# Documentation

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## The Mountain Monastery

A One-Shot Adventure for 4-6 Players, Level 7

#### **OVERVIEW**

38 years after the Catastrophe, the secluded Order of the Eternal Word has gone silent. Their monastery, perched high in the mountains, houses an extensive library of forbidden texts. The investigators discover monks transcribing reality-altering manuscripts that literally change the world as they're written.

## THE MONASTERY

Outer Complex Stone Fortress - Entry gates - Meditation gardens - Bell tower - Defensive walls

Main Complex Upper Levels - Living quarters - Meditation halls - Observation deck - Star chamber Library Levels - Reading rooms - Transcription chambers - Forbidden archives - Reality vault

## Hidden Areas

- Secret scriptorium
- Pattern archive
- Entity shrine
- Reality nexus

#### **KEY NPCS**

**Brother Marcus** Head Librarian - Reality scholar - Text keeper - Pattern master - Hidden cultist Secret: Nearly transformed by texts

Sister Helena Master Scribe - Text resistant - Truth seeker - Pattern reader - Secret ally Secret: Can undo writings

## **ENCOUNTERS**

## Library

- Animated texts (CR 6)
- Reality scribes (CR 7)
- Pattern manuscripts (CR 8)
- Word horrors (CR 8)

#### Environmental

- Altitude effects
- Reality bleeds
- Text manifestations
- Pattern radiation

## KEY SCENES

The Great Library Features: - Living books - Reality writing - Pattern archive - Knowledge entity

**The Scriptorium Features:** - Reality transcription - Monk transformation - Pattern creation - Text manipulation

**The Final Chapter Features:** - Text confrontation - Reality writing - Pattern completion - Knowledge manifestation

## INVESTIGATION ELEMENTS

#### Literary

- Ancient texts
- Transcription notes
- Pattern books
- Reality writings

#### Monastic

- Daily records
- Monk observations
- Ritual texts
- Pattern prayers

## **MECHANICS**

## **Text Interaction**

- Safe reading
- Reality anchoring
- Pattern recognition
- Knowledge protection

## Monastery Navigation

- Altitude management
- Reality zones
- Pattern avoidance
- Text safety

## **DISCOVERIES**

## Knowledge

- Reality writing
- Pattern creation
- Text power
- Entity communication

### Historical

- Cult development
- Pattern evolution
- Reality manipulation
- Knowledge weaponization

#### **COMPLICATIONS**

#### **Environmental**

- High altitude
- Isolation
- $\bullet$  Weather extremes
- Reality zones

## Literary

- Text corruption
- Pattern influence
- Reality bleeding
- Knowledge infection

## DM GUIDANCE

### Atmosphere

- Ancient knowledge
- Cosmic horror
- Monastic mystery
- Reality distortion

## Pacing

- 1. Library exploration
- 2. Text discovery
- 3. Reality revelation
- 4. Knowledge confrontation

## VICTORY CONDITIONS

#### Essential

- Secure texts
- Save monks
- Contain knowledge
- Prevent transcription

## Optional

- Preserve library
- Document findings
- Banish entity
- Learn patterns

### RESOURCES

## Monastery Assets

- Ancient texts
- Writing materials
- Pattern records
- Reality anchors

## Knowledge

- Text lore
- Pattern understanding
- Reality writing
- Monk wisdom

# REVELATIONS

## Cult Knowledge

- Text manipulation
- Reality writing

- Pattern creation
- Knowledge weaponization

## **Future Implications**

- Text spread
- Pattern distribution
- Reality manipulation
- Knowledge corruption

## CONCLUSION OPTIONS

#### Success

- Texts secured
- Monks saved
- Knowledge contained
- Reality stabilized

## Partial Victory

- Some texts lost
- Monks transformed
- Knowledge leaked
- Reality damaged

## Failure

- Library corrupted
- Monks lost
- Knowledge spread
- · Reality breached

## CONNECTION TO SERIES

This adventure reveals how the cult collects and weaponizes knowledge, showing their methodical approach to understanding and manipulating reality through text. The manuscripts and patterns discovered here explain the theoretical framework behind the cult's activities.