

MODERN SUPPLEMENT

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KC0 is reproduced as Knights of Carcosa Game Co. printed it. Nothing in it has been changed. The company's rule book was never found, so these pages give you the module two ways: under our reconstruction of the lost rules, and converted for four rule sets that came long after it was written. Either way, no arithmetic at the table.

Each section gives every creature in the module as full statistics, plus checks, treasure and magic for that system. Use the module's own pages for everything else.

HOW THE ORIGINAL WORKS

The module uses grades instead of numbers: a creature has a Threat (0-20), Hits, Armor and Harm grades, and Nerve (morale on 2d6). Checks are Easy, Normal, Hard or Heroic. "The Lost Rules, Reconstructed" is our one-page best guess at the system behind those grades; the conversion sheets give the general method for the other systems. This supplement has already done the work for this module.

THE PARTY

The original is for beginning characters.

Reconstructed	levels 1-3
AD&D	levels 1-3
Pathfinder 2e	levels 1-2
GURPS 4e	150-250 point delvers
Mork Borg	fresh scum, any number

CREATURES IN THIS MODULE

Ghoul monk	Threat 2	rooms 2 and 7, wandering
Abbot Leofric	Threat 4	room 8 (wakes per room 5)
Rat swarm	Threat 0	room 3, wandering

TREASURE IN THIS MODULE (original values, gp)

Silver inkwell 25, vellum book 60 (room 4); reliquary 140 (room 6); censer 90 (room 7); 210 in coin (room 8). Total 525, plus the reward from Agnes (30).
 Magic: Scroll of Silence (room 5), the abbot's ring (room 8).

STATUS Draft 0.1. Nothing here has been played yet. Report what breaks.

UNDER THE RECONSTRUCTED RULES

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The module's own system, as best we can rebuild it. Its grades read straight across; these are the numbers.

GHoul MONK Hits 12 Armor 0 Attack +1 Saves +1
Claws d6, twice a round. Each hit: Body save or
paralysed d4 rounds. Nerve 9 Move 40'.
Hit it on 8+. Will not cross salt.

ABBOT LEOFRIC Hits 30 Armor 1 Attack +2 Saves +2
Iron scourge d8. Nerve 12 Move 40'. Hit him on 9+.
Hush, once a round: one target makes a Mind save or
cannot speak (no spells) for d6 rounds.
Speak his name: he loses his next round.
After the slate breaks: Nerve 7.

RAT SWARM Hits 2 Armor 0 Attack +0 Saves +0
Bites d4. Nerve 5 Move 60'. Hit it on 8+.
Scatters from fire and loud noise.

CHECKS As printed: Easy 6, Normal 8, Hard 10, Heroic 12.

TREASURE 525 gp as printed, worth 525 XP to the party.
Foes add 10 x Threat each (a ghoul monk is 20,
the abbot 40). A party of four that clears the
undercroft is close to level 2.

MAGIC Scroll of Silence: casts Silence (Minor) once, no
roll: one room, silent for an hour.
Abbot's ring: Enchantment +1 to saves against fear.

AD&D (1ST / 2ND EDITION)

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GHOUL MONK HD 2 hp 10 AC 10 THAC0 19 MV 12
#AT 2 (claws) Dmg 1d6/1d6 Morale 14 (2e) or 2d6 vs 9
SA: each claw hit, save vs paralysation or paralysed
1d4 rounds. SD: undead, immune to sleep and charm.
Saves as F2. XP: as 2 HD with a special ability.

ABBOT LEOFRIC HD 4 hp 28 AC 7 THAC0 17 MV 12
#AT 1 (iron scourge) Dmg 1d10 Morale 20 (fearless)
SA: Hush, once per round: one target saves vs spells or
cannot speak or cast spells for 1d6 rounds.
Saying his name aloud: he loses his next round.
SD: undead, immune to sleep and charm. Saves as F4.
After the slate breaks: Morale 10 (2e) or 2d6 vs 7.

RAT SWARM HD 1-1 hp 3 AC 10 THAC0 20 MV 18
#AT 1 (bites) Dmg 1d4 Morale 6 (2e) or 2d6 vs 5
Flees fire and loud noise.

CHECKS Ability check, d20 at or under the ability:
Easy +4, Normal +0, Hard -4.

TREASURE As printed: 525 gp in valuables and coin.

MAGIC Scroll of Silence: as the cleric spell silence,
15' radius, but lasting 1 hour.
Abbot's ring: +1 to saves against fear.

PATHFINDER 2E (REMASTER)

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Built from the GM Core "Building Creatures" tables. Check the numbers against your book; these are a first pass.

GHOUL MONK Creature 1 (undead)

Perception +7 Speed 25 feet

AC 13; Fort +7, Ref +7, Will +7; HP 20

Immunities death effects, disease, paralyzed, poison

Melee claw +7 (agile), Damage 1d6+2 slashing plus
paralysis (DC 14 Fortitude or paralyzed for 1d4
rounds)Morale: when the first ghoul falls, roll 2d6; over 9,
the rest withdraw into the dark.

