

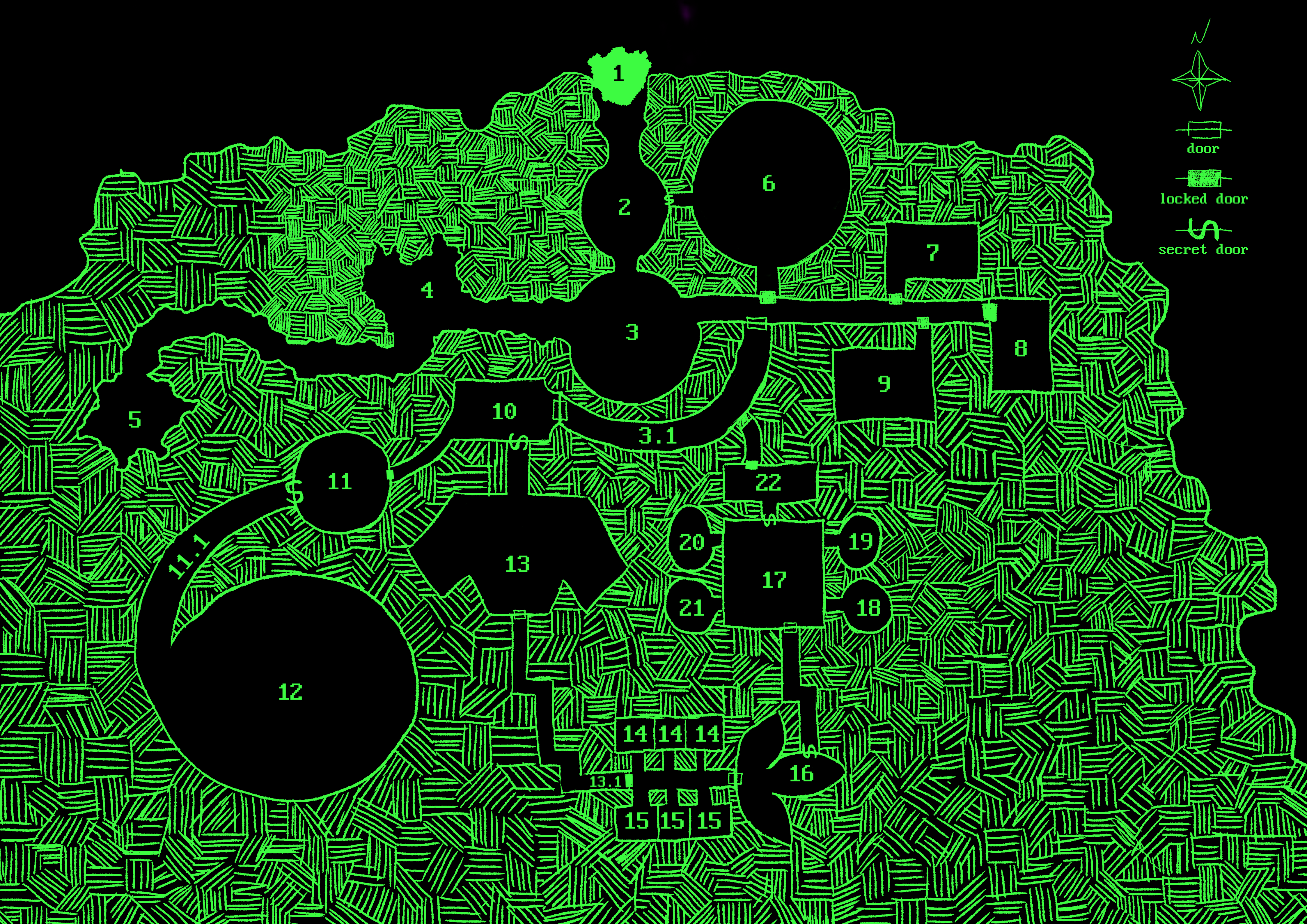
# BLACK SUN RISING

BY GUSTAVO TERTOLEONE



A DUNGEON CRAWL ADVENTURE FOR OSR GAMES  
COMPATIBLE WITH LAMENTATIONS OF THE FLAME PRINCESS







# BLACK SUN RISING

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Dear gamer,

The Black Sun Rising Project is an adventure to be played with your favorite fantasy game. It is focused on OSR games, and developed using the Lamentations of the Flame Princess rules book, but with a little effort, it is possible to be converted and played with, say, Dungeons and Dragons 5e or Dungeon World, but in nature this is an OSR Adventure. This was first thought to be put together with other content for the third edition of "O Povo do Buraco" fanzine, but because it got too big I thought it would be a good idea to wrap it up and release it as a module. I hope you enjoy this as much as I did while writing it and playing it.

Send me a feedback about how your session went and about the details of your players actions!

Gustavo Tertoleone.



# THE SETTING

The Thule Society was an occult group of nazis. During World War II, they traveled around the planet looking for paranormal objects to aid them in their final goal of world domination. In 1943, the Führer started to believe he could lose the war thank to a high number of lost battles in strategic positions throughout North Africa and the Eastern Front. But, after so many months of research, the Thule Society saw an opportunity to change the scenario. The Nazi Cultists had found a lost library close to the the Dead Sea. The content of the library, was retrieved and brought back to Germany. The scrolls found in there were covered in ancient notes explaining different rituals to travel back in time.

