

RAGING SWAN PRESS
20 THINGS #50:
RUINED MONASTERY



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20 THINGS #50: RUINED MONASTERY

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in. This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

This instalment provides five pages compatible with virtually any fantasy roleplaying game and is designed to help you to flesh out and bring to life the ruined monasteries in your campaign.

CREDITS

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USING THIS BOOK

You can use these tables either during session prep or "on the fly" during the actual session. Roll on the desired table and describe the result. Remember:

- Some players may assume because you describe something it is important. This may slow down the party's progress through the adventure. This isn't necessarily a bad thing.
- Modify any result so it fit with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

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I: OUTSIDE THE MONASTERY

A monastery is far more than the sum of its buildings. Most monasteries feature surrounding gardens, a graveyard, outbuildings and the like.

GENERIC DRESSINGS

Use the list below, to add flavour to any outside locale:

1. A gnarled, twisted ancient oak tree stands amid a thick stand of brambles. The tree's branches droop low making the bramble patch an excellent hiding place.
2. The bleached, weather-worn skeleton of a humanoid lies sprawled among the weeds. Even the most unobservant of characters can note the unfortunate's smashed skull; clearly, whoever they were, they suffered a violent death.
3. Stands of weeds, brambles and small trees press closely in upon the rutted track leading to the monastery's gates.
4. Tracks criss-cross the area, giving perceptive characters clues as to what might lurk in the surrounds.
5. Wind chimes of threaded bleached and cracked bones hang from the boughs of trees dotting the surrounds. The macabre wind chimes clack together, in even the slightest breeze.
6. A murder of crows roosts in the surrounds. Overly large, aggressive, and with a taste for warm flesh, the crows watch intruders intently and quickly swoop to feast on any newly slain creatures.
7. Rubble lies scattered about in the rough shape of a small outbuilding. Weeds grow through and within the rubble.
8. The foul sigil of a blasphemous power is burnt into the vegetation. The sigil is over 20-foot in diameter. At its centre, a pile of ash and splintered, scorched bones suggests a funeral pyre, aberrant ritual or burnt offering took place here.
9. An ancient burial cairn lies within the monastery's bounds. Several shafts have been cut into the cairn in search of buried elder treasures.
10. An old campfire fills a small, sheltered hollow. Marks on the ground suggest three human-sized creatures slept by the fire.

THE OUTER WALL

Often, an outer wall protects a ruined monastery.

1. Ivy grows voraciously across the crumbling boundary wall. Here and there, stones have fallen from the top of the wall giving it an almost crenelated look.
2. Part of the wall has collapsed, creating a heaped pile of weed-cloaked rubble. Many other small holes pierce the wall; when the wind blows it whines and wails through the holes-sounding like a veritable legion of the damned.
3. Some of the wall's foundations have sunk and parts of the wall lean drunkenly outward. Characters climbing the unsafe parts of the wall risk it collapsing atop them.
4. Sharp shards of pottery and glass top the wall. Unwary characters climbing the wall might not spot the hidden danger, covered as it is with moss and lichen.

GARDENS

Most abandoned monasteries feature a now overgrown kitchen garden once used to supplement the adherents' diets.

1. A riot of weeds grows across the once ordered kitchen garden. Pathways between the banks of beds are still just visible. Here and there, the remains of rotting tools jut from the chaos.
2. A rickety, worm-eaten hut yet stands upright. Its roof sags, and the whole thing leans precariously to one side. (Opening the hut's door, causes the whole thing to collapse into a sodden heap of rotten wood).
3. A network of now weed-choked irrigation channels wends their way through the garden, lurking under the undergrowth to trip the unwary.
4. A shallow pool lies at the garden's centre. Choked with reeds and weeds, the stagnant water is rank and unwholesome.

GRAVEYARD

Lay worshippers, travellers and the sick (along, perhaps, with the occasional sacrifice) dying at the monastery are rarely granted a bier in the place's crypt. Instead, they are buried, often anonymously, in the graveyard.

