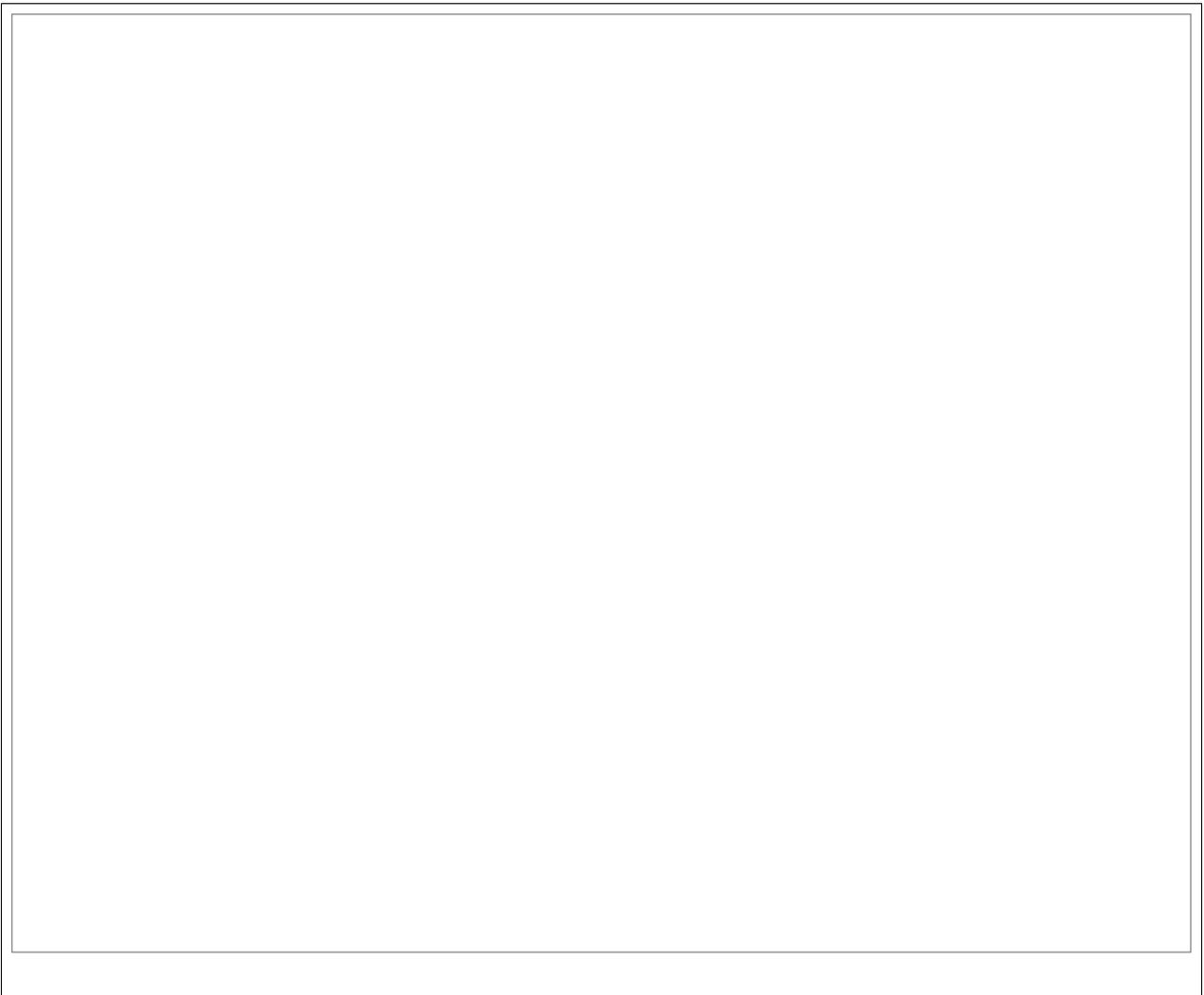


FIFTH ADVENT



A Dark mystery sandbox adventure

By Jim Magnusson & Simon Forster

Fifth Advent

”Advent [Ad-vent] A coming into place, view or being; arrival
Cloister [Kloi-ster]: A covered walk; A courtyard, especially in a religious institution, bordered with such walks; A place of religious seclusion”

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Stuff I used in making this adventure: A trusty D30 sandbox companion, AD&D DMG 79, the Aenglum rules.

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It is said that every age is born a great evil to the world. Several hundred years ago, at the Fourth Advent a group of heroes of the holy temple, managed to imprison this darkness. Our noble god and protector Aeidmar has watched over us, and time after time, given us the power to stop this darkness from ever breaking free.

But now, after many years, the day has come when the oracles has seen the signs and warned us that the darkness once again can wake up, that the fifth Advent is finally here and, if that is the case, time has come for humanity to finally face the end of days.

But then again, the temple has put together a group consisting of the greatest champions of goodness and faith, and these are now on a mission to Cloister hill,

the place where the Lord of Darkness is fettered, and they are to make sure everything is secure, that the ancient oracles must have read the signs wrong, and so the sigils are intact!

Fifth Advent is an investigatory small dungeon crawl set in the world of Aenglum but can easily be converted to fit into most games of your choice. The characters will belong to the classes of temple guardians, priests and witch hunters. The theme is that of religion, detective work and crawling into confined spaces. The pregenerated classes can also be changed so to fit just about any group hired by the temple to do its bidding. This is foremost written as a convention adventure tho hence the way this is made.

Adventure Background

The background is more detailed here than they actually are in any archives and the knowledge and truth out there are blurred and deceptive at best, full of lies and misguiding mostly. The background is for the DM only and the truth should never be revealed. And

then again, who is to say that the following is the real truth?

If you are a player you should not read any further and you really should know this fact if you have played for a while.

The story of a daemon and a stone

First Advent

About 800 years ago the grandmaster Erglinoras of an ancient blackling cult summoned the ”great” daemon Urgundrax to the surface of this earth.

The daemon knew he could only be able to stay a limited time in this realm before the followers of gods of man eventually would put an end to his evil reign. So the daemon put a grand plan into motion that will come to span over a millenia. The daemon Urgundrax ordered Erglinoras to create a large stone tablet

resembling an avatar of the sun god, and then he sacrificed a part of his tainted soul to this tablet and a message appeared on the stone that read "it is all a lie."

The ancient ritual that gave Urgundrax his physical form in reality involved reciting the ancient song of betrayal, a willing man to give his own body for the daemon to possess. All this in the arcane circle of power. Rohandar, a willing recruit was the one to give his body for the old daemon this time around.



The blackling cult eventually came to be scattered by a raiding orc tribe. The orc leader was mesmerized by the stone tablet and Urgundrax convinced the orc that they needed to travel far south where great treasures could be found. This was all part of a greater scheme

of Urgundrax whom wanted to get the tablet to the slowly approaching army of the human empire of the sun.

Lord Simeon was the knight eventually running into the orc raiding party and he and his men did a quick work out of them. Among the remnants he found the great stone tablet resembling an artifact of his temple.

Slowly Simeon got corrupted by the stone and started to spread lies as a false prophet. Urgundrax didn't count with that the witchhunters of the red queen were actually good at sniffing out any sort of evil and they captured both Simeon and the stone tablet – now labeled "The Treachery Stone". In a great ritual they did bind the essence of urgundrax in his own stony prison and Simeon and his followers got sent to the stake. At this time the stone was bound and could not as easily corrupt the souls of men.

Second Advent

Some 600 years ago a great scholar, Michandias, stumbled upon the stone tablet and got intrigued by the words "it is all a lie". The human curiosity is both a boon and can also lead to some great disaster as it did in this particular case. One could guess that this was the plan Urgundrax had from the start. The daemon in the treachery stone didn't have the power to fully corrupt the young man but he sensed that the scholar wouldn't stop until he had figured out what the lie was.

Michandias had a brother, Roancir, whom lived in the village of Warmheart, in the middle of Westforge. This place that later came to be known as Cloister hill. Michandias did need help with figuring out the truth about the great lie (and as time moved on it started to drive him a bit crazy.) The brother listened to his delusions and were mildly intrigued by what the scholarly brother had already learned from the stone.

So Michandias moved in with his brother whom both started to learn more about the treachery stone. Urgundrax had at this time been able to plant a few seeds in Michandias. First of all the falsehood that The temple of the sun had a great secret that they had locked in the holy stone of treachery. A secret that all people deserved to know but the temple kept it to themselves so they could gain advantage. In this version Simeon the false prophet is falsely accused.. This in turn let the brothers be more carefull with their research as they feared the inquisition of the red queen be in a conspiracy with the temple of the sun.

The brothers financed the underground complex of the old temple so they could research the truth in peace. This area has been mostly shut off after "the incident". The Temple did reopen again but after the "second incident" it has been permanently shut down.

(officially)

The brothers figured out they needed to weaken the spell that kept the truth inside the stone. This whole process documented in their journals, their succumbing to learning the dark arts and rituals of past times. Days and years passed as they tried to find a way to reverse the ritual created by the order of the red queen.