Rudolf von Sebottendorff, the head behind the exoteric group, had a strong belief that the most powerful weapon the Third Reich could have would be the Lapis Philosophorum, the Philosopher's Stone, and the Führer couldn't remember how many times Rudolf has pissed him off talking about the Stone, how powerful it was and how the Reich needed it. Because of it, Rudolf got permission to use the ritual found in the scrolls in order to grab the long lost object and then make the Reich even more powerful.

Rudolf spent his whole life studying about the Stone and people who could have been successful in creating it, and he got pretty confident about a specific person, someone who had succeeded in the creation of such marvelous object, according to some old tomes: Ritschmaniof, the Alchemist.

Ritschmanioff was a very famous alchemist who had lived during the beginning of the 16th century in Austria. His grave was found later on by archeologists who discovered the place, which was a gigantic mausoleum inside a natural cave, empty, probably sacked by grave robbers. The place was a creation of Ritschmanioff himself, who had hired masons to help him built the place.

Rudolf von Sebottendorff thought that the stone was probably inside the grave, and then got probably robbed after someone else discovered the location of the Alchemist's final rest place. Rudolf then started to plan a ritual, he took 25 soldiers with him to the place where the alchemist was buried, but 300 years in the past, throughout time and space according to the notes on the old scrolls they had found near the Dead Sea. Everything worked fine and during the cosmic ritual all the 26 people dis-

appeared from the Nazi base in Berlin. After they were gone, one of the soldiers, the youngest who just got accepted in the SS, asked his superior in doubt "But why they haven't simply moved some more years and taken the stone from Ritschmanioff himself?", everybody started to look at each other weirdly and gasp at each other.

The nazi squad was then teleported to the entrance of the cave back to 1643 and got inside the place. Some hours before that, the PCs got a map showing the location of a "tomb full of treasures that nobody dare going inside". The way the players will get the map is completely up to the referee, but it is important to remember that the nazis are something like one hour in ahead the players, so when the PCs get inside of the cave it will have passed 1 hour since the arrival of the nazi soldires.

## THE NAZI BONUS

It is important for your players to learn about this bonus by action, any time any of them choose to punch a nazi, give this PC a +2 bonus to hit. Don't tell them right after, give the other players a chance to punch a nazi too. Next time one of these players try to attack a nazi tell her she has that much to add to the roll. Remember,

this bonus only works if they PUNCH a Nazi with their fist. If any of the players, for any reasons, yells "Fuck you nazi" then give her a 100 XP bonus, otherwise if she yells "Fuck you NAZI SCUM", then clearly she deserves to insta kill in a successful roll against that fucking nazi! Those only work once, differently from punching those assholes. Have fun!





## THE TOMB

The following numbers are descriptions of the different places in the map of this big mausoleum. Takesome notes if necessary about the different places so it can be easier to reference once your players got inside one of the rooms. Do not forget to foreshade each place, and work on the atmosphere as well.

### #1

The entrance for the huge catacomb, designed by Ritschmanioff himself, is a natural cave blocked by an enormous and deformed rock. The rock bleeds every time someone tries to hit it with a pickaxe or similar. If mined, the core will reveal itself as the corpse of an unspeakable being, sleeping through ages. The corpse is a sleeping god whose spirit has long abandoned the body. If the mummified remains are taken, the party could sell it for 120 silver pieces to a regular buyer who would simply exhibit as a furniture piece, or 5.000 silver pieces to an initiated cultist who knows what the PC is selling. The natural cave, in which the catacomb was dug and built, used to be very small with no more than 25 feet long and it was kept this way, at least as the entrance of the place. People looking for a space around the rock will notice a small



hole that fits an adult person.

### #2

Roll on the Random Encounter Chart and cross the result. This chamber is circular and decorated with stone heads of other famous alchemists, positioned in a circular design following the wall. In the center of the room there is a black fountain that spills a black liquid. The liquid is called The Unwater, a mixture created by Ritschmanioff that works as the opposite of water, it dries anything it touches although it is liquid. Touching it triggers a Save vs Poison in which failure means to have 1d6 damage of dehydration and have the member shrinked and mummified, drinking and failing to the Save vs Poison will result in 4d6 damage and being prone to the floor for 1d4 hours, which need to be spent resting while the body fights the mixture that slowly loses its acidic characteristics, standing up causes 1d4-1 damage per hour. On the fountain there is a brass plate fixed with the sayings:

"Here I gladly present you with one of my greatest deeds, welcome to my place of rest, in here you will find eternal life".



### #3

Roll on the Random Encounter Chart and cross the result.

The floor of this circular chamber is covered with names in a huge and beautifully designed family tree, the walls are covered with holes in which there are statues of deformed mongrels. Each one of the 60 holes, one on the top of the other forming columns of 4 holes each, has a stuffed monstrosity inside of it. The mongrels are blasphemous depictions of dogs alchemically crossbred with children, all of them have bizarre deformities. There are 60 names written in gold plates on the family tree. Taking a name plate from the floor will trigger a percentage roll, 65% or lower will awake the stuffed animal with the same name of the golden plate. All mongrels have the same status but each one will have a specific attribute rolled and defined by the DM.



