



# THE MARTIAL CULT of BLOOD KNIGHT GAIUS

A dungeon crawl about honorable vampires, for use with  
Knave or the Basic and Expert rulebooks, best suited for  
low-level adventurers.

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GAMES

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CLAYMORE  
*presents*

# THE MARTIAL CULT of BLOOD KNIGHT GAIUS

*The Martial Cult of Blood Knight Gaius* is a dungeon crawl about a religious order of vampires who deny their feeding urges, instead only drinking the blood of those who they have given a formal chance to defend themselves. While the tone of the adventure is meant to be pulpy and spooky, prominent themes include religion, starvation, shame, blood, and slight body horror. Please confirm that each of your players are comfortable with these themes before you play.

## NOTES

The spells, items, and monsters described in this zine are intended for use with Ben Milton's *Knave*, but can also be quickly converted for use with *B/X*.

- ◆ For *Knave*, SAVES are provided; assume monster ability bonuses are equal to HD + SAVES, e.g. a VAMPIRE KNIGHT (HD: 2, SAVES +1) gets a +3 bonus.
- ◆ Periodically saves against spells and effects will be described in relative terms of difficulty, e.g. a very difficult save, so the GM can adjust to their liking.
- ◆ Gold values for most treasures have been listed, for XP-for-Gold style play.

*Swords Against Dungeons*' suggested listening:

“...and in the autumn night the black castle rose”, by Draped in Shadows.

# BLOOD KNIGHT GAIUS

*“To prey upon the helpless is wicked. To deny one’s own impulses is holy. To maintain one’s honor is to be human, and to remain human, my friends, is divine.”*

*Blood Knight Gaius*

Those afflicted with vampirism must regularly feed upon the blood of the living, lest they suffer physical effects akin to a wasting disease, followed by painful physical transformations which finally give way to inhuman, bloodthirsty madness. Though vampirism can be cured by some skilled witches, most avoid treatment due to fear and stigma around the condition. The most cunning and powerful vampires may use their aristocratic influence to attract their prey, inviting unsuspecting guests to their castles, mansions, or keeps; the vilest of vampires stalk the dark streets of cities or the misty woods beyond the lamplight, kidnapping any unlucky soul they encounter in a delusional, frenzied haze, desperate to stave off the hunger for just one night more.

One century ago, the most celebrated Knight of the Sun God delved into a nameless and icy cave on some holy crusade, and met his end at the fangs of a mad vampire. The paladin Gaius emerged from the cave pale and shuddering, with an insatiable hunger. Though the freezing wind bit ruthlessly at his skin and his starvation drove him close to the edge of insanity, he would not die. From one full moon to the next, he wandered the mountainous tundra, before coming across a traveler who called himself Iago. Loyal still to his oath of honor, Gaius denied his urge to kill Iago in cold blood, and swallowed his ravenous appetite.

The stranger Iago, however, was a wandering warrior, and challenged Gaius to a duel. Defeating Iago first in a fair fight, the vampire finally allowed himself to feed. With his head bowed in thankful prayer to the Sun God, the Blood Knight Gaius vowed never to break his oath again.

*Read this passage to your players if their characters would be familiar with commonly circulated local folklore.*

# THE MARTIAL CULT

*“Blessed be thy name, Iago, thy wand’ring heart the Sun God’s kin; worship’d be thy name, Iago, thy challenge lets us clearly see; hallowed be thy name, Iago, first opponent, set us free; may we never fall, Iago, O great absolver of our sins.”*

*The Hymn of St. Iago*

For the last century, Blood Knight Gaius has gathered a following of vampires who, for a variety of reasons, do not feel comfortable preying upon the living. Nestled high in the mountains rests the Monastery of St. Iago. Devout members of the Martial Cult train their minds and bodies to last for weeks without so much as a taste of blood, choosing instead to better themselves through meditation and the practice of swordplay and martial arts. Though messengers periodically descend the mountain, most inhabitants reside completely within the monastery, rarely exposing themselves to the sun. In return for a monthly tithe of gold, cult members are given room and board, as well as feasts of blood during the Red Mass, a ritual which is held when the Blood Fast is broken each full moon.

