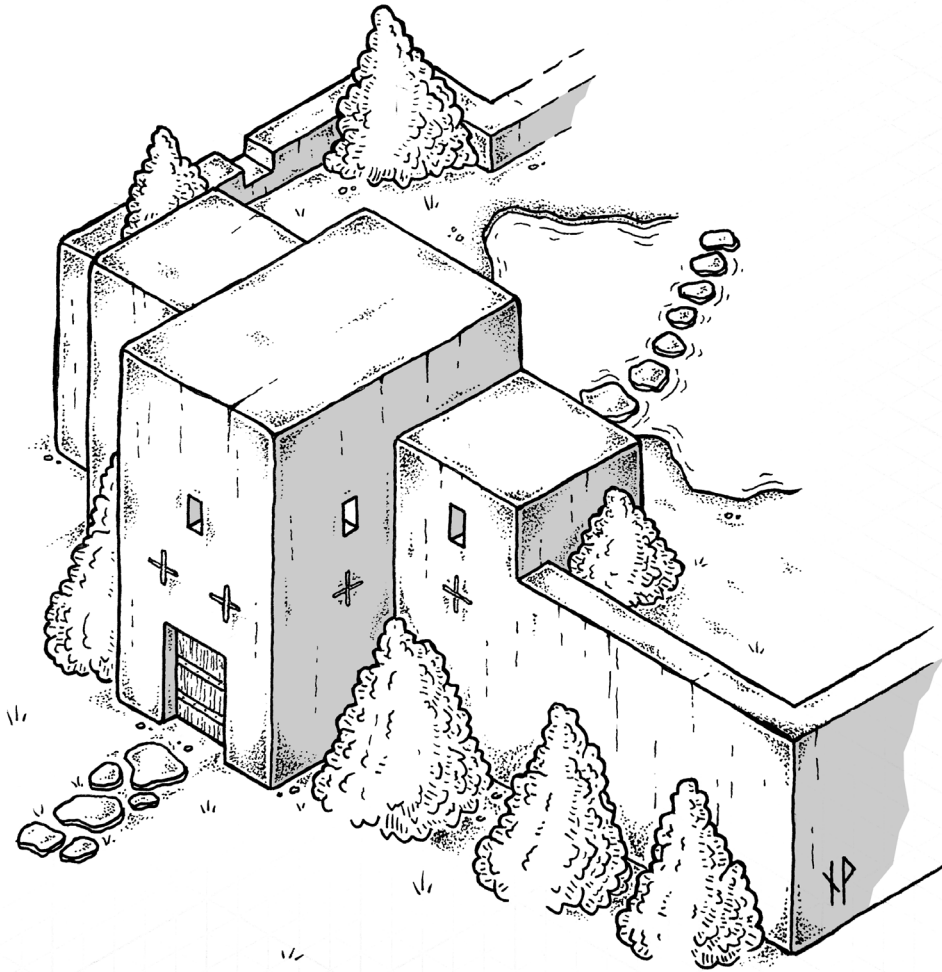


# The Haunted Cloister

A Paths Peculiar module for fantasy roleplaying games



## What happened here?

The monastery is located in a secluded mountain area. It was the monastic home of the monks of the chalice.

A century ago a disguised hag snuck a curse into the well of prayers, bringing doom to the cloister.

Today, the darkened halls echo with ghostly whispers. The monks haunt the monastery as vengeful apparitions.

No one goes here - treasure may still be found.



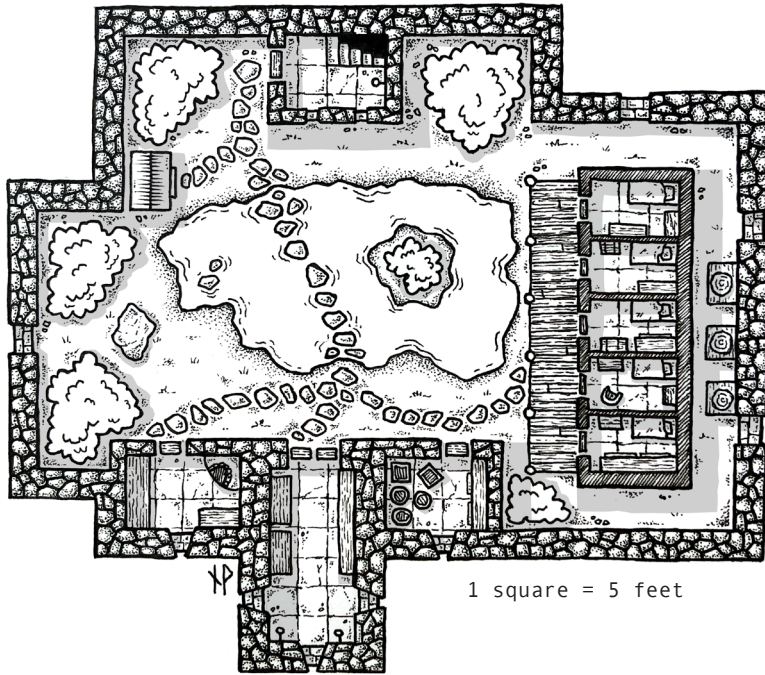
## The Roof Garden

Once a lush, serene and beautiful place the garden is now overgrown and angry carrion flies buzz in the stale air.

The smelly pond water is thick with algae.

The quarters contain the few personal possessions of the monks.

Brother Ezek the gardener haunts this place. He still tends to the beehives.

