

Documentation

Contents

A Priest's Last Prayer	1
Introduction	1
Part I: Phantom Hymns	1
Part II: Research and Revelation	1
Part III: The Turn	2
Part IV: No More Games	2
Running the Adventure	2
Significant NPCs	2
Location Details	3
Resolution	3
Campaign Impact	3

A Priest's Last Prayer

Episode 3 of Shadows of the Unnamed - A Gothic Mystery for 3-6 Investigators (Levels 3-5)

“The time for games is over.” - Father Bernard's final note

Introduction

The evening bells of St. Michael's Chapel remain silent for the first time in decades. Father Bernard, the investigators' trusted advisor since the museum incident, missed their scheduled meeting. Through stained glass windows, ethereal choir music echoes despite the empty pews within. Something is terribly wrong.

Part I: Phantom Hymns

The Prayer Garden Moonlight bathes the normally welcoming garden in silver shadows. The chapel doors are locked - unusual for Bernard, who always preached “open doors, open hearts.”

Initial Investigation: - Garden path shows signs of struggle - Hidden key under specific statue (Bernard's first puzzle) - Ghostly choir music grows louder - Notes in Bernard's handwriting lead inside

The Main Chapel Dark wood pews stretch into shadow, while the pipe organ plays itself - a haunting hymn that Bernard often hummed while working.

Security Measures: - Automated organ system (Bernard's invention) - Hymn sequence unlocks secret passages - Sheet music forms musical riddle - Confessional hides mechanism

Dialogue Memory: “*Music speaks when words fail, my friends. Remember that when you need me most.*”
- Bernard's words from last week

Part II: Research and Revelation

The Library Wing Bernard's research sanctuary lies in chaos - but the disorder holds meaning.

Investigation Elements: - Overturned desks form pattern - Books arranged in specific order - Hidden message in scattered papers - Void residue traces path

Key Discoveries: 1. Ritual requirements documentation 2. Cult hierarchy charts 3. Void god manifestation research 4. Museum artifact connections

Bernard's Office Personal touches make the revelation more painful: - Half-finished tea (still warm) - Family photos face down - Hidden safe behind portrait - Last warning partially written

Part III: The Turn

The Discovery In the chapel's small side chamber, everything changes: - Bernard's body, arranged ritually - Final message clutched tight - Void symbols drawn in blood - Cultist mask fragment nearby

Bernard's Final Warning: *"My children, I was right - and that's why I'm already dead. The museum was just the beginning. The void god's hunger grows. Trust no noble house. The masquerade... beware..."*

Part IV: No More Games

Bell Tower Chase The murderers never left. Real combat replaces playful investigation.

Encounter Elements: - Cultists (HP: 55, AC: 15) - Multiple levels of ascent - Falling bell hazards - Height peril

Combat Features: - Swinging rope mechanics - Rolling bell dangers - Tactical high ground - Deadly intent

Running the Adventure

Tonal Progression

1. **Opening (Light)**
 - Familiar spooky setting
 - Clever puzzles
 - Musical mysteries
 - Comfort of routine
2. **Middle (Building)**
 - Growing unease
 - Serious clues
 - Time pressure
 - Environmental tension
3. **Revelation (Dark)**
 - Harsh truth
 - Real loss
 - Personal stakes
 - No return

Key Scenes Guidance

- Let players enjoy initial puzzles
- Build tension through environment
- Make Bernard's death impactful
- Allow emotional reactions

Significant NPCs

Father Bernard (Final Appearance)

- Elderly but sharp-minded

- Clever security designer
- Grandfather figure
- Last message crucial

Inspector Hayes (Reaction)

- Arrives too late
- Finally fully convinced
- Personally affected
- Vows justice

Location Details

Main Chapel Features

- Gothic architecture
- Interactive organ system
- Hidden choir loft
- Secret passages

Library Section

- Research archives
- Personal study area
- Hidden safe room
- Evidence trail

Bell Tower

- Multiple levels
- Mechanical hazards
- Escape routes
- Height danger

Resolution

Success Conditions

- Recover Bernard's research
- Understand final warning
- Survive cult encounter
- Honor his sacrifice

Failure Consequences

- Limited information gained
- Harder path forward
- Personal loss remains
- Cult advantage

Campaign Impact

Immediate Effects

- Tone permanently shifts
- Hayes fully committed
- Cult escalation begins
- Personal vendetta established

Future Hooks

- Noble houses suspected
- Masquerade invitation arrives
- Cult hierarchy revealed
- Museum connection deepens

“The light-hearted mystery dies with Bernard. From here, the shadows deepen.”