And so one day they figured they could create a great circle around the village itself and use the power of the congregation as a conduit to weaken the spell if so just for a few moments.

The ritual did actually work but it had a few side effects the brothers hadn't really accounted for. They had managed to permanently weaken the barriers between the god space and reality. One couldn't say that corruption ran rampant but in every thing in cloister hill, mostly close to the five sigils, a small hint of chaos or strangeness could be found. Such as a strange man was now a bit more odd. The animals behaviour, the taste of water a bit more damp, the clouds in the sky always a bit more cloudy.

Another side effect was the congregation that had been present as the ritual was completed. They were all permanently altered in the sign of betrayal. One could also say that Roancir became something else this evening. He became a charismatic and harch priest of the temple, leading the flock. Michandias questioned his brother and said he hadn't meant for this to happen but he couldn't reach his brother whom in turn did lock him in a room under the temple.

The first incident. One night Roancir heard rumors about the villagers calling for help. He got very angry and ordered his congregation to gather all the troublemakers and most of their families. In a mad frenzy they beheaded each of these on the altar in the old temple.

It didn't take long after this that a group of holy soldiers arrived to Cloister Hill and found out most of what had happened. A battle erupted at the temple and most of the congregation gave their life for the new false prophet Roancir.

The **"temple of the sun"** and **"the order of the red queen"** put some of the puzzle together and they realised they needed to start keeping a better watch on the old **treachery stone**, which had made such trouble over the years.

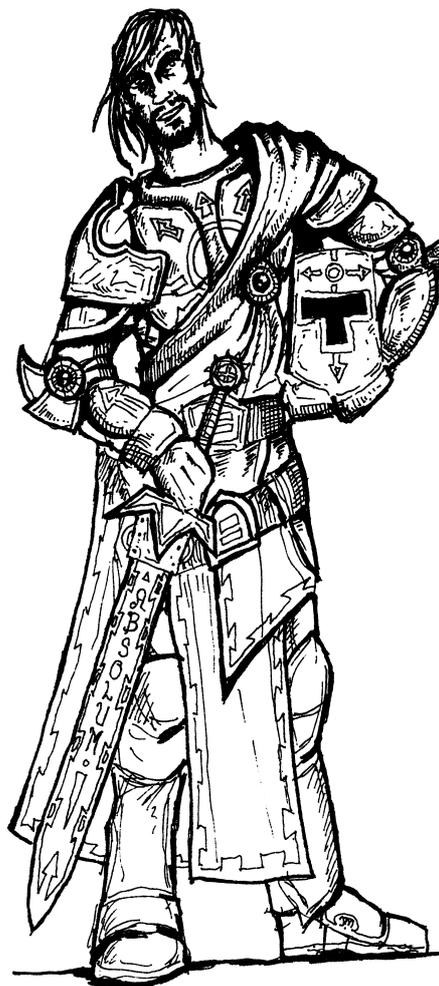
The **cloister on the hill** was built to safeguard the stone tablet and a "watcher of the stone" was appointed. The Stone has since been buried in the cellar of the Cloister.

Third advent

The third advent took place some 400 years ago. It seem that if the stars align when the sun is weakest and the **pattern of the liar** is strong, the protective spell on the **treachery stone** grows a bit weaker.

This in combination with the ritual effect from the brothers was to blame for the third advent. The fault of the human soul may be to blame to.

There was a war between westforge and a neighbouring nation. The enemy took Cloister Hill. During a siege day turned into night. The commander of the army broke the protective seal around the treachery stone. The commander got mesmerized by the stone.



Fourth Advent

Some 200 years ago the last advent happened. This time around it was "the watcher of the stone" who got a taste of the corrupting power of the **treachery stone**. Amarlia had barely settled in as the new watcher when she during a darkening of the sun were touched by visions.

She started to think the sermons of the priest in the village were tainted. The second incident: Amarlia accused everyone at the temple to be corrupt and she was personally responsible to slaughter a great deal of people.

Many documentations from this time are contradictory as many of them pointing toward the master of the temple being the bad guy, and other documentations showing Amarlia as such.

Adventure Synopsis

It has been around two centuries again since any major incidents regarding the **trechery stone**. The heroes are gathered from all corners of the old empire. They are either a priest, a temple guardian or a witchhunter. Each character shall come in two versions depending if they want to play the female or male version of a certain character.

Each and every one of the characters have a different view and knowledge of what has occurred at Cloister Hill. One could bet that someone of the "red queen" think the "temple of the sun" is a bit weak if one are to see the track record of fallen people. But then again, this knowledge is almost lost in history still.

What do the players actually know?

Some of the following facts should be handed out to the players as part of their briefing before heading off to Cloister Hill;

- The first order of business should be to contact Alfred Haregrin, the watcher of the stone at the Cloister. Check in to see if everything is as it should at Cloister Hill.
- There lie a great evil imprisoned under the cloister. This evil is bound by an outer protective circle and a mighty arcane seal, put there by ancient heroes from the "**temple of the sun**" (Aeidmar) and the "**order of the red queen**" (Seressa).
- The outer protective circle: In a great circle around town there are five sigils protecting the village from any evil entering or leaving the village. They should investigate if this circle is still intact. At each of these points there should be an arcane circle with a blessed object in the middle. Be it a skull of a saint or something.
- There is a following of occult daemon worshippers in the village known as the children of the Black sun. They have popped up in investigations during a century or two and are seen as a minor nuisance. They could be responsible for any eventualities.
- There is a small druidic order of Dycincae, the queen of leafs. They call themselves "The eternal Circle" are quite isolated from the rest of the nature goddess temple, seen as a bit to obscure.
- Basic knowledge of the astronomical phenomena of the fifth advent. The first Solar eclipse that has already been.

Keeping track of time

The GM should at all times keep track of how much time has passed. The evil is working hard at their end at the same time as the PC work hard on theirs. Each encounter should be 1 time unit passed. If enough time has passed the daemon is awoken and may be strong as never before.

One other factor in this is if the sigils is intact or broken. Each broken sigil increase the daemons power and vice versa.

There is gonna be a lot of sidetracks and the DM should allow all form of sidetracking so time runs away and evil wins. It is a race against time but the uncarefull should be allowed to follow any trail they want. This is a sandbox after all.

The PC's will arrive midday to Cloister Hill, they will come from the south side and the timecounter should start at zero.

The Astronomical phenomena of the Fifth advent is characterised by a series of three solar eclipses. The first one happened some week ago and the second and third one should be at midday these coming two days.

The time count is running from 0 to 10, and "0" as I said is the start of the game, "1-3" is the early occurrences, "4-6" is midgame, "7-9" is late game and "10" is the birth of the daemon. The solar eclipses should occur at time "2-3" and later on at "9-10".

How to "win" the game

There should be as many ways to succeed in the investigations of Fifth Advent as there are to loose. This being a sandbox and all. The GM should keep track of how much the players actually do that could turn the battle in their favor. Wilbur Toms will be active in his work to unleash the daemon Urgundrax, and for each broken sigil, solar eclipse and any evil being left undisturbed, will raise the chance for the evil side winning this game. The town itself could sidetrack even the most experienced investigator with so much going on and it is important to let the players run their own race and if they do just about everything wrong, so be it. The true evil should be elusive and is part of the plot. And as long as you are having fun losing, you are doing it right. On the other hand, IF the players should succeed in stopping the evil plan way to fast, there should be much more for any investigating group to do anyway.

Short descriptions of the major groups

Children of the Black Sun

In Cloister Hill a following of the daemon has been present ever since the ritual of the two brothers. It is said to have been founded by one of the survivors of the congregation of the second advent. They revere Roancir as a most holy saint.

If the players run into these cultist they should be slay on sight as they are quite twisted and should not be trusted in any way. They are a following of a daemon of betrayal after all.

The Children of the black sun are NOT the major enemy of this adventure tho even if they are related to the main villian.

Temple of the Sun

The temple of the sun is the major religion in the empire. They revere the god Aeidmar whom are seen as the protector of all good people. He is in no way seen as very mercifull or kind, cause he demand obedience and a stern following of his will.

The temple has always been present in Cloister Hill and the leading authority is the one having the title of "Watcher of Stones", the temple guardians assigned here join the stone watch, nowadays a mere handfull of soldiers.

Cloister Hill

Cloister Hill is a really old village with a dark history. Once known as Warmheart, but this has changed to its curent more fitting name.

The village is located in a remote part of the country, **Westforge** in this case but this can be altered to fit any eventual needs of a DM. It has grown up around a small lake called Sleeping Pilgrims Pond, A river run northeast orginating from some mountain up in the north. Some trade is done along the river with a few villages and some city in the east.

It is a big and dark forest to the north of the village. A hill surrounded by cliffs stand in the center of the village, this is of course the hill that gave this village its name. The Cloister on top can be seen from every part in the area. The village is on paper ruled by a village council, of four people, answering to the lord in some keep far away. The temple is mostly in control tho, and the watcher of the stone is the most respected man in town.

