 48, #Att 2, Dam (1–10)+3, Leadership (all allies within 30 ft. are at +1 to attack rolls and saving throws), Berserker (if dropped to below ½ hit points, he gets a 3rd attack each round) EXP: 650]

TREASURE:

NECROTIC GREATSWORD (1d10 STANDARD DAMAGE FOR THE BLADE, PLUS 3 POINTS OF DAMAGE FOR THE NECROTIC ESSENCE, BUT NO 'TO HIT' BONUS), A BAG WITH 70 THALONIAN PLATINUM PIECES, AND A BACKPACK WITH 2 POTIONS OF EXTRA-HEALING [GREATER HEALING]

Fever Orc Commander [AC 17, HD 8d10+16, HP 56, Initiative +2, #AT 2, Hit +5, Dam Greatsword 11 (1d10+6), Multiattack (2 swords), Leadership (once per minute,

can issue orders to allies within 30' who then gain +1d4 to all attacks and saves), Berserker (if reduced to ½ hit points, he gains a 3rd attack each round)]

STR: 16 (+3) INT: 12 (+1) WIS: 10 (-)

CON: 14 (+2) DEX: 14 (+2) CHA: 13 (+1)

CR: 3 EXP: 700

Monster Type: Medium Humanoid

12. Guard Captain's Chamber

A number of chains have been attached to the southern wall of this room, and a small child's bed rests against the eastern wall. A wooden chest covered with several whips rests against the western wall, and the smell of pipeweed is heavy in this room.

This is the room of Sultana the Black Reaper. She is a halfling of the Blackling Clan who watched as her family was tortured and killed by humans and has since sworn vengeance against them. As such, she's been a perfect agent for Elmath'Atap. Although not inherently evil (she is more chaotic neutral), she loathes humans and will kill them any chance she gets unless convinced otherwise by a persuasive halfling or gnome (whom she might trust). She isn't truly bound to Elmath'Atap; the two are really just using each other to further their personal causes.

In battle, Sultana rides a 'gimp' ogre, and at any point, there is a 2 in 4 chance of them being in this chamber. If encountered here, she will also have 1d4 goblin assistants with her (see Room 9). If they are not present, they will be with Elmath'Atap.

Sultana the Black Reaper [AC 4, HD 7+7, HP 49, #AT 2, D (1-6)+5 (Cleaver), Weapon Specialization (+3 Hit/+3 Damage) EXP: 740]

TREASURE

TWO BELT POUCHES, EACH WITH A POTION OF EXTRA-HEALING [GREATER HEALING] IN IT. WAR CLEAVER (AS SHORT SWORD) +2, LEATHER BRA OF PROTECTION +2

Legion Orc [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 2, Hit +8, War Cleaver 8 (1d6+5), Multiattack (2 Sword), Weapon Specialization (+2 hit/+2 Damage)]

STR: 13 (+1) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 18 (+1) CHA: 11 (-)

CR: 3 EXP: 700 Type: Medium Humanoid

Ogre Gimp [AC 7, HD 8+8, HP 56, Dam 1-10, EXP 650]

TREASURE

NONE

1 Ogre Chief [AC 11, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +6, Dam Great Club 13 (2d8+4)]

STR: 19 (+4) INT: 9 (-1) WIS: 9 (-1)

CON: 16 (+3) DEX: 8 (-1) CHA: 7 (-2)

CR: 3 EXP: 700 Monster Type: Large Giant

13. Goblin Warlock's Chamber

Bones, a bloody summoning circle, and three painted skulls of beasts lie all about the floor of this room. A small 'nest' of furs is nestled against the northeastern corner of the room.

Although self-taught, this rather bright goblin has become able to read magic user and clerical scrolls and has collected a number of

them over the years. There are three that he feels are of most value in a fight, and he casts them as a 3rd level caster, those being Magic Missile, Cure Light Wounds [**Cure**], and Mirror Image. These three, he has memorized, and the remainder of his scrolls are in several cases he has on his person for easy access. If he casts from a scroll, he has a 45% chance of successfully casting the spell. If he fails, consider him to have internalized the spell, taking damage accordingly. If a party enters, he immediately casts his Mirror Image and prays for the best.