1. Thick clumps of dark-hued, noxious mud stud the ground, churned up as if by the tramp of many feet. Amid the mud, several weather-worn, crumbling grave markers jut drunkenly from amid the mire.
2. Heaped piles of earth and pieces of splintered, rotting wood surround an open grave. A mouldering (empty) coffin lies in the grave. Perceptive characters investigating the coffin discover scratch marks on the inside.
3. A wide, shallow hole serves as an unfinished mass grave. A tangled mass of bones, decomposing bodies and rotten clothes fill the hole. Perceptive characters can see wild animals have feasted on the remains.
4. Victims of subsidence and age, the graveyard's weatherworn grave markers stand at haphazard angles. Many markers are illegible. Some graves have no marker.



2: INSIDE THE MONASTERY

Monasteries are often large, rambling affairs comprising many different rooms and areas

GENERIC DRESSINGS

Use the list below, to add flavour to any inside locale:

1. Cracked tiles set with skull motifs cover the uneven, water-damaged floor.
2. Thick, dusty cobwebs droop from the ceiling to only three-foot above the floor. Thick sections of web hold cocooned, desiccated insects, and when the wind blows through the area, the cobwebs undulate wildly.
3. Shards of rotting, shattered furniture has been pushed back against one wall, creating a tottering heap of sodden wood. Various crawling insects lurk within.
4. Cracks in the wall let in slivers of pale light which cast patterns on the floor. From one angle, a perceptive character realises the pattern is disturbingly familiar to the profane sigil of a demonic power.
5. Iron torches sconces jut drunkenly from the wall. The sconces are evil things and wrought in the shape of the unholy sigil of the monastery's foul patron.
6. Yellowing whitewash peels from the wall; the faint remains of a mural—destroyed by water damage long ago—are still faintly visible on the wall.
7. Mouldy cowled black cloaks hang from a row of rusty iron hooks hammered into the wall. A foul sigil picked out in purple thread is emblazoned on each cloak's chest.
8. Ghastly carven images of death, slaughter and sacrifice cover the slender pillars holding the ceiling aloft.
9. Display niches cut high up in the walls hold leering, yellowed skulls set to stare down at intruders. Paranoid characters may suspect a trap or undead guardian. They might be right.
10. Occasional black flagstone break up the uniformity of the otherwise normal flagged floor. Such flagstones could be set in an overall pattern which careful mapping reveals, serve as trap triggers or be nothing more than decoration.

PLACE OF WORSHIP

The centrepiece of any monastery, the church or chapel is an important place for the faithful.

1. Scattered bones lie amid shattered pews and the detritus of war. Old bloodstains mar the floor and a smattering of rotting, rusting equipment adds to the forlorn scene.
2. Dusty and faded banners depicting scenes of evil's triumph over good hang from walls, reaching from near the ceiling to the floor. One or more may obscure the entrance to a private chapel, hidden niche or escape passage.
3. Carved into the floor and filled with black gold (gold mixed with cobalt) a vast unholy symbol dominates the floor. Bits of the black gold have been chipped out, giving the sigil a haggard, diseased look.

4. Four fire pits pierce the floor on the chamber's perimeter. Ash, charred wood and splintered bones choke the deep pits.
5. Black wrought iron cages hang from the ceiling on thick, rusting chains. Bones fill the bottom of the cages.
6. A deep, shadow-cloaked viewing balcony overlooks the chamber. A narrow spiral staircase warded by a rusting iron gate provides access to the area.

PERSONAL CHAMBERS

Many of the monastery's staff likely had personal chambers in which to rest, pray and study.

1. Graffito scratched into the floor radiating out from a ruined bed praises the monastery's dark patron and begs him or her for power, wealth and prestige.
2. A small prayer niche pierces the wall under a narrow window which emits a faint beam of pale light into the room. A hideously deformed squat statuette of some kind of demon or devil fills the niche and glowers down into the room.
3. Large dried bloodstains mar the floor near the chamber's rotting, sagging bed. Investigation reveals a jawless skull wedged between the bed and the wall.
4. A heavy overturned oak chest lies across the doorway. Still locked, the chest's key is long-lost. The chest contains clothes, perhaps a suit of armour and other mundane personal possessions. Characters searching the chest may find something (see "5: Treasures, Trinkets & Trash").
5. Perceptive characters spot a loose flagstone in a corner of the room. A small storage niche lies beneath—which might yet hide a treasure (see "5: Treasures, Trinkets & Trash").
6. The previous occupant was an amateur artist. Badly drawn faded pictures of religious significance cover the chamber's dirty, whitewashed walls.