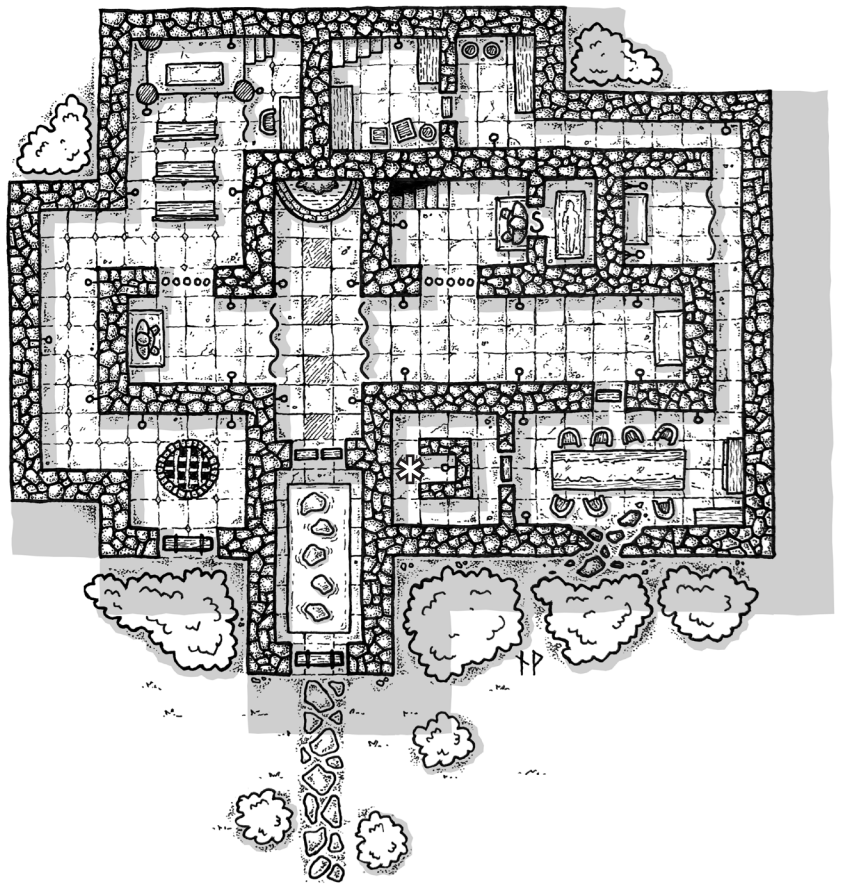


## Ground floor

Undead koi stares from the murky waters of the gatehouse pool.

Well of prayers in southwest corner.

✱Everburning torch with permanent circle of protection vs. evil. No ghosts come here.



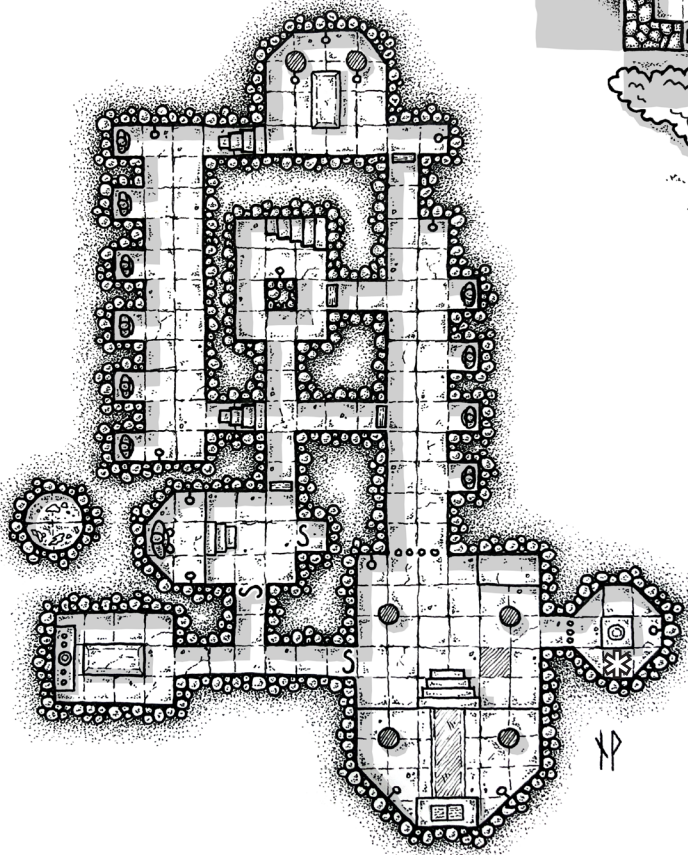
## The cellar crypts

Mummified corpses of the previous monks.

Cursed whispers from inside the walls.

Portcullises controlled by hidden levers.

✱The silver chalice.





## The hag's curse

The hag disguised itself as a pilgrim and put a curse in the dry well where visitor's normally drop written prayers. The curse can possibly be lifted by filling the well with large quantities of holy water.

For each hour spent in the monastery, roll 1d10 for the effect of the curse (decide victim randomly). It's up to the referee to decide if some of these effects are permanent.

1. Nauseous, vomits maggots
2. Hair starts to wiggle like worms
3. Teeth fall out but can't be spit out
4. Can't stop whistling an eerie tune
5. Can't stop smiling
6. Lips freezes solid
7. Voice changes for every spoken sentence
8. Clusters of hundreds of ticks in armpits
9. 1d10 finger joints snap
10. The hag approaches

## Author's notes

The Haunted Cloister is not a fully detailed adventure. It's a set of maps and ideas to serve as inspiration. It will require a little work by the referee. It's not intended as a "combat adventure", but rather an eerie ghost house exploration. The undead monks are apparitions and not physical encounters, but if you wish to add combat you can instead use ghouls or wights.

The Haunted Cloister is free to download and print for personal use, but please do not publish it online or in print without written consent by the author.