Goblin Warlock [AC 4, HD 3, HP 15, Dam 1-4 (Dagger) EXP: 120]

TREASURE

SCROLLS INCLUDE BURNING HANDS, INVISIBILITY, KNOCK, BLESS, SPIRITUAL HAMMER, AND HIS PRIZED FIREBALL.

Goblin Warlock [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Dagger 5 (1d1+2)]

STR: 14 (+2) INT: 10 (-) WIS: 8 (-1)

CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/2 EXP: 100

Monster Type: Small Humanoid

14. Makeshift Treasury

The room is filled with all manner of loot, mostly items of clothing including belts, boots, helmets, vests, and dresses. Amid these piles are bags filled with semiprecious treasures such as candlesticks, plates, silverware, etc.

A hard target search can find 500 GP in valued goods that weigh 100 GP in weight among the odds and ends here.

Closet

The door to the closet is actually reinforced and locked (50 HP to destroy) **[DC 15 Lock]**. Within, wrapped in a bloodied and tattered priest's robe, is a Staff of Curing.

15. Minion Sleeping Chambers:

Each small five-by-five cube is filled with a sleeping mat, tattered blanket, bowl and spoon, and various worthless odds and ends of a plebian lifestyle.

There are various broken goblins, halflings, and even human children who work the building doing Elmath'Atap's bidding. They are all half-mad, starved, and useless in a fight. In total, there are 17 victims that can be freed, and the DM might do an experience award for each one that survives and flees the cathedral.

16. Elmath'Atap's Waiting Room

Three large chairs and an ottoman decorate this room, with rich blue curtains framing two windows on the south and east walls. A crystal decanter sits atop a single small table, the liquid inside glowing a twinkling shade of blue.

Hiding within the shadows of this room is a wraith, the creature lurking close to the table with the glowing liquid. It will burst from below and attack with its draining touch.

The glowing liquid is actually a Potion of Binding, something that Elmath'Atap uses periodically to

help keep her body parts fused together. It has no properties that will help a standard person unless they get a body part chopped off, in which case drinking the potion and placing the removed part to the stump will bind the part back on.

1 Wraith [AC 4, HD 5+3, HP 33, #AT 1, D 1–6 (Touch), Silver or +1 weapon to hit, Energy Drain (1 HD/Level is drained per hit). EXP: 530]

TREASURE

NONE

1 Wraith [AC 13, HD 9d8+27, HP 67, Initiative +5, #AT 1, Hit +6, Dam Touch 21 (4d8+3), Life Drain (each necrotic touch attack requires a DC 14 Constitution save or the victim's HP total is reduced by the damage taken), Create Specter, Incorporeal Movement, Sunlight Sensitivity (at disadvantage if in sunlight on all attacks)]

STR: 6 (-2) INT: 12 (+1) WIS: 14 (+2)

