

The Chapel of Blood

AN ADVENTURE SITE
BY PER HOLMSTRÖM



FREE LEAGUE
WORKSHOP
FORBIDDEN LANDS

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INTRODUCTION

Thank you for taking the time to read this adventure. This adventure site started as a random encounter in our campaign where the four adventurers explore the area around the village of Greyvale (from The Mists of Moorshire adventure site). This cave was created to get more depth regarding the god Rust. It was also a challenge for the players. It is very much inspired by the old Swedish classic RPG, Drakar och Demoner, and Pathfinder.

IF YOU ARE A PLAYER STOP READING NOW!

(unless you want spoilers)

In this adventure site I wanted to explore how rust brothers gather knowledge regarding demons and human souls. I did this for myself and my players, to give more depth to the rust brotherhood. The adventure site is a small dungeon with some nice lore and interesting monsters. The adventures found a dead rust brother outside the cave and decided to enter. As they entered the ante chamber, they heard voices behind the door.

The players can run into a proper challenge if they do not get passed the traps. It is important that you as the GM is prepared in

regards of your players skills of avoiding the traps. As always with enemies and traps it is important that you balance this, so it works for your groups play style.

My group spent about three-four sessions getting through this adventure site. The struggled with the traps, coming up with clever solutions to get past them. The dungeon has two levels, the ground level that has a few orcs and a lot of undead, and the lower, that has monsters. I will never forget how my players escaped the lower caves in panic – chased by a massive abyss worm!

At the end of the module you will find handouts to the players. The colour books are written in Swedish, but the two black and white texts contain the same information. They can also be found here in higher resolution:

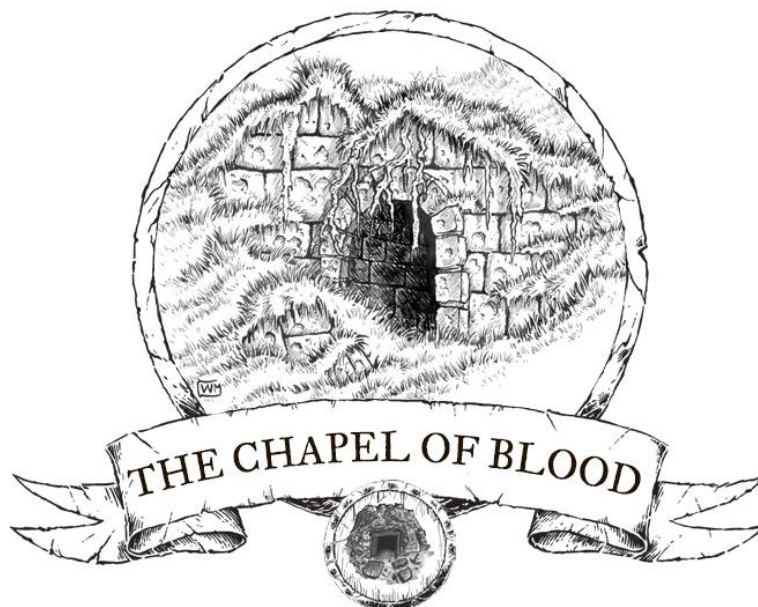
<https://www.dropbox.com/sh/bda8yw94sf9uztr/AAAFWZeT7enrHSQrWsxkSnhMa?dl=0>

I hope you will have as much fun with this adventure site as we did! Please let me know on the forums, or Facebook group if you enjoyed it.

Best regards,

Per – with players





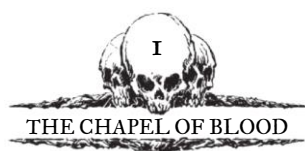
TYPE OF ADVENTURE SITE: Cave/fortress

BACKGROUND

During the age of the Blood Mist, the Rust Brothers moved about Ravenland as they sought fit, spreading the conviction of Rust, erecting holy places for their god. One of these holy places is the Chapel of Blood. It was created by Brother Ferentus, over 200 years ago. The chapel was created as a haven for the humans and half-blood that did not have a home to stay in during the night. The chapel was built in the cellar of an abandoned fort and thus protected from the Blood Mist. A dozen rust brothers, and a couple of Iron guards were stationed in the chapel. Ferentus also made sure to uphold the tradition of blood sacrifice to Rust. In doing this, Ferentus got the urge to gain more from the sacrifice, other than to please his god. This led to the beginning of his studies into replacing souls of bodies that were sacrificed, as a means of preserving the body. He began experimenting on the sacrifices, with the goal of replacing the soul with the essence of a demon. These experiments lasted for years. He

was ready to abandon them as he never succeeded in replacing the soul without major consequences for the body. Ferentus decided that it was time to go out into the Forbidden Lands to seek help. While visiting the town of Ärenhem he met a sorcerer named Equirax, who's primary studies into the art of magic were death magic and demons. Equirax was born and raised in Ärenhem. The villagers had a firm belief in Raven – the false god, hated by the rust brothers. The priests and druids in the village had mastered blood magic and death magic. They had learnt the ways of eternal life by using the blood from humanoids and trolls. Choosing to ignore the villager's false belief in Raven, Ferentus decided to stay.

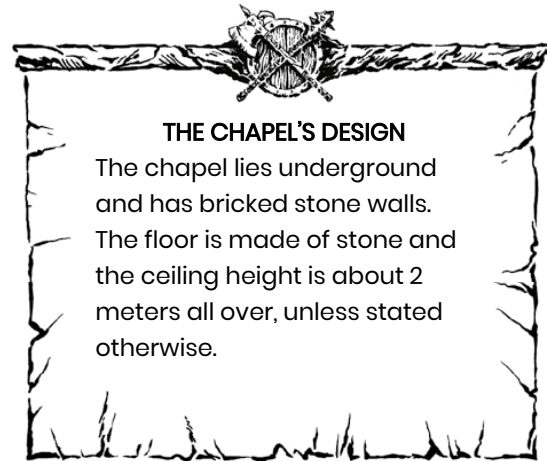
Many years before the visit of Ferentus, Ärenhem was visited by the elf Ciyradyl, a sorceress with great powers. She taught Equirax about demons and the portals to their home -



Churmog. She called these portals nexus. Equirax became obsessed with this world and made a deal with Ciyradyl. In exchange for her creating a portal to Churmog in her home, Equirax would help find servants for her. A few years later, Equirax would find hidden portals throughout Ravenland, and would use these to traverse most of the Forbidden lands. This was his way of avoiding the Blood Mist. With these portals, he was no longer dependent on Ciyradyl to discover Churmog. At first, he was mesmerized by the world of demons. But in time his travels put fear into his soul as he saw the demons in their true form. This led to the decision to stay in Ärenhem. Many years later, he would be visited by Ferentus.

When Ferentus met Equirax in the village of Ärenhem and learnt about his knowledge, his interest peaked. At first the two men could not agree on anything since Equirax was a believer in Raven while Ferentus had dedicated his life to Rust. Despite their differences they spent many nights together, discussing religion in an attempt to understand each other better. Equirax had a genuine interest in Ferentus failed success with capturing souls. He convinced Ferentus that he had let go of his old faith – pledging his life to Rust. Ferentus failed to see through this disguise and let Equirax follow him back to the chapel. Impressed by the creations of Ferentus, Equirax began his work by his side.

Both Ferentus and Equirax got increasingly more paranoid with the progression of their research. They decided to take precautions, to prevent others from stealing their knowledge, to stop anyone from entering their domain. Thus, the chapel was reinforced with traps in every corner and every door. During this time, Ferentus made a discovery that would solve the problem of properly storing the souls. A strange black metal was extracted in the caves beneath the chapel. This



metal was later used to construct the urns that would contain the souls. To bind the soul of a demon, they had to transport the humanoid soul through Churmog. After this, the body would be embalmed and stored. The chapel was expanded, and a tomb was built. Behind the tomb, the heart of the chapel was built. It was named the chamber of souls.

Between the tomb and the chamber of souls, a massive stone door was put into place. Equirax was tasked with securing the all the doors leading into the tomb and the chamber of souls. He had stone faces made on the doors that would act as guardians. To enter the tomb, a fire had to be put into the mouth of a face, and to enter the chamber of souls, all you had to do was to remove the gemstone already placed in the door. There were three slots in the door. In order to close it the gemstone needed to be put back into place. If two or three gemstones were in the door, the dead would awake and attack. Ferentus and Equirax both knew that whoever saw this lock would think that they needed to put gemstones into it in order to open it. Hence, they always made sure a stone was in place. They had a total of five stone made and hid them throughout the chapel. The principle was the same from the inside of the chamber - no matter where the gemstone is, the door remains locked. A few years later, Equirax bound a soul to the face of the chamber. The owner of the soul was his old friend Uziprix, known for his sarcasm. He was told to only to give passage



to the people who could make him say “Raven”. Uziprix had limited intelligence in this state. To anger Ferentus and show his true religion, Eqirax told Uziprix to always ask Ferentus what the password was. As Ferentus would answer “Raven...”, Uziprix would smile, laugh and say, “The one true god my dear Ferentus”.

At first, Ferentus did not care for this mockery but with time he grew more and more angered. This anger lead to hate and he decided to lock Eqirax in the chamber of souls. One morning as they would perform their daily rituals, Ferentus said that he had forgot something in the barracks. While leaving he put a gemstone on the outside of the door. Eqirax was too busy to notice what was happening, heard Uziprix’s scream. The scream would summon five wraiths ascending from the floor, forcing Ferentus back into the chamber as the door was closed behind him. Both Ferentus and Eqirax were now locked in the chamber, with no escape. None of the other rust brothers or iron guards knew the password, and Uziprix was determined not to let them know it.

The chapel was abandoned a few years after the incident as the remaining rust brothers took on more important tasks. Today, all that remains of the two men are their dried bodies in the chamber of souls. Recently a group of orcs stumbled upon the chapel and took the liberty to examine this site. They got past most of the traps and decided to make this chapel their home. One of the orcs was a sorcerer named Urgur. Seeing the potential of the chapel, he decided to protect it even more by creating an illusion of a battle in the dining hall. This illusion is made to looks like orcs are attacking who ever enters the dining hall, while others are carrying a chest across the room. The goal of the illusion is to lure the enemies into the traps already placed in the dining hall when he arrived.

SUMMARY

The chapel is filled with traps. A group of orcs has claimed it as their own. They are led by the sorcerer Urgur. The previous owners are dead, their bodies locked in the chamber next to the tomb – protected by 20 or so undead.

GETTING HERE

The chapel is not that hard to find. Maybe they stumble upon it, in which case they might need to feel that something this heavily guarded has a lot of treasure. Perhaps someone is looking for the two books that Ferentus and Eqirax wrote or the artefact helmet (Ixiadons helmet) and is willing to pay a handsome fee for it, letting the adventurers keep all the loot except the two books and the helmet. There might be rumour of a black metal with magical effects that can be mined from the caves beneath the chapel – a blacksmith might pay good for that metal.

THE CHAPEL

A. THE ANTE CHAMBER

The forest leads you up on the hill, where you see the ruins of a keep. Next to you is a stone stairwell leading into a cave. The cave is damp, two stalagmites stand on each side of the room. Between them, a doorway with a massive wooden door framed in steel. On the other side a loud conversation can be heard. The voices sound like orc.