## REASONS TO VISIT THE MONASTERY

1. Gaius regularly calls attention to the Monastery in Water’s Brim, the small lakeside hamlet tucked into the pines at the base of the mountain. Flyers offer a monetary reward to any warrior who can best him. Each month, the sum increases as his followers continue to tithe, attracting more and more warriors to get rich quick or die, and be drunk, trying.
2. A friend of the party has gone up the mountain to challenge Gaius. Adventurers in search of coin are the Monastery’s primary source of blood, so the friend must be stopped. It could be an overconfident NPC from a previous session, or a disreputable friend-of-a-friend, SYCORAX THE FOOLHARDY ADVENTURER.
3. The party is wandering through the harsh alpine tundra, facing a dangerous oncoming blizzard. The Monastery is built into the side of a mountain, and the guards offer to let them visit and rest in the **Meditation Quarters**, in good faith.
4. A wealthy vampire hires the party to dispose of Gaius, whose doctrine is influencing their once-loyal thralls to defect and begin new lives at the Monastery.

# OUTSIDE THE MONASTERY

*“Certainly one of the most curious places I’ve stumbled across is the monastery they call St. Iago’s. It is a strange thing, indeed, when a vampire invites you across his threshold and offers to lend you a cup of sugar.”*

*Alhaadi the Gambler, “Travels Through the Northern Province”*

The Monastery’s entrance is at the top of a long flight of steps carved into the side of a snowy mountain. The entrance is bordered by ornate stone architecture carved from a rocky cliff face; the rest of the monastery is inside the mountain itself. Two MONASTERY GUARDS stand on either side of the gate, nearly unmoving, resting their quarterstaves on the ground at their feet. They are clad in insulated layers of black cloth and dyed leather boots and gloves, which cover any potentially exposed patch of skin. Their faces are protected from the sunlight as well; their features are occluded by thick, black veils. In friendly tones, they beckon the players, inviting them to descend into the Monastery. The reward for defeating Gaius is equal to 500 gold, plus 100 times the highest level in the party.

## THREE MOUNTAINTOP CREATURES

### 1. MONASTERY GUARD

AC: 5 (14), HD: 2, SAVES: +1, Quarterstaff (d6), Hypnotize (very difficult save)

The black-clad guards welcome the players, and will share any information freely; subjects include the vampiric nature of the Cult, their code of honor, the story of Gaius’ life, the prize for defeating him, or anything else they would be reasonably likely to know about. They will stop anyone from entering whom they mistrust.

### 2. ALPINE WOLVES

AC 7 (12), HD: 1, SAVES +0, Vicious bite (d4)

When the players are climbing the icy steps, d4 wolves may appear if the GM desires. Wolves will attempt to rip the players’ clothes, and make them slip and fall.

### 3. MOUNTAIN SCREAMER

AC 4 (13), HD: 2, SAVES: +1, Bite (d6), Paralyzing shriek (moderate difficulty save)

To whittle down higher-level players before entering, have this predatory, fleshy one-eyed biped appear out of the snow and attack the party and guards.



# EXPLORING THE MONASTERY

*“Twenty years had passed before I laid the final black brick of our Monastery. When I was done, I did not require another. Likewise, we have no more than what we need here; thus, we need nothing more.”*

*Matsunaga, the First Disciple*

## 1. ENTRANCE HALL

This chamber of black stone is lined with hundreds of lit crimson candles which melt into each other. VAMPIRE MONKS periodically enter to replace candles that have nearly burned out. There are d6 tarnished silver candlesticks (worth 50 gold each), almost entirely encased in several decades' worth of old wax. Disturbing the perpetual wall of candles will anger the monks. The chambers beyond both exits are similar, but contain doors to the **Storage Closets**.

## 2. STORAGE CLOSETS

Each storage chamber is protected by a locked wooden door, save for the chamber in the bottom left, which is hidden by **Illusory Wall A**. The locked chambers each contain d6 heavy glass tanks of blood and two of the following (d6): a DIRE BAT, a sealed glass jar of garlic cloves, an ornate silver sword, a wooden stake, a MONASTERY GUARD's clothes and veil, or d100 gold pieces in a velvet pouch.