### #4

Roll on the Random Encounter Chart and cross the result. This place is an untouched natural cave with an opening on the top of the mountain, in which the catacomb is positioned. This cave was found during the built of the place and it is fully covered in spider silk, the floor has dozens and dozens of natural candles, which are forever lit as gas is emitted slowly from the inside of the ground, and with little space between them. If anyone chooses to analyze the floor they will notice a sticky substance all over it. This is a byproduct of the combustion on the top of the natural candles and it is an equivalent of Greek Fire, the liquid worth 65 silver pieces per flask.

The candles are similar to stalagmites and will keep on burning if untouched. If they are touched or taken, they will break and a big gulf of flame will rise to the surface, putting the sticky substance on fire burning all the way to area 5#. This place is also full of Leonardo-Di-Caprio Spiders that are very poisonous.

These spiders, at first glance, are like smaller versions of the actor in The Revenant, but once the adventurers approach them they will notice that appearance as a natural co-

location and design, in reality they are despicable little monsters that will swarm the place right after someone enters and touches the silk. The spider venom triggers a Save vs Poison. Failure will result in 1d4 reduction of the constitution stat and an effect similar to the "very old ludes" from The Wolf of Wall Street.

Anyone walking fast or running should succeed on a Dexterity check or break 1d4 natural candles to the floor lighting the greek fire. Anyone inside of the chamber will take 2d4 damage per round.

### #5

Here lies the mother of the spiders from area 4#. It is an enormous black and yellow Bearantula, body of bear with limbs of spider and skull infested with tarantula eyes. At first, the spider will pretend to be dead, then it will try to grab one of the adventurers and quickly run to the top of the cave, after it finishes to cover the PC with silk it will attempt to do the same to the others. The spider will not kill the PCs, instead of feed on their corpses, it will stick her eggs inside the bodies of them triggering a Save vs Poison. Everyone who fails to this roll will get 1d20 eggs installed inside their stomach. Every one who succeeds will have their



organism fighting the infection and destroying the eggs. The tarantula won't mind if the PCs get rid of the silk and walk their way out. The infected PC will have a surprise after 4 hours. His belly will start to bloat and during the 4th hour it will burst making an exit to the 1d20 newborn Leonardo Spiders. These spiders will then try to eat their "human-womb" alive draining the body fluids until it becomes a dried carcass. The bursting of the PC's belly will cause death in 1d20 minutes if nothing is done.

## #6

This place was one of the first built by the masons hired by Rischmanioff. It is a circular chamber completely covered with tiling. It looks like a greek bath house and is completely dark. On the center there is a huge pool of water where 4d4 Axolotl-people live. They are blind and have Axolotl traits. They have been digging the bottom of the pool and creating a deeper underwater chamber where lots of eggs are waiting to be hatched. The salamander people are savages who only know to fight, defecate and fuck. Their shit is silver, because of that the bottom of the pool is also covered with feces worth 1.200 silver pieces. Although they are blind, these mutants have great hearing abilities, they are

hostile and will attack anything that enters inside their chamber. On the door leading to this chamber the PCs can find a silver plate with the sayings "Here I ask god for forgiveness so these creatures are inhuman abominations". On the East of the chamber, near the ceiling, there is a small hole that fits an adult human, it leads to a small tunnel which can be crawled in order to reach chamber 2#. This passage is a secret location, hidden under fake tilings.



## #7

"This is my second sin so you shall not enter", this is what is written on the silver plate on the single wooden door heading to this small chamber. Inside of it there is a gross smell of pus and death, walls covered in human feces with flies wandering around up and down. In the center of this small room there is a single corpse, half rotten half intact, full of black

bulbs that grow on the skin, muscle and bones of the poor soul. The cadaver will reanimate once the door is opened. This is an experience that was supposed to lead to the cure of the bubonic plague, instead the result was a living-dead vector which is extremely contagious. The living-dead won't die unless his head is crushed. Touching or even breathing really close to him will trigger a Save vs Poison, failure will result in contagium of the bubonic plague. Hanging on the wall on the left is a skeleton key, this key opens the door to number 8#.

## #8

"My third sin and not the last". The door can only be open by picking the lock, a successful open doors roll or the key in room 7#. Inside this small chamber, there is a gigantic cockroach who will ask for help right after the PCs enter the place. The roach will ask for water and food and then will ask the party to let her go, that it was locked there by mistake and that it used to be a man but got accidentally trapped inside this body. The roach will also ask for the PC's names and if it gets what it wants will run to the nearest city to ask for information, then will be captured and tortured by the church so it reveals who did that to it. Before it is completely burned at the stake for



being a deformity of god's creation caused by Satan, it will say the names of the adventurers who then will be wanted for witchcraft. If the PCs slain the poor roach they will find within its body a small necklace with two painted pictures, one of a man with fancy clothes and a woman also with fancy clothes. The necklace worth 50 silver pieces.