The door is the main entrance to the chapel. The voices are from the three orcs that are fighting over a sword they found. Every one of them wants the sword, but they cannot come to an agreement on who should have it. The dialog is simple.



Grognak: "But it is my sword! I paid five silver for it!"

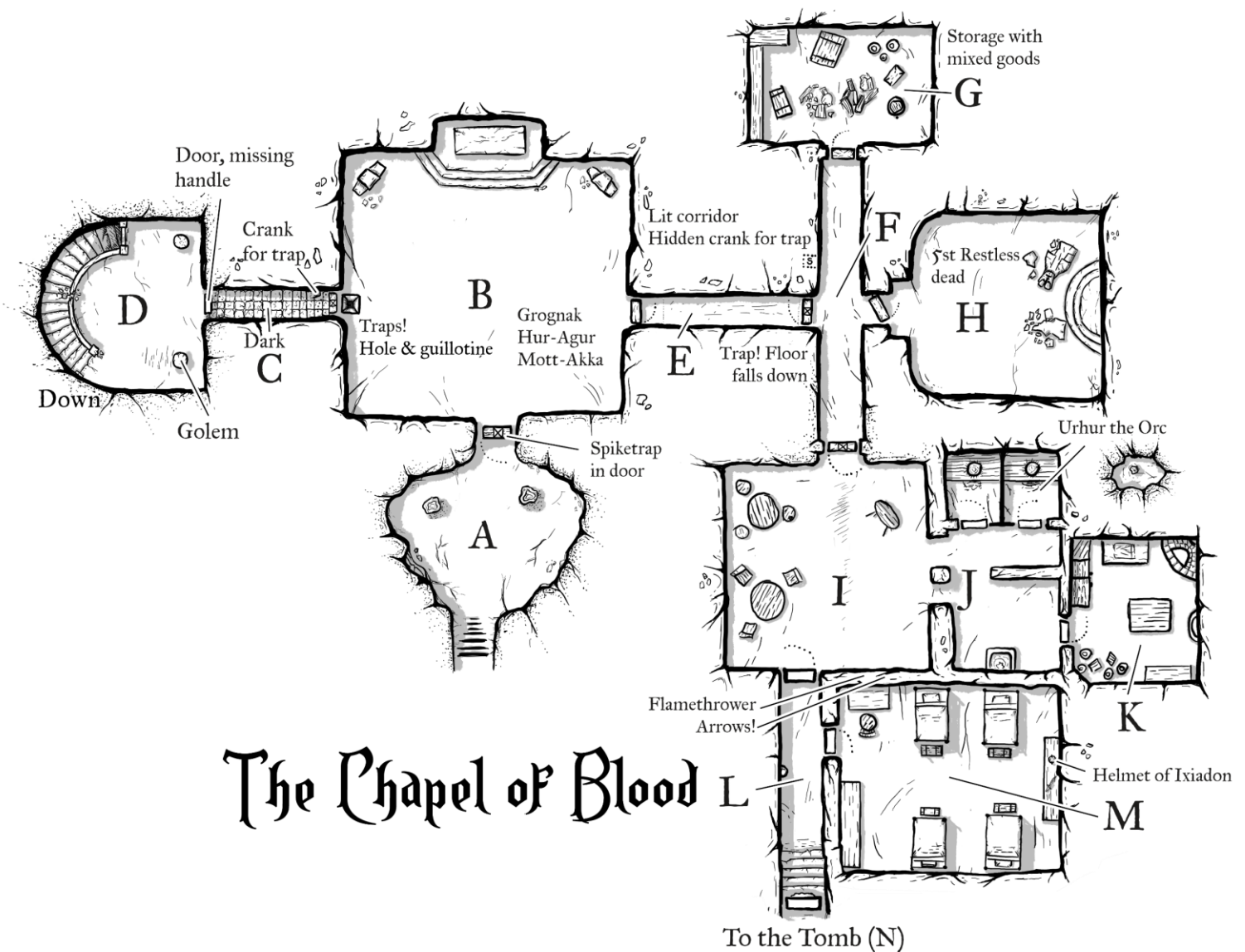
Hur-Agur: "Yes, you did. I killed the human pig, so it belongs to me!"

Mott-Akka: "You got his shield and helmet, so it is not more than right that I get the sword!"

Grognak: "Fine... fine. Let's *throw rock* over who get is. Most pips get the sword."

They begin a game of dice, competing for the sword. After a few minutes Mott-Akka wins.

This makes Grognak angry. He throws a stone into the wall and screams. With decisive steps he walks towards the door, unlocking it with his key and storms out into the ante chamber. If the adventurers haven't already made their way into the sacrificial chamber (B), they will run into the orcs at this point. The door is locked with a Knuckelbach 300, a well-known lock amongst anyone with an interest in locks. To unlock it you need to pass a HARD (-2) roll against SLEIGHT OF HAND. All Knuckelbach 300 are provided with a spike trap that shoots out through a hole in the lock if the lock is forced or lock picked. Only with a key can



you bypass the trap. Grognak the Orc has the key. The adventurers need to sneak to avoid detection while in the ante chamber. If the lock is picked, the trap will spring and the orcs will react fast, drawing weapons.

- ❖ TRAPS: Spike trap in the door. With a loud click a springy feather shoots out from the door. With it, a 12 cm nail. The adventurer must roll MOVE or take 1 damage in STRENGTH as the nail penetrates the hand (or eye as they investigate the lock).

B. SACRIFICIAL CHAMBER

The room is rectangular in shape with polished stone walls. The floor is in smooth rock and is well used. Time has taken its toll on the floor as it is littered with cracks. The sound of dripping water from the ceiling alongside the dancing shadows from the torches creates a mystical feeling. On the other side from you, a small stair leads to a platform with an alcove in the wall. On top of the platform stands a massive stone altar. Two braziers light up the room, standing next to the stairs. In the two northern corners you see large statues in the image of Rust. The eastern wall looks like it was recently partially cleaned with soap and water before someone gave up. A wooden bucket with a brush sits on the floor. The ceiling is high, almost 4 meters. There are two doors leading east and west. The west door has metal details representing two men in robes watching over the chamber. In their hands they are holding sceptres. The sceptres look like they are made of gold. The eastern door is simple. Both doors are made of wood with metal framing.

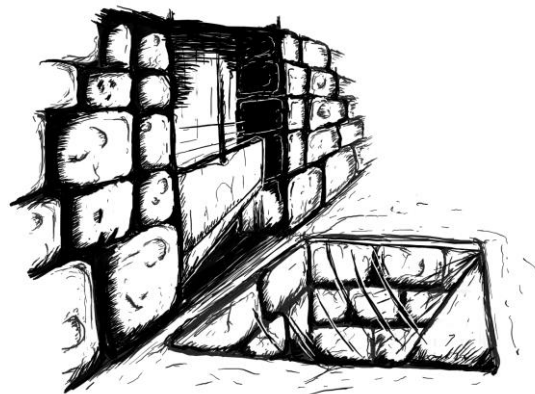
In the room there are two doors. One east and one west. An altar stands on the platform, and two statues that resemble rust in the northern corners. The altar is made of stone and has a small cavity in the middle. The cavity has a hole inside it that leads down through the altar into

a chamber beneath (the chamber is no longer accessible as it has collapsed). The orc Hur-Agur likes to keep it tidy and clean. He has tried to remove the blood from their fight. This room is well preserved by the orcs as they want people to be scared when they enter. The sight of Rust will scare most people as they know the rust church is dangerous.

- ❖ TRAPS: The door to the west (B-C) has two traps in it:
- ❖ Trapdoor: When the handle is turned, a catch in the floor opens a trap door and the adventurer falls into a hole, 6 meters deep. Attack with 4 dice, each X does 1 damage to strength, metal armour give no save.
- ❖ Guillotine: As the door opens more than two thirds a guillotine falls down from the ceiling after a second. This trap is always sprung if the door is opened.

The door to the east (B-E) is locked but can be lock picked as usual. Grognak's key unlocks it.

- ❖ CREATURES: Grognak, Mott-Akka and Hur-Agur.



C. HALLWAY

The hallway is dark and has a strange smell. A crank is attached to the right wall, next to the door you came through. At the end of the



hallway you see another door. The floor is made up of unevenly shaped stone tiles. Some look newer than others. There is no light here except for the light entering from the sacrificial chamber. The ceiling is no more than 2 meters.

The hallway leads to a room to the west. The traps are there to prevent others from accessing the caves below. As there was still a value in accessing the caves, they did not permanently seal off this area. The crank in the wall resets the trap door and guillotine in the door to the east (B-C). The smell is caused by the fungus growing in the floor. An adventurer might notice that these white thick mycelia pulsate when they step on the floor. The door to the west (C-D) has no obvious handle and is opened by pressing a rock in the wall to the right of the door. A HARD (-2) SCOUTING roll will reveal this. When someone steps on the old stone tiles in the floor, they will sink down a few centimetres without any effect. This is a trap that is broken.

D. STARIS TO THE CAVE

The door opens into a dark room. Only the light from your torches light up the room. The floor is level, flat and well-polished. As you step into the room you see two round stone columns to the left and right. Both have intricate runic symbols etched into them. A few meters in you find a staircase leading down. The ceiling is high, up to four meters.

The stairwell leads to the caves under the chapel. The room oozes of magic. The southern column is a Golem and will activate when someone gets close to it. If the adventurers investigate the column, they can see distinct scratches in the floor, from the column towards the staircase, as if someone has dragged something and scratched the stone. The runes on the pillars look like different variations of the rune for Rust and Heme. There are also smaller cracks in the floor. This has all been

caused by the Golem when it was waking on the floor. The stairs leading down are slippery and is covered in lichens and fungi. Anyone who walks faster than walking speed must pass a MOVE roll to not fall and slide downwards.

THE GOLEM AWAKENS: If anyone goes near the southern pillar and examines it for half a minute or more, they hear stone crushing against each other. Two arms and legs come out of the pillar that completely changes shape into a three-meter-tall humanoid. This is a Golem of Rust, defending the staircase. This golem will follow the adventurers all the way down to the first room in the caverns below. It will remain in the staircase and wait for a while before returning up again.

❖ **CREATURES:** Golem of Rust

E. HALLWAY

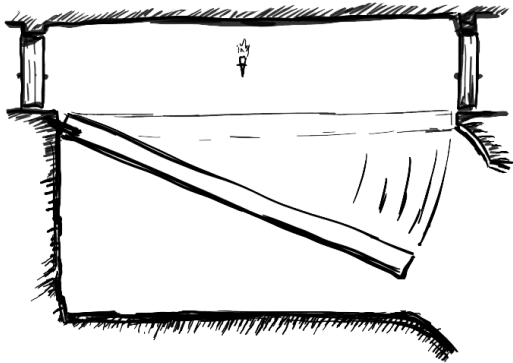
The door opens into a hallway that is about five meters long. A torch is burning on the left wall, casting shadows that gives a feeling that something is wrong here. The door at the end of the hallway is made of stone, encased in a sturdy metal frame.