## 3. SECRET CELL

A MAD VAMPIRE is shackled to the wall in this musty, unlit closet-turned-cell. It is drooling with bloodlust and emaciated, but still struggles in its chains. If a VAMPIRE MONK thinks no one is watching, they will temporarily dispel the illusory wall, by touching it with wood, to deliver a small bowl of porridge. The MAD VAMPIRE's shackles are kept on with a moderately difficult lock.

## 4. TRAINING ROOMS

VAMPIRE KNIGHTS dodge and weave between the pillars as they swordfight, periodically locking silver blades. Confident knights will taunt individual players, offering a wager: if you kill them in a fair duel, Gaius will add their wealth to the overall reward for besting him (d6 x 10 gold); if they kill you, they'll feast on that much more blood during the Red Mass on the next full moon. Players may hear quiet whimpering on the other side of **Illusory Wall B**, if they're trying to.

# EXPLORING THE MONASTERY

## 5. CHAPEL of the RED MASS

This large chamber is lined with two rows of wooden pews and lit by silver chandeliers. The floor is engraved with elaborate sacred geometry. At the front of the Chapel, the haggard DEMON PRIEST MORPHO stands uncomfortably, bound within a glowing pentagram, begrudgingly leading a chant for the congregation (*read the Hymn of St. Iago in droning monotone for your players if you wish to set the mood*). If any players disturb the peace, the priest will cast the spell MORPHO'S FIRE, and return to the chant. In the pews, d6 VAMPIRE MONKS softly murmur along with the hypnotic chant, their heads bowed. Players who spend more than a moment in the Chapel must save against being hypnotized by the chant. Hypnotized characters will stay docile and still as though placed in a feeding trance, but no vampires will attack them; rather, they will be ignored, and can be woken up by bringing them to a VAMPIRE MONK and asking politely.

## 6. MEDITATION QUARTERS

Each of these chambers is dark and sparsely decorated. d12 VAMPIRE MONKS and d4 VAMPIRE KNIGHTS kneel on woven mats, quietly meditating. Many hold a clove of garlic cupped in their hands, shaking with pain but continuing to focus. There are a few sacks of personal belongings, usually one or two of the following (d6): Circle of the Moon, a die, a quill, a silver charm, eyeglasses, or d10 gold.

## 7. RESONANT ATRIUM

This room is carved in such a way that any sounds within it are responded to with harmonious echoes. SYCORAX THE FOOLHARDY ADVENTURER is asleep in the corner. She is too afraid to face the vampires, but desperate for coin, and will attempt to rob the players unless pacified and reasoned with.

## 8. EXTRACTION CHAMBER

Hidden behind **Illusory Wall B**, which can be dispelled if touched by wood, is a room of quietly humming machinery, powered by an arcane blood crystal (worth 250 gold). Snaking tubes and pipes cover every inch of wall and floor. The pipes deposit into slowly filling heavy glass tanks of blood, the tubes are implanted in the limbs of a delirious human subject, pale and sweating, being slowly drained of their blood but kept alive through magical means. If disconnected, they will die.

# SIX RANDOM ENCOUNTERS

*Roll d6 when travelling between rooms.*

## 1. DIRE BAT

AC: 7 (12), HD: 1, SAVES: +0, Bite (d4), Confusion (moderately difficult save)

Starved vampire bats lurk in the shadowy doorframes, periodically swooping down to attack human visitors. If a player character is bitten, they will bleed from the neck, making them easy to detect via smell for the Monastery residents. Bitten characters who fail a save against disease (very difficult save) will come down with a fever; the monks will offer to cure the oncoming vampirism for a small tithe, or prepare the afflicted for induction into the cult, if desired.

## 2. VAMPIRE MONK

AC: 9 (10), HD: 2, SAVES: +0, Quarterstaff (d6), Hypnotize (very difficult save)

The monks, clad in black hooded robes, silently acknowledge the players as they pass. Monks will not interfere with the players unless they are snooping around where they shouldn't be; if they are, they will attempt to hypnotize the players and escort them out, or fight non-lethally if necessary.

## 3. VAMPIRE KNIGHT

AC: 5 (14), HD: 2, SAVES: +1, Silver blade (d8), Vampire Cantrips (become bat, etc.)