As if the people of Cloister Hill isn't strange enough,

Order of the Red Queen

The goddess Seressa is a sister of Aeidmar and is an avenging angel and queen of the inquisition. She demand total obedience of her followers. If she were to decide, every man would burn on the stake for even the lesser sins. Her followers are almost as feared as they have to live up to her hard rules. They often work together with the temple of the sun.

The Eternal Circle

A druidic order of Dycincae that keep to themselves at the stone circle in the outskirts of Cloister Hill.

Once upon a time the druids of Warmheart were well liked and respected. With the coming of the 2nd, 3rd, and 4th advent and the ritual of the two brothers, the druidic circle has been a bit twisted and deranged and not that likable anymore.

One of the master druids have been even more deranged and now go under the name "the Bonemaster", and he reside in the caves beneath the circle with a small following.

False Prophet of the fifth advent

There is a new false prophet in Cloister Hill. This time around it is not the priest or watcher that is the main villian, even tho the evidence gathered can point in their direction at times.

The prophet this time is young brother Wilbur Toms who is possessed by the trechery stone and will stop at nothing to bring back the daemon.

they are a divided bunch, they is mostly very suspicious at strangers. Most of the houses are locked up both day and night and most people keep to themselves or their particular affiliation. There has been a darkness brooding in this town since forever and this has affected the mood over the years.

Strange Rumors around town

1. *"The crows in this village are the messengers of the dark lord! If you listen carefully you will hear their demonic voices among the crowing speaking secrets to eachother!"*
2. *"Eliza Snow have been running around town all day searching for her husband that is missing."*
3. *"The Ale wife is mixing in the blood of an innocent. One should only order the light brews!"*

4. "Among the druids hide a mysterious prophet callt the bonemaster who will read your destiny in the bones of dead children!"
5. "The bonemaster is nothing more than a crazed lunatic that eat the flesh of the recently dead!"
6. "The tavern is built upon an animal graveyard! At midnight the bones of dead animals dance upon the tables!"
7. "The stone in the cloister is long since gone. I heard it was stolen during the siege some hundred years ago. The temple is watching something that isn't even there to keep the power!"
8. "There is a coven of witches in the forest. They fly into town when the moon shine upon the Sleeping Pilgrims Pond to steal innocent children that aren't blessed by the temple. The children are sacrificed to their dark god so they can attain some eternal youth!"
9. "Godfrey talks as if his wife is still alive! She died thirteen years ago! A friend of mine say he keeps her old skeleton in his bed!"
10. "Luthor Tenkar is decended from the old dwarven hero that slayed the dragon of the red mountain. He has the dragons head over his firepost. Does he keep the dragons treasure hoard in his basement?"

11. "It is said Carl Laimor of the council may have suffocated his uncle with a pillow! One of the house maids said so before she disappeared!"
12. "Clara Leimor bought some Gremlin weed the other day from Agatha (the witch). Is she planning to kill off some rats or her husband?"
13. "That lady Jennifer Will is a cold-hearted wrench of a lady! She only see the coin in her pocket and don't care about people!"
14. "The traveling Circus came to town but did skip their performance! And there were gonna be both a hairy lady and the strongest man in the land!"
15. "Someone saw that sweet kid in town. Where has he been all this time? Yngwir really could charm all those girls!"
16. "They found a body down by the pond"

The Tavern "The Black Rooster"

In the middle of town you can find this large establishment called "the black rooster". It is built in two storys. The first floor is reseved for consumption of either food or drinks. The second floor has housing for a large number of paying customers.

The price is quite good. Only 1 Aengel for a room per



Cloister Hill

night or 5 cherubs for part of a double.

The innkeeper is Lucilda Small. A stocky woman with a pear shaped face. She is the mother of seven children and her second son is one of the stone guard at the cloister. Her husband is half her size and has a nice moustach, his name is Harmond Small. An anxious man who got publicly shamed some year ago.

The Town guard

The town guard of Cloister Hill is at a first glance like any other townguard, but still, the weirdness and corruption is in every fiber in this town. On the north side of town the influence of the illuminated guardians are strong, as the influence of the black moon are on the south side. The west side is a mix of loyaltys. Each and every organisation has a spy or supporter in the guard, and should not be trusted.

They bear the symbol of Cloister hill on ther tabards, "a fortified house upon a hill with a star above".

Captain: Amy Rice

The Village Council

The council is made up by a group of four people and each of these have the same saying in things. Every important matter is discussed at the village council meeting and voted for. Every year at the beginning of summer the town vote for which four people will represent them for the next year.

At the beginning of your game you should roll which four people are at control at current times. There are usually the same cloister of people ruling and the power change between this handfull of folks;

7 diffrent council member

1. Jennifer Will

affiliation: Traders

Jennifer is a strong willed women in the late fifties but only look forty to most. She is dressed in narrow black dresses with a lot of lace and has an expensive Ferroniere on her forehead. She is hard to please and demand only the best of everyone. She despise poverty and see them as lazy bastards that should be kicked out from town. She herself were born wealthy as she inherited some large companies from her late father. She is blind to the fact of anything strange or evil going around and only would care if it had some negative impact on her own income.

2. Lucas Mains

Affiliation: the Carpenters guild/ Black Sun

Lucas is a well dressed, sweaty man who has a distinct smell to him. He always wear his hat., in either his hands where he nervously

play with it, or on his head. He officialy represents the builders and mostly carpenters of the town. He is part of the black sun but in truth is a really coward of a man with a strange taste for the sacrificial of more brave men than he is. Some strange compensation for his feelings of incomptance put their by his old sadistic cruel mother.

3. Luthor Tenkar

Affiliation: The smithys

Luthor is a grumpy old dwarf that always suck on his pipes even if they are not lit. Luthor is actually not very affected by the darkness going on and could prove to be one good ally if needed. He is mostly a serious representative for the dwarven community (almost extinct but still) and the trade of iron and steel. He despise Lucas more than anything but has kept his feelings in check for now.

4. Amy Forster

Affiliation: woods/The eternal circle

Her mother is one of the druid masters and Amy intend to represent the will of the circle on the council. She is actually just intrested in keeping the peace and are not very concerned about the affairs down in the village.

5. Carl Laimor

Affiliation: The upper class

The taste of power is sweet and Carl is addicted to this taste. He is always dressed in the latest fashion and carry an expensive walking cane stolen from his dying uncle. He have some illegitimate sons around town whom he do not claim. He is married to the rich former widow Clara, whom despise him in silence. She is going to poisen him someday and has allready bough the ingridienst for this endeavour from the local witch Agatha. What she do not know is that a couple of people saw her do it.

6. Sarah Ashmore

Affiliation: The workers

Her family is old and rich and has been here for centuries. She is even some distant family with the two brothers.

Sarahs father is the leader of a small chapter of deamon worshippers called the sons of Shuluugtoth. Her two older brothers and a sister has joined in this endavour. She feel that this isn't really her thing but she keep quiet about this. She know about the black sun cult but despise them as she think they have fallen a bit to far.

7. Professor Abe Cantrell

Affiliation: The Academics

Abe is a professor of heraldry and leader of the scholars guild in Cloister Hill. He is a mysterious man who likes to outwit the competition in intricate mindgames.

He once read a forbidden book he shouldn't have read. He has since had terrible nightmares and has an enormous fear of the dark. He never moves without security of light.

Abe has three daughters whom he loves very much. What he doesn't know is that the daughters have all read the forbidden book and have a small curse of their own. They must kill their loved ones before they "turn evil". Something they all have nightmares about. They have already hidden a couple of bodies in the Cantrell family tomb in the graveyard.



The Stable

There is a stable downtown.

The Roads

Four major roads go to Cloister Hill. Most of them are

well travelled but few walk these roads for fun. There are strange rumors about curses and such. Therefore do the ones walking these roads keep to themselves.

The Forest

The forest in the north is dark and deep and is very creepy. The ritual of the two brothers has tainted the whole forest and is home to many dark creatures that feel right at home in this dark environment.

One of these are the witch Agatha that lives in her hut in the village. It may be that her foul magic is even more potent in a forest like this one.

The Harbour

The sleeping Pilgrims Pond may not be that big but some fishermen and traders make their living out of it. Some trade is done along the river, foremost with a city to the east.

The important Marked Locations

1. The Graveyard

The Graveyard can be found in the Southwest corner of the village. Here the players can find the first Sigil.

2. The Stone Circle

The Stone Circle can be located in the forest in the north. This is home to the druidic order of the eternal circle and also the place for the second sigil.

3. The Tower

The third sigil is located beneath a tower now housing the town guard.

4. The Storehouse

Many wares come by boat and this storehouse down by the water keeps wares in store as they are rearranged from boat to wagon and vice versa. The fourth sigil can be found under the Storehouse.