The door is not locked, but to avoid triggering the trap, the handle must be turned a quarter counter clockwise. If it is turned clockwise (normal use) the trap will spring.

❖ **TRAPS:** Floor trap. The door at the end is trapped. The entire floor falls like a ramp from the hallway entrance, towards this door. The adventurer slides down beneath the door if she fails a roll against MOVE. She falls into the cave below, into a small room (The Caves beneath – corridor H).



There, a young Abyss Worm grows hungry and wants to feed.



F. HALLWAY

On the walls there are mostly empty sconces. In the East part of the hallway a torch is burning but looks like it will burnout at any second. There are three doors - north, south, and east. The door straight ahead (east) is ajar. The floor is dirty and there are distinct footprints between the southern, western and north doors. All doors are made of stone.

The door to the north (F-G) is unlocked and leads to the storage room. The door to the east (F-H) is ajar. The door to the south (F-I) has a trap (see descriptor on room I).

G. STORAGE ROOM

The floor is covered with clutter as if someone has a fight in here. Aside from all the clutter and junk you see a sparsely filled storage. A few barrels and boxes are spread across the room. As you look to the western wall, you notice a shelf filled with metal rods and other half-finished things.

This room is used a storage by the orcs. They use it a lot. It is difficult to move here and is a long action in combat. To move as a short action the person needs to pass a HARD (-2) MOVE check (this roll is not an action).

❖ **TREASURE:** There are 2 rations of vegetables and 3 rations of meat (this is not cooked and will go bad within a day). There are 2 resource die of torches, a spade, a broken hatchet and a knife. There is also material like wood, rocks and iron. If the adventurers are missing something common and simple, they can most probably find it here. It is up to the GM to decide.

H. ABANDONED CHAPEL

As the door slides open, the stench of death rolls over you. The room is dim as the dust in the air darkens your torches. On the floor are two overturned and broken statues. And between them you see a pile of rotting bodies. At the end of the room are a few steps leading up to a platform. On top is a battered stone table. The room is very alike the room you first entered in the complex.

The room is a chapel to rust and has been abandoned for a long time. This was the first chamber used in the experiments by Ferentus. The orcs who claimed this underground complex has destroyed the statues and the sacrificial altar. The bodies on the floor is their latest victims and they are roughly a week old. What the orc do not know is that the magic in this room has brought the bodies back to life. They are restless dead and are waiting for someone to accidentally awaken them. If anyone disturbs the bodies, they will come to life and attack. The bodies have clothes on them, but nothing of value.

❖ **CREATURES:** Five restless undead.

I. DINING HALL

The smell of food, dust and sweat fills the room. The furniture is worn, and one table is



overturned. Chairs and tables are spread out all over the room, and on the tables are old plates and cutlery. Two braziers are attached to the east and west walls, burning. The east wall has two openings that used to be beautifully ornated arches, leading into another room. To the south is a closed door. The ceiling is high, about four meters, giving the room an open feeling.

This is the chapel's dining room. To the right is a latrine, and a simple well. Behind that you find the kitchen. The furniture is made of wood and one of them has a burn mark on top. The walls are covered in soot as the braziers burn, but also because of the fire trap.

❖ TRAP: When the north door (F-I) is opened without speaking the power word 'Burzum', the illusion activates. The door has a simple latch so it can be locked from the dining room. The door handle is a knob. See "Fictional Enemies" for details on the trap.

J. LATRINE

Two wooden doors are closely positioned next to each other. The smell of something rotten is emanating from the two rooms in front of you. Behind one of the doors you hear a deep snore. Behind you a beautiful well carved from white stone creates an interesting contrast to the smell. The water is almost dried up. Next to the well is a bucket, attached to the wall with a long rope.

This is the latrine. The orc Urgan is sleeping, trying to get rid of his intoxication. He is still drunk, having had too much wine the night before. There are five rations of water in the well.

❖ CREATURES: Urgan the orc.

❖ TREASURE: Rope, 10 meters.

K. KITCHEN

A well-used kitchen is covered in grease and fat. Blood from killed animals adorns one of the tables. Someone recently cooked food here, you can tell because the room has a thick greasy haze from the cooking. There is leftover food on the table, but it does not look inviting.

There is enough food to cover all adventurers' daily need for food. There are also three resource dice worth of trail rations for them to take. There are barrels filled with wine.

L. HALLWAY

This hallway is dull and unexciting. The walls are smooth and simple. Before you, a short staircase leads up to a door with a gigantic stone face on it. The face smirks at you with its open mouth. The door itself does not seem to have any handles or locks. On the wall is a brazier, emptied of coal, with a lid on top. On your left side you see yet another door.

The eastern door (L-M) leads into the barracks and is easy to open. The hinges are well greased as the orcs sleep in this hall and use the door frequently. Nothing is more annoying than a squeaky door.

The southern door (L-N) leads into the tomb. In order to open the door, you need to put fire into the mouth of the face.

As the fire enters the mouth, read the following; *The mouth catches on fire and the flames spread through the face. The eyes start to smoulder and burn! The room lights up as the fire spreads through a groove in the west wall. The lid of the brazier shoots open as a flame erupts inside it. You feel the room tremble as the mechanism that opens the door*



FICTIVE ENEMIES

A guttural scream echoes throughout the dining hall! The southern wall has several window-like openings facing the dining hall. Next to them, a door. You see orcs moving in the darkness on the other side of the openings as arrows comes shooting towards the door you just opened!

This is a complex illusion created by the orc Urgur. In order to disarm the trap, the door must be opened while speaking the power word "Burzum". If it is opened in any other way, the trap is sprung. The trap can partially be destroyed by breaking the arrow shooters. The northern door leading into the dining hall will close automatically, slowly. The shadows cannot be harmed as it is just an illusion. If the adventurers strike them, nothing really happens as there is nothing but a wall there.

WHEN THE TRAP IS SPRUNG THE FOLLOWING EVENTS OCCUR IN ORDER

Round 1: The orc captain gives a loud order in the common tongue to attack. "We must defend the gold!" he screams. Four orcs take shelter in the room and shoot arrows towards you as two more scuttle from the southern door towards the openings in the wall to the east.

Round 2: One of the orcs falls, as if dead. The captain and three others shoot arrows towards you.

Round 3: A second orc falls, only to be instantly replaced by a shaman that erupts from a dark haze in the room behind the openings. He waves his hands in the air as a flame strikes from him straight towards you!

Round 4: The captain looks hurt and tries to fall back deeper into the room. The two orcs come back from the kitchen, weighed down with a large, heavy, wooden chest, slowly moving toward the southern door.

Round 5+: The shaman casts the flame ever other round and the orcs continue to shoot without getting hurt.

Round 10: The trap ends. After 10 minutes the trap is reset.

If the trap is sprung yet again, this script will be played through again in an identical manner.

FICTIVE ENEMIES CONTINUED		
TYPE	EFFECT	VEM DRABBAS?
Arrows	Every round of combat, arrows shoot out from well-hidden holes in the south wall. Attack with five Base Dice, Weapon Damage 1, stab wound.	The arrows will hit three randomly chosen adventurers that are on the other side of the room, if they are standing alongside the north wall or in the door opening. The arrows can fly to the end of the hallway F.
Fire	Attack with seven Base Dice, Weapon Damage 1, untyped. If damaged, the adventurer will continue to take the same amount of damage as first rolled, until a successful MOVE roll is made. An adventurer that is broken by the fire will become unconscious and dies if the damage reaches the adventurers negative total STRENGTH.	The fire strikes everyone who is standing alongside the north wall or in the door opening.

starts to turn. Slowly but surely the door opens upwards, into the ceiling. Air shoots out from the chamber on the other side, bringing with it a foul stench. As the door is fully engulfed by the ceiling, the flames die out. The lid on the brazier closes with a loud metallic bang.

The door closes automatically after one minute or so.

M. BARRACKS

Four bunk beds take up most of the space in this room. Along each end of the bed is a footlocker. A desk is positioned tightly in the north west corner. The wood is old and sturdy. Along the walls are shelves filled with junk and perhaps something of value.

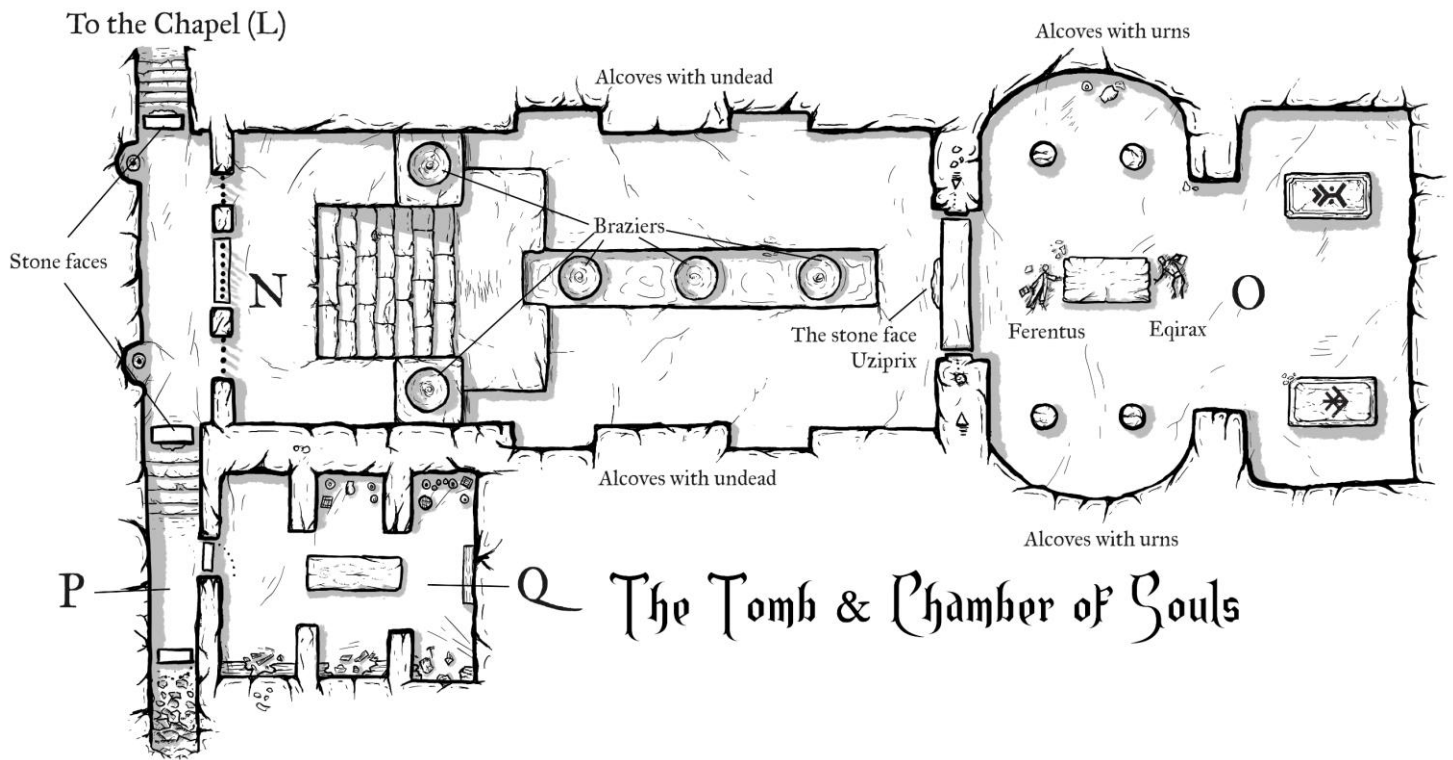
The table has no drawers, but an empty parchment with a dried-out quill lies next to it.

