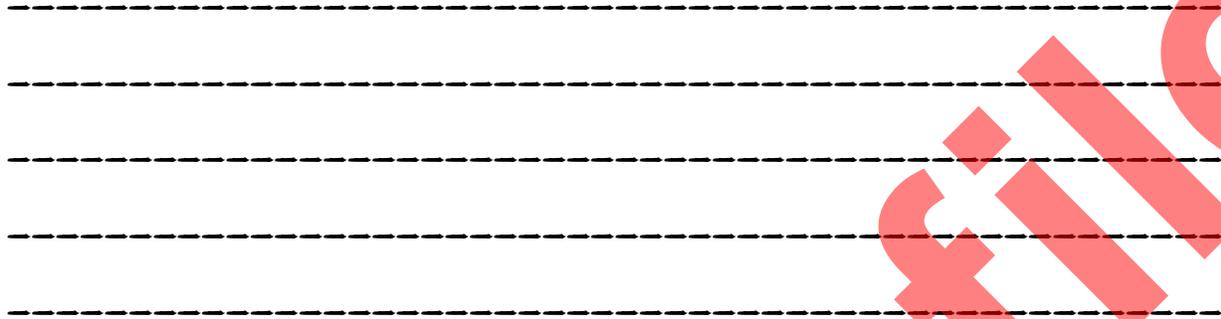


24 - ABBEY MAUSOLEUM: The walls here are imported marble (dwarves will recognize this immediately), and the vaulted ceiling above depicts the likeness of the Triune god looking down from on high:



Centuries prior, important church fathers were buried here, placed in stone sarcophagi bearing their names and something about their deeds and good works in life. It will take two men (or a single strong one) to lift the heavy slab covering each, and this takes 1d6 rounds:

A - Eckenbert IV: Kindly host. He gave comfort to the weary and hospitality to all comers. Amen. Eckenbert's remains bear a clerical staff (non-magical, but incredibly strong).

B - Otto III: Wise teacher. Knowledge he did share with those who sought it. Amen. Otto is remarkably well-preserved for one so old. He holds an old map of the abbey in his right hand.

C - Martinus V: Stern Defender. He brought justice with mercy even unto the wicked. Amen. Martinus wears chainmail and carries a silver mace inscribed with Triune symbols.

D - Humbolt II: Just physician. By his hand were the afflicted made whole. Amen. Humbolt was a great healer, and his remains hold a cloth satchel of herbs as fresh as the day they were picked.

E - Ares Rex II: Heretic. May the Saints forgive his blasphemous studies and wicked necromancy. Amen. The stone slab is split (from the inside), but the sarcophagus is otherwise empty.

F - Barnabas VII: Prophet. He saw the will of Heaven and foretold the ending of things. Amen. Barnabas holds a map in one skeletal fist showing the location of the hidden panel in area 28.

Of course, the referee can place additional magic items as they see fit, ideally, clerical objects or those that heal and/or sustain, like potions, etc.

Ares Rex II was a corrupted priest turned to necromancy and executed, but subsequently buried among the pious in misguided hope of saving his soul from eternal punishment. In Hell, he made a demonic pact, returning to the abbey when an earthquake shattered his prison.

Note: Ares is "The Boss" Nargh was referring to, and goblin patrols might become more frequent. Undead encounters in the form of skeletons and zombies should also increase dramatically.

24a - HEART OF THE ABBEY: A set of (still) polished marble steps mark the ascent into the mountain towards the heart of the abbey, and while flooding is no longer a problem, other dangers surely remain:

25 - CONVERTED TEMPLE: Once an opulent inner chapel used for Last Rites, this place has fallen to dark magic so thick that a party will actually feel it working on their minds, and the referee might require saving dice to enter unless a (good) cleric or magician is present and has the power to dispel evil through whatever means possible. Shattered columns lie among rubble from the earthquake, attesting to its vanished splendor:

A big (15' deep) pit lies at the center of this place holding 1d6+6 hungry zombies in the form of dead (Red Hand) goblins. These are clumsy and powerless to escape, but will gruesomely attack anyone thrown in, and the referee can station guards here to make this happen! The powerful magic here makes them impervious to clerical turning, and wise players will stay clear.



FOOTPRINTS IN THE ABBEY OF SAINT TABITHA

26 - SUMMONING CHAMBER: Whatever purpose this room once served, it now quarters the newly risen necromancer, Ares Rex II; a balding and aristocratic man clad in red robes and a hateful cast who will act as though he were expecting the party's arrival and is guarded by enough fast-moving skeleton warriors to match or outnumber them 2 to 1:

Ares is arrogant and will boast of his plans, although he remains wary of enemy archers or spell casters, using his skeletons to keep them at bay while throwing offensive spells to weaken specific characters. His demonic magic negates all attempts at clerical turning except through the use of scrolls or consecrated magic items so empowered.

Should the battle turn against him, Ares will retreat to his secret laboratory as a final defense, joined by any remaining undead.

Note: The necromancer's undead servants were previously summoned, and Ares may have additional magic to create more, although probably only in his secret laboratory, where fresh corpses are available.