5. The Old Temple

The old temple is closed down. It may be to many bad memories and rumors that the place is cursed or something? The fifth Sigil can be found down under the temple.

6. The Cloister

The Cloister lies on top of hill surrounded by steep cliffs. This is where the treachery Stone is buried, guarded by the watcher of stones and the stone watch.

First Sigil: The Graveyard

The Graveyard of Cloister Hill is in the south east corner of the village. It has a unique shape to it as it is formed as an arrow. In each of the corners of this arrow are arrow-shaped tombs.

Even without the dark ritual the graveyard is a place of death and mysteries. Most graveyards are quite innocent tho with a ghost or two but the graveyard of Cloister Hill do not let the dead rest peacefully.

The mystical and dark energies of this place play all kinds of tricks with both dead and living, and the shroud between the worlds are much weaker here.

The GM should never hesitate to really exaggerate this phenomena and should apply as much fear and horror as he can. Strange and spooky noises, markings and smells should all be applied.

The PC's know that one of the Sigils is here and need to check on its status; if it is intact or if evil has broken it. They should not know the exact position of the sigil but have some vague suspicions to its position.



Time 1-3: During the beginning of the game Wilbur haven't acted on the sigil in the graveyard. It should be past midday or early evening and the undead should be resting. Roll once on the daytime encounter table and once on the strange occurrences table. The undead circus freaks are awaiting them in the crypt.

Time 4-6: If the PC's arrive at this time it should be late evening or night and Wilbur will have checked out the place without figuring out how to break the sigil. He has spies here that will see if maybe the players can show him how to get past the locked door and handle the undead circus freaks. The GM should roll on the nighttime encounter table and maybe even two strange occurrences.

Time 7-9: There is a great chance that the False prophet have moved on the sigil at the crypt and slayed part of the undead circus freaks.

Time 10+: There should be extra tough at the graveyard this time as the daemon is about to be born and the arcane nexus points around town are boiling with energy. If not protected the sigil is long since broken and tainted.

Encounters in the Graveyard by day

1. The crying woman

This is actually one of the Cantrell daughters. She is crying cause her loved one has just recently passed away. She has some splatter of blood on her clothing that can be noticed on closer inspection. The actual truth of what has just happened is that she "had to trick her lover to the family tomb", where she murdered him to spare him from becoming evil. The knife she used in tucked down a vase standing next to a small statue, in the same vase can be found the large iron key to the Cantrell tomb. In the tomb can be found five additional "lovers" killed by the three Cantrell sisters.

2. The gravedigger

During the day Fred McCartan really act as a normal gravedigger. He has sturdy and dirt stained clothing, a big hat on his hairy head and a cheap pipe he smoke while not digging. He carry this big impressing shovel.

If you look at him you notice his crazy inpenetrative gaze that make children cry and mothers to hurry their children out from the graveyard.

He is a man of few words but if one really give him some time and can stand his creepy nature one can realise he really is on the good side, and can be a great ally. For his true calling you must see him at night.

3. The empty coffin

The players find a coffin at the side of one of the graves. The coffin seem to be empty and at a closer look it seem to have been opened from the inside.

D6; 1-2 there is traces of rotten blood but nothing else. 3-4 a barely visible trail lead to

one of the crypts. 5-6 there is a zombie close by.

4. **The staring man**

One of the players will notice the strange man standing and staring at them. If approached he will run away. If the timecount is 4+ the man is a spy sent here from the false prophet.

D6; 1-2 He is just a crazy vagabond , 3-4 He is a crazy vagabond that have visions 5-6 He is a murder hobo tainted bt the forces of evil. He has two innocent girls kidnapped in an abandoned barn just outside the village.

5. **Crows**

An unusual amout of crows have assembled at the graveyard. They seem to be following the moves of the players, making just about anyone feeling uncomfortable. If threatened they will attack with an unfthomed fury.

6. **Giant Rats**

The players can hear the scratching sounds from one of the tombs. If they investigate the noise they will stumble upon a nest of giant rats.

7. **The playing children**

There is a group of children playing around the graves, laughing and without a care in the world. Why is there an unaerie feeling present along with this?

8. **the funeral**

The temple is holding a funeral. The mourning family is dressed in dark. The smell of incence can be sensed from a distance.

Encounters in the graveyard by night

1. **The crying woman**

This is Eliza snow that have searched for her lost husband the whole day and now she have found one of his finger with the wedding ring in the grass. She fear for his life.

2. **The gravedigger**

During some hours of the night Fred McCartan patrol the graveyard with his big shovel and a lantern. He know the dead are restless and one or another wake up as a zombie and are hungry for the flesh of the living. Fred is a good and effective hunter of these dead. If the PC:s run into a zombie or two at night Fred can show up from nowhere and chop the head of these creatures with his trusty shovel. It is less fortunate if the PC:s run into Fred while he re-bury some headless corpse without knowing who he are.

3. **wandering Zombies**

The dead are truly restless in Cloister Hill.

1D6 Zombies will attack the players on sight.

4. **the staring man**

The players notice a weird man staring at them. D6; 1-2 He is just a crazy homeless man intrested in the players. 3-4 He is a spy and will observe and flee if approached. 5-6 He is in fact a lesser deamon disguised in a shell of a body. This winged beast will fight as long as it feels victorious.

5. **Ghast**

6. **Ghoul**

7. **lesser deamon**

8. **Cermon of the black moon**

Strange occurances in the Graveyard

1. **A cold chill**

2. **Something is odd**

3. **Sightings of a ghost**

4. **Strange lights**

5. **A bad smell**

6. **glowing orb**

The Sigil in the Graveyard

The Sigil is located in the central crypt belonging to the long dead hero.

Evidence to be found in the Graveyard

There is a few bits and pieces to to be found in the graveyard.

1. **Knight's Tombs**

The first chamber in the central crypt is the knights tombs. Two knights are buried underneath the large statues. These impressivestatues armed with spears.

2. **Heroes Tombs**

The second chamber is the heroes tombs. Two large stone coffins can be seen. The undead circus is in this room. A handfull of jesters that were left to die here but turned into undead cannibals.

The room is a macabre scene of candles burning, the smell of rotten death, the remains a a few unlucky victims, and the sense that someone has made a comfortable living in all of this.

3. **The mosaic:** The mosaic on the wall show a scene from a battle between goodness and evil. A king on a hill point toward some evil demon on a hill on the other side. Between

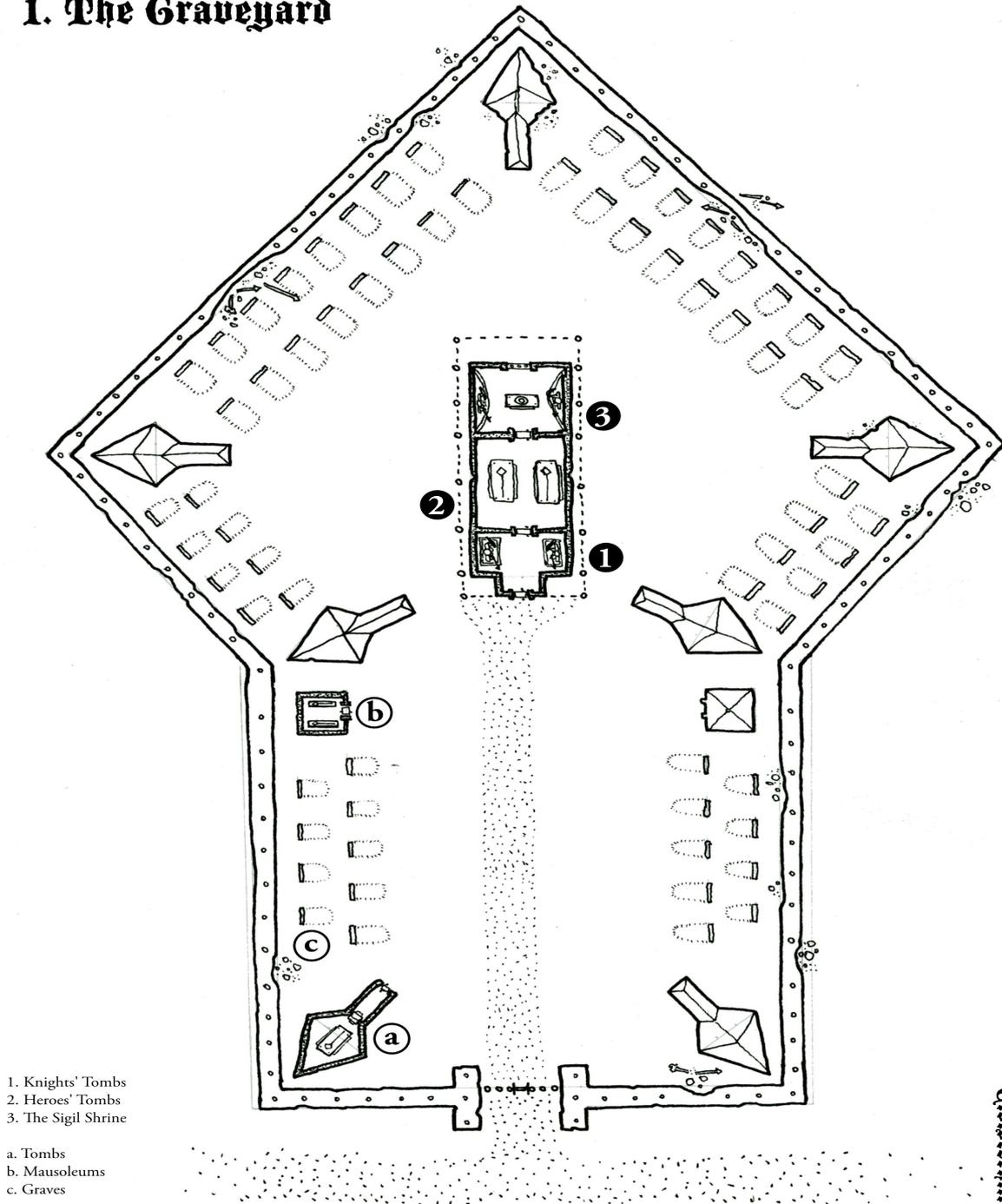
them are an army of knights and an army of orcs and some blackling elite unit closest to the demon. A young prince stand close to the demon and it looks as they are on the same side. There seem to be a solar eclipse occuring in the scene. There is a text under this mosaic saying "Simeon turned on his brothers, when light turned into darkness."

