



Story Seed: The Monastery

Running a Story Seed: Roll **1d12** to determine the Situation, then roll **1d6** on each subsequent table in order. Combine the results to develop the scene. If a result feels unusual, treat it as an opportunity for creativity. The Secret may explain the Situation, complicate it, or create tension. The Discovery may reveal the Secret, uncover an opportunity, or point towards a solution. Escalation introduces new pressure, Stakes show what happens if nobody intervenes, and Resolution suggests how the situation might be brought to a close.

The Setup

Travelers arrive at an isolated monastery on a lonely road. Something is wrong.

1. The Situation	
1	The monks are searching for a missing relic.
2	A containment ritual is underway.
3	Pilgrims have come demanding an impossible miracle.
4	A novice monk has disappeared.
5	A spirit is attacking the monastery.
6	A hidden chamber has been uncovered.
7	A lord is demanding access to sealed crypts.
8	An ominous message has arrived.
9	A sacred text has been deliberately damaged.
10	The abbot has sealed the chapter house.
11	Something has escaped the sacristy.
12	A magical portal has been opened.

2. The Secret	
1	Someone important is losing faith in the monastery or in themselves.
2	The monastery was built over something dangerous.
3	The monks are protecting someone or something.
4	Someone involved is hiding their true identity or allegiance.
5	An important item is not what it appears.
6	The situation is being misinterpreted.

3. The Key Figure	
1	Abbot Cormac, leader of the monastery
2	Brother Maddox, keeper of the sacristy
3	Erini Shorstaff, a visiting pilgrim
4	Tristan, a local shepherd
5	The Hermit of Copper Hill
6	Islyn Wayfield, a traveler

As the players investigate, they uncover:

4. The Discovery	
1	A hidden journal with a confession
2	A forgotten tunnel under the monastery
3	A magic item that aids the situation
4	A clue to performing a lost rite or ritual
5	Evidence linking to a past mystery.
6	A weakness in the true threat.

As events progress, the situation changes:

5. The Escalation	
1	Time is running out
2	The target moves or changes
3	The environment becomes dangerous
4	The monastery goes into lockdown
5	Someone betrays the party
6	Violence erupts in the monastery

If the situation is ignored:

6. The Stakes	
1	Lives may be lost
2	A relic will be lost or destroyed
3	An innocent may be harmed
4	Sacred knowledge may be lost
5	The monastery may be abandoned
6	The players will be blamed

How the situation can be resolved:

7. Resolution	
1	Expose the real truth
2	Protect the innocent
3	Seal away the danger
4	Recover what was lost
5	Broker a peace agreement
6	Escape before disaster strikes