

The crumbling ruins of an ancient temple lurk in the distance. Heavy black clouds hang ominously above, bathing you in an unnatural darkness. The decrepit stone leers at you as you approach, warning you to turn back now. Dare you tread the hallowed grounds of...



The Forgotten Abbey



Encounters Time

A Procedural Dungeon Generator by Olobosk

Rooms Treasures

This dungeon is procedurally generated using a standard 52 card deck:

1. Add the listed ♠ and ♣ from the below tables to 3 decks:

The Courtyards | The Sanctum | The Undercroft

2. Randomly deal the indicated number of ♥ and ♦ to each deck.

3. Shuffle each of the 3 decks and place them along the right edge.

When moving into a new room, draw a card from that area's deck.

If it's a ♣, describe that room from the table below.

If it's a ♠, describe that encounter from the table below.

If it's a ♦, put it into your hand, draw again.

If it's a ♥, put it into your hand, draw again.

The Courtyards

Start here. Collapsing walls divide these cracked flagstone ruins. A locked door in the Parlour leads into the Sanctum.

♦ x3 ♥ x6

2 ♠ Atmosphere, d3 - (1) The clatter of collapsing stonework echos about the chamber. (2) Murmurs and whispers linger in the air. (3) Shadows shift in the corners of the room.

3 ♠ d4 Grave Robber Ghouls - Half-decomposed corpses of previous tomb robbers, they shamle after anything that looks valuable. They attack with clumsy fists and rusty weapons.

4 ♠ d8 Skeletal Habit - Tattered robes hide undead skeletons of several monks, hoods pulled up and faces in shadow. Their skeletal frames walk the courtyards, parodying their routines in life.

5 ♠ d3 Possessed Grotesques - Bestial figures of carved stone, clamber down from the surrounding masonry. Ghostly flames burn in their eyes. Fierce guardians, they attack with stony claws.

2 ♣ Graveyard - All that remains are weathered gravestones and overgrown weeds. If investigated, one character will find a distant ancestor buried here along with a valuable family heirloom.

3 ♣ Cloister - Stunted arches jut from pillars of rubble down a long corridor. Few pieces of the ceiling remain, most of it sits in crumpled heaps littering the cobbles underfoot.

4 ♣ Narthex - An echoing antechamber. A partially collapsed staircase leads up to an unstable belfry, huge brass bell intact. Rotten doors hang from great hinges on what was once an entrance.

5 ♣ Parlour - Shredded velvets and satins upholster what is left of the wrecked furniture. The guestbook lists the last visitor d100 x10 years ago. Signing it brings a character luck on thier next action.

The Sanctum

These dark rooms are separated by creaky wooden doors. A trapdoor in the Infirmary leads down into the Undercroft.

♦ x4 ♥ x4

6 ♠ Atmosphere, d3 - (1) Faint gregorian chant reverberates through the ghostly halls. (2) Scratching and scraping noises come from the walls. (3) The sudden thud of a door slamming shut.

7 ♠ Matron - A bright white cornette drifts slowly onto a random character's head. They become possessed by the Matron. She will scathe the characters for being out of bed, and try to herd them back.

8 ♠ The Almoner - A friendly faced wraith floats by bearing gifts of rotten food and dusty clothes. They insist on donating to any visitors and get quite irate should they be rejected.

9 ♠ 2d4 Ash Ghosts - Rising from long dead fires, ash ghosts are specters of swirling soot. They choke their victims with lungfuls of dust, and pummel them with the surrounding debris.

10 ♠ The Weeping Choir - A wailing, song-like cry accompanies this group of floating specters as they drift through the Abbey. This beautifully terrifying music slowly drains the living of happiness.

6 ♣ Calefactory - An enormous carved stone hearth dominates this dilapidated chamber. On entry the dusty timbers erupt into ethereal fire, bright blue and white flames that freeze instead of burn.

7 ♣ Refectory - Rows of ramshackle tables and chairs, peppered with discarded plates and cutlery. A long decayed pantry in the kitchen contains an ancient recipe book of herbal remedies. 5 in 6 work.