Door: The door to the Sigil shrine is locked. This door to room 3 is of silverplated metal and very sturdy. It has no keyhole and

protective runes ingraved around the images, of a king, a priest and a knight.

The puzzle: To open the door you must find the three sets of three buttons. The first two sets are each on the lower end of each of the coffins, the third set is located under the king in the mosaic. In order and in each set you must puch the right button. The order of sets are king, priest and last knight, as shown on the door.

1. The Graveyard



Cloisterfill

First set (king): the images are paw, **crown** and sword. Second set (priest): the images are triangle, **sun-cross** (a circle with a cross), and circle. Third set (knight): the images are **sword**, crown and sun-cross. If pressed in the right order the door will open.

4. The Sigil Shrine

The third chamber is the Sigil Shrine. There is a large altar in the middle of the room. On each side of the room is a large copper statue resembling templars. On the altar and around it are the great sigil circle protecting against evil and intrusion. On the altar is a rectangular metal box. This box contain the head of a

young bride that died during the advent. Her innocense is what drive the sigil here. The rest of her body is laid to rest under the altar.

The ghost of her will appear and beg/say the following; d6 1-2: "I will not find rest until my remains are buried." 3-4: "The temple put me here to wander this room in eternity" 5-6: "So many want to touch me, but only the pure can reach me"

Tombs

Masoleums

Graves

2nd Sigil: The Stone Circle

In the forest you can find the stone circle. In the middle of the circle is an opening that lead to an underground complex.

A druidic order has always been here long before any village or settlements. The god of these orders have changed over the years and since the inquisition of the imperialistic humans an order of Dyincae has settled here. Without knowing it the order has some customs left from ancient times and may have been a bit heretic even before the ritual of the brothers.

Since the ritual some dark force have twisted part of the order and they have become very isolated from the rest of the world. It can be related to the fact that the one whom have the greatest contact with another force is the bonemaster. This have over time lead to a shift where they revere this master of death and divination more than the mother of leafs.

Time 1-3: The first time the players arrive to the circle it should be calm and no greater commotion. If they are early in their investigation it can be a bit easier to gain access to the shrine and clues around here.

Time 4-6: The templars should (could) attack after getting evidence that the eternal circle is performing some ancient evil ritual. In the commotion Lucas is trying to grab the sigil and taint the area. If the players stop this they have some good allies in the druids.

Time 7-9: The circle have always been a place of magic and wonder and as the taint grows stronger and seals break so should the magic around this place reflect what is happening.

Time 10+: If the players have the druids as allies and the sigil is intact they could prove a valuable ally against the darkness. If the druidic order is scattered and the sigil is broken evil will reign in this area.

Encounters around the Stone Circle

1. Druids of the eternal circle

The players will meet 1. acolytes

2. The holy bear

Sleeping close to one of the pillars is a large brown bear with painted runes on it's side. This bear is peacefull and should not attack any peacefull visitors.

3. The wise fox

This clever fox is mentally connected to one of the young druids. The fox will watch the players every step and the druids will know about it.

4. The unicorn

The unicorn will only approach any character of pure heart. Probably not one of the players, but it is up to the DM if he can locate any good souls in the group.

5. Goblins

A pack of goblins are out hunting for druid meat, but may be happy for the players instead. They are 2d6 in number.

6. Raiders

A group of greedy robbers that think a couple of druids are no match. They are 2d6 in number.

The Standing Stones

The glen with the circle is a magical place. The six large stone pillars are almost 2 meters in diameter and stand almost four meters high. At the base of the pillars are stone foundation another meter or so from the base of the pillar. A few rare breeds of muchroom grow in a similiar circle around this area and in the middle of the stone circle one can see what first appears as a cluster of stones. This is a few boulders holding a large flat stone plate and in between the

boulders one can find the sloping passage down to the underground.

1. Cave of Bones

The sloping passage from the circle lead down to a large hallway. Along this hall one can see the shapes of several circular constructions almost like the bases of several towers in different sizes. These are built by quite rough stone and wooden doors lead into these constructs.

The hall is littered with debris and bones. There are usually a handful of followers here devoted to the bonemaster. The followers are mostly drifters and homeless people that somehow got drawn to the master. They make their living in this hallway and are characterized by their by chalk (or is it bone meal?) and coal painted faces.

In the north of this cave is an underground river, with a small pond, and in the south is a series of corridors where the most reclusive followers stay.

2. Bonemasters room

The bonemaster stay in the south circle on the

eastern wall. It is bizarre as he decorate it with bones and charms hanging in strings from the ceiling. He paints the walls with his visions which usually are crazy and filled with demons and monsters. He has a coffin with some strange artifacts, and a bed that is untidy and dirty beyond belief.

3. Cage

In the centre of this room is a large cage. The followers of bones have no faith in the human justice system above and they keep their prisoners here and dispose their own judgements. Usually this mean some gruesome death.

4. The Garden

Somehow there is a fully functioning garden in this room.

5. Chamber of spears

To get to the shrine one need to pass the chamber of spears.

6. The Sigil Shrine

This circular room has an altar at the other end from the door leading from the chamber of spears. The sigil is located upon the altar.

3rd Sigil: The Tower

The tower is located in the village. A section of the town guard have taken up residence here and are aware of the Sigil in their own way.

The tower is built out of sturdy grey stone and is around 12 meters high, consisting of four levels above ground and two of these are the main tower and the other two levels are a smaller tower on top of the first.

Built several hundred years ago as protection for the residents of Cloister Hill. It were abandoned as it lost its purpose. It housed a wizard at one time but were then abandoned again and served as a warehouse for some time, and then the city guards claimed it.

Behind the scene the isolated society of "the Illuminated Guardians of st. Garwin" has kept watch over the shrine for the past four centuries. The guardians can, at a first glance, be seen as an official order of the temple but have in reality no affiliation what so ever with either the temple or the watcher of the stone. Most of the guardians are also so busy with their own duty that they aren't even aware of what is happening elsewhere.

The structure of the Illuminated Guardians of st. Garwin were founded by Garwin himself during the war at the third advent. Garwin assembled a group of soldiers to protect a temporary sigil under the tower

and keep it safe from the enemy army and foremost the "false prophet", the general. He died during the battles but his body was used in creating the permanent sigil, raised by his companions.

As time passed the guardians never stopped keeping watch and were slowly forming into the group it has now become.

Time 1-3: At the beginning of game the Illuminated guardians are watching but aren't really aware of any danger. Lucas Arden are slowly trying to gain access to the remains of Garwin to break the seal.

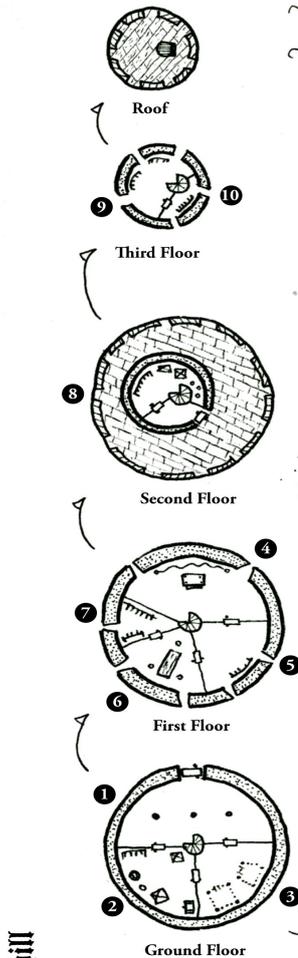
Time 4-6: Lucas should have broken the sigil at this time and moved on to another destination. When the Sigil get broken the guards will do anything to restore the sigil. They will perform rituals of old that do not work.