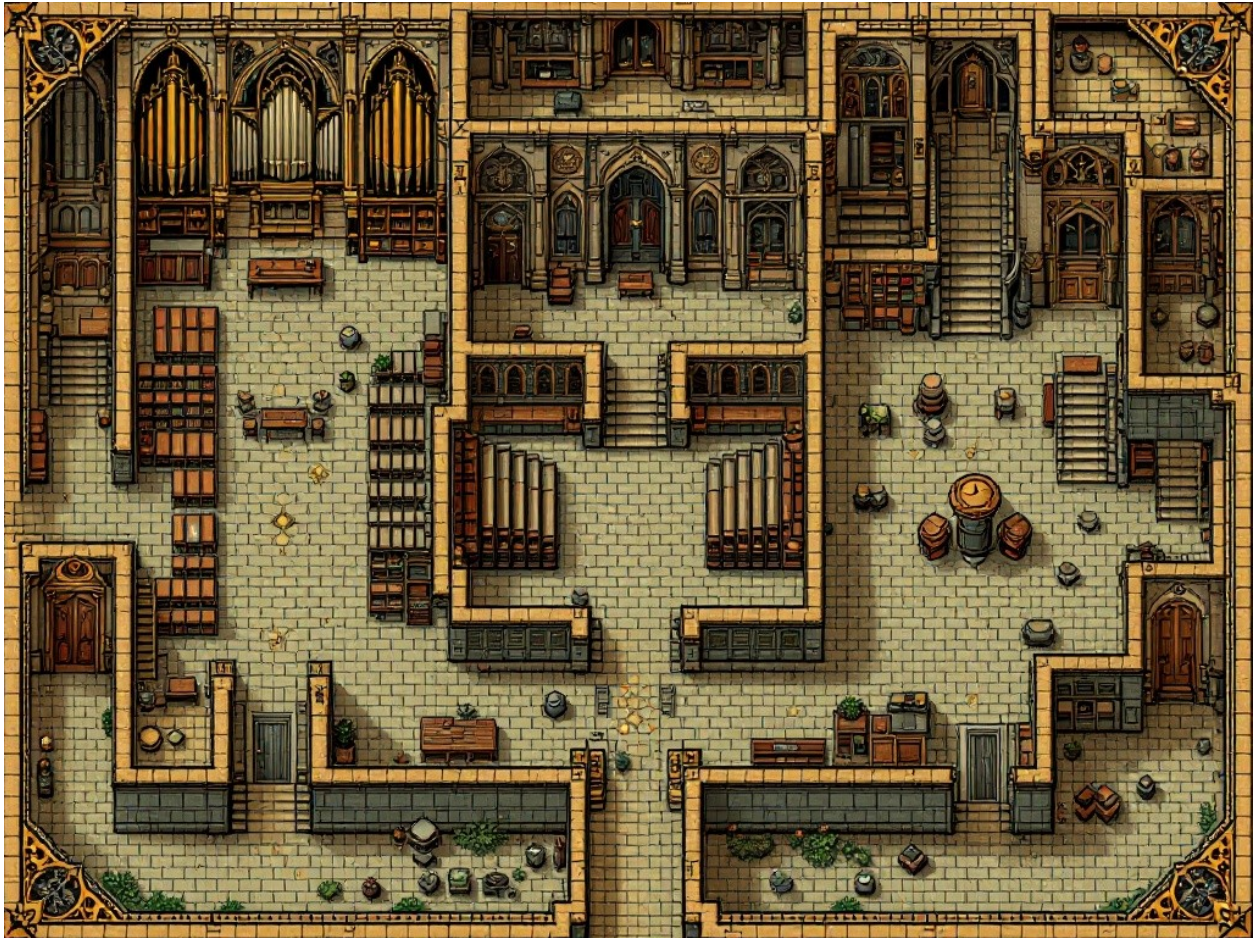


Figure 1: Classic D&D-style isometric chapel map featuring Gothic architecture. Three-level design showing: MAIN FLOOR with nave, main chapels with bench seating, library wing, and prayer garden. CHOIR LOFT with organ mechanism and hidden passages. BELL TOWER with multiple levels, spiral stairs, and bell mechanism. Include detailed religious elements, secret doors, and Bernard's security systems. Style: Traditional D&D dungeon map in sepia tones with blue grid, Gothic church architectural details in margins, religious symbols in corner decorations.



Figure 2: A Gothic chapel interior at night, moonlight streaming through stained glass windows. A pipe organ plays itself while sheet music floats in the air. Flickering candles cast long shadows across empty pews. Style: Dark atmospheric architecture photography with elements of supernatural mystery, dramatic lighting contrasts.