PUBLIC AREAS

Public areas in a monastery were designed, furnished and decorated to awe (or perhaps terrify) visitors.

1. A rotten bench leans against the wall. Although once sturdy, the bench has seen better days. It collapses, if anyone sits on it or tries to move it.
2. Deep scrape marks on the stone flags show where something—perhaps a chest, heavy table or pew—has been dragged.
3. The shattered remains of a stained glass window cover the floor in dusty, multi-coloured debris. The remains of the glass's lead inserts hang precariously from a nearby window.
4. Blown by the wind, a bank of dried leaves, scraps of cloth and other bits and pieces of rubbish tangled up in and around a smashed chair choke a door- or archway.
5. The faint inscription "Elina Arpia was here" followed by a date decorates a wall. The graffiti is in Common, and was obviously hastily carved.
6. A fell litany daubed in now-faded black paint runs around the walls of the area, at roughly a human's head height.

3: UNDER THE MONASTERY

Monasteries often have cellars, sub-cellars, crypts, treasure vaults and the like hidden below their aboveground buildings.

GENERIC DRESSINGS

Use the list below, to add flavour to any underground locale:

1. Deep shadows that seem pregnant with malice cluster in the corners of this area. While light pushes the shadows back, they seem almost sentient and move disturbing at the edge of the party's vision.
2. The flagstoned floor has shifted over the years, creating an area of difficult terrain. Insects dwell in the cracks between the flags and their tiny droppings litter the floor.
3. The stub of a torch lies on the floor. Soot stains on the flags show it continued to burn after being dropped. Close investigation reveals dried blood on the nearby stone.
4. Small holes at the base of one wall suggest an infestation of mice or rats; small droppings festooning the area confirms the presence of vermin.
5. Dirty, rust-coloured water oozes down the wall into a puddle. The water smells faintly noxious. Several hollows in the floor hold deeper puddles; incautious characters stepping in them get wet and create a loud splashing sound.
6. Deep shadows cluster at the apex of this vaulted space, and sounds echo oddly—perhaps disconcertingly—in the area.
7. Part of a wall has collapsed, dumping bricks and crumbled mortar onto the floor, exposing the living rock behind.
8. Cold, dirty water drips from the ceiling onto the floor (and any explorers passing beneath). The water's constant dripping makes hearing stealthy sounds difficult.
9. In the centre of the area, the flagged floor is smoothed as if by the passage of many feet. The section of smoothed floor is slipperier than the rest. A mangled, rusting unholy symbol lies by one wall. Investigations reveals dried bloodstains on the symbol's chain.
10. Foul carvings of devils, demons and otherworldly creatures of the basest, most terrifying sort festoon the walls. Most are in bas-relief, but a few are in high relief, and leer down at intruders passing by.

CELLARS & STORAGE

Even a monastery dedicated to the blackest patron has need of mundane storage. Sadly, not everything the characters find will take the form of glittering treasure.

1. A scattered, jumbled mass of broken barrels, smashed boxes, empty sacks and the like fills the back of this chamber.
2. The door to this chamber is swollen and jammed in place. Any character successfully forcing the door open actually rips (or pulls) the sodden wood from its hinges, and may fall over so easy is the task.

3. Rubbish and human (or inhuman) remains fills a worked hole piercing the floor. Without excavating the rubbish, it is impossible to discern how deep the hole is or where it leads.
4. Sagging, wooden shelves line the walls. Drifts of dust, collapsed boxes and other unidentifiable things fill the decrepit shelves which are obviously about to collapse.
5. A lumpy sack lies on the floor. As the characters approach, something inside starts moving. Moments later, a feral rat emerges and scuttles away.
6. A small oak coffer lies on the floor. Its lid remains shut, but has several gouges in it as if someone had tried to smash it open

CELLS & OUBLIETTES

A monastery dedicated to an evil power needs a constant supply of sacrifices.