Someone has etched a rhyme into the wall. This is something Equirax wrote a night when he tried to figure out how to create the face to the chamber of souls, and at the same time leave a clue to the password (Raven), in case he would forget.

*There once was a man that the gods gave a plan
He screamed and cried as he held on to pride
Towards the village where his house was full of rouse
Honour is great in the in the village of late
With a church that rise where the raven flies
It is as dark as the night, said the cat with fright
-Equirax*

- ❖ **TREASURE:** The footlockers contain the following - Lantern (4D6 copper), simple red gemstone (6D6 copper), hammer, saw, lute, fine green gemstone (6D6 silver), silver cup (2D6 silver), silver ring (3D6





silver), bottle of good wine (drinking it will restore one point of EMPATHY)

- ❖ **TREASURE:** The shelves – A short sword with a weird smell. An open helmet with strange inscriptions (this is the Helmet of Ixiadon, small shield, leather armour (small human size).

N. TOMB

As you enter the tomb, the first thing you see are two brazier that burn with a strange magical flame on the wall to the west. The wall to the east is made up of metal rods from roof to floor. In the middle of the wall, between two stone pillars, stands a massive portcullis. This giant hall looks like it is filled with alcoves on the walls. As you look through the portcullis you notice three levels of alcoves, each with a dried body the size of a human. You are standing in the upper part of the hall. A wide set of stone stairs leads down into the tomb. On each side of the stairs stand two massive braziers. In the darkness that is the tomb, you can see a row of braziers. Only the two braziers behind you are burning.

This is the tomb where Eqirax and Ferentus would gather and keep the bodies that their experiments needed. A day's march away from the chapel lies a hidden nexus they used to move the bodies to Churmog and then back to the table in the embalming room (Q). There the bodies would be prepared and moved to the tomb. In the embalmment process, the soul would be collected and saved in a special urn, that was later stored in the chamber of souls (O). The soul would then be replaced with demon from Churmog. The braziers are lit with magical light that never goes out. To get through the portcullis two keys are needed. It can be lifted with a **HARD** (-2) roll against **MIGHT**, but the adventurer will lose the grip after two rounds unless they find a way to lock the portcullis in place. The braziers by the stairs can be lit with a torch. If it is lit, the three further down will also light up as oil is spread out to lead the fire towards them. There is a total of 24 alcoves, but only 20 of them have bodies in them. The bodies look treated, embalmed. Four pillars adorn the walls with unpleasant reliefs depicting demons in all sorts of strange forms.



At the end of the tomb you find a massive stone door. The door is adorned with a dried-up bloody handprint, the size of a man. A stone face is protruding the door, its eyes and mouth closed. There is no handle and no lock of any kind. There is however, three small holes in the door. In one of the holes is a small green gemstone. Above the door you can read a worn text that reads "The password is...". Below the door lies a dirty green gemstone.

In order to activate the locking mechanism, the adventurers will need to remove all the gemstones from the door. If two or more gemstones are placed in the holes, the undead will awaken (see "The undead awakens"). When all the gems are removed, the face comes to life with a whimper and yawn (see "The face awakens"). The face is Uziprix who has been asleep since everyone died or fled the chapel.

To exit the Tomb, there is a simple mechanism on the inside of the northern and southern door. All they need to do is to use the crank on the door and it will open. It stays open for about a minute before it falls back down and closes.

THE FACE AWAKENS:

"Oh... I must have slumbered." - slowly the face opens its eyes, yawning – *"Ah I see you are not Equirax or Ferentus... what do you want?"*

The door has a simple consciousness but cannot be manipulated with the help of magic. To enter, the adventurers must have the face to say the password "Raven". If it does, the door opens. Let the players figure this out by talking to the door. If they fail, let them 'remember' that they read a rhyme on a wall earlier in the chapel (it is carved in the wall above the table in the barracks).

THE UNDEAD AWAKEN: When two or more gems are inserted into the door, thirteen

of the embalmed bodies awaken. Ten of them are undead creatures. This is due to a failed soul transfer process. Three are demons. The remaining seven remain asleep and can be used by the GM as demons or undead if needed.

❖ **CREATURES:** Ten Embalmed Undead, three Embalmed Demons, The face of Uziprix.

O. THE CHAMBER OF SOULS

Slowly the massive door opens towards you. Behind is lies the dried up remains of a body, dressed in a black robe. The clothing looks like something a rust brother would wear. The body is on its back in front of a stone table, clinging to a book and a black cylinder-shaped urn that gleams with a foggy gold mixed with black fog. The room has round walls, next to them are four pillars. Looking further, you see a second chamber. The first chamber has hundreds of small alcoves in its round walls. At least twenty of them are filled with cylinders, just like the one the body is holding. On the other side of the stone table you find yet another body! This one is also clinging on to a book. The body is dressed in a dark blue hooded robe that has lost most of its vibrant colour over the years as it is dusty and covered in blood. On the floor next to the body lies a green gemstone. The second chamber is square shaped and is adorned by two magnificent sarcophagi.

In this room they would store the souls in cylinders made from the black metal that can be mined under the chapel. The metal is reminiscent of gold but softer. It has a foggy gleam and is mixed with a black colour (gold and black). Equirax and Ferentus died of starvation here. They could not get out. The books tell the story of how they met but also some of their continued notes. They kept writing until the end. The sarcophagi each has a body of an iron guard, places there by Ferentus and Equirax.



Both their souls are locked inside the bodies. They are considered Death Knights but has yet to awake. If the undead have not awoken yet, they will awaken as soon as these two Death Knights are defeated.

P. HALLWAY

The door leading south opens as it shakes and creaks. Infront of you a small staircase leads down a few steps into a hallway that has collapsed at the end. To the left, a door stands ajar.

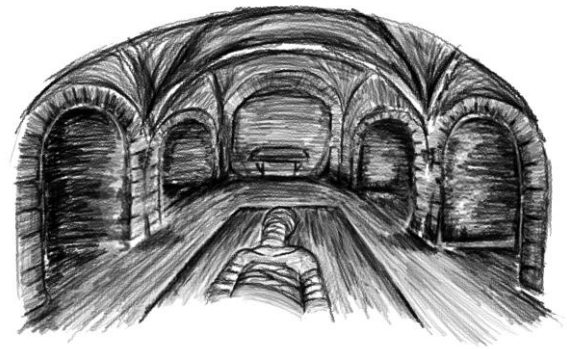
This hallway would lead further into the chapel, but it has collapsed long ago. The door to the tomb (P-N) is identical with the northern door and will close automatically after a minute. To open, they need to put a flame into the mouth.

Q. EMBALMING ROOM

The door opens into a room with three large alcoves on each side. The craftsmanship of the masonry in the alcoves is amazing. Made from a black rock that gives of a smooth shimmer from the light of your torch. In the alcoves you find both broken and whole urns, rubbish from broken shelves, stone and gravel from the roof and walls that started falling apart over time. On the shelf on wall at the other end, something gives of pretty a glimmer. In the middle of the room is a large stone table.

This was the embalming room. It is still active but only activated when someone passes through one of Equirax's portals in the forgotten lands. On the shelf is a gold dagger and a gold plate. They are used as ritual objects in embalming. This dagger can also be used to materialize the guardians in the room.

THE PORTAL IS ACTIVATED: After a short while in the room, preferably after someone has taken the gold dagger, five ghosts, dressed in black robes, emerge from the alcoves.



The ghosts are almost completely transparent and difficult to see. They don't seem to notice the adventurers as they gather around the stone table. They raise their hands up in the air and raise a ghostly body on the table. Several scenarios can now be played out:

- ❖ If the adventurers attack the ghosts nothing happens unless they attack with the gold dagger. If so, all five will materialize into physical forms - they are now restless dead guardians.
- ❖ If the adventurers let the ritual play through, they will notice that the ghostly body slowly materialize and gets covered in cloth and rags. The body starts to dry out and the organs gets stored in an urn that the ghosts are carrying. As soon as the ritual is complete, the ghost return to the alcoves, disappearing, and the body vanishes. The body is now a demon creature inside the tomb.
- ❖ If the adventurers try to attack the body while it is materialized, it will awaken and attack the players. The ghosts will disappear into darkness of the alcoves.

The adventurers are never in danger as long as they do not touch anything.

- ❖ **TREASURE:** Golden dagger (3D6 gold coins), plate of gold (3D6 gold coins).
- ❖ **CREATURES:** Five restless dead guardians and Embalmed demon.

THE CAVES

A. CAVE

The stairwell goes on forever as it leads down into a damp cave. Several large white funguses are growing alongside the western wall. To the left you see a massive wooden door, filled with nails. The door is in such back shape, it looks like someone tried to repair it – with nails! A narrow opening lead further south.

The fungus is alive and is attracted to heat. After a minute or two they will awake and move towards the adventurers. They will try to penetrate them with their mycelium through the nose and mouth. After that they will use digestive enzymes to damage the insides of the creature. Let this happen at the same time as someone is investigating the storage room.

❖ CREATURES: Six White Hat Fungus

B. STORAGE

The door almost falls off its hinges as it opens. This room looks like a collapsed storage room. A skeleton sit against the razed wall. In his right hand you see a bottle, and in the left, something shiny.

This was the storage for the pickaxes and other equipment the servants would use to excavate the mineral found deeper in the cave system. If anyone tries to take the bottle or shiny object, the skeleton rises to life and attacks.

❖ TREASURE: One bottle of alcohol (D8 rations), a red gemstone (6D6 silver).

❖ CREATURES: One skeleton.

C. HALLWAY

The hallway is slanting downwards. The walls and floor are damp and looks like it has been shaped by years of running water. Moss grows in the ceiling you notice, as it hits your face as you walk. As you reach the end of the hallway you gaze into a gigantic chamber. Standing on a ledge, several meters from the bottom of the chamber, you see a broken ladder. To jump down means falling five meters. The ledge is filled with pointy rocks – stalagmites you recall. The sound of running water echoes here. A faint blurry green and blue light is created by the fungus growing on the walls and floors. Through this haze you see a massive natural pillar in the middle of the cave.