## #9

"My final sin the abomination to take kings down". This is a very cozy chamber, with a nice night stand, tapestry hanging from the walls and candles burning on candlesticks fixed to the walls. sitting on a chair, is a creature with the body of a gorilla and a waist-up human being projected from the place where the gorilla's head should be. It seems to be playing chess against itself, and is completely able to have a fine conversation. The creature feeds on information and intelligent actions, because of that there is also a wall covered with bookshelves inside this chamber. The creature's name is Adam and it will welcome the players for a chess game. It will explain anything they want to know about the creator of the tomb, but won't be able to help them about the chambers of the tomb. It will ask the PCs to leave the door closed because

It can't handle the outside world anymore. Anyone playing against the creature will have 80% chance of losing, in which case will have 1d10 intelligence points drained for good. There are a total of 3 special tomes inside the bedroom mixed with other regular books, they can be rolled on the chart on the next page and it will take a total of 1d10 minutes for them to find each one:

## #3.1

There is a trap in this corridor, it can't be seen by normal eyes but it is there. Everyone not being careful will have to roll a Save vs Magic. Failure will cause the PC to pass through a mirror and she will see herself walking back to the beginning of the corridor alone. If the PC walks more than 5 steps to any direction of the corridor, Save vs Magic once again, failing will result in the same result and now walking 2 steps will trigger a final Save vs Magic, failing again will result in the PC being locked up inside a mirror reality only seeing herself any direction she looks at and crossing mirrors forever. She can't die. Take the player's character sheet and save it for a day in which the PCs find a way to rescue the lost companion. Succeeding at any of the Saving Throws will free the PC from the illusion trap.

# THE BOOKS ON THE SHELF

- 01 Poems and Cooking by Aristotle: 250 pages/2d20 days to read, +1 to bushcraft.
- 02 The Living Dead by Arthur the Great: 300 pages/3d20 days to read, +1 to atks vs Undead
- 03 The Dark Designs by Al Azhrid: 75 pages/1d8 days to read, +1 to Occultism.
- 04 The Frog and the Scorpion by Le Blanc: 120 pages/1d20 days to read, +1 Charisma.
- 05 Massacre, a guide to torture by Giacomo Antonio: 38 pages/1d10 days to read, +1 to atk rolls.
- 06 Ingenious art of Blowing Over by Father Clement: 88 pages/1d4 days to read, +1 to Stealth.
- 07 How to Make Friends and Influence People by Dale Carnegie: 70 pages 2 days to read, +2 charisma.
- 08 Das Kapital by Karl Marx: 35 pages/2 days to read, +PCs with INT higher than 16 will start to have revolutionary thoughts in the next days.
- 09 Casting Spells for Bummies by John Milton: 250 pages/1d10 days to read, teaches hand movement and chantings, +1 to spell rolls.
- 10 Delicious Cuisine from the East by Huan Chu: 300 pages/1d4 days to read +2 to Bushcraft.
- 11 The Secret of Fine Jewelry by Otto Henschmear: 150 pages/1d6 days to read, +2 to tinkering.
- 12 Anatomy of Men by Sir Aldophus Astophus: 550 pages/4d12 days to read, +1 to sneak attacks.
- 13 Great Halls of the Elder People by Clark Ashton: 892 pages/12d12 days to read, +2 to Architecture.
- 14 Manuscript to Across the Sea: 325 pages/20d20 days to read, +2 to languages.
- 15 The Wealth of Nations by Sir Adam Smithy: 82 pages/2days to read, pcs with 16+ WIS will get 1d20x more profit from business.
- 16 The Gods As: 120 pages/1d4 days to read, teaches to have infinite luck, all rolls should have 2 dice and the best result must prevail. This works until a remove curse is cast upon the pc.
- 17 Blue People by Magi Wong: 35 pages/1d2 days to read, the ritual to become a werewolf, doing so results in +2 strenght.
- 18 From Out Space by Octavius: 13 pages/1d12 days to read, The body of the pc will rot and decay and the conscience will be sent to a new, alien, body of a Victor, pale and using black leather. The pc becomes a Magic User.
- 19 Recipe for Good Bread by Acropolita: 15 pages/3d20 days to read, a recipe of Black Bread that works as a charm spell. Ingredients are rare.
- 20 Sodomy by Ahmw: 6 pages/6d6 days to read, +66 Intelligence, brain bursts while the pc learns about everything possible. Roll 1d2, 1 equals death, 2 equals death and reincarnation in the form of a black cat.



## #10

This is a small room with paintings hanging from the two walls on the sides. The paintings depict laboratories of alchemists, some with goth architecture, others byzantine, chinese and even arabic. These paintings worth 300 pieces of silver each, with their frames and if undamaged. On the floor there is a message written saying "To all the masters in the right order they should be Zosimos of Panapolis, Jabir Ibn Hayyan, Xu Fu, Gilles de Rais, Roger Bacon". If the PCs look closely they will see each painting with a small brass plate on the bottom of them depicting the names of the alchemists above. This is supposed to be a mechanism to open a secret door, the problem is: Nazis have passed through this room already and they had figured out how it works before moving to the secret chamber in area 13#. The entrance is hidden by the painting of Jabir Ibn Hayyan and once someone moves the painting will be possible to crawl through a small and dark tunnel on the wall.