ABBOT LEOFRIC Creature 3 (undead)

Perception +9 Speed 25 feet

AC 16; Fort +9, Ref +9, Will +12; HP 56

Immunities death effects, disease, paralyzed, poison

Melee iron scourge +12, Damage 1d10+6 bludgeoning

Hush (aura, auditory) once per round, one creature
within 30 feet: DC 17 Will or it cannot speak (no
auditory or linguistic actions) for 1d6 rounds.Name: a creature that speaks his name makes him lose
his next turn (once per creature).

RAT SWARM Creature -1 (animal, swarm)

Perception +5 Speed 40 feet

AC 12; Fort +5, Ref +8, Will +2; HP 6

Weaknesses area damage 3, splash damage 3

Swarming Bites: each creature in its space takes 1d4
piercing (DC 13 basic Reflex).

CHECKS Normal DC 15 (level 1) or 16 (level 2).

Easy -2, Hard +5, Heroic +10.

TREASURE 52 gp in valuables and coin. Wat's sister pays
3 gp. Low for a level 1 party; add consumables
if you track Treasure by Level.MAGIC Scroll of Silence: a rank 2 scroll; silence in a
10-foot emanation for 1 hour.

Abbot's ring: +1 item bonus to saves against fear.

GURPS 4E (DUNGEON FANTASY STYLE)

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GHOUL MONK ST 11 DX 11 IQ 8 HT 11

HP 12 Will 12 Per 10 Speed 5.5 Move 5

Dodge 8 Parry 9 DR 0

Claws (11): 1d+2 cutting, two attacks a turn.

Each wound: HT roll or paralysed for 1d turns.

Traits: Unliving, Doesn't Breathe, Doesn't Sleep,

Mute (will not speak), Dread (salt).

ABBOT LEOFRIC ST 14 DX 12 IQ 11 HT 12

HP 20 Will 15 Per 12 Speed 6 Move 5

Dodge 9 Parry 9 DR 2 (rotted vestments over mail)

Iron scourge (13): 2d+1 crushing.

Hush: once a turn, one target in sight rolls Will or

cannot speak (no spells that need words) for 1d turns.

His name spoken aloud: he loses his next turn.

Traits: Unliving, Unfazeable, Doesn't Breathe.

RAT SWARM Swarm (B461)

HP 5 Move 8 Dodge 7 DR 0

Bites: 1d-2 cutting to everyone in its hex each turn.

Dispersed by fire or any area attack.

CHECKS Roll vs the skill or attribute named:

Easy +4, Normal +0, Hard -4.

TREASURE \$13,125 in valuables and coin (525 x 25).

Wat's sister pays \$750.

MAGIC Scroll of Silence: the Silence spell (Sound college), area of 3 yards, lasting 1 hour.

Abbot's ring: +1 to Fright Checks.

MORK BORG

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The undercroft is a tomb. Let it kill someone.

GHOUL MONK HP 9 Morale 9 No armor

Claws d6, twice each turn. Each hit: test Toughness

DR 12 or paralysed d4 rounds.

To hit or defend against it: DR 12.

Never makes a sound. Will not cross salt.

ABBOT LEOFRIC HP 22 Morale - Rotted mail -d2

Iron scourge d8. To hit or defend against him: DR 14.

Hush: each round, one creature tests Presence DR 12 or is struck mute for d6 rounds (no scrolls read aloud).

Speak his name: he shrieks and loses his next turn.

After the slate breaks: Morale 7.

RAT SWARM HP 2 Morale 5 No armor

Bites d4. To hit or defend against it: DR 12.

Scatters from fire and shouting.

CHECKS Easy DR 10, Normal DR 12, Hard DR 14.

TREASURE 130 silver in valuables and coin, all told.

Agnes pays 7 silver and a lame mule.

MAGIC Scroll of Silence: an unclean scroll. Read aloud, a room goes silent for an hour. Test Presence

DR 12 or the silence follows you out.

Abbot's ring: +1 to tests against fear.

MAPS FOR THE TABLE

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The module's maps, redrawn in colour with a key on each, for the referee's screen or a tablet. They show everything, secret doors included: they are not for the players.