Time 7-9: The energy of the broken sigil will taint the watchers and make them bloodthirsty. The guards will continue to try fixing the sigil and will be hostile to any intruders that interfere.

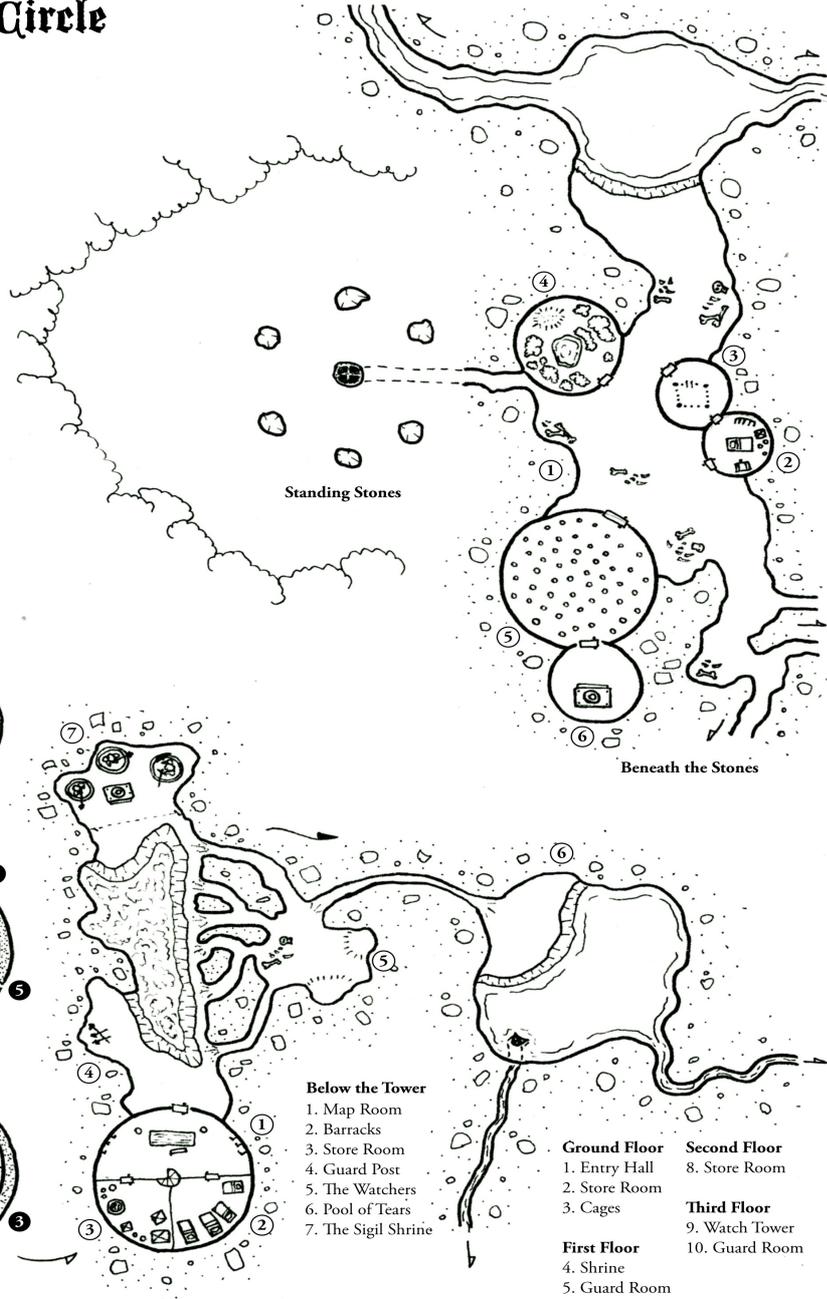
Time 10+: When the daemon is let loose and the last solar eclipse occurs it will be crazy down under the tower.

2. The Stone Circle

1. Cave of Bones
2. Bonemaster's Room
3. Cage
4. The Garden
5. Chamber of Spears
6. The Sigil Shrine



Cloisterhill



- Below the Tower**
1. Map Room
 2. Barracks
 3. Store Room
 4. Guard Post
 5. The Watchers
 6. Pool of Tears
 7. The Sigil Shrine

- | | |
|---------------------|---------------------|
| Ground Floor | Second Floor |
| 1. Entry Hall | 8. Store Room |
| 2. Store Room | |
| 3. Cages | Third Floor |
| | 9. Watch Tower |
| First Floor | 10. Guard Room |
| 4. Shrine | |
| 5. Guard Room | |
| 6. Dining Hall | |
| 7. Armoury | |

3. The Tower

Encounters in the Tower

The Sigil in the tower

The sigil is located in a shrine far inside the tunnels under the tower. The sigil is built with the remains of Garwin whom were a holy man.

Evidence to be found in the tower

1. Several guards could be aware that a

representative of the watcher of stone has been speaking to one of the commanders of the Illuminated guardians

2.

Ground floor

1. Entry Hall

The entry hall is large but almost empty. Three bearing pillars stretch to the ceiling. There are tapestries hanging on the walls

depicting the symbol of Cloister Hill town guard. There is a chair next to one of the doors. Several lanterns are hung on the wall in between the tapestries.

There is at all time a guard posted here.

2. Store room

This is the main storage for the guard. Here you can find spare weapons on several racks and a table where they clean and repair chain mail and sharpen their weapons.

Further in is a chest where they store accumulated contraband and evidence.

3. Cages

This room can accomodate prisoners and drunkards and is heavily guarded. Two large barred cells whom each can hold up to 15-20 prisoners. Inside the cages are several benches and the floor is strewn with hay.

First floor

4. Shrine

This room is dedicated to Aeidmar. At certain times the Illuminated guardians will see to it that only the initiated are present and they hold some sermons and ceremonies here. When they initiate a new member they will do it in this shrine.

5. Guard Room

The guards on duty not patrolling will often be found in this room playing cards or other recreations or chores.

6. Dining Hall

This is where the guards eat. A long table with several benches along the sides. A stew is always cooking over the fireplace and a lot of plates and bowls can be found on some shelves next to it. On the table is a basket where they in the morning put fresh bread bought from the local bakery.

7. Armory

The most ready and well kept weapons are kept here. They are all neatly put in racks. On a shelf you will find several clean tabards with the town guards symbol. Along one of the walls one can find some newly polished boots. A couple of chainmails and some pot helmets.

Second floor

8. Store room

The second floor storeroom is not used that much but over the years it has become full of all kinds of stuff. Some even from the old wizard and further back.

Third floor

9. Watch tower

This area is mostly unused and the guards use it mainly as a passageway.

10. Guard room

There aren't often many guards here except for the rainy or cold days, They could always make a stop here for a cup of tea but the guards are more often patrolling the up or down balconys. Keeping watch over the local area.

Below The Tower

1. Map Room

This room is used for planing the daily routine of the guard. On the great table a big map of Cloister hill is spread out and the area around the tower is marked with a red circle. Some areas inside the circle is marked with an "x". One can feel some heat on the door leading to the guard post. This door is always locked and most guards are forbidden to venture past it.

2. Barracks

Four bunk beds are standing in a half circle on the south side of the room, acomodating up to eight guards.

3. Store room

This room has served as a place to store all kinds of trach during the years and furthest in some really old stuff can be found.

4. Guard post

The guard post is not manned all hours of the day and only the initiated ones are allowed to stand guard here. In times of trouble the initiated guards do realise that this post is one of the more important ones.

Just a short distance in from the guard post is the steep fall to the boiling pool down below. There is a constant column of fog rising from the depths and the hot and damp enviroment in this room will make you sweaty and wet. The guards will always keep a couple of bottles of water close by so to survive.

5. The Watchers

In the room of the watchers the guards of old still linger. The strange tradition of "a guards duty never end" is taken to new heights. The initiated guards swear an oath to never let the guard down and when they quit their jobs as city guards they are taken to this hall of the watchers to stay as the eternal guard of the shrine. The mystical energies emenating from this place do turn them into something else. Something one could describe as "holy

ghouls”, a form of creature not to cannibalistic or as frightening as real ghouls. They do retain some memory of their former lives but the isolation and darkness will turn them quite insane. The watchers only move from this room to the pool of tears and in the tunnels but they let the guards be, and do not show themselves to them much. In time they do die and the remains of the dead guards are left alone by the other watchers.

The Watchers room is full of religious scribbles on the walls. It is warm, dark and moist and the stones, and both living or dead watchers, are covered in a gray mold.

6. Pool of tears

There is a sloping passage leading down from the watchers cave to a small underground lake, The water is warm but not as hot as in the boiling casket to the west. This room is huge and dark.

The only platform to stand on is a large area in the northwest part of the room.

7. The Sigil Shrine

The Shrine is

Three large statues and an altar.