## #11

This is a small circular chamber, roll on the Random Encounter Chart. The chamber is an alchemy lab not only containing hundreds of books on the walls but also mechanisms, scrolls

liquids and sculptures. The whole place is a lab worth 10.000 silver pieces if undamaged, but do not say this out loud, leave to your players the choice of grabbing anything here to be sold or simply leave it behind. PCs should ask exactly to look behind the book shelf on the west in order to find the secret entrance to the corridor in area 11.1# otherwise they will see this place as a dead end.

## #11.1

This is a small corridor that leads to area 12#, it is a dangerous and treacherous way once Rischmanioff had put a terrible trap in it. The floor of the corridor gets stickier in the middle of the way, everyone should Save vs Paralyze, PCs who fail to the Save will start to sink on the quicksand and in 1d10 rounds will completely disappear, losing 1PV each turn until they die. There are no visual difference on the way throughout the corridor, just the feeling the the floor gets sticking to the PCs boots. On the walls there are torches that are not lit.

## #12

A huge circular room with a gigantic pool coated with golden tiling and filled with a translucent yellowish liquid. The walls are pure blocks of stone covered with torches. Next to

the eastern wall there is a big statue of a black goat with human body sitting and pointing one of its hands to the floor and the other to the ceiling. The eyes are bright as rubies, and worth each 600 silver pieces. On the bottom of the pool there are different objects made of gold, all of them together worth 6.352 silver pieces. The pool is also filled with an acidic compound that dissolves anything except gold, that's the reason why the liquid looks yellowish, the tiling inside the pool are all made of gold. Touching the Acid will cause 1d10 damage and corrode the skin until it reaches the bones, slowly stopping the effect. Jumping inside the pool will cause 3d10 damage per turn and regressive damage after getting out of it (2d10, 1d10, 1d8, 1d6, 1d4). The acid burn will deform the PC for life.

## #13

Roll on the Random Encounter Chart. The entrance hole to this chamber is through the wall that connects area 10# to this one. The chamber is shaped almost as a diamond and the ceiling is almost 40 feet tall. The floor is coated with grey and black tiling with several wood-covered chests next to the corners of the room, which are filled with rags, antique pieces of parchment, bronze broken jewelry (482 silver pieces). Spider webs can

be seen on the corners of the walls and along the ceiling. Positioned on the very center of the room there are 5 coffins of black wood, full of details in gold and silver, it seems to be a fine job and each one would worth 500 silver pieces. The coffins are positioned around a circular stone table with 5 small plinths around it, on the top of the table there is a chess board and 5 mugs. The chess board is also fine decorated and worth at least 70 silver pieces, the mugs are made of horns, very well crafted, 10 silver pieces each. If the players decide to look inside the coffins they will find a human inside each one of them. They won't move unless it is night outside, then they will yawn, stand up, thank the PCs for waking them and gather around the stone table to discuss. These are more than just vampires, they are philosophers, trapped by Rischmanioff to be in his company sharing knowledge. They will gladly suck one's blood if offered to them, but they rather be discussing one of the topics from the chart below. Their names are Anaxagoras, Socrates, Plato, Aristotle, Thales. Standing in this chamber while they talk, trying to pay attention to what they are saying will trigger a Save vs Paralyze, in which failure will make PCs sitting to the floor and starting to pay attention to what they are discussing for as





long as it takes until something breaks the PC's concentration. Anyone willing to participate on the debate will be welcome, and doing so on during the game against the referee and interpreting the PC's nature could be rewarded somehow by the referee.

### 1D8 DISCUSSION TOPICS

1. What is the Truth?
2. What is Reality?
3. What makes you, you?
4. Who defines good and evil?
5. What is true love?
6. What is intelligence?
7. What defines life?
8. What is better, freedom or equality?

### #13.1

This corridor is completely dark and right after entering it the PCs will listen to the crying of a baby. As the PCs approach the cry will get louder and louder as if the baby was in pain, once they turn left they will see a baby on the floor by the end of the corridor, next to the baby is a small brass candlestick with four candles illuminating the floor and part of the corridor. Attached to the

candlestick is a piece of parchment with the sayings "The Key is inside the baby". At the end of the corridor PCs will find a door, it is not possible to be opened, can't be picked once the lock gets smaller and smaller if someone tries to pick the lock. Bashing the door will feel like hitting the body against the wall. The one who slays the baby will find the key inside his belly and from now on will have endless nightmares with the baby, waking up at night, wetting the bed and screaming while sleeping. This PC is doomed for doing the unthinkable, slaying the purest of the souls. The PC will see the baby crawling and creeping around the places where she is during night time and will swear to have felt a baby whispering something to her ears when in complete darkness. The torment will never end until she gets crazy or dead. Mechanically speaking the mind of the PC will be so fractured that any test should need 2 rolls, always prevailing the worse of them. The baby will reappear after 1d6 hours, a new one, with different traits, never the same.

### #14 & #15

Roll on the Random Encounter Chart. The door that gives access to this part of the corridor will simply open once someone kills the baby in area 13.1#. In this area the



adventurers will find 6 doors leading to 6 dorms with 1 bed each and lots of mason tools. On the top of each bed there is a single skeleton, one of them, sort by a d6, will have 3 gold teeth worth in total 35 silver pieces.