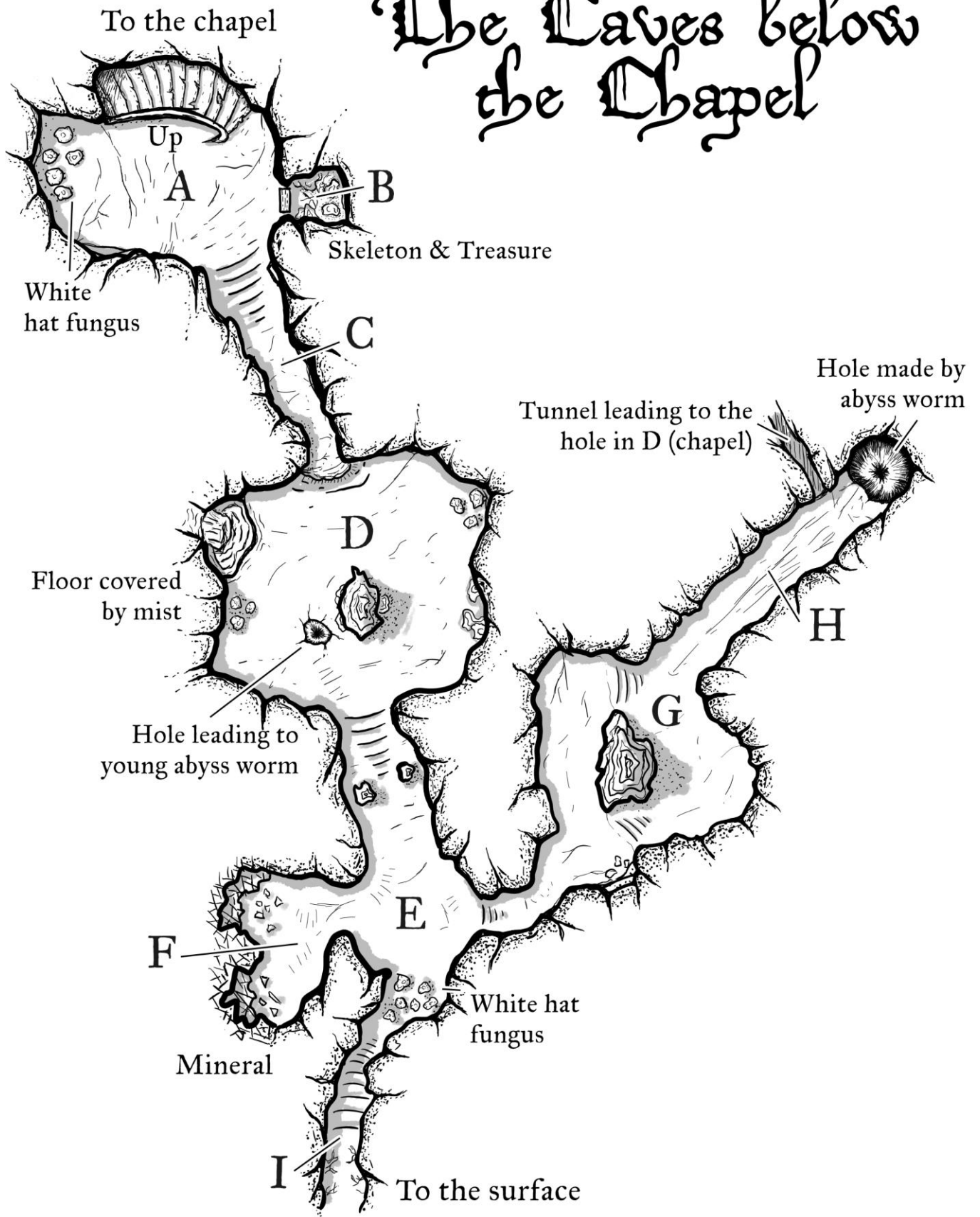
To get down they can jump and take an attack of 3 base dice (blunt damage, metal armour does not apply, see page 113 of the players handbook), or tie a rope around any of the stalagmites and climb down.

D. THE CHAMBER

Water is runs down the west wall, creating a small natural pool. As you get town to the floor of the chamber you notice that the you have stepped on a few dark fungi. The floor the chamber fills with a mist, making it impossible for you to see where you put your feet.

The mist created by the fungi stays for hours. These fungi cover large areas of the chamber and will spew gas every now and then. The chamber is old and natural, and partially dug by an abyss worm. There is a large hole in the floor behind the pillar that cannot be seen due to the mist. The hole is about eight meters deep (falling damage, 6 base die, metal armour does

The Caves below the Chapel



not apply) but can easily be climbed. The hole has several orifices on each side, large enough for a human to crawl through. They look dug out. A young abyss worm lives down here and will attack if the adventurers stays too long.

❖ CREATURES: Young abyss worm.

E. OPENING

The cave splits up into three passages. To the right (west) you see a glimmer in the wall. Straight ahead is a small opening covered by half a dozen large white fungi and to the left (east) the caves continues deeper into a wider passage. A slight breeze can be felt, moving from east to east, bringing with it the smell of something rotten.

The white had fungus will attack withing minutes if the players linger. If they move into the cave system, they will follow the players.

❖ CREATURES: Five White Hat Fungus

F. THE MINERAL SITE

As you sweep the torch forwards, the metal in the wall starts to glimmer magnificently. Almost gold, but not really. The cave wall is filled with mineral! Someone has already excavated large chunks of it. Parts of mineral is strewn across the ground, but you can't find any pickaxes. The mineral is soft, softer than gold, but has a deeper, darker shine. What could it be good for?

This mineral is used to create the urns that lock the souls in the Chamber of Souls. It is an integral part of the ritual.

G. THE STALAGMITE

The cave continues a few meters into a narrower passage before it opens up into yet

another cave. This cave has a massive stalagmite in the middle. You can feel a stronger wind here. The stalagmite almost reaches the ceiling and has a circumference of a few meters. It glimmers with a liquid that look smudgy and has a putrid smell. The cave continues with a narrow passage, north-east.

This 'stalagmite' is excrement from the abyss worm that dwells in a hole deeper into the cave.

H. ABYSS WORM DWELLING

The cave passage keeps going for an eternity. The walls are damp and shimmer from the light of your torch. They do not look naturally made, it looks as if someone dug it out with a crude tool, or by hand. The passage it tubular. After a few minutes the wind gets stronger and the cave ends abruptly as you almost fall down the hole in front of you. The hole is also round with a diameter of two meters. You can't see the bottom. This hole is the reason for the wind you are feeling.

This is the home of the abyss worm. If the players disturb the hole in any way, the worm will crawl up the hole to eat them (see "Chased"). The only way out is through the south west passage (I). In the wall to the left a young abyss worm dwell. It will only attack if someone falls from the trap above.

CHASED: The abyss worm is slow in these caves and the adventurers will always be just in front of it. If they move out the south west passage the abyss worm will force itself through the passage, covering the sky before it falls on the players to eat them.

❖ CREATURES: A full grown abyss worm, a young abyss worm.



I. THE EXIT HOLE

The cave is long and narrow, leading upwards. After some time, you can feel the stone underneath you turn into dirt mixed with roots and stones. Roots extruding the ground hit you in your face as you continue upwards. The passage ends with an opening as you find yourself above ground. The hole is just large enough to fit a normal sized human to crawl out of. Dwarfs and larger creatures must struggle a bit more. The hole is hidden under a large rock and looks like it was dug out by a burrowing animal.

This passage is recently dug out by a small abyss worm, dwelling in the smaller hole in the cave (D).



MONSTERS AND NPCs

The Monsters are sorted in order of expected appearance.

GROGNAK, ORCH WARRIOR

Grognak considers himself the leader of this group of bandits. He shows dominance with violence and strength. His temper is an annoyance for the rest of the group.

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 4

SKILLS: Might 2, Melee 3, Marksmanship 1, Move 2, Survival 2, Insight 1

TALENTS: Unbreakable, Path of The Blade 1, Sword Fighter 3

GEAR: Scimitar, Dagger, Chainmail, Open Helmet, 2D6 copper, D6 silver, keys to many of the locks in the chapel (GM decides).

ARMOUR: Chainmail [6/3], Open Helmet [2]

Scimitar 1H Bonus +1, Damage 2, Arm, Edged, Pointed, Hook, Parrying

Dagger 1H Bonus +1, Damage 1, Arm, Light, Edged, Pointed

HUR-AGUR, ORCH WARRIOR

Hur-Agur grew up as a slave and murdered his owners. Together with Grognak, Mott-Akka and Urgur, he has travelled and ravaged Ravenland.

STRENGTH 5, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Might 1, Melee 2, Move 1, Survival 2, Insight 1

TALENTS: Unbreakable, Path of The Blade 1, Sword Fighter 3

GEAR: Broadsword, Dagger, Chainmail, Open Helmet, Large Shield, D6 copper, D6 silver

ARMOUR: Chainmail [6/3], Open Helmet [2], Large Shield [+2]

Broadsword 1H Bonus +2, Damage 2, Arm, Edged, Pointed, Parrying

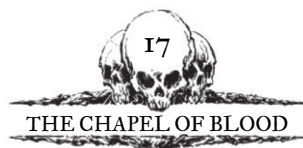
MOTT-AKKA, ORCH WARRIOR

Young, strong and decisive. He is the most feared warrior among the group, taking pride in his prowess with his master crafted axe - Dungas.

STRENGTH 6, AGILITY 3, WITS 3, EMPATHY 4

SKILLS: Might 1, Melee 3, Survival 2, Insight 1

TALENTS: Unbreakable, Steady Feed 1, Path of The Blade 1, Axe Fighter 3



GEAR: The Battle Axe Dungas, Dagger, Chainmail, Open Helmet, Large Shield, D6 copper, D6 silver.

ARMOUR: Chainmail [6/3], Open Helmet [2], Large Shield [+2]

The Battle Axe Dungas 1H Bonus +3, Damage 2, Arm, Heavy, Edged, Hook

URGUR, ORCH SCORCERER

An orch sorcerer is unusual to say the least. Urgur lived among the Aslen humans, not as a slave, but rather as a creature to study and mock. He had the luxury of moving freely in the village and befriended the local rust brother. With the help of the rust brother, he learnt to channel his magical power. Urgur considers himself the leader of the group, which of course is up for debate with Grogna.

STRENGTH 4, AGILITY 3, WITS 6, EMPATHY 4

SKILLS: Melee 1, Sneak 2, Move 2, Marksmanship 1, Lore 3, Manipulate 2, Insight 1

TALENTS: Unbreakable, Path of Signs 3, Path of Death 3

GEAR: Short Sword, Studded Leather, Studded Leather Cap, D6 copper, D6 silver, a gold ring worth 5D6 silver

ARMOUR: Studded Leather [3], Studded Leather Cap [1]

Shortsword 1H Bonus +2, Damage 2, Arm, Heavy, Edged, Hook

GOLEM OF ROST

This golem looks like a pillar but can transform into humanoid shape. Two arms and legs start

to protrude from the pillar as its shape shifts into humanoid form, three meters tall.

STRENGTH 10, AGILITY 2

SKILLS: Scouting 1

MOVEMENT: 1

ARMOUR: 6 (made of stone)

D6 MONSTER ATTACK

1 STONE FIST! A rock-hard fist hits one adventurer with full force. Roll an attack with 8 base die, weapon damage 1 (blunt damage).

2 KICK! With a massive force the golem kicks one adventurer. The terrible force makes an attack with nine base die, weapon damage 1 (blunt damage). If the attack hits, the adventurer is thrown to NEAR distance and lands prone.