The puzzle map consists of 9 numbered rooms and connecting corridors, set against a blue background. The rooms are defined by white grids with blue borders:

- Room 1:** A 3x3 grid at the top center containing a clock icon in the top-middle cell and the number 1 in the center.
- Room 2:** A 6x6 grid in the upper middle containing 8 black dots and a black diamond in the center.
- Room 3:** A 4x4 grid on the left containing the letter 'a' in the top-left, the number 3 in the second row, first column, and two small circles in the bottom-right.
- Room 4:** A 4x4 grid on the right containing the number 4 in the top-right, the letter 'b' in the bottom-right, and the letter 'S' in the middle-right.
- Room 5:** A 4x4 grid on the right containing the number 5 in the top-right and a black diamond in the bottom-right.
- Room 6:** A 6x6 grid on the bottom left containing the number 6 in the top-left, a 4x4 area of blue wavy lines in the bottom-left, and two black dots in the bottom-right.
- Room 7:** A 4x4 grid in the bottom middle containing the letter 'c' in the top-left, the number 7 in the top-right, a black diamond in the center, and the letter 'd' in the bottom-right.
- Room 8:** A 4x4 grid on the bottom right containing the letter 'e' in the bottom-left, the number 8 in the center, and two black dots in the top-left and top-right.
- Room 9:** A 4x4 grid at the bottom center containing the number 9 in the top-right and a clock icon in the bottom-right.

Corridors connect the rooms, featuring various obstacles:

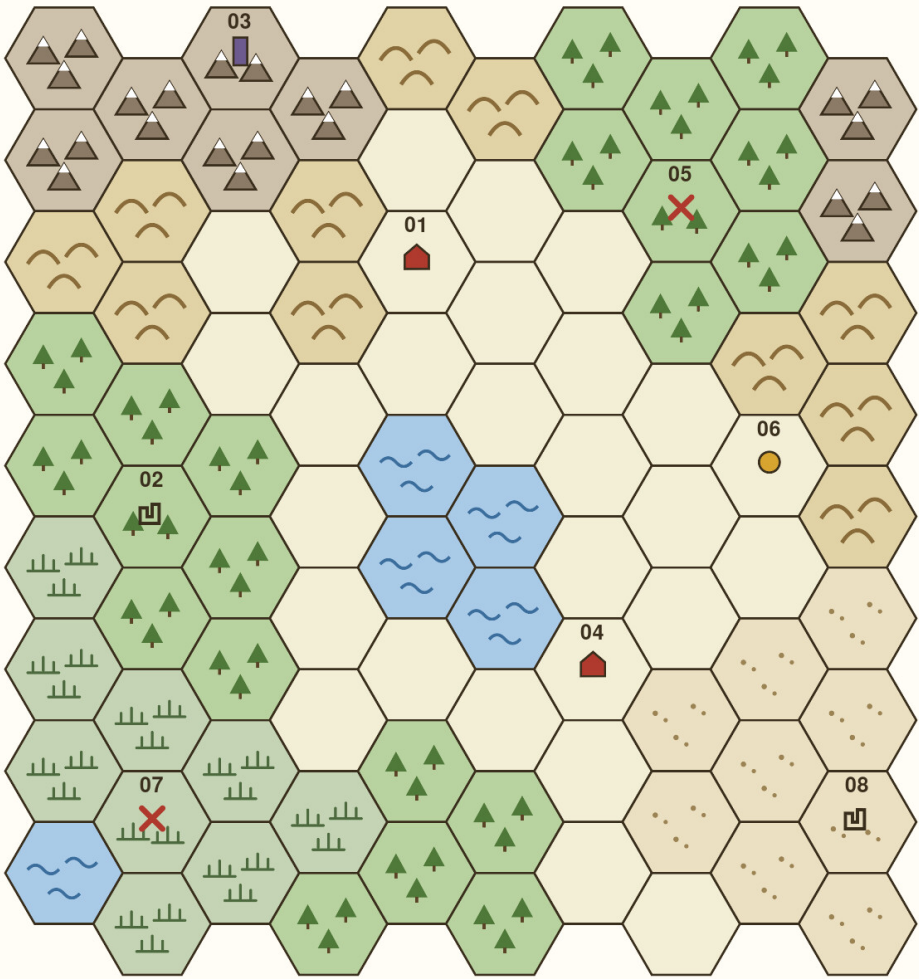
- Corridor 1-2: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-3: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-4: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-5: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-6: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-7: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-8: A 1x2 grid with a black rectangle in the top cell.
- Corridor 2-9: A 1x2 grid with a black rectangle in the top cell.
- Corridor 3-6: A 1x2 grid with a black rectangle in the top cell.
- Corridor 4-5: A 1x2 grid with a red triangle in the top cell.
- Corridor 5-8: A 1x2 grid with a black rectangle in the top cell.
- Corridor 6-9: A 1x2 grid with a black rectangle in the top cell.
- Corridor 7-8: A 1x2 grid with a black rectangle in the top cell.

keyed area	locked door	stairs down	trap
detail, see text	secret door	water	feature
door	stairs up	pillar	rubble

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THE GLOAMREACH



KEY

 plain	 water	 tower
 forest	 waste	 site
 hills	 settlement	 keyed location
 mountains	 lair/dungeon	
 swamp	 ruin	

one hex = 3 miles

PLATE 2. The Gloamreach: the country around the abbey. The abbey ruin is hex 02.