## #16

This chamber is shaped as a fleur-de-lis. This place is painted in pitch black with white mystic runes written all over the walls, floor and ceiling. Sitting on a throne, writing on a piece of parchment is a man with silk clothes and the head of an Ibis. This creature speaks slowly and seems to be very calm. It appears to be friendly and not very talkative. This is Toth, a god from a different age, He was chained to this room in order to warn robbers and invaders of the dangers related to the philosopher's stone. This god is the one who have inspired Ritschmanioff when the alchemist created the stone, therefore, responsible for its creation. The stone, he will say, is doomed. It won't bring nothing less than pain, sorrow and grief to those who seek it. Those who choose to continue their path to the stone shall write their names with their own blood on the book of life in order to move to the next chamber. And the ones who do not write their names won't be physically able to open the door and go to the next

room, instead they will open the door and see a stone wall.

## #17

Here is where the adventurers will find Rudolf von Sebottendorff with five other soldiers and members of the Thule society. Rudolf doesn't want to fight, he prefers to trick the adventurers in order to help him recover the stone and then murder all of them. This chamber is a big cube of 33x33x33 feet, it has five doors, two on east, two on west and one north, being this last one a secret passage possible to be opened fitting the fake stone to the hole close to the floor, this hole has to be noticed by a successful search test or by any PC looking for details on the wall. If the players choose to fight the nazis, they will fight back, Rudolf will surrender to the players if his soldiers die, he will kneel and beg, but once the stone is in front of his eyes he will try to grab it and get rid of the PCs. The place is adorned with 4 sculptures of antique alchemists made of some kind of black rock. each worth 1.000 silver pieces and weighting at least 2 tons each. They are positioned on the four corners of the room, each looking to the one in front of them. Pulling all the levers from the four chambers will make the statues from this room slide to the center





and will project an altar from the floor coming from the middle of the four sculptures. On the top of this altar will be a stone, it is fake, and anyone grabbing it will be attacked by the four statues of alchemists. The statues will attack anyone holding the fake stone, which is actually a key that fits inside the hole on the north wall. This secret door leads to area 22# and the simple act of dropping the fake stone is enough to make the statues stop attacking.

## #18

This chamber is circular and small like the other four ones, it is crowded with steel cages, containing Dodos, those birds can speak and they have British accent. They will ask you to free them, "Please mate, let us go, we have no business here, there was a mistake made". If the PCs free them, they will thank and will point the lever hidden inside of the room, behind their cages. If the PCs do not help them they will yell at them, "You bloody bastard, you think you better than us? You're wrong mate! You will need us, you'll see!". The dodos are a gang of thieves who were captured by Rischmanioff and used by him in some dark experiments. The alchemist transformed them into birds by accident and decided to hide his mistake from the world. The lever, when pulled, will make one of the statues

move to the center of the room.

## #19

This chamber is very similar to the one in area 18# but without birds or cages, instead it has a small table with two chairs and two people sitting on them discussing endlessly. The people will be dressed as people from that century and the discussions would be different every time someone enters the room, so roll on the chart below. Anyone entering the chamber will start to lose Intelligence Points, 1 per round, while listening to the bullshit of the two. These points will return in 1d8 hours. The lever inside this room is positioned behind the door. Describe the place with a lot of details so the adventurers would know exactly where they want to look for.

### 1D6 TOPICS

1. An Atheist and a Believer in "Does God Exist?".
2. A Vegan and a Grandfather in "Should I stop eating animals?".
3. A Classic Liberal and a Socialist in "Do we need a free market?".
4. An Oldschooler and a Magpie in "How should people play RPG?".
5. A Metalhead and a Rapper in "What is real Music?".
6. Two Movie Goers in "Is Godfather III really that bad?".

## #20

The chamber smells like sex and is filled with naked people having a very intense orgy, moans can be heard from this location which has at least 15 people engaged to each other. These are Homunculi, human beings created by Rischmanioff through alchemical process, they have no eyes and no nose and no ears, the only thing they do is sex, however, they cannot reproduce once men and women are sterile. The homunculi in this place can feel any small vibration inside the chamber, and will move the orgy in the direction of anything that steps inside the place, caging the victim in the middle of their act, but not engaging them in the middle of it. The homunculi will work as one big hive mind and will not be violent, but the PCs should Save vs Paralyze or be trapped by dozens of arms. The creatures won't fight if attacked, but their sexual party releases some magic hormones in the air, therefore, anyone spending more than 3 rounds in the room will start losing 1d4 Hit Points per round by being unable to breathe. The lever is positioned 5 feet above the door. While trapped, the PC should succeed on a Dexterity check, in order to be set free.