Vampire Knights are mirthful and confident, the types to say "En garde!" In duels, they employ cunning tricks and flourishes to make their opponents stumble using magic and acrobatics, yet they remain chivalrous and will, for instance, wait for a disarmed opponent to pick up their sword again. If a player is defeated in a formal duel, they will be stabbed with a ritual paralyzing dagger and brought by VAMPIRE MONKS to the **Extraction Chamber**. Knight Names (d12): Alistair, Artemis, Baudelaire, Daigo, Dorian, Junio, Julliard, Laith, Maikori, Montoya, Romil, Salazar.

## 4. MAD VAMPIRE

AC: 7 (12), HD: 2, SAVES: +0 (DEX+1), Bite (d4), Claws (d6)

d4 VAMPIRE KNIGHTS and d6 MONKS chase a feral, naked vampire running on all fours down the hall, attempting to capture it. Bitten humans will come down with a fever, see DIRE BAT. The apologetic residents will explain, if prompted, that some initiates to the Cult do not take well to their first Blood Fast.

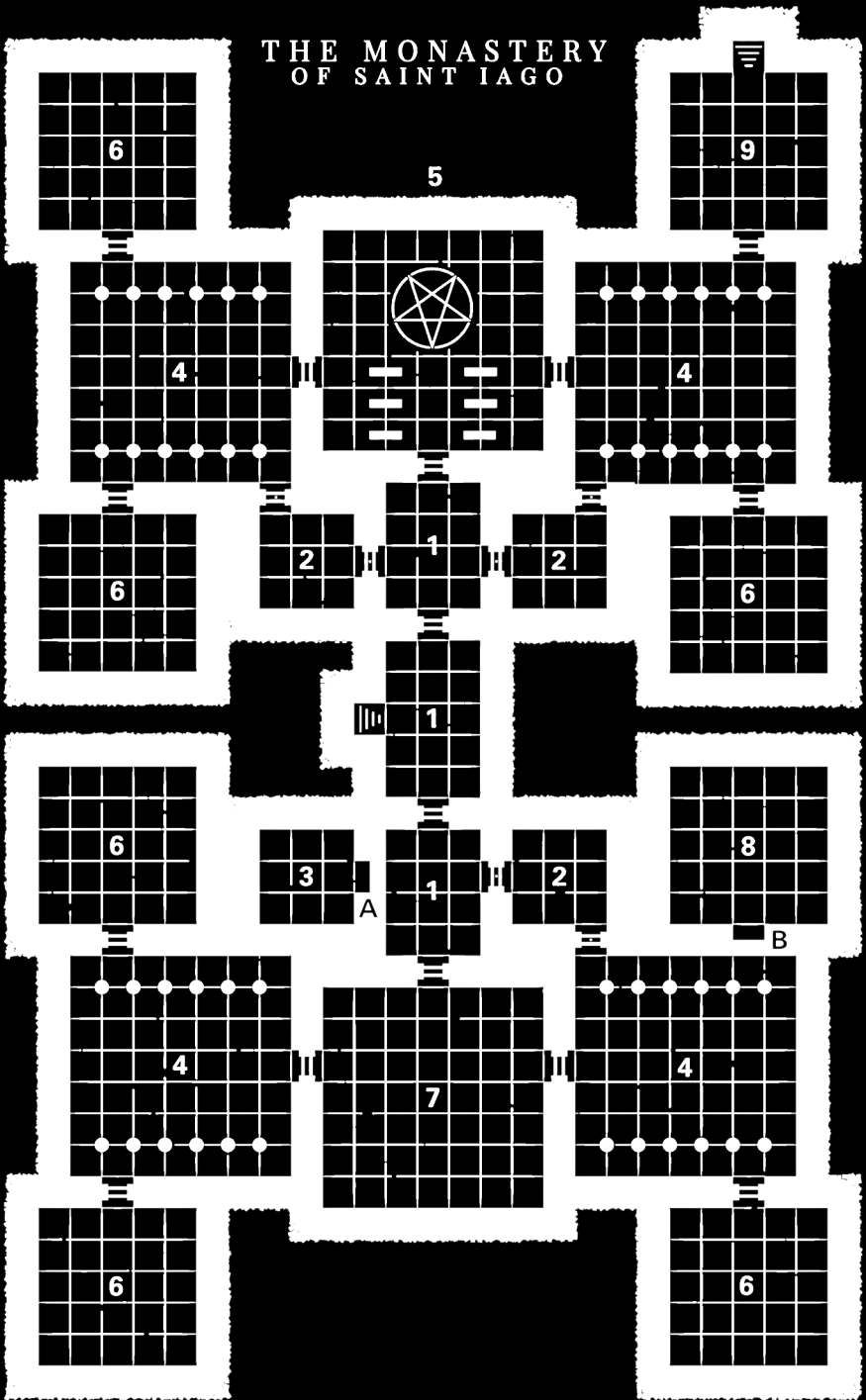
## 5. SYCORAX THE FOOLHARDY ADVENTURER

AC: 6 (13), HD: 1, SAVES: +1, Shortsword (d8), Magic Missile (d6+1), MORALE: 5

A woman with a hawkish nose, shaved head, and beautiful eyes. Roll for disposition - if unfriendly, will attempt to stick up the party for a quick profit; if friendly, will clingily tag along and periodically pester players for pipeleaf. Terrified of vampires.

## 6. FIRST DISCIPLE MATSUNAGA (see Trial of the Disciple)

# THE MONASTERY OF SAINT IAGO



# TRIAL OF THE DISCIPLE

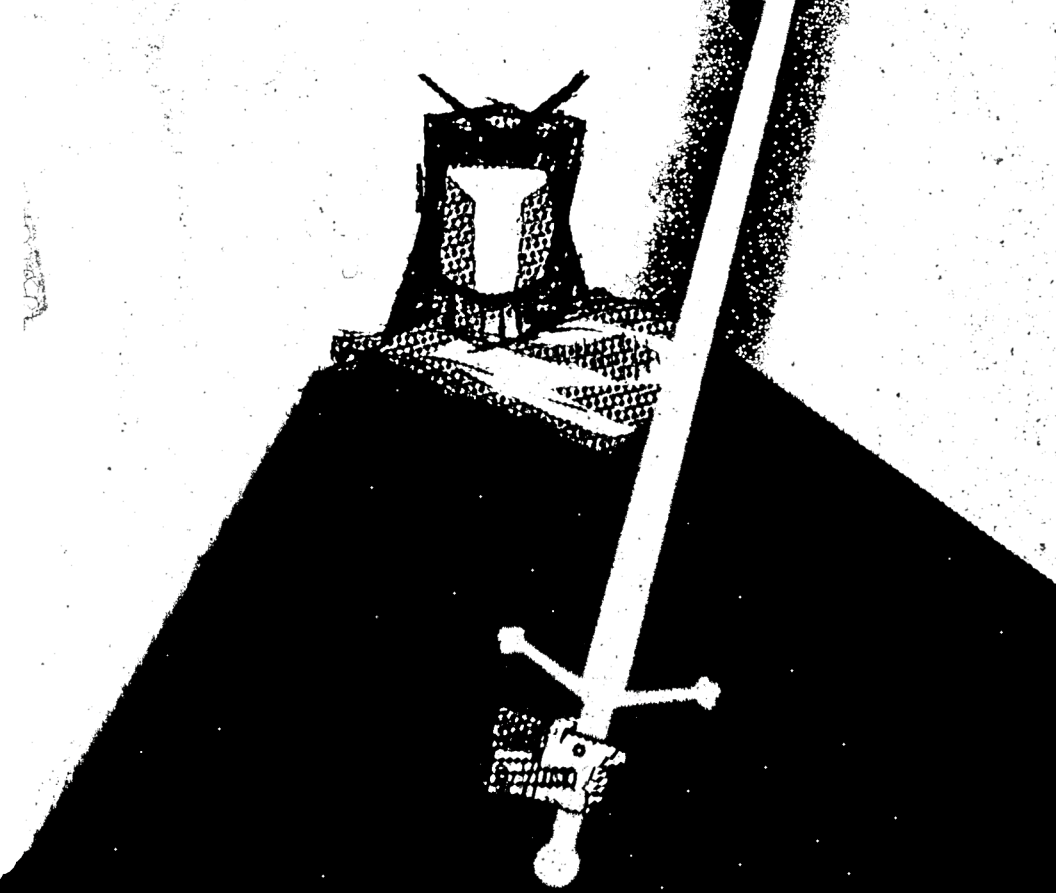
Matsunaga became the Blood Knight's First Disciple shortly after Gaius drank for the first time and experienced the Revelation of St. Iago. Since then, they have been Gaius' steadfast companion, bodyguard, and administrator of the Monastery for nearly a century. Little is known about the Disciple, but d6 rumors are often whispered by the VAMPIRE MONKS and may be shared with the players.

