

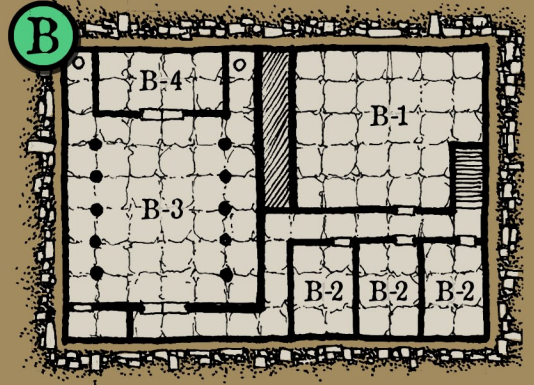
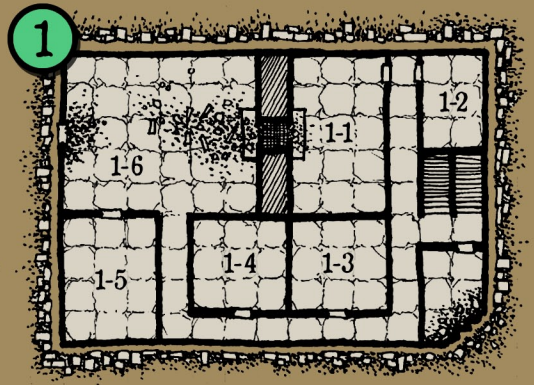
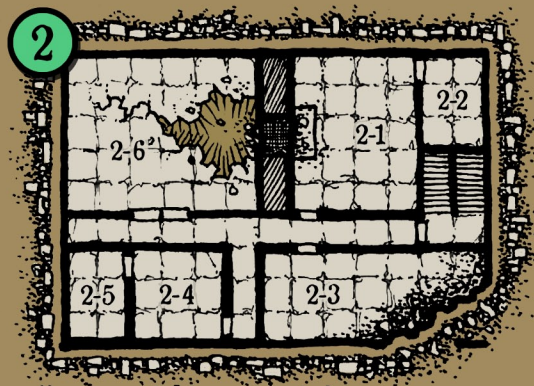
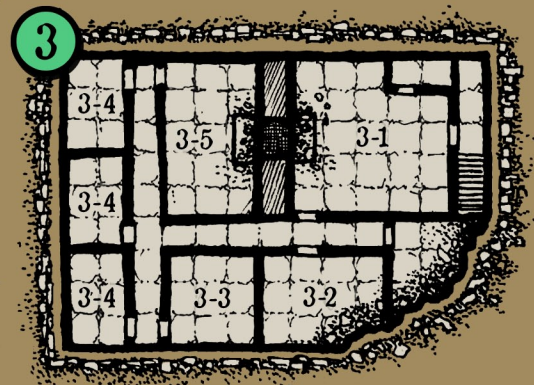
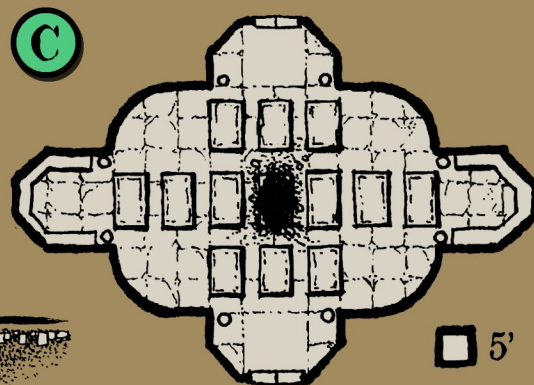
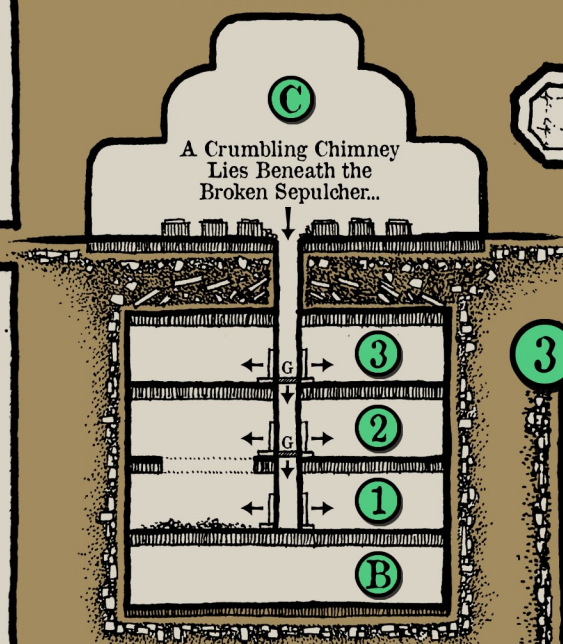
# The Broken Sepulcher