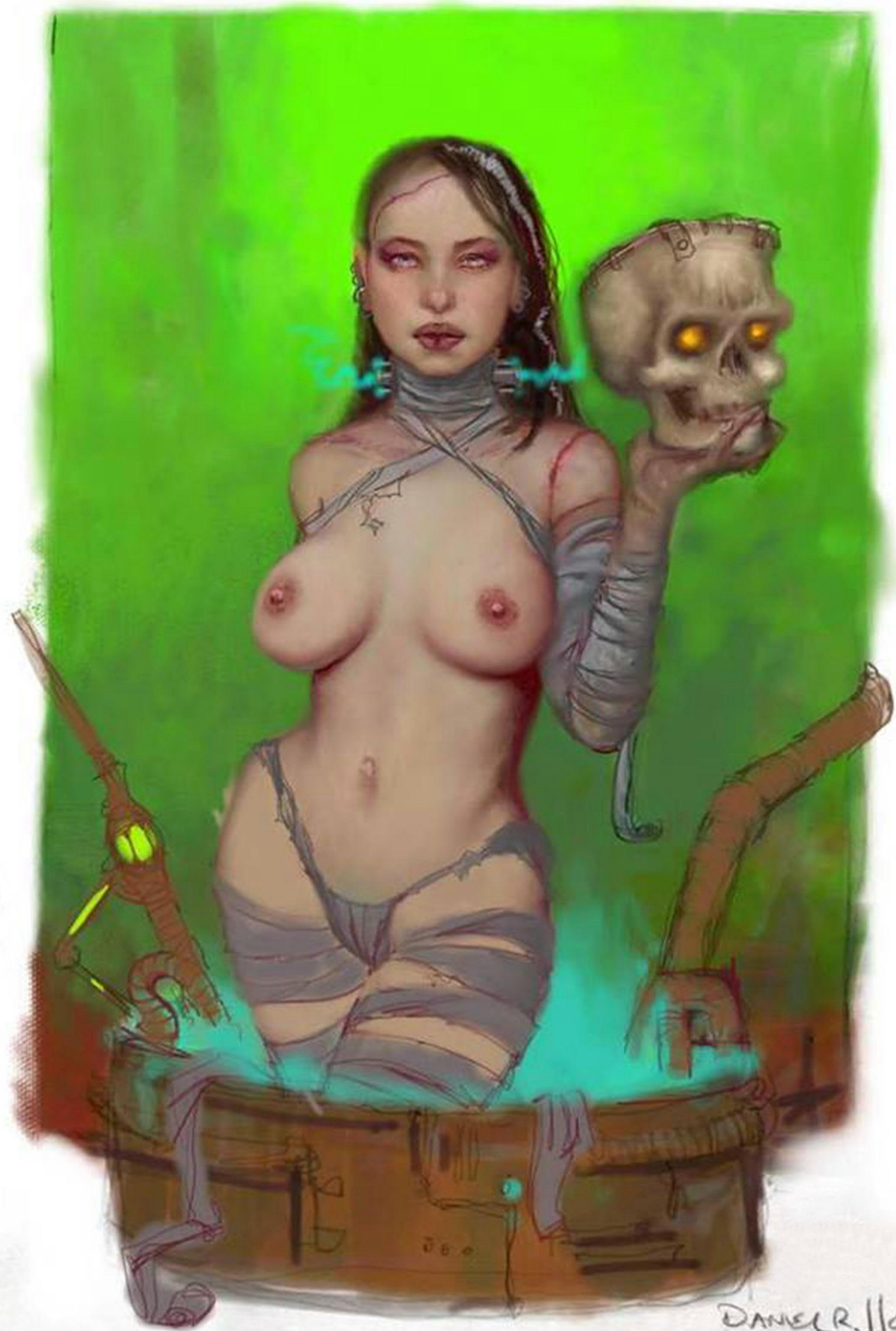
CON: 16 (+3) DEX: 16 (+3) CHA: 15 (+2)

CR: 5 EXP: 1,800 Type: Medium Undead

17. Crimson Bedchamber

A large double window is set into the southern wall and framed by two heavy red silk curtains. A four-post bed is against the western wall, and a dressing screen hides part of the northern wall of the chamber.

Elmath'Atap is typically found in this chamber (3 in 4); otherwise, she will be in any of the upper-story rooms. She isn't technically undead, but



a construct, and she can cast lightning from her hand as an alternate attack if she so chooses. This can be done only once per day.

Elmath'Atap (Flesh Golem) [AC 9, HD 14, HP 60, #AT 2, D 2–16 (Slam), +1 or better weapon to hit, Regeneration (regains 5 HP at the start of every round), Electricity Immunity (any electrical damage actually heals Elmath'Atap), Electricity Expulsion (3–18 electrical damage at a 20 ft. range). EXP: 4,400]

TREASURE

CARING LITTLE FOR GOLD (OR CLOTHES FOR THAT MATTER), SHE HAS NO APPLICABLE TREASURE.