1. Matsunaga was once Gaius' lover, though their relationship has shifted to one of mutual understanding and respect over the last hundred years. (TRUE)
2. Matsunaga can see, and walk, through walls. (FALSE)
3. Matsunaga is a dhampir - half-human, and half-vampire. (TRUE)
4. Matsunaga may use a glamor to seem eight feet tall, but isn't really. (FALSE)
5. Matsunaga always keeps an arcane blood crystal on their person, which grants them total control over the DEMON PRIEST MORPHO. (TRUE, and if Morpho is alone with the party, he may beg them to destroy it, tempting them with any number of fantastic deals, which he will not uphold.)
6. Matsunaga is so dedicated to the Fast, they only feed on vermin. (FALSE)

It is possible to randomly encounter Matsunaga while moving between the rooms of the Monastery. The Disciple always seems to appear out of thin air, just outside one's peripheral vision. If the players are not snooping or disturbing the peace, they will see Matsunaga having a quiet conversation with a MONK or engaging in a sparring session with a young KNIGHT. If the Disciple appears and catches the players doing something they shouldn't, they will deliver one stern warning, then attempt to kill them during future caught-red-handed moments.

## 9. SCRYING SANCTUM of MATSUNAGA

When the party enters the room, Matsunaga will be sitting cross-legged on the floor, facing away, gazing into a small bowl of holy water. Their face is not visible in the dark, but their long black hair and silver earrings are exposed. As the party enters, they will turn and rise to their feet, donning their featureless helmet. Matsunaga will calmly outline the rules of the trial: if the entire party can best them in combat (mechanically, depleting half of their HP), they'll concede and allow passage to the **Cliffside Arena**; however, they sternly warn, if any one of them uses dishonorable or underhanded tactics, the consequences will be dire.



# FIRST DISCIPLE MATSUNAGA

**AC 5 (14), HD: 3, SAVES: +0 (STR, DEX: +1, WIS +2), Disciple's Claymore (d10)**

Matsunaga speaks rarely, if at all, to dispense wisdom and simple instructions. In combat, their movements are calculated and steady; they do not intend to kill the players, at first, but are willing to deliver grievous injuries, and have no qualms around killing if the players threaten their life. They wield an enchanted blade, the **DISCIPLE'S CLAYMORE**. The Claymore deals damage normally until it senses an enemy using underhanded or unfair tactics, at which point it will shimmer with light and gain the ability to sever limbs as a knife cuts through butter. If close to death, Matsunaga will summon **MORPHO** to assist.

**DEMON PRIEST MORPHO (AC 7, HD: 2, SAVES: +1, Claws (d6), Morpho's Fire**

Morpho is a small, red demon with straight horns, one of which is broken. He is craven and prone to backstabbing, but must obey anyone wielding Matsunaga's blood crystal.



## BLOOD KNIGHT GAIUS

AC 9 (10), HD: 3, SAVES: +1 (DEX, STR +2), Black staff (d6)

Blood Knight Gaius speaks of strength, honor, and purity in a steady and rumbling baritone; his choice of words is often Shakespearean. He refuses to engage in all combat except martial arts, and is proficient in hand-to-hand combat (d4 damage). After the first time he takes significant damage, he will begin attacking with his Ilyrian Blackwood quarterstaff, which is inky in color and comparable in toughness to metal. If threatened to the absolute brink of his own death outside of an honorable duel, he will produce YELPIR'S SANGUINE BLADE, and use the spellbook, staff, and VAMPIRE CANTRIPS during combat as well. He has not fed in months, and is very sensitive to the smell of blood.