## #21

There are cats with jellyfish

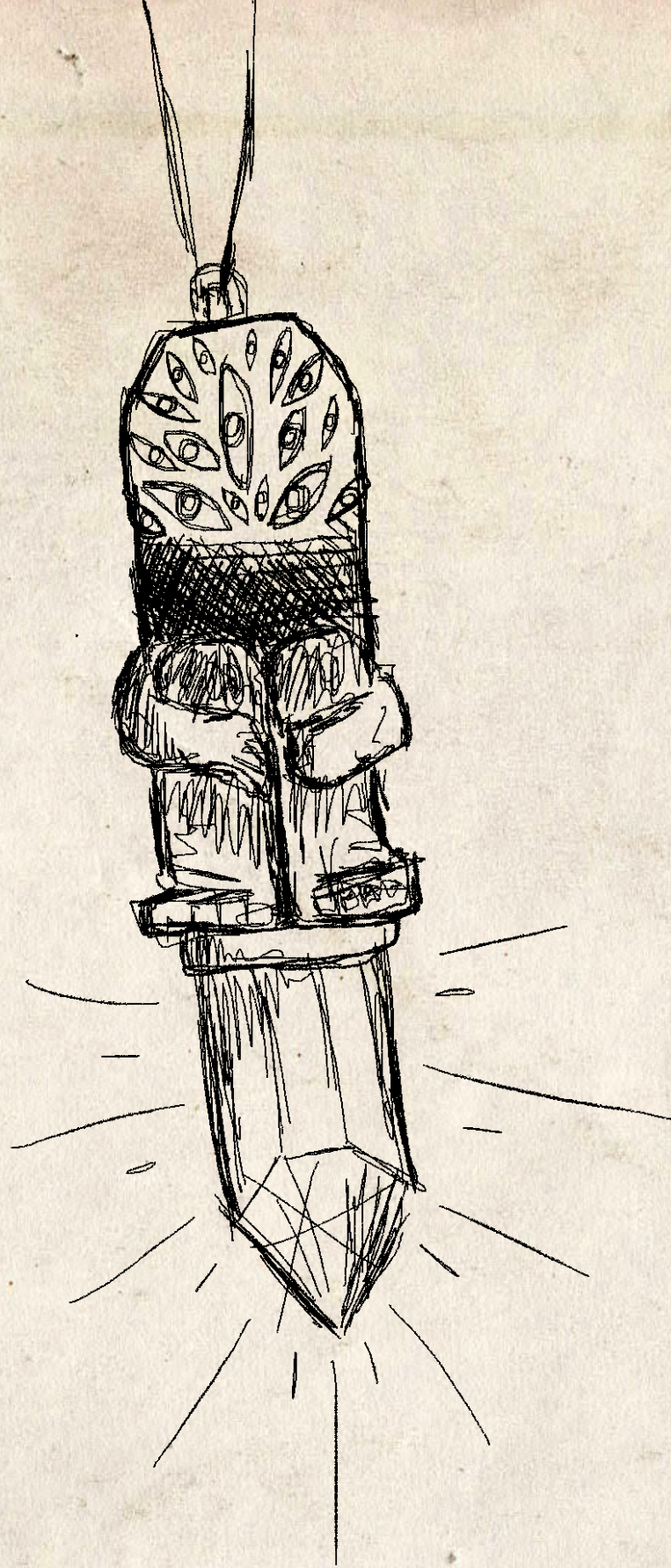
face crawling on the walls in here, they all glow neon green while the whole place is covered in pitch black darkness. The cats will attack anyone afraid of them, and will purr close to anyone feeling curious. Ask your players what their characters are feeling after describing the scene, and when everyone has described their feelings, the referee should choose the way the NPCs are feeling, if there is any left at this point. The chamber is anti-gravity, so anyone stepping inside of it will start to float. These animals were captured from a meteor by Rischmanioff, he raised the cats and bred them, releasing some back to the space when adults, these were kept as pets, there are 2d10 cats inside of this chamber. The lever is not hidden, it is on the floor in the middle of the chamber.

## #22

Rischmanioff's final rest is happening here. It is a 40'x10' room with a glass box in the middle and several treasures around: Gold coins (900 gold pieces), bronze and silver statues, jewelry of all kinds, fine clothes, well crafted musical instruments, dozens of notebooks filled with lots of musical compositions, sketches of war machines and notes about different types of alchemical experiences. This is an enormous treasure and the referee should



define how much everything here worth(I would say the totality of objects to worth something like 20.000 silver pieces). Rizschmanioff is inside the glass-coffin box, laying on the top of silk sheets and holding 3 small books with his left arm, his right hand is holding a neon green stone. The stone is the philosophers stone, but it is also fake, a trap created by the Alchemist as a last joke of bad taste. Taking the stone will trigger a Save vs Die (Save vs Poison), failing will result in the victim's body being disintegrated layer by layer of skin, muscle and bone while it glows green and the stone also disintegrates. Succeeding result in the body absorbing that radioactive piece of stone, causing a daily loss of 1HP on the victim until it dies an agonizing and painfull death, wasn't all this fucking treasure enough for you, adventurer? The notebooks are actually diaries written by Rizschmanioff himself, in which he writes about all his previous creations and experiments. The collection can be sold to any alchemist by at least 300 pieces of gold, it doesn't say anything about the philosophers stone though. If someone takes the stone, the corpse of the alchemist will smile. There is a small entrance to a corridor on the north wall that leads to area 3.1 through a trap door on the floor.