The middle statue is depicting st. Garwin.

trap: There is a trap rigged in front of the shrine. Steam

4th Sigil: The storehouse

The storehouse is a large building located down at the south side of Sleeping Pilgrims Pond. This is at a first glance a legitimate business but down in the cellars the followers of the black sun keep watch over the shrine which strangely enough has been kept intact and this can only be credited to the stupidity of the Black sun cultist whom have the skull of Fradisius confused with that of Roancir.

Time 1-3: Since the first solar eclipse a week ago the cultists of the black sun have had more ceremonies and have frequented the storehouse much more often.

Time 4-6: Citan UI will infiltrate the storehouse and steal the skull of Fradisius. This will upset the cult whom will want revenge on somebody. Citan UI is an unpredictable killer and there is a great chance that he will leave a couple of bodies in his wake.

Time 7-9: The energies in the basement will run wild and the lesser deamons will break free from their bonds at attack just about anything in and outside the storehouse.

Time 10+: When the daemon is born the lesser deamons will know this and leave to join Urgandrax.

Strange things to be found in a crate

1. Cloth. Large rolls of cloth waiting to be delivered to the local seamstress.
2. Tools. (For example hammers, saws, nippers & snippers, dividers and drills.)
3. Leather purses.
4. Umbrellas.
5. Fishing Equipment.
6. Sails.
7. Ceremonial daggers hidden under a layer of Hay. Waiting to be delivered to some local

cultists.

8. Pots and pans
9. Clockwork parts – cogwheels and springs
10. Mechanical Toys
11. Laboratory glass

Encounters in the Storehouse (d3 above/d6 under)

1. Worker

On the ground level there is a greater chance that this is indeed just a normal worker at the storehouse or maybe someone sent to pick up a package. In the lower level the chance is greater that it actually is a follower of the black sun.

2. Artisan

As of above. Most of the time artisans come to pick up their own crates sent here.

3. Vermin/stray animal

It could be rats eating on some leftover meal, a swarm of bees or something fitting.

4. Cultist

Some cultist that wander around in his cultist robe.

5. guard dog

Either a loose one, accompanied with a cultist or bound to guard something. The barking of a guard dog could alert reinforcements.

6. lesser daemon

There is a chance that a lesser daemon is free underground. These daemons of the black sun are aggressive and cowardly creatures thirsting for blood.

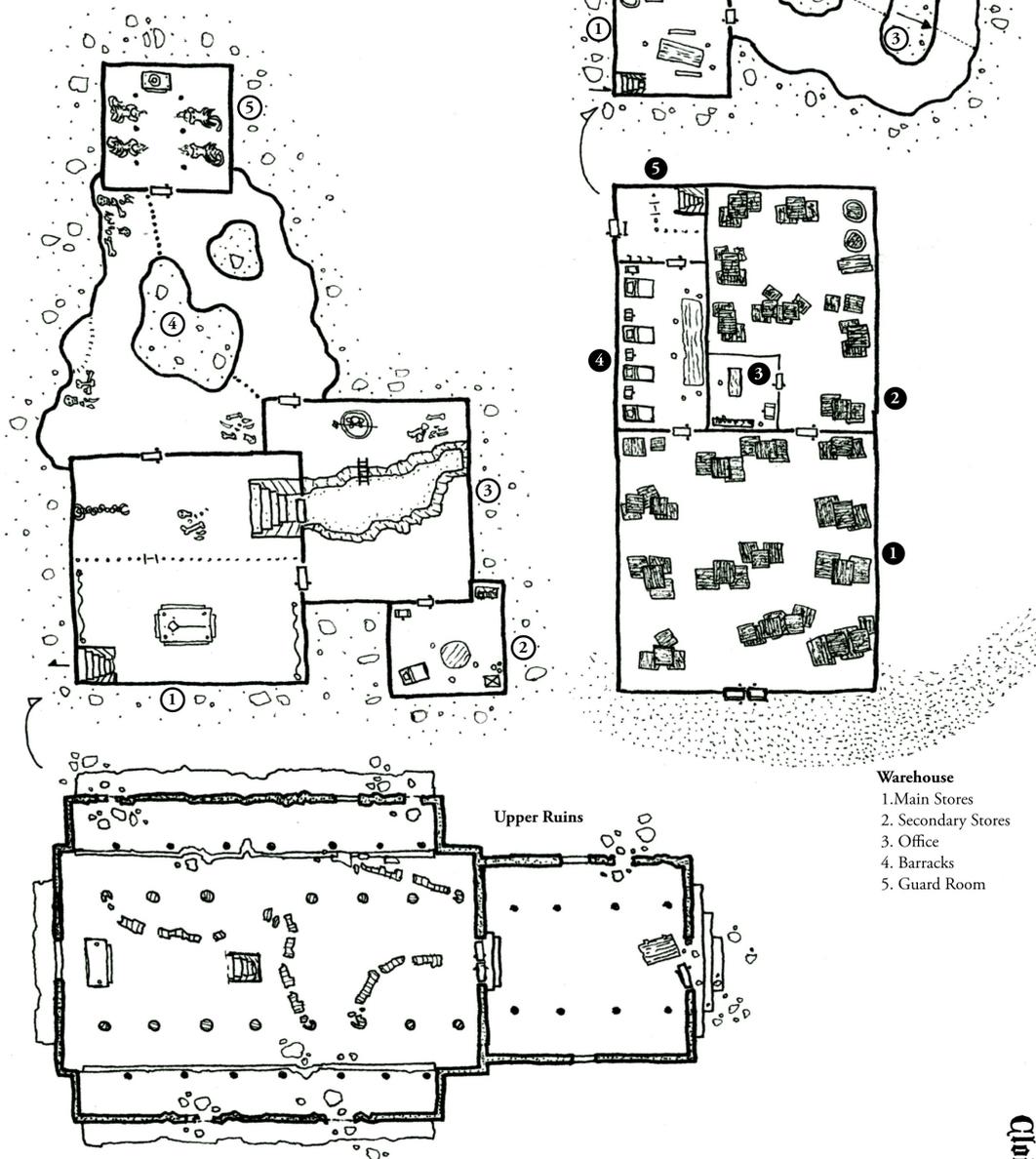
4. The Storehouse

The Under Temple

1. Tomb of the Red Knight
2. Priest Hole
3. The Watched Pit
4. The Guard Dogs
5. The Sigil Shrine

Under the Warehouse

1. Cellar
2. Guard Posts
3. Traps
4. The Sigil Shrine



Warehouse

1. Main Stores
2. Secondary Stores
3. Office
4. Barracks
5. Guard Room

5. The Old Temple

Cloisterhill

The Sigil in the storehouse

The sigil is located underground on top of a set of steep steps.

Evidence to be found in the storehouse

Realising the infiltration of Citan Ul could really help the cause. He has no real affiliation with the black sun and his goal to steal the skull and knowing the truth as opposed to the followers guarding it. In a moment 22 kind of way do the black sun actually keep guard over the sigil and to dispose of them could actually help the false prophet to achieve his goal.

Ground Locations

1. Main Stores

This room is full of crates. If curious to the contents of a crate you could always roll on the random table "strange things to be found in a crate" in this chapter.

The crates are stacked in neat rows forming a small labyrinth.

2. Secondary Stores

This room is full of crates and barrels. Mostly stuff that can't be delivered for one reason or another. One of the walls are a noticeboard with declarations of the goods stored in this room.

3. Office

This is where the storehouse manager has his office. The desk in front of the door are full of papers and letters in a big mess. The shelf along the south wall are full of books with all the deliveries that have passed through Cloister Hill over the years. The manager keeps his most private belongings locked in a chest.

4. Barracks

This room can house four people. The beds are aligned against the west wall.

5. Storeroom

This is where the workers can stow away some of their equipment. A steelbar wall keeps the curious people away from the stairs leading down to the lower level.

Cellar Locations

1. Cellar

At a first glance this area really looks innocent.

2. Guardpost

The followers of the black sun have a few guards posted in this area. They are better equipped than usual.

3. Traps

There are traps around.

4. The Sigil Shrine

The Sigil is located at...

5th Sigil: The old Temple

This old building has its fair share of history, as the temple was prominent in both the 2nd and 4th Advent. Now it stands mostly abandoned.

In the cellar a former priest (and a disciple of Roancir) has turned into an unhallowed form of "priest of the dead", driven mad by the mystical energies from the ritual and sigil.

Time 1-3:

Time 4-6:

Time 7-9:

Time 10+:

Encounters in the old temple

7. Janitor
8. young girl

The Sigil in the old temple

The sigil is located in the cellar furthest in guarded by both the undead and fire-breathing scorpion statues.

Evidence to be found in the old temple

ff

Upper Ruins

The door to the temple is broken and has fallen into the entry hall.

The under temple

1. Tomb of the red knight

2. Priest hole

This was the room that the brothers built during the second advent and has a lot of history to it.