# DUELING THE BLOOD KNIGHT

## 10. THE CLIFFSIDE ARENA

The stairs from Matsunaga's chamber lead upward and outward into a small mountainside cave, the mouth of which quickly drops off into a sheer, icy cliff. Gaius stands within a circle of glowing blood, twenty feet in diameter (about the size of a boxing ring). He is attacking the air, practicing his form, with a steadiness and severity which belies an underlying, brooding rage.

The circle of blood is enchanted - those who step inside it will find that any metal which touches their body suddenly feels as though it is red hot (d4 damage), including weapons and armor, but also extending to rings, earrings, et cetera. Gaius himself possesses no metal, instead wearing a simple black cloak over crimson monastery robes. The circle is intended to force those who duel him to use only hand-to-hand combat, or wooden weapons. He will explain this clearly to the players, making sure they understand, but will not stop them from attempting to enter the ring with swords, armor, and the like. Additionally, only one opponent may be inside the ring at the time. Gaius will encourage the party to pick the best among them as their champion; he will dryly brag that he intends to drink from the champion on the spot when they inevitably lose.

When a champion steps into the ring, he will present to them a wooden stake, and remind them that the only ways to kill a powerful vampire are beheading or a stake through the heart. With that, he will begin to circle the champion, as a group of four nearby VAMPIRE MONKS introduce a tense and pounding drum rhythm, for background ambience.

While it is not impossible to defeat Blood Knight Gaius fair and square, he does intend to fight to the death, and some parties may want to dispel the enchanted circle of blood in order to kill him as a group. The circle is bound to an arcane blood crystal carried by one of the four VAMPIRE MONKS (when a Monk is killed, roll d4 - this Monk has the crystal if you rolled a 1, or they are the final Monk). Gaius will stay inside the circle for protection until it is dispelled. Additionally, the party may also defeat the Blood Knight by pushing him off the cliff, though they will not be able to claim the reward, which he keeps on his person. If desired, he may show up in another session as a returning villain, having survived the fall.

# DEATH OF A VAMPIRE

*“That damned bastard Gaius - I’ve never trusted him, and never will. If I’ve learned a single thing from sixty-odd decades on this gods-forsaken plane, it’s that when your body tells you to drink, you ought to listen.”*

*From the diary of the drunkard hermit witch, Mor Mag Uidhir*

When Blood Knight Gaius is defeated in an honorable duel, he will fall to his knees, briefly silent, then hoarsely thank the champion before bursting into a swarm of common bats, which quickly scatter away. In his place lie several items:

- ◆ His long black cloak, which has no useful magical effects but is lined on the inside with an enchanted fabric that appears as a starry night sky.
- ◆ His ILYRIAN BLACKWOOD QUARTERSTAFF (d8 damage), a cursed weapon which will not allow whoever wields it to put it down again until they have mastered it (in this case, used it to fight an honorable duel, and won).
- ◆ The spellbook YELPIR’S SANGUINE BLADE.
- ◆ The spellbook VAMPIRE CANTRIPS.
- ◆ A black velvet pouch containing the promised reward - 500 gold, plus 100 times the highest character level in the party.

If Gaius has been defeated fairly, the players will be allowed to leave the Monastery, though almost everyone there will ignore them and speak in hushed tones, save for one VAMPIRE KNIGHT. The Knight, angry and crying, will rush them with no warning, intending to slaughter them as revenge. There is a 1 in d6 chance that either the Monks or other Knights will try to hold them back.

If Gaius’s circle has been broken (or some other situation occurs in which the Cult believes Gaius has been unfairly murdered), the entire Monastery will be hostile, starting with MATSUNAGA on the way back from the **Cliffside Arena**, and ending with the two MONASTERY GUARDS outside.

In either case, Matsunaga will ascend to the title of Blood Knight sometime after the players have left the Monastery. The reward offered for defeating them will be double that of Gaius’ reward, and if the players eventually return to the Monastery for a rematch, the GM should adjust Matsunaga’s stats to reflect time spent training, and portray the Disciple’s fighting style as much more brutal.