26a - SECRET LABORATORY: Once a meditation chamber, the necromancer has converted this into a profane laboratory with 1d6+1 goblin corpses to raise up additional zombie reinforcements:

The lab contains a number of books on profane subjects in a tongue unknown to any character. What effects the necromancer has are found here.



27 - HIDDEN HALL: This 10' deep channel is actually part of the drainage system built by the dwarves, originally used to carry water into the mountain to some underwater lake known only to them, although it is currently dry unless flooded from the pump room, so patrols are frequent. If flooded, the water is chest-deep and difficult for dwarves unless carried aloft or similar measures taken. Either way, movement is halved:

Note that the current in a flooded passage is sometimes (1-3 in 1d6) strong, requiring saving dice to avoid being swept away and knocked unconscious on the opposite wall, drowning unless rescued.

27a - BREACH IN THE ABBEY: The earthquake opened a way into the mountain here, allowing the goblins to enter the abbey:

The referee can map this for future adventures or make it too dark and/or convoluted to pass without becoming hopelessly lost. Assume that flooding this will only slow the intruders, and it must be sealed some other way.

28 - SANCTUARY OF TABITHA: An uneven flight of steps is carved into the aged stone, too narrow to allow more than single-file movement. This leads to the spiritual heart of the entire abbey; an ancient and badly worn altar statue of Tabyth, or Saint Tabitha in the Triune faith (the pagan origins of this is clear, and it radiates powerful magic):

Saint Tabitha's altar bears the following inscription, written in Old Common along the circular base of her statue:

Her teardrops fall as prayers,
and her cheeks anoint with heavenly oil.

Observant characters will notice a small brass decanter at the base of the statue bearing a sweet-smelling liquid that tastes like honey if sampled. This can be used to anoint the cheeks of the altar, re-consecrating the abbey and destroying any undead that still remain, and the referee can provide some sign that something has happened, like a minor tremor, etc.

If the party has the map from Barnabas' tomb, they will readily find a loose stone slab that bears the following words:

On this day was the abbey
made whole. Heroes, claim your due.

- Barnabas VII
(bears the current date)

The slab lifts to reveal a small hollow containing 1,000 CP (10 GP) and a silver chalice worth 100 GP. This is otherwise impossible to find without the map unless the referee decides to allow it anyway.

So ends the expedition to the abbey. Once cleared of undead, the dwarves and men of Dunkirk can resume excavations to restore this holy site, although goblin raiders might find other ways to enter, and new adventures can still be had within the abbey walls if the referee is ambitious and willing!

APPENDIX I: DUNKIRK

Dunkirk is a flourishing settlement owing to its rich soil, sacred shrines, and noble patronage. Mineral trade with the dwarves adds to its general prosperity, and the Duke retains a keen interest in the region, making yearly visits to hold court and (ostensibly) pray at some shrine. In truth, he is concerned with the dwarves, who keep the highlands free of beasts and control the strategically crucial trade in iron ore.

The ruined abbey is another concern, as it has both political and religious significance, being key to securing the obedience of a devout population ready to see it restored. The dwarves also have a stake, as it represents their handiwork, and they have their own religious duty to recover anything possible in the wake of the mountain's wrath.

It is for this reason the party has come, as the dwarf prince Duin has made his own call for volunteers to retake the abbey, and the Duke has seen a perfect opportunity to secure cooperation in a new trade pact for silver to pay his armies campaigning east of the Great Mountain.

Their deal is this; any party that can enter the abbey, map it thoroughly as compared to existing plans, and clear it of any creatures currently living there is entitled to any treasures found within, provided the burial crypts and ancient shrines are otherwise left intact.

DUNKIRK TOWN

The township of Dunkirk has a mayor (Albert) and a sheriff (Ranolin) who oversees the small garrison and citizen's militia, although this has never been activated beyond demonstrations for the Duke on his yearly visits. Albert hears and tries petty (non-religious) crimes, passing sentence by the laws of the kingdom. Religious offenses are the church's province, although the mayor might preside in matters of economic importance.

Dunkirk is a walled town having a western gate closed at night and enough food for a prolonged siege. If attacked, the villagers will retreat here.



New parties are assumed to be equipped, although the referee might require them to buy gear locally and role-play the exchange, subject to availability as befits the campaign. The following services are available to characters, who must take time to seek each out individually.

DUNKIRK MARKET: Common goods are for sale here from dawn to dusk, weather permitting. This is simple fare, like produce, but also skilled services, including henchmen and a blacksmith:

Individual vendors are too many and varied to mention here, all being commoners of no special account. However, the referee can make exceptions for thieves "working" and hoping to make a big score.

THE GREEN MAID INN: This tavern has food and drink on the first floor, a common room on the second, and private quarters above. There are also stables in the back where guests can sleep with the horses at half price. The busy staff conspicuously scrub the floors as servers move through crowds to deliver mugs of imported dwarven ale and platters piled high with beef and sausages attesting to the prosperity of the region.