1. Rotting, stinking straw covers the floor of this area. Intermingled with the straw are the remains of a half-dozen individuals. Small holes pierce one wall—feral and emaciated starving rats dwell within.
2. Dried and smeared bloody handprints along with illegible scratching on the wall provide macabre decorations for this chamber which yet reeks of despair, sorrow and death.
3. Rough-hewn and slick with moisture the cell's walls come together in the centre of the room to form a natural chimney.
4. Small rusting cages set about the room's perimeter are barely large enough to hold a crouching human. Three of the eight cages hold bones and rotting fragments of cloth and leather; the doors of the other five gape wide.
5. Rusting manacles cruelly set high up on the walls hint at the suffering of those incarcerated here. A skeleton lies beneath each set.
6. Stagnant water covers the cell's floor. Bones jut from the pool.

CRYPTS

Use the list below, to add flavour to the monastery's crypt:

1. The carvings on this sarcophagus have been deliberately defaced so no clue remain to who (or what) rests within.
2. A rusting portcullis hangs from the ceiling. Nearby, its equally rusted mechanism has frozen solid. The portcullis is all but immovable; however, if a character manages a prodigious act of strength the mechanism screams loudly when operated.
3. Decayed and desiccated dusty offerings stand upon this tomb. The offering—dead flowers, an empty wine bottle and a single tarnished silver coin—stand at the head of the tomb.
4. The corner of this plain sarcophagus has crumbled away giving a view of the web-choked bones and glimmering treasures lying within.
5. Burial niches—one above another—pierce the walls from floor to ceiling. Within each niche lies a jumbled pile of mouldering bones wrapped in ceremonial burial shroud.
6. A faded mosaic comprising hundreds of shards of splintered, coloured bone depicts an unholy symbol sacred to the monastery's adherents.

4: MINOR EVENTS

Exploration of a ruined monastery will inevitably include desperate battles against the foul creatures now dwelling within. No doubt the characters' investigation of the ruins will feature innumerable minor events which won't end in combat. Use the list below, to add such minor events to your game:

1. Grit and dust sift down from the ceiling.
2. A soft wind caresses the characters' faces; their unprotected light sources waver under the breeze's onslaught, but do not go out.
3. The faint clang of metal striking stone reaches the characters' ears, from somewhere in an unexplored portion of the complex.
4. An emancipated rat scuttles into sight from around a corner or out from under a pile of rubbish. When it spots the characters, it turns tail and flees the way it came.
5. A sudden chill settles over the party; the most paranoid character feels like someone just walked over their grave.
6. The clatter of stone or slate from elsewhere heralds a small collapse of masonry or the like.
7. The most paranoid (or cautious) character hears what they believe to be faint chanting in a harsh, otherworldly language. The chanting is at the limit of the character's hearing, and seems to come from deeper into the complex.
8. A faint chittering sound slowly gathers into a deep moaning that emanates from an indeterminable, and ever-shifting, source.
9. A sliver of faint luminescent light greets the party's eyes when they round a corner or enter a new area. Investigation reveals a small amount of faintly glowing lichen filling a deep crack in the opposite wall.
10. Thick growths of glistening greyish slime grows across the ceiling. At the party's approach a small blob of the slime drops from the ceiling and splatters loudly on the floor.

11. Small, precariously balanced sculptures of interwoven bones stand at regular intervals along the corridor. At the party's approach—one after another—the piles loudly collapse.
12. The clatter and clack of bone on stone (or the shuffling tread of zombies) reaches the characters' ears from an unknown locale. The sound could be an illusion designed to scare intruders away, the tread of undead guardians or an echo of what once was.



5: TREASURES, TRINKETS & TRASH

No doubt, the characters will find many objects of interest during their exploration of the ruined monastery. Either roll on a relevant list below or determine randomly what the characters find.

D20 CATEGORY FOUND

01-10	Trash
11-16	Trinket
17-18	Treasure
19	Roll twice, ignoring results of 19-20
20	Roll thrice, ignoring results of 19-20

TREASURES

Determine the value of treasures found in the monastery as appropriate for your campaign.