8 ♣ Dormitory - A corridor of small, simple chambers fallen into disrepair. Each contains a simple grimy bed, a flaky prayer matt and a tome of short orisons that, when spoken aloud, draw nearby spirits.

9 ♣ Infirmary - An arcade of cubicles separated by flimsy wooden partitions. Ragged curtains hang in the archways concealing fragile cots and cabinets of various long spoiled medicines.

10 ♣ Scriptorium - Collapsing bookcases hold rolls upon rolls of scrolls detailing the long and dull history of the religious order that once lived here. A thorough search will reveal a divine spell scroll.

The Undercroft

Rusty iron gates lead to cramped corridors that snake between these underground chambers.

♦ x6 ♥ x3

J ♠ Atmosphere, d3 - (1) Ghostly hands grab and shove characters about. (2) A gust of screams shoots through the group, blowing out torches. (3) Trapped souls wail hopelessly for help.

Q ♠ The Abbess - A Litch with dominion over the Forgotten Abbey. She refuses to let her order die, so while she remains, the souls here are trapped. She resurrects a random ♠ if threatened.

K ♠ Father Al'Dea - A priestly wight who's ghostly chants echo ominously as he wanders. He will attempt to purge any invaders from these sacred halls with holy words and ethereal fire.

A ♠ d6 Mummified Saints - Shrivelled zombies dressed in filthy vestments and wielding elaborate crosiers. Stumbling towards intruders, they spit curses that blind, mute and paralyse.

J ♣ Crypt - Vaulted ceilings and low archways make the crypts feel claustrophobic. Alcoves hide erupted sarcophagi containing valuable artefacts. Once coveted items, taking them will anger the dead.

Q ♣ Presbytery - This room is decorated floor to ceiling with murals. They depict a ritual for becoming a lich by entrapping hundreds of souls. The very ritual performed by the Abbess herself.

K ♣ Chapter House - A towering, pristine chamber. A single fluted pillar rises into a fan vaulted ceiling. Speech reverberates so powerfully here, that it acts as the spell *Command* on the living.

A ♣ Cellar, d3 - (1) Barrels of ale (2) Shelves of cheeses (3) Jars of preserves stack in dark caverns. There is a 2 in 6 chance that any recovered item is still preserved, otherwise it is poisonous.

As you play, lay the ♣ face up on the table like a map. Whenever players return to a room, choose to search or otherwise do something time consuming, draw a card from the current area's deck. Ignore any ♣ and keep drawing until you find a ♥, ♦ or ♠. Return any ♣ to its deck, and reshuffle it.

The Abbey is a maze of ever shifting architecture infested with undead that resurrect indefinitely. After an encounter, or a successful search, have a player draw a card from your hand. If it's a ♦, they find a treasure amidst the ruins, listed to the right. If it's a ♥, place it face up on the table. If at any point the ♥ values total over 21 by Blackjack rules, then reshuffle all cards (not including the current room or acquired ♦) and repeat the setup.

- 2♦ Mummified Hand - d4/day possess another's hand for a minute.
- 3♦ Undead Mask - A leathery mask of skin, the wearer appears undead.
- 4♦ Ghouls Teeth - Caltrops, save vs. poison or flesh rots.
- 5♦ Prayer Beads - Carved into skulls. 1/day Command d4 random undead.
- 6♦ Symbol of Turning - 1/day turn d6 random nearby undead.
- 7♦ Cursed Incense - Burning it smells of death, attracts nearby undead.
- 8♦ Jar of Ectoplasm - Objects coated with this can touch the incorporeal.
- 9♦ Ghost Glass - When looked through, reveals the invisible.
- 10♦ Spectral Bracers - Hands of the wearer become ethereal.
- J♦ Undead Flowers - When they are planted on a grave, it raises the corpse.
- Q♦ Bone Wand - 2d4/day fuse bones.
- K♦ Ring of Zombie Appetite - Wearer can only eat rotting flesh.
- A♦ Abbesses' Phylactery - A puzzlebox, re-configures when the decks reset.