The proprietor, a stern, quiet man named Jacob, can be seen supervising the kitchens and kegs in the back. His demeanor suggests some past sadness, mostly forgotten with the demands of innkeeping. His wife, Judith, is a handsome woman, more outgoing and most likely the brains of the enterprise given how she handles her demanding clientele with practiced ease.

Astute characters, meaning those who think to ask or having some means of discerning the truth, will get the impression that Jacob and Judith are retired adventurers settling down for whatever reason. They refuse to speak of it unless the characters eventually earn their trust, and this might take a while if it happens at all, being private folk.

The Green Maid offers the following services:

SERVICE	COST PER NIGHT
Bath and laundry	2 CP
Common room (per night)	5 SP
Meals (3 per day)	3 CP
Night in the stables	2 SP
Private room (per week)	7 GP

Note that the referee can have the party lodged in the common room at no personal cost, although additional services should still be extra. Some other guests may include the following:

BEUFRIC sleeps in the stables despite his age and obvious experience. It is said that he is a follower of the old (pagan) faith:

THORGEIR is a dwarf seemingly more comfortable among humans, although he clearly enjoys speaking with his own kind. He is a wealthy ore broker living in Dunkirk year-round and storing his wares at the Town Hall:



THE TRIUNE CHAPEL: By custom, this is the tallest building in town and by far the most elaborate, having marble walls with imported stained glass. It is tended by Father Hugo and two acolytes (Brad and Thom) who seem somewhat intimidated by the old high priest despite his apparent kindness. Hugo sleeps very little and is, therefore, always available:

Dunkirk follows the Triune faith, although some pagans still exist, mainly among the country folk who attend services in town, reluctant to part with the old religion while hedging their bets.

Triune is a god of three aspects: faith, mercy, and justice. Some say he is drawn from the older Triple King no longer followed by anyone, and this may be true. At some point he became head of a great pantheon, attracting other gods to his banner and making them saints in a powerful new religion. In fact, many orders are devoted to the worship of individual saints, preserving the old ways in modern form and winning over pagan souls.

Saint Tabitha is herself a prior pagan goddess (called Tabyth), maiden of the dead and keeper of the underworld. Father Hugo is pious and reluctant to entertain such notions, although his two acolytes will happily share what they know of the abbey and their belief that it was built over a forgotten pagan burial (especially over drinks at the Maid).

The clergy admit both men (brothers, acolytes, and priests) and women (sisters, nuns, and priestesses), with each order following a different saint.

DUNKIRK TOWN HALL AND JAIL: This simple stone building serves as an assembly hall and courthouse if need be, although petty crimes are dealt with on the spot, usually by sending the offender to the stocks. The noblemen police their own, leaving the mayor and sheriff to deal with local problems however they see fit (unless a church matter).

Albert, the mayor, is a tired and cynical man who nonetheless takes his job seriously, even when using that authority to line his own pockets. Despite his affinity for graft, he can be counted on to serve the town's interests when these align with his own, which is most of the time. Albert is not above the occasional bribe, but has his limits and will draw the line at actual treachery against the church and/or the throne:

The sheriff, Ranolin, is a weathered older man, no doubt a veteran soldier given how he deals with the militia. His motives are inscrutable, although he has never been known to lie or otherwise abuse his authority. The guards admire him despite his harsh discipline, as he is fair and clearly capable in the field of arms, and the townsfolk all respect him:

To the rear of the hall is a jail big enough for 10 men, although this is never full. Most offenders are hopeless drunks and shoplifters caught in the market and sent to the stocks for public humiliation. Bandits and other dangerous criminals are immediately executed, and nobles having money and influence are released to their families. Ranolin keeps 2-4 guards posted here at all times, although this is considered light (and boring) duty.

In the basement is a great iron vault holding iron ore and silver from the mountain several months a year. This is under heavy guard (12 men), and attempts at theft are considered high treason against the crown and punishable by death, even for wealthy or noble offenders:

GARRISON HOUSE: A low building made of grey stones, the garrison house quarters 48 men, not including conscripts raised in times of strife or married sergeants with wives in Dunkirk:

In addition to the regular force, Ranolin can muster men from the surrounding countryside, raising the following militia:

TROOP	NUMBER	ARMOR	WEAPONRY
Archers*	60	leather	long bow
Conscripts*	90	none	flail/sling
Footmen*	50	leather	spear
Regulars	75	chainmail	spear/sword

*Assume a 2-3 day muster time year-round

At any given time, there will be 12-18 off-duty soldiers loitering here, unarmored, but with ready access to weapons and 2d6 armored on-duty guards to handle troublemakers. Their simple rations (local pork and vegetables) is prepared by soldiers assigned the task and made in a brick smokehouse adjacent to the barracks, and this has enough food for 180 days under siege.



DUNKIRK

1-MARKET

2-GREEN MAID INN

3-TRIUNE CHAPEL

4-TOWN HALL

5-GARISSON

6-EASTERN GATE



DUNKIRK WILDS

1-DUNKIRK TOWN

4-HILLS

2-ABBEY ROAD

5-COUNTRYSIDE

3-THE RUINED ABBEY

6-GREYWOOD