1. Caked in dried blood, viscera and dust, this shattered longsword's pommel and crossguard are wrought from pure silver. Symbols of honour, purity and goodness decorate the weapon's pommel.
2. A small pouch contains mostly normal silver and copper coins. However, three gold crowns—stamped front and back with the sigil of an unholy power—hide among the less valuable coins.
3. A small wooden coffer the size of a jewellery box holds nothing but dust and a plush red velvet lining. The box is lockable and the key yet remains in the lock.
4. This yellowing bone whistle is festooned with ragged black and red feathers of indeterminable origin. If blown, the pipe emits a thin, high-pitched wailing sound which unsettles mindless undead hearing it.
5. This twisted slag of gold and silver was once a crusading paladin's holy symbol. At its centre, fragments of the paladin's skull yet hold a fragment of her—now deranged—soul.
6. Hanging from a decomposing earlobe this silver teardrop-shaped earring is covered in grime and solidified viscera.
7. Untold years of wear have worn smooth the inscriptions on this thin ancient golden torc of once exquisite design.
8. With a jagged blade and overly large pommel this silvered dagger seems out of place in its plain leather scabbard. The arcane runes for undead and destruction decorate the inside of the scabbard in silver thread, and could bestow the dagger temporary magical powers against certain types of foe.

TRINKETS

Often of little value, trinkets can serve to add flavour and context to the ruins.

1. A discarded wrought iron holy symbol of the monastery's patron power hangs from a thin rusting chain wrapped around a piton hammered into the wall. The symbol swings

slowly in the breeze, and makes a faint clinking sound when it strikes the wall.

2. Lying on the floor, still attached to a fragment of silver chain, this small platinum locket is hopelessly squashed.
3. Hacked in twain the two pieces of this golden oval heart-shaped bowl lie at opposite ends of the room. Hurried investigations may overlook one of the pieces.
4. Hollow and pierced by many small holes this mace's head has a compartment which can be filled with (un)holy water. (The water splatters a creature struck by the weapon). The mace's haft is missing, but a skilled weaponsmith could repair it.
5. Facing the wall, a skull lies on the floor amid a pile of bones. Investigation reveals the unfortunate's teeth had been replaced with a set of incredibly sharp iron false teeth.
6. A slender five-foot long silver chain hangs from a thick leather collar sized for a large dog (or perhaps a slave). Dried blood covers the the collar.
7. A battered shield lies on the floor, face down. It bears the sigil of a good-aligned faith and belonged to a young, crusading paladin. The local church would be delighted with its return—although the neophyte paladin's fate remains a mystery.
8. This crumpled, water-damaged scroll bears a foul and blasphemous prayer. The text also provides a clue—a passphrase or command word—which might prove useful later in the party's exploration.

TRASH

Many items of no value lie among the monastery's tumbled ruin. Such items could have lain here since the monastery's fall or might be the leavings of exploring adventurers or the current denizens of the place.

1. A helm lies on its side on the floor. A huge rent pierces the rusting piece of armour and the glimmer of white bone is clearly visible within.
2. This scroll of thinly cured human flesh once held a profane spell; now it is featureless. The sheet is so light even the gentlest breeze causes it to flutter and shift; paranoid adventurers may think it is haunted!
3. The ragged scraps of a prayer book lie about the floor, as if someone tore a book apart. Much of the book is illegible, but a few key passages remain—and perhaps they give an insight or clue into the pass phrase for a magical trap or secret door located elsewhere in the complex.
4. This set of four six-sided bone dice are etched with macabre images of torture. The dice are misshapen, hateful things.
5. Burnt fragments of studded leather armour have been wrapped up and thrust into a torch sconce.
6. Faintly inscribed words in a foul, otherworldly language are still evident on these scraps of burnt papyrus.
7. Mouldy, and with a huge rent in the back, dried blood coats the inside of this black cowled robe. Yellow thread on the robe's chest picks out a blasphemous symbol.
8. A skeletal hand yet clutches the remains of this burnt down torch. The hand appears severed cleanly—perhaps by a powerful sword or axe blow.

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