3 ROCK THROW! The golem removes a piece of the wall and throws it towards and adventurer within NEAR distance. Roll an attack with ten base die, weapon damage 2 (blunt damage).

4 SPLITTING CHOP! One of the arms transform into a stone blade as it swings over the head of the golem, hitting an adventurer with full force. Roll an attack with ten base dice, weapon damage 1 that ignores 3 points of ARMOUR. The attack can be PARRIED.

5 SWEAPING ATTACK! With a creaking growl the golem lets both arms swivel around itself, hitting everyone at ARM'S LENGTH distance. Make an attack with eight base dice, weapon damage 1, against each separate target.



- 6 **STOMP!** The golem jumps up and falls on one unlucky adventurer withing NEAR distance. Attack with ten base die, weapon damage 1 (blunt damage). The adventurer falls prone if hit (even if ARMOUR protects her).

RESTLESS DEAD

STRENGTH 3, AGILITY 2

SKILLS: Melee 2, Scouting 2

EMBALMED UNDEAD

Covered in cloth without any ability to see, this undead will attack all living creatures in the room. Despite its lack of vision, it can sense living creatures and will move towards the closest one.

STRENGTH 4, AGILITY 2

SKILLS: Melee 4, Scouting 2

ARMOUR: Takes half damage from all weapons not made of gold.

COVERED BY SORES: The undead is covered with open wounds. Infectious Touch, Virulence 9.

EMBALMED DEMON MABHARRNAR THE SICK

Mabharrnar is a demon from Churmog, locked in a human body. Mabharrnar was leading a group of demons that showed little interest in Ravenland as a place to rule. This group was trying to control other demons that reside in Churmog. Mabharrnar spread disease to the human world. From time to time, he moves

through open nexus into Ravenland to spread his sickness. Now that he is locked inside a human body, his hatred toward Ravenland has increased. He will do everything to get free and will kill every living being he comes across.

STRENGTH 9, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Melee 1, Scouting 1, Lore 3, Insight 4, Manipulation 1

ARMOUR: 1

COVERED BY SORES: The undead is covered with open wounds. Infectious Touch, Virulence 9.

MUMIFIED: The first round of combat fighting this demon, roll a fear attack with eight base die.

ATTACKS:

Claws, 8 Base die, Weapon damage 2 (stab), poisonous (Virulence 9), Arm

Bite, 6 Base die, Weapon damage 3 (stab), poisonous (Virulence 9), Arm

WEAKNESS: The demon takes double damage from weapons made of gold.

RESTLESS DEAD GUARDIANS

Dressed in black robes, these guardians are half ghostly and half material. They fight with their long fingers and begin by attacking anyone carrying gold. They will then move on to kill everyone who reside in their chamber.

STRENGTH 4, AGILITY 2

SKILLS: Melee 4, Scouting 2

ARMOUR: Takes half damage from all weapons not made of gold.



WHITE HAT FUNGUS

Roughly half a meter high these hat fungi will stand on two or more legs. The arms hang down, dangling like limp tentacles. If you look closely, you can see that the arms are slowly growing longer. When it attacks, the arms will grow fast.

STRENGTH 2, AGILITY 2

SKILLS: Scouting 3

MOVEMENT: 1

D6 MONSTER ATTACK

1-3 SLIME GRIP: Mycelia starts to grow and grapple the adventure. Roll an attack with 3 Base Die at ARM'S LENGTH. If the attack is successful, the adventurer is grappled. For each extra fungus that is next to the attacking one, it gets one more die on the attack. If an adventurer is grappled, the fungus can attack with 1 Base die while maintaining the grapple.

4 EAT MEAT: - Only if the enemy is grappled - The fungus grows inside the grappled adventurer and starts breaking down the tissue. Attack with 3 Base die, Weapon Damage 3 (slashing).

5 SPORE CLOUD: The fungus releases a cloud of spores that fills the entire zone (NEAR). All actions, except for the fungi, are HARD (-2) for 1D6 rounds.

6 SPORE ATTACK: The fungus empties itself of spores, targeting one adventurer at NEAR distance. The adventurer has trouble breathing. The Adventurer must roll against a poison with POTENCY 3 or become paralyzed for 1-3 rounds (GM discretion).

SKELETON

STRENGTH 3, AGILITY 2

SKILLS: Melee 3, Scouting 3

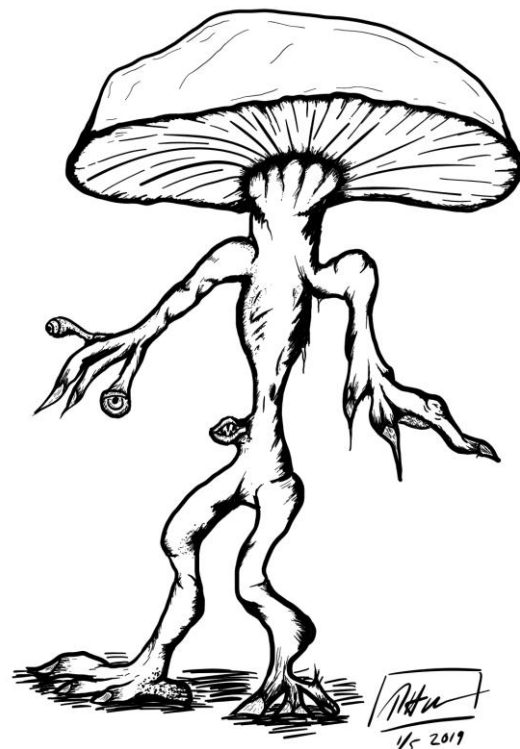
BONY: Arrows and POINTED weapons can never cause more than one point of damage to a skeleton. Other weapons cause normal damage.

ABYSS WORM

See Gamemasters Guide page 76.

YOUNG ABYSS WORM

See Gamemasters Guide page 76.



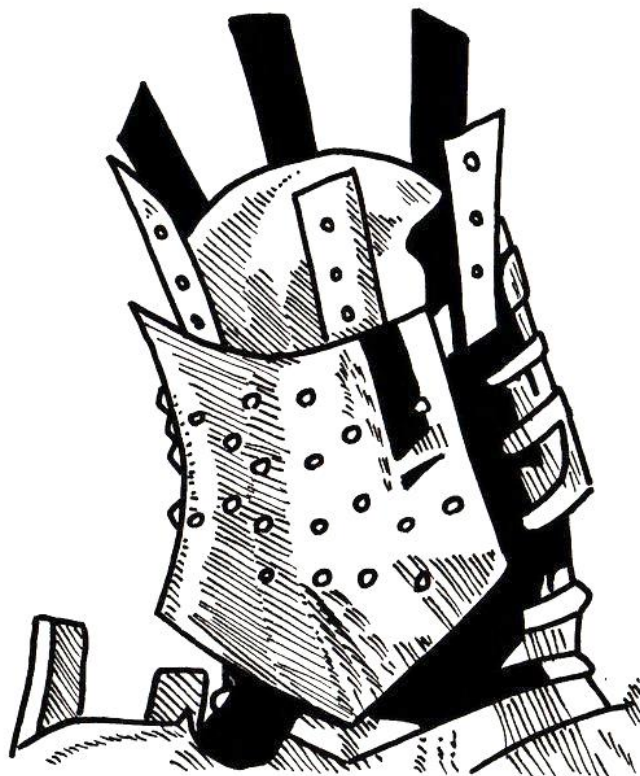
ARTIFACTS

HELMET OF IXIADON

Centuries ago, the best blacksmith ever lived. He forged a helmet on a hero named Ixiadon Hed-Ran, an elf as big as two people and strong as a troll. Ixiadon travelled to Ravenland and defeated armies of humans, orcs, and dwarves. No one could touch him. All this was made possible by his helmet. Ixiadon killed hundreds if not thousands of creatures in a terrible rage! It is said that whoever wears his helmet gets his powers, but that it comes with a price ...

APPEARANCE

This open helmet is roughed up and dented, but still give the impression of a sturdy helmet. It looks more like a bucket than a helmet. Padded on the inside, it gives the impression of comfort. The metal seems harder than iron and despite the dents, not a single crack can be found. It also seems like it has never been repaired. Around the brim of the helmet, you can make out faint, strange runes.



EFFECT

The helmet is an Open Helmet but with amour 3. The helmet can never break, hence roll the armour roll of the helmet separate from the rest of the armour. All ❶ rolled on the helmet can be disregarded when pushing the roll.

DRAWBACKS

Because of the way it looks, the helmet gives a permanent -1 EMPATHY, and if the adventurer who wears is it manipulated, she can only choose to attack. As soon as the helmet is in place on the head, it will squeeze the head tight. It cannot be removed and is now a part of the adventurer's head. The only way to get it off is to cut the head from the body. This will break the curse... until the next person uses it.

Research on the inner soul

A memorandum by Brother Ferentus

Let me tell you about the day when Rust's blood flowed into me. This is our heyday. Rust brothers spread their conviction to villages and travel holy places to Rust. One of these places is the Chapel of the Blood, established by me, Brother Ferentus, in 965 A.S. The chapel's function is to be a sanctuary for those people and half-bloods who do not have a home to go to at night. The chapel lies beneath the ground and is thus protected from the blood mist.

Five years ago, I established this chapel. Here I began my studies which have now led to a discovery of great value to all of us. Sick visitors have voluntarily sacrificed themselves for the research. They all understood the importance of this and gave their souls to Rust. While visiting the village of Ärenhem, I met an amazing man named Eqirax. His sense of magic was almost divine. Understand me correctly when I say that Eqirax was seen as a god by many. He had almost created to perfection, which I myself have struggled with for years. However, there was a problem. His faith. I can't even write the word, but let's say that his faith was directed to the wrong god. Just thinking about it makes me feel bad. Eqirax had to me incomprehensible knowledge about demons and death magic. Around Ravenland, hidden portals had been created, or nexus as he called them. They led into another world. A world he didn't want to talk about, despite persistent attempts to get him to speak. His eyes turned black as I mentioned this world and the portals. I stayed in Ärenhem for several nights and talked to Eqirax about religion and magic in an attempt to show him the only true god. We conversed and I could see him starting to understand. One evening he came in, enlightened. I understand your faith now, he told me, I understand the true god, Rust, and reject my old belief. Eqirax was ready to take part in my studies. He wanted to help shape the future we would create and just like that.

As I write this, it is the year 971 A.S. I have overcome all obstacles. A voice has spoken to me. The voice calls itself Thulmalar and has shown me what I need to see. I can see that Eqirax is impressed with what I have done. What I have built. The vessels I have created. His nexus and my urns are the solution to all problems. Underneath the chapel I discovered a metal that is suitable for locking the soul into my vessels. Behind the burial chamber I have built a hall shaped according to Rust's instructions. I call it the Hall of the Souls. It acts as a focal point and locks the soul into a vessel immediately after the embalming is performed. A new soul arrives from the nexus and locks itself in the body. Should the embalming be interrupted, the soul will be gone forever. Eqirax has produced five shadows that can perform this process. Everything is as it should be. The doors have protectors. The chambers are secured. Only the initiated may enter.