# RANDOM ENCOUNTER

## ROLL 1D10

01. A nazi soldier sitting on the floor taking a nap.
02. Three nazi soldiers sitting on the floor playing cards, one of them furious accusing another soldier of cheating. They may fight.
03. Two nazi soldiers having sex on the floor with all their equipments spread around them just like their clothes.
04. Two nazi soldiers torturing a small white and cute bunny, they are cutting its furry ears and poking its cute nose with a knife.
05. A Chimera created by Rizschmanioff to guard the corridors and chambers of the tomb. It is an enormous bear like creature with human facial traits and claws of eagle.
06. Two slaughtered nazi soldiers. Blood and equipment is all over the place, one of them only have time to whisper "There is a monster in here", before dying.
07. Three nazi soldiers debating about how should the hand be positioned when sieging hail, the debate is really serious despite the subject, serious enough so they do not pay attention to their surroundings.
08. A man-bat who has been sleeping inside the natural cave in area 5. It behaves as a bat so it will only attack if threatened.
09. A single nazi drinking tea and writing on his diary. This is a British spy taking notes of the whole place while walking.
10. Ghosts of the masons who built this place. They wander around looking at the architecture and debate about how some parts could have been made differently, always pointing it to each others jobs. They won't attack but touching them will Save vs Magic and failing to it will age the PC 1D10 years.



# THIS EFFECTS ANTAGONISTS

## DEFORMED MONGREAL

AC 14, HD 2, MV 90', ML 8, Bite attack causing 1d6 damage. Special Ability according to the referee's roll.

### 1d6 Special Ability

1. Pee baby vomit causing 2d4 acidic damage.
2. Barks like a baby crying causing a Save vs Magic or be under the effect of a FEAR spell.
3. Little baby's hands grab on the back of the PC on a failed dexterity check.
4. Drools a weird ooze which starts decomposing any kind of metal it touches.
5. Itches and spreads toxic fur. Save vs Poison or get a terrible allergy causing 1d4 damage during 1d4 rounds.
6. On a hit, gigantic thicks from the creature jump on the victim suckin 1d4 Hit points in form of blood.
7. Chase its own tail recovering 1d4 HPs per round.
8. Howls and wakes another Mongreal in a 50% roll.

## BEARANTULA

AC 15, HD 4, MV 90', ML 10, Grabs and triggers STR checks every round so the victim can escape. If 3 checks fail, the spider will lay eggs in the victim and trap the poor soul on its net. Bite causes 2d4 damage.

## AXOLOTL PEOPLE

AC 12, HD 2, MV 60', ML 9, 2 claw attacks causing 1d4 damage each. These human axolotl recover 1d4 HP per round and they stay stand still for a few seconds before actually attacking.

## BUBONIC LIVING DEAD

AC 12, HD 2, MV 30', ML 12, HP 5 (head). Claw attack 1d4 damage and Bite attack 1d6 damage. Touch causes a Save vs Poison or get infected with the bubonic plague. Ask the players where they are hitting, damage to the body won't stop the creature at all.

## ADAM

AC 14, HD 5, MV 90', ML 12. Punch causes 1d8 damage. Will avoid engaging in physical combat.

## GREEK VAMPIRES

AC 15, HD 4, MV 200', ML 12. Claw attack 1d4 damage and Bite attack 1d4 damage. Bites suck 1 point of constitution and 1d4 HP.





### THOT HIMSELF

AC16, HD 8, MV 120', ML 12. Level 12 Magic User, his prepared spells should be defined randomly. If dead, his body will open and a phoenix will emerge and leave the place behind.

### NAZI SOLDIERS

AC13, HD 2, MV 90', ML 10. Short Sword and Small Axe attacks causing 1d6 damage each.

### VON SABOTTENDORFF

AC14, HD 5, MV 120', ML 11. Saber attack causing 1d8 damage. Rudolf is a Magic User, he knows 3 level 1 spells, 3 level 2 spells and 3 level 3 spells. He has the Mug of the Carpenter (a.k.a. Holy Grail). This object cures 1d20 Hit Points from the person who drank from it, such effect works once a day and age the drinker 1d20 years old.

### SCULPTURES OF THE ALCHEMISTS

AC16, HD 6, MV 20', ML 12. Stone broadsword attack causing 2d6 damage.

### HOMUNCULI

AC12, HD 2, MV 50', ML 12. Doesn't attack, but will try to hold anyone that goes inside the room and trigger a Save vs Paralyze.

### CATS FROM ULTHAR

AC12, HD 1, MV 120', ML 8, 2 claw attacks causing 1 damage each. A Brain Suck attack, causing 1d6 damage and triggering a Save vs Paralyze, if the PC fails, she will have her brain slowly sucked by the cat, losing 1d4 points of intelligence every round she fails again to the Save. The PC can't get those points back.

### CHIMERA

AC14, HP 30, Move 50', HD 5, Morale 12. 2 claw attacks causing 2d4 damage each and 1 bite attack causing 1d6 damage. The creature wanders around the tunnels and rooms.

### MAN-BAT

AC14, HP 20, Move 30', HD 3, Morale 7, Bite attack causes 1d6 damage and a Save vs Poison, failure to it will infect the PC with rabies.

# BLACK SUN RISING

BY GUSTAVO TERTOLEONE

T h i s  
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G u s t a v o T e r t o l e o n e  
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FIGHT NAZIS, FIND TREASURES AND LOOK FOR A LEGENDARY OBJECT IN THIS "BAD DOCTOR WHO EPISODE" IN A WEIRD DUNGEON CRAWL DESIGNED FOR USE WITH LAMENTATIONS OF THE FLAME PRINCESS AND COMPATIBLE WITH ANY OTHER OSR GAMES OUT THERE.

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