Elmath'Atap (Flesh Golem) [AC 11, HD 14d10+56, HP 126, Initiative +2, #AT 2, Hit +7, Dam Slam 13 (2d8+5), Multiattack (2 Slams), Electricity Absorption (any electrical damage heals instead of damages), Damage Immunity (nonmagical weapons), Regeneration (Gains 5 HP at the start of each of her attack rounds), Energy Expulsion (9 (3d6) electrical damage as a 20' range)]

STR: 19 (+5) INT: 6 (-2) WIS: 10 (-)

CON: 18 (+4) DEX: 9 (-1) CHA: 20 (+5)

CR: 5 EXP: 1,800

Type: Medium Construct

18. Hall of Dark Trophies

The door to this chamber slides open to reveal a hall of macabre visions as body parts—from gaping-mouthed heads to

grasping hands—float in blue glowing liquid. The smell within has a noxious odor, and a slight mist covers the floor.

Unless Elmath'Atap is found randomly inside this room, there are no enemies here, and the only real 'treasure' will be 7 more Potions of Binding. The floating body parts are harmless.

19. Chamber of the Screaming Tome

Within this large room, a single pedestal about four feet high rests at the center. A book covered with skin is bathed in the soft crimson glow from sheer red curtains that hang on the chamber's two windows, one to the west and one to the south.

This 'living' tome is actually a Manual of Golems, bestowing on any magic-user who has it the ability to create golems of any type. The problem with it is that it screams incessantly and would likely drive a living entity insane.