As I write this, it is the year 972 A.S. A few weeks ago, Eqirax wanted to increase the security of the chamber of souls and bound a soul to the guardian face. He mocks me. He's been lying to me. To Rust! His knowledge is no longer necessary to complete my endeavours. The only way to continue my life's work is to dismiss of him.

I should have understood better. Obviously, he had a plan to protect himself. We're both stuck here. The door is locked. He has been sitting there for hours and just scoffed at me. Now that life is soon over, I have tried to talk to Eqirax. Apologized and tried to understand why he lied about his faith, but he just mocks me. What he doesn't know is that I have a plan to get out of here. When I die, my soul will wander on to the body of my sarcophagus. Then I will have enough strength to get out. May his last breath be painful. To whoever is reading this, I hope I have already made it out.

Eqirax book on Nexus and the inner soul

This is the year 924 A.S. A few years ago, I decided to find out what was hiding in the mist that appeared over Ravenland. At night it rises, red and thick. It takes its fair share of victims, which is obviously a problem. It seems that rust brothers are visiting all the villages now. They have also come here. They were unreliable and dangerous and created more problems for me than I could handle. However, I met a strange female elf who talked about portals, the nexus if I recall correctly, and a way to summon demons to Ravenland. Of course, I invited her home to Ärenhem, it's a full moon soon so I took the opportunity to get her to talk as much as she could before she would be sacrificed. Raven demands blood to give us life, that thing is clear. She taught me a lot about demons and souls, which I appreciate immensely. Elves doesn't really want to die, it seems. For the good of Ärenhem, we chose to release her. She understood our dilemma and chose not to take her anger out on us. She says she has her own village to rule and that the people there shall suffer her wrath instead. I thank our leaders for their diplomatic efforts. Ärenhem is a good place for my studies but I need to travel the woods. The problem is this blood mist that refuses to disappear. I think I have found a way to get around it though and will do my best during the day to get out.

My memory sometimes fails me, and I forget to write. I remember the time before the blood mist, but now, almost 140 years old, I'm starting to forget details. If I remember correctly, it is the year 951 A.S. My notes are scattered throughout the church. In all honesty, I have no interest in writing them, but our priest insists. It has taken me several years to solve the problem but finally I know how these portals are created. I am not prepared to write this down in detail, but I write down these words to remember the pain this knowledge has caused me. I have traveled through the nexus that are scattered across Ravenland. At first, there were not problems, but the more I traveled, the worse it got. Darkness, fire, blood. Visions I will not soon forget.

The year is 970 A.S. I have met a man who claims to have created a chapel where magic can transfer souls. We already know it is possible, but to be able to take a soul from a demon, I never thought I would experience. He is visiting Ärenhem. Of course, he is a Rust brother. We can hardly expect anything else. If we could only get better security, then we would not let them in anymore. We have had to conceal our faith in part, but the Rust Church does not seem to have any interest in harming us. The man calls himself Ferentus. I could not care less. To gain access to his chapel, I have convinced him that I am a believer in Rust. He has now offered to let me accompany him, which I am happy to do.

This chapel is incredible. With the help of a strange metal he found caves, we will actually be able to lock the souls in our vessels. My knowledge of the portals is perfect for this. I am also impressed with his ability to find willing sacrifices. To transfer these souls, we have made an agreement with Ciyradyl. In her chamber we have established one of many portals.

Ferentus asked me to increase security. I locked my old friend Uziprix, who was dying, to the face at the chamber of souls. To make it even better, we agreed that a mockery to Ferentus must be made. He must now acknowledge Raven every time he wants to come in. I discovered a portal a day march from the chapel. We are no longer dependent on Ciyradyl.

I've been here for several hours now. Ferentus, what a pig! Trying to lock me in! If he only knew what I hid in the chapel, he would never have done this. My protectors will save me. Of this I am convinced.

Where are they? Why do they never come? Ferentus that pig. He sits across the table staring at me. I hope he dies soon! Even more time has passed. What is he doing? Why does he constantly glance at the sarcophagi? Has he figured out my plan? How could he know? He barely understands how the transfer works. I secured a body a long time ago so if my life ends down here my soul will be resurrected in the body of my sarcophagus. If I could only get in touch with my shadows, then I would not even have to worry about it.

It never gets dark here. The glow from the brazier is endless. I'm drying out. Soon I'll take my last breath. It gives me pleasure to see how Ferentus struggles to stay alive. It is a joy to see the pain in his eyes. Raven gets the last breath and with it Rust dies.

LEGENDS

THE CHAPEL OF BLOOD

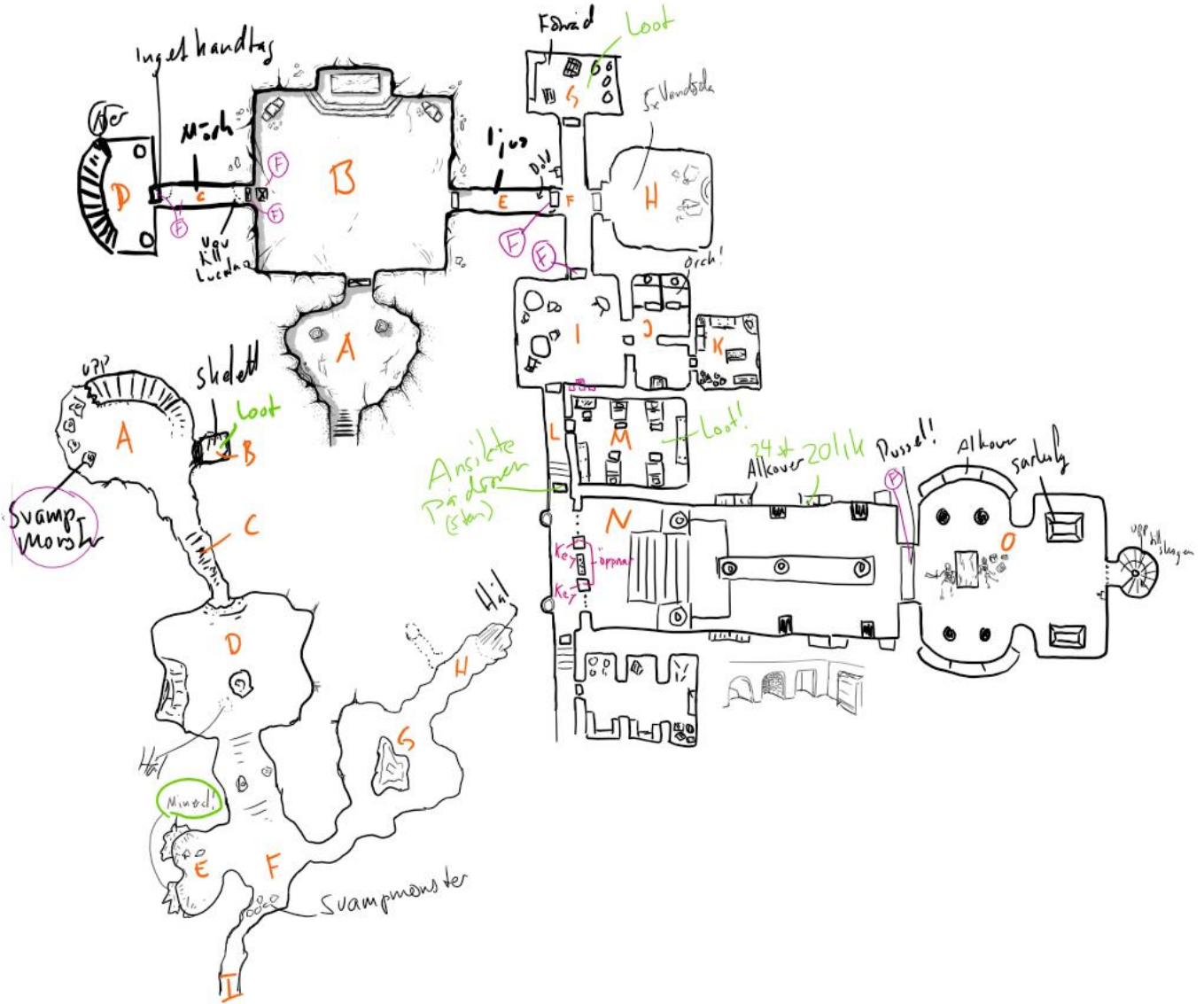
Rust Brothers? It is daring to talk about them, I am impressed that you want to know something about them. The Chapel of Blood? Well I heard about it. It is said to be a place where many dead live. A place where strange magic ruled. Envy and hatred? I do not really know. The legends talk about some rust brother who collaborated with a magician from Ärenhem. Where there are sorcerers, there is often a lot of TREASURE. Magical artefacts! Artefacts beyond your dreams! Whether this is true or not I dare not say! After all, nobody even knows where the chapel is today.