By  
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## Random Encounters

- 1) Scrabbling inside the walls.
- 2) Distant chanting and shouting.
- 3) Rotting floor. Collapse 2-in-6.
- 4) 2d6 pale, hairless **Giant Rats**.
- 5) 1d3 scarlet-robed **Disciples**.
- 6) 1d4 wall-crawling **Ghouls**.
- 7) 1d6 fanatical **Order Guards**.
- 8) 1 loathsome **Arch Ghoul**.

## The Chapel of Preordination



← G → Two-sided Fireplaces. Iron grate (G) may be removed to descend further.

Doors. Stuck on a 2-in-6. Unlocked unless noted.

**C Player Start: Chapel** The **Order of Preordination** ruled the city. Their leader **Izix** imposed his blood magic on all who opposed him. But a few brave heroes smote him and the ground swallowed his stately home. Hundreds of years later, a new Order exists, but the evil has been forgotten - a chapel has been erected on the site of **Izix's** home in his honor. And yet, the *old* Order still lives on in secret. They've broken the **Sepulcher of Izix** and descended to retrieve the **Globe of Preordination**, which would allow **Izix** to rise to power once again.

**3 Upper Level** Random Encounters - roll 1d4.

- 3-1 Master Bedroom. **Furniture** (broken, dusty), **closet** (scarlet robes, moths).
- 3-2 Bedroom. **Rubble**, **thick webs** (hanging forms, key to 1-2 chest), **Giant Spider**.
- 3-3 Water Closet. **Vanity** (enchanted looking glass which shows area B-3).
- 3-4 Storage. 1d3 1) Rotting linens 2) Library, desk, map 3) Dead bodies, 1 **Ghoul**.
- 3-5 Bedroom. **Dripping** (stench, weak floor), **nest** (bones, silver medallion).

**2 Mid Level** Random Encounters - roll 1d6.

- 2-1 Living Room. **Couches** (rotten, ripped), **harp** (broken), **box** (wooden, cigars).
- 2-2 Butler's Pantry. **Gaming table**, **trays** (silver, tarnished), **rags**, **linens** (rotting).
- 2-3 Kitchen. **Rubble** (roaches), **cabinets** (rotten food, pouch w/100 coins).
- 2-4 Pantry. **Food** (rotting, diseased), **roaches** (swarming, flying), **odor** (from 2-5).
- 2-5 Cold Storage. **Misty** (filled with icy caustic vapor, released when door opens).
- 2-6 Dining Room. **Hole** (to 1-6), **floor** (weak, collapse 2-in-6), **cabinet** (fine wine).

**1 Lower Level** Random Encounters - roll 1d6+1.

- 1-1 Library. **Shelves** (moldering tomes, book of the Order's plans, book of maps).
- 1-2 Vault. **Door** (locked), **chest** (explosive trap, bypass w/key from 3-2, 400 coins).
- 1-3 Guest Room. **Nest** (bones, scraps, diseased meat, 13 coins), 12 **Giant Rats**.
- 1-4 Guest Room. **Two beds** (two bodies in each, bloody), 4 **Undead Adventurers**.
- 1-5 Study. **Historical texts**, **curative draught** (heals), **hammer** (bonus vs. undead).
- 1-6 Parlor. **Door** (exterior, blocked), **broken furniture** (fine silverware), 6 **Ghouls**.

**B Basement** Random Encounters - roll 1d4+4.

- B-1 Laboratory. 3 **Vats** (milky liquid, 3 partially-developed Arch Ghouls).
- B-2 Storage. 1d3 1) Scarlet robes 2) Bags of salt 3) Disciples' personal articles.
- B-3 Temple. Circle of 12 **Disciples** (chanting), 6 **Order Guards**, **runes on floor** (circular pattern of salt), **Globe of Preordination**, **spectral energy** (**Izix**).
- B-4 Inner Sanctum. 2 **arcane scrolls**, **bust** (golden, likeness of **Izix**), **mask** (jeweled).