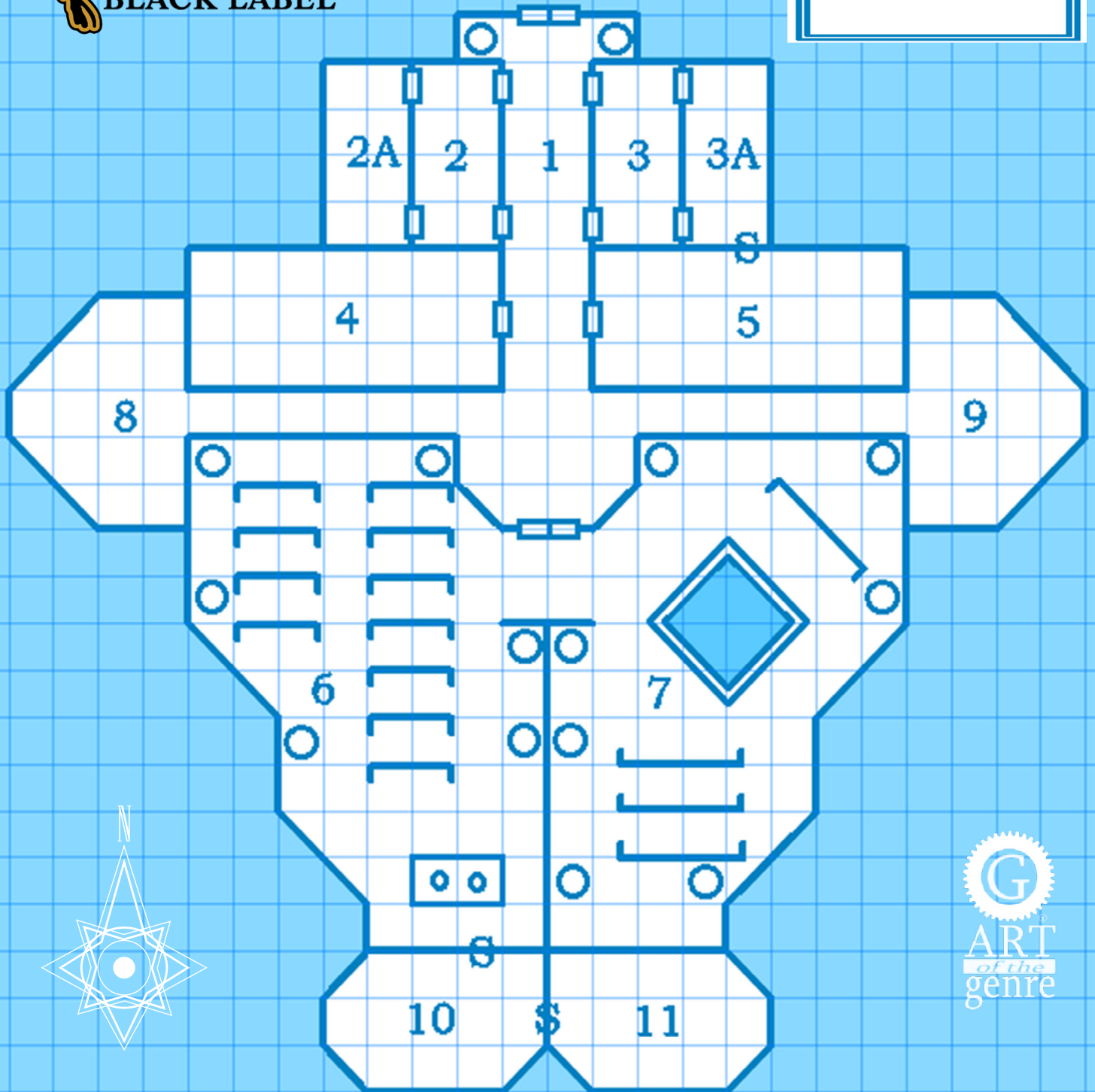
20. Upper Observation Gallery

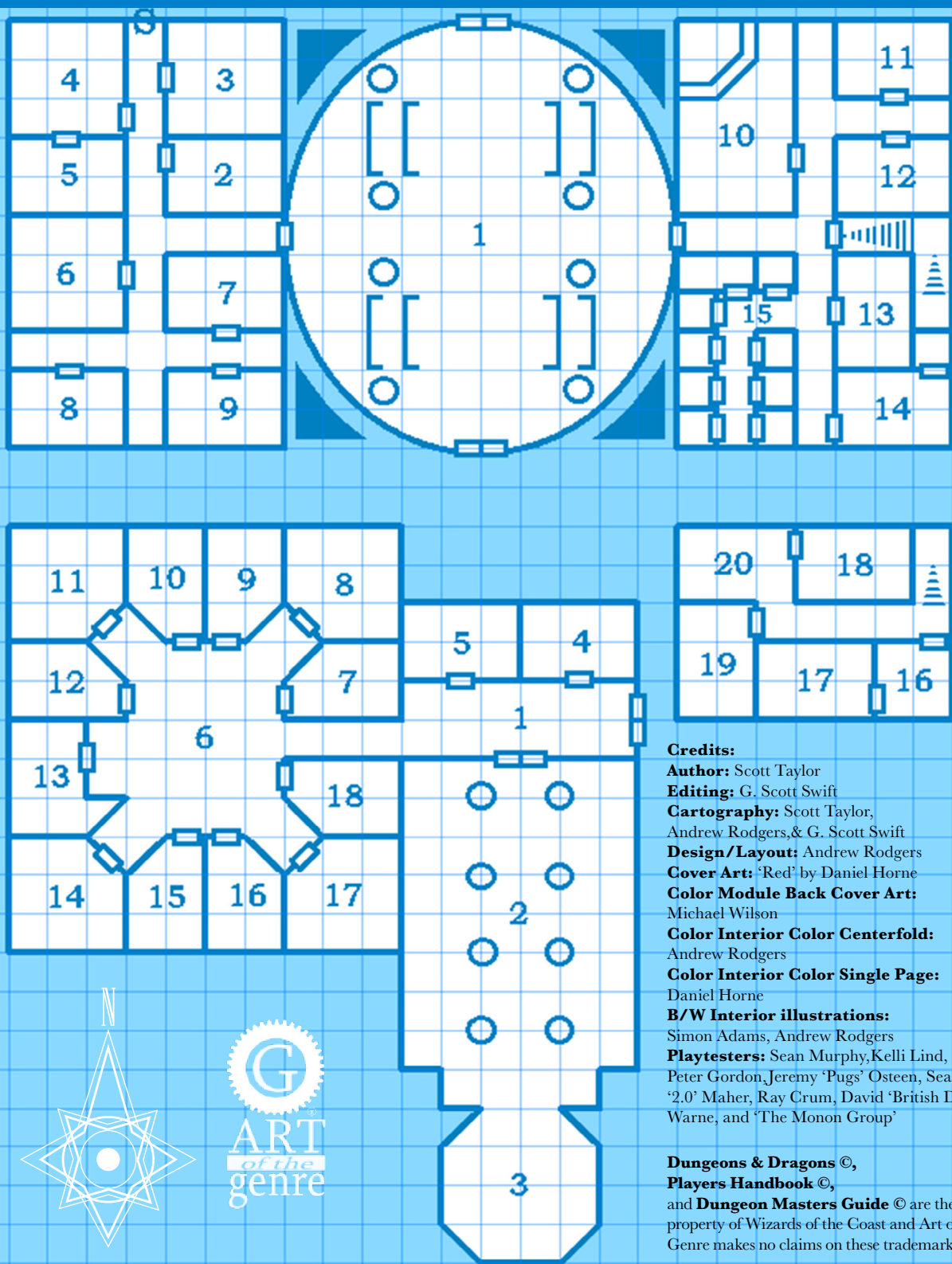
This open room has a great rug on the floor that has dozens of hieroglyphs in it. A great crane is at the center of the pattern although it has been splashed with blood. A lounge chair, probably once set on an outside terrace, has been placed to observe the windows to the north and west that overlook the grand dome of the temple.