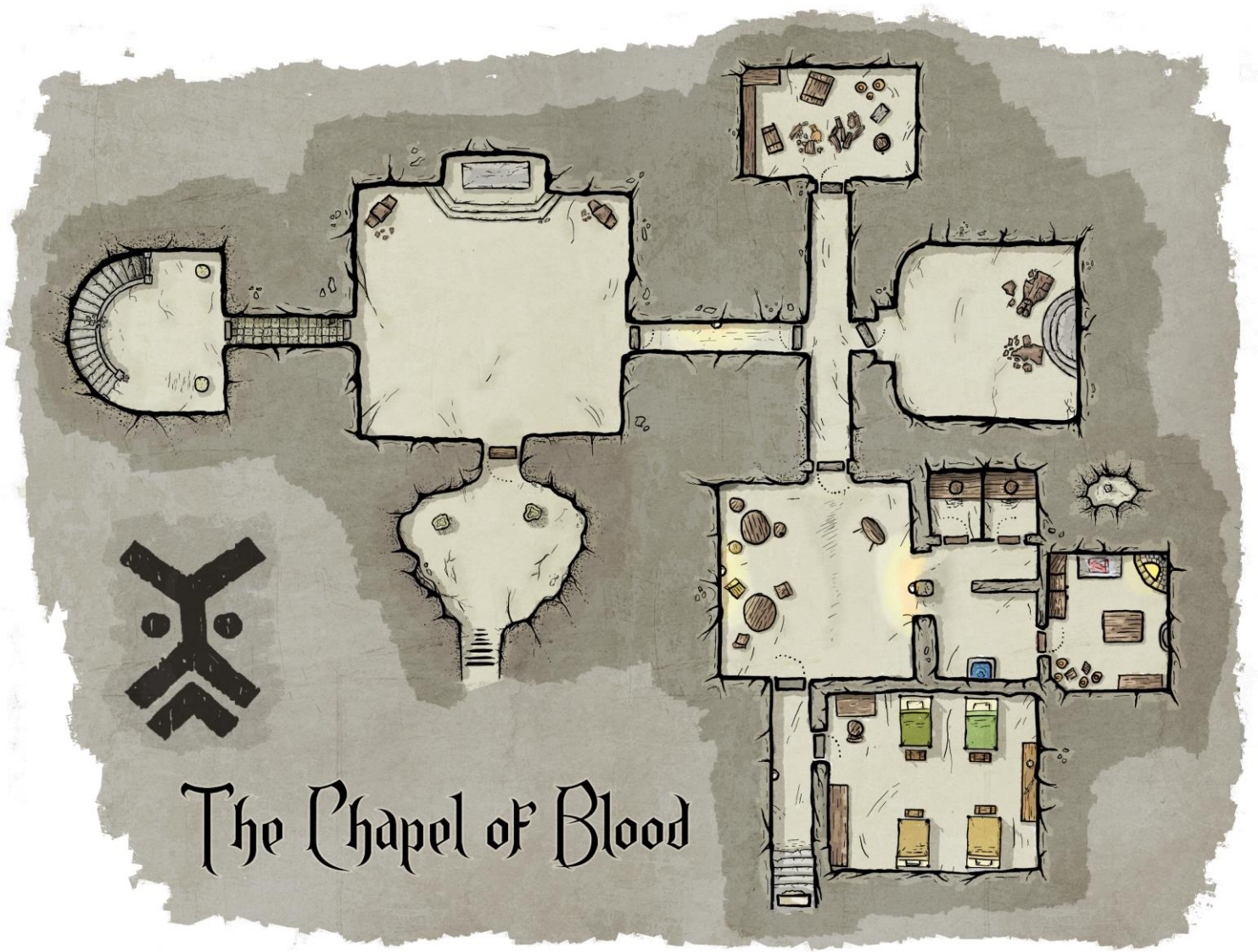
HELMET OF IXIADON

Centuries ago, the best blacksmith ever lived. He forged a helmet on a hero named Ixiadon Hed-Ran, an elf as big as two people and strong as a troll. Ixiadon travelled to Ravenland and defeated armies of humans, orcs, and dwarves. No one could touch him. All this was made possible by his helmet. Ixiadon killed hundreds if not thousands of creatures in a terrible rage! It is said that whoever wears his helmet gets his powers, but that it comes with a price ...

SKETCH OF THE MAP

When I created this adventuresite I had only drawn the first room. As they explored it I kept drawing the rest of the rooms while playing. Below is the original work-in-progress map that I used to make the proper maps. I very often let the players describe what they see when they enter the rooms, this also helps me make better maps.





The Chapel of Blood

Om Nexus och Själens inre

Detta är år 924 E.C. Gör några år sedan bestämda jag mig för att försöka se vad som gömde sig i himnan som bytt upp över Maaland. På natten stiger den upp, röd och ljök. Den tar sin bestämda bel av offer vilket så klart är ett problem. Det verkar som att rödbröder besöker alla byar nu. De har även kommit hit. De var opålitliga och färliga och skapade mig mer problem än jag kunde hantera. Dag träffade dock en underlig kvinnlig alv som pratade om portaler, nexus vill jag minnas att hon så, och ett sätt att hålla demoner till Maaland. Själklart bjöd jag hem henne till Årenhem, det är fullmäne snart så jag påskade på att få henne att tala så mycket hon bara kunde innan hon offerades. Rorp kräver sitt blod för att ge oss liv, den skälen är klar. Hon lärde mig mycket om demoner och själar vilket jag uppskattar otroligt. Men vill inte riktigt bö verkar det som. Gör att göra det bästa för Årenhem valde vi att släppa henne. Hon förstod vårt dilemma och valde att inte ta ut sin ilska på oss. Hon säger att hon har en egen by att styra och att folket där får lida istället. Dag tackar våra ledare för deras diplomatiska brådber. Årenhem är en fullgod plats för mina studier men jag behöver ta mig ut i skogen. Problemet är den här blodsdömmen som vägrar försvinnas. Dag tror mig ha hittat ett sätt att ta sig runt den dock och skall göra mitt bästa på dagtid för att ta mig ut.

Minnet söker mig ibland och jag glömmet bort att skriva. Dag minns tiden innan blodsdömmen, men nu, snart 140 år gammal börjar jag tappa detaljer. Om jag minns rätt är det år 951 E.C. Minna anteckningar är spridda över hela kyrkan. I ärlighetens namn saknar jag intressera av att föra dessa men vår präst insisterar. Det har tagit mig flera år att lösa problemet men antligen vet jag hur dessa portaler skapas. Dag är inte beredd att anteckna detta i detalj utan för endast ner dessa ord för att minnas den smärta som orsakats mig. Dag har färdats genom nexus som finns spridda över Maaland. Till en början var det inget problem men desto ofröare jag färdades, desto bättre blev det. Mörker, eld, blod. Snart jag sent kommer att glömma.

Året är 970 E.C. Dag har träffat en man som säger sig ha skapat ett kapell där magi kan flytta själar. Vi vet redan att det är möjligt, men att kunna ta en själ från en demon trodde jag aldrig att jag skulle få uppleva.

Dan är på besök i Årenhem. Själklart är han en Rödbröder. Vi kan knappast förvänta oss annat. Om vi bara kunde få bättre säkerhet, då skulle vi inte släppa in dem längre. Vi har behövt dölja vår tro betvis, men oss. Mannen kallar sig Gerentus. Dag kunde inte bry mig mindre. Gör att få tillgång till hans kapell har jag övertugat honom om att jag är troende till Röst. Dan har nu erbjudit sig att låta mig följa med honom vilket jag gladeligen gör. Detta kapell är otroligt. Med hjälp av en underlig metall kan hittat under jord kommer vi färdigt att kunna läsa själar i våra härl. Min kunskap om portaler kommer att fungera perfekt för detta. Dag är också imponerad över hans förmåga att få villiga offer. Gör att få dessa själar att flytta sig har vi sluttat ett avtal med Cigraby. I hennes hamnare har vi upprättat en av många portaler.

Gerentus bad mig öka säkerheten. Dag läste min gamle vän Ljiprix, som var döende, till anskitet vid Själarnas sal. Gör att göra det ännu bättre kom vi överens om att ett han mot Gerentus måste gå. Dan måste nu erkänna Rorp varje gång han vill komma in. Dag har uppnått en portal en dagsmarsch från kapellet. Nu är vi inte beroende av Cigraby längre.

Dag har nu varit här inne i flera timmar. Vilket som han här! Försöker läsa in mig! Om han bara visste vad jag har gjort i kapellet så skulle han aldrig gjort detta. Minna beslagbare kommer att rädda mig det är jag övertygad om.

Var är det? Varför kommer de aldrig? Gerentus bet soinet. Dan sitter på andra sidan bordet och stirrar på mig. Dag hoppas att han bör snart! Det har gått ännu mer tid nu. Vad är det han håller på med? Varför änglar han mot sarkofagerne konstant? Var han läsa ut min plan? Hur skulle han kunna veta? Dan försälar knappt hur överföringen går till. Dag skärade en krops för länge sedan så om mitt liv tar slut här nere så återupstår min själ i kroppen i min sarkofag. Om jag bara kunde få kontakt med mina änglar så behöver jag inte ens oroa mig för det.

Det blir aldrig mörkt här. Glöden från faten är oändlig. Dag håller på att torka ut. Snart tar jag mitt sista andetag. Det ger mig behag att se hur Gerentus kämpar för att hålla sig vid liv. Det är en fröjd att se smärta i hans ögon. Rorp får sista andetaget och met bet bör Röst.

Forskingen om själens inre - En promemor.
av Broder Jerehus

I då mig berätta om dagen då Xosits blod flödade i mig.

Detta är vår storhetsid. Xostöröder sprider sin övernaturliga till byar och reser heliga platser åt Xost. En av dessa platser är Blodets Kapell, upprättat av mig, broder Jerehus, år 965 E. S. Kapellets funktion är att vara en fristad åt de människor och halblod som inte har ett hem att gå till på natten. Kapellet ligger under marken och är således skyddat från blodsdimman.

För fem år sedan upprättade jag detta kapell. När började jag mina studier som nu har lett till en upptäckt av stort värde för oss alla. Dina besökare har frivilligt offrat sig för forskningen. De har alla förstått vikten av detta och gav sina själar till Xost. Sids ett besök till byn Sgrenhem träffade jag en fantastisk man vid namn Egnur. Hans känsla för magi var näst intill gudomlig. Först såg jag när jag säger att Egnur sågs som en gud hos många. Han hade nästan skapat till perfektion, det jag själv kämpat med i flera år. Det fanns dock ett problem. Hans tro. Jag kan inte skriva ordet ens, men låt oss säga att hans tro var rikligt till fel guds. Därför att tänka på det får mig att må illa. Egnur hade för mig obegriplig flinshap om demoner och dödsmagi. Skuntomfring Kapland hade det skapats sådana portaler, eller nerus som han kallade dem. De ledde in i en annan värld. En värld han inte ville prata om, trots ihärdiga försök att få honom att tala. Hans ögon blev nästan svarta när jag nämnde denna värld och alla portaler. Jag stannade flera nätter i Sgrenhem och samtalade med Egnur om religion och magi i ett försök att visa honom den enda sanna guden. Vi samtalade och jag kunde se på honom att han började förstå. En kväll kom han in, uppljst. Jag försått din tro nu, så han till mig, jag försått den sanna guden, Xost, och förkastar min gamla tro. Egnur var redo att ta del av mina studier. Han ville vara med och förna den framtid vi skulle skapa och precis så blev det.

När jag skriver detta är det år 971 E. S. Jag har kommit över alla hinder. En röst har talat med mig. Xosten fallar sig i skuldmal och har visat mig vad jag behöver se. Jag kan se att Egnur är imponerad av vad jag har gjort. Vad jag har byggt. De får jag har skapat. Hans nerus och mina umer är lösningen på alla problem. Under kapellet upptäckte jag en metall som fungerar utmärkt för att låsa själen till min färd. Därför gravfamnaren har jag byggt en sal formad enligt Xosits instruktioner. Jag fallar den för själarnas sal. Den fungerar som en fästpunkt och låser själen i ett fast direkt efter att balsameringen är utförd. Från nerus kommer en ny själ och låser sig i kroppen. Skulle balsameringen avbrutas kommer själen att vara försvunnen för evigt. Egnur har frammanat fem slugor som kan utföra denna process. Allt är som det bör. Dörrarna har beskjödare. Samarna är säkrade. Endast de inbjudna må säga in.

När jag skriver detta är det år 972 E. S. För några veckor sedan ville Egnur öfva säkerheten till själarnas sal och hand en själ till väktaren. Han hånar mig. Han har lugnit för mig. För Xost! Hans flinshaper är inte längre nödvändiga för att fullborda mina försök. Det enda sättet att fortsätta mitt livsverk är att avfärda honom. Jag borde ha förstått bättre. Det är klart han hade en plan för att skugga sig. Vi är båda fast här. Dörrarna är låsta. Han har suttit där i flera timmar och bara hånlett mot mig. Nu när livet snart är över har jag försökt att samtala med Egnur. De om ursäkt och försöka förstå varför han högt om sin tro, men han bara hånar mig. Vad han inte vet är att jag kommer min själ att vandra vidare till kroppen i min sarslag. Då har jag kraft nog att ta mig ut. Alla hans sista andetag vara smärtsamt. Till dig som låser detta, jag hoppas att jag redan tagit mig ut.