# SPELLBOOKS of ST. IAGO'S

## CIRCLE OF THE MOON

A thin red book, decorated with a graphic of the moon's phases. Reading the book will make the full moon appear in the sky at nightfall, regardless of the actual date; in exchange for a costly blood sacrifice upon its pages equal to d4 damage. A single copy of Circle of the Moon is passed around secretly amongst the Knights and some of the less pious Monks, away from Matsunaga's watchful eye, to be used sparingly when hunger runs high and the next Red Mass seems too far away to bear.

## MORPHO'S FIRE

An oversized grimoire, bound with a white matte cover, inscribed with three small black runes arranged in a vertical line. The reader may target a number of people equal to the caster's level; those affected by Morpho's Fire will see the floor of the room they are currently in as a sea of white flame. If their hands or feet touch the floor, they will take d4 damage and believe their skin has been horribly burned until they leave the room.

## VAMPIRE CANTRIPS

A black, pocket-sized book with silver-edged pages. Those who have read from the spellbook may employ a number of harmless magic tricks per day equal to their level, without having the book in hand. Each of the cantrips are illusions associated with classic movie vampires; the exact effects are up to the GM's discretion, but may include:

- ◆ Becoming suddenly adept at ballroom dancing.
- ◆ Not appearing in mirrors or other reflective surfaces.
- ◆ Briefly turning into a common bat, which cannot attack.
- ◆ Speaking with a perfectly charismatic Transylvanian accent.
- ◆ Suddenly disappearing with a flourish of one's cape or cloak.
- ◆ Minor levitation, such as hovering a few inches off the ground or floating slightly for the last few inches of a non-lethal fall.
- ◆ Shifting to an upright position, without using one's muscles, as a vampire awakens from their coffin.

## YELPIR'S SANGUINE BLADE

A medium-sized tome with pages covered in old bloodstains. Reading from the book and providing the requisite blood (1 damage) causes a shimmering red longsword to drip from the wound and float near you, following your movements. You may make an additional attack with the sword (d8) each turn. Every hour, the wound continues to bleed (1 damage) to maintain it. Little is known of the vampire called Yelpir, but some say they were the true First Disciple, before disappearing mysteriously in search of a wizard with a pointed hat.

*"Tonight, we suffer, lamenting the loss of our  
guiding light. Fear not. I am the darkness  
which remains..."*

*...and those who dare challenge us cannot see  
in the dark."*

*The First Gospel of Blood Knight Matsunaga*

# EPILOGUE

If the GM and players particularly enjoyed the module, here are some possible hooks for future adventures which tie into the story:

- ◆ A copycat cult of zombies has been started in a dilapidated mansion by an intelligent zombie named Eledore; the state of the mansion is more akin to a dysfunctional collective living situation than a monastery. However, a problem has arisen which is far more severe than moldy dishes or unpaid tax to the landowner: almost half of the zombies in the cult have gone completely hollow, attempting to devour outsiders, other zombies, and themselves. Eledore hires the party to either find a partial cure for the feral zombies, or, if necessary, kill them all as quickly as possible. The reward is high, as the crisis is quickly spiraling out of control.
- ◆ The party bumps into Sycorax one night in a crowded tavern, who has become infected with vampirism following a scuffle with a Dire Bat on her way out of the Monastery. She is now in a romantic relationship with a charismatic human woman named Xyla; the two have a consensual blood-drinking arrangement which Sycorax far prefers to the Cult's self-flagellation. However, Sycorax's thirst for blood is becoming too much for Xyla to manage, and the couple asks the players to find another willing suitor for the both of them.
- ◆ A scandal arises in the Monastery which has created a schism between the members of the Cult. Rumors abound regarding Matsunaga's true parentage, and many doubt that the dhampir is really half-vampire at all. Out of options, a Monk belonging to the loyal faction contacts the players, asking them to track down Matsunaga's mother, an elusive millenium-old vampire called Princess Ayano, and bring her to the Monastery. Unfortunately, Ayano has been on the run from an Inspector Javert-like Paladin of the Sun God since before the party's parents were born. The Paladin, a similarly immortal being called Leichenberg, will stop at nothing to destroy her, as retribution for her crime of feeding on a stolen sheep. Leichenberg is twisted, evil, and delighted by violence. Because of the wrathful Sun God's hatred for vampires, he is invincible as a hunting boon, until exposed to absinthe.



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