The End... for now!



- Double Doors
- Door





Credits:

Author: Scott Taylor

Editing: G. Scott Swift

Cartography: Scott Taylor,

Andrew Rodgers, & G. Scott Swift

Design/Layout: Andrew Rodgers

Cover Art: 'Red' by Daniel Horne

Color Module Back Cover Art:

Michael Wilson

Color Interior Color Centerfold:

Andrew Rodgers

Color Interior Color Single Page:

Daniel Horne

B/W Interior illustrations:

Simon Adams, Andrew Rodgers

Playtesters: Sean Murphy, Kelli Lind,

Peter Gordon, Jeremy 'Pugs' Osteen, Sean

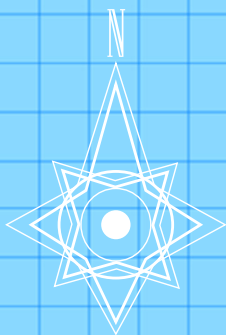
'2.0' Maher, Ray Crum, David 'British Dave'

Warne, and 'The Monon Group'

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The Sins of the Three Sisters

S SECRET DOOR

Within a lawless region of the Nameless Realms known as the Barrens, strength, cunning, and a will to survive are all that matters. Here, amid the arid high plateaus, the smoldering heat of the deep jungles, and the haunted marshlands of the northern fringe, countless adventures can be had for those brave, or foolish, enough to undertake them. This is a land of ancient ruins, petty robber barons, wild tribes, elder curses, and the undead. Sorcerers rule over fallen cities, and dark priestesses hold power with all manner of evil minions. Will your party be bold enough to undertake the challenges that await them in this first adventure in the Folio: Black Label series? Can they overcome the curse of the three sisters, and will they make a name for themselves among the scattered outposts of humanity? Only time, dice, and comradery around the gaming table will tell. This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 3–5.