Secret compartment: In the east wall is a secret compartment where one can find a copy of the great ritual the brothers used.

3. The watched pit
4. the guard dogs
5. the sigil shrine

The Cloister

On top of the hill lie the cloister. It is actually much smaller than one could expect but it serve its purpose. The lord watcher and his stone guard keep watch over the trechery stone during each hour of the day.

The cloister consist of the wall with a tower and a couple of houses inside.

When closing in one can see that the cloister is very old and has taken part of many historical events. Each damage have been fixed over the years but the scars are still very much visible for a prying eye.

Sacred runes of protection are imprinted in many strategic places, but many of them have been weathered away in time and who knows which of these are still in effect.

Two double doors lead into the cloister grounds. Old and heavy wodden door reinforced by iron, painted in dark green, and each of the doors are decorated with the symbol of the sun.

First time at the cloister:

Mark Trulight should be the one taking the PC:s in and showing them around and he will take them to the watcher of stone Alfred Haregrin. Alfred will be wondering why the group has arrived, thinking he is already doing a great job, but will probably accept any plausible answer and will assist them in their investigation. He is both a man of the temple and the faith, but also in respect of the red queen and know that it is safest to stay out of their way.

Alfred has a map of the village with all the sigils, locked in his reinforced chest in his room. He will show the players this map if asked.

6 random guards of stone

1. Melissa Traik

A meek guard with a great fear of fire. Her aunt was a witch that burned at the stake.

2. Eric Danderlion

A considerate guard that is a bit nosy. He may be snooping around the players even if it is certain to look suspicious. His family was killed by an evil cult in his youth.

3. Orn Gair

A loquacious guard that always have the snivels. He will be more than happy to talk with the players about anything while wiping his nose. His parents were merchants whom got killed by criminals.

4. Ewa Thorn

A considerate guard always carrying around stuff for others. She will ask if she can help the players in any way offering to carry

something for them somewhere. She has a twin sister that is also a templar guard.

5. Nils Ailen

A emotionally void guard that is a bit greedy. He is a spy for the false prophet. Comes from a family of fisherman. He has a gambling addiction and is severely in debt to a lot of criminals.

6. Tom Small

A polite guard with a great fear for snakes. He has a real good hand with horses and is the second son of the innkeeper. He joined the guard cause of his admiration of the stone watch, and Mark has taken him in as his protege.

1. Guardroom

The stone guard stay here while resting.

2. Chief Wardens room

While not on some errand Lord Watcher Alfred can be found here.

He has a table packed with pappers and books waiting to be signed, read or scribbled on. About half is town buisness and scheduals and such wordly matters and the other half is religious matters and scriptures. He keep a lot of confidential stuff locked in a large reinforced chest. One can clearly see that it is a religious and serious man living here even if he keeps it rather messy.

3. Wardens rooms

The Ranking officers at the cloister all have their own houses on the grounds. One of the houses belong to the steward Mark Trulight and the other one to the chaplain Sebastian Arkwood.

4. Longhouse

The longhouse serve as a place for all guards at the cloister to eat and as a meeting hall.

5. The Cloister

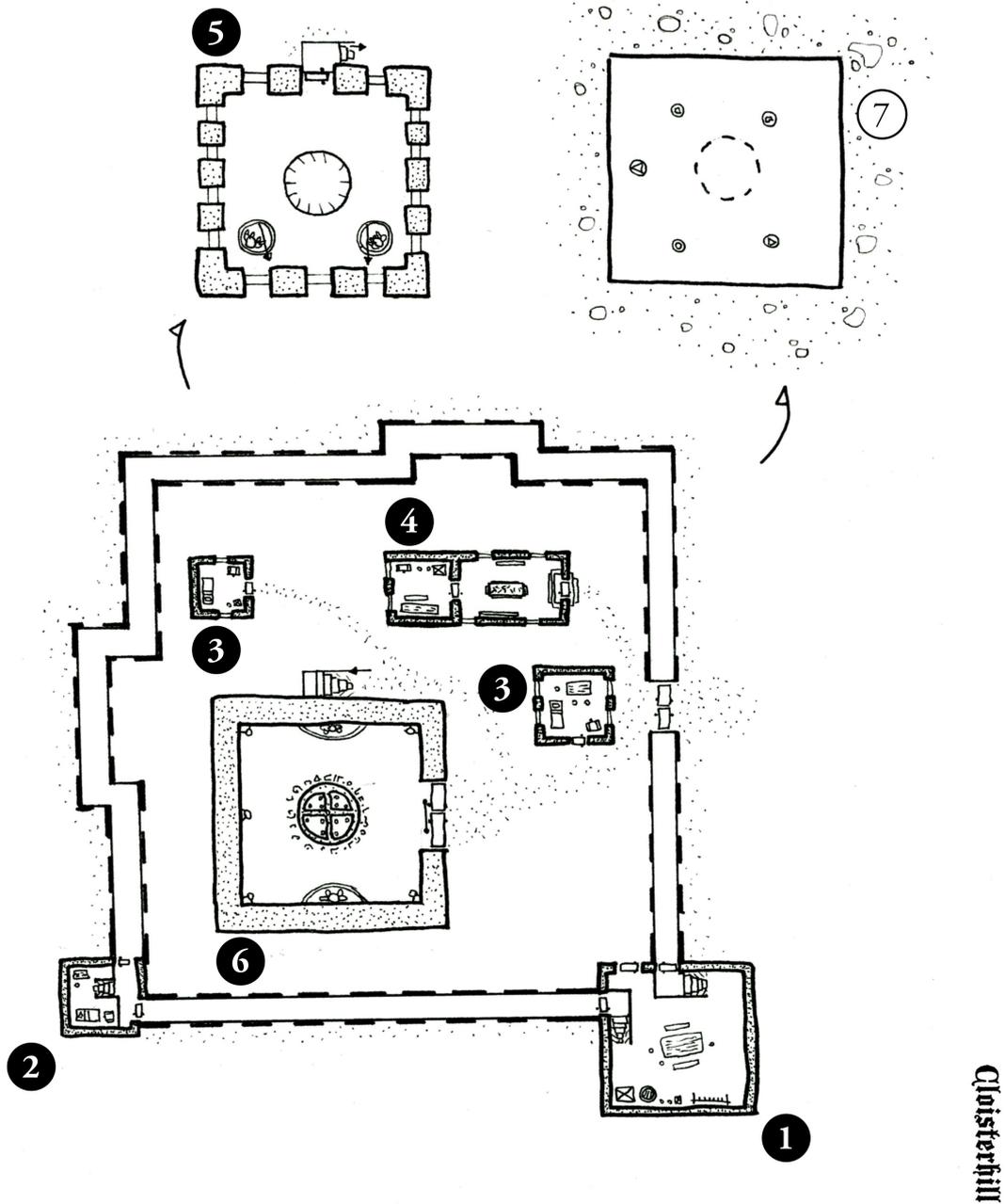
The cloister is a building in solid stone.

6. The great seal

This room encompass the whole house. There is a large circle of stone and iron in the middle. The iron is formed in an arcane seal over the stone plate. In front of the north and south wall of this room stand two large statues in the likeness of the templar order of old. There is a large circular hole in the cealing above the arcane plate, where the light of the sky above shine in. One can notice two

The Cloister

1. Guard Room
2. Chief Warden's Room
3. Wardens' Rooms
4. Longhouse
5. The Cloister
6. The Great Seal
7. The Prison



large hooks on chains hanging above which lead to two large winches on each side of the room. The hooks seem to fit on some holes on the large stone plate. Around the room and circle are lit candles and incense. A few

shelves with old relics of the temple, spare candles and the like.

7. The prison

This is where they keep the trechery stone.

Important Non-Player characters and groups

This is a collection of some of the more important persons and groups the players can run into. Some are connected to the main plot and some are not and maybe a few of these will derail the players totally from solving the mystery of the fifth advent.

People of the graveyard

Zombies

The restless dead that will eat your brain.

app: 1d6, CM: 2d6 (5), DV: 12, Att: +2 (1d8)

Defense: some spell immunity

Sigmund, the strongest man in the land

Sigmund was a real hulk of a man traveling with the circus. He was murdered and is now a really dangerous cannibal ghoul of the undead circus.

People of the town

Agatha the Witch

The witch in the forest has been there for as long as anyone can remember. She is at times searched for by people needing help for different aches; be it heartache, headache or even spite. She has a potion for most things but each one should come with a warning label.

Equipment: Robe, crooked staff, book of curses, recipes, potions, a cat and ingredients.

CM: 5d6 (17), Life: 10, Att: +2 (1d6), AC: 10

"Citan UI"

Yngwir was a sweet boy and had this aura that made him so adorable. Every girl in town fell in love with this boy that had it all coming, he had a perfect smile and his father was a successful businessman. The bad thing was that a group of boys didn't like this at all. They gave him a real beating and threw him into an empty well. They said they were to help him up when he promised to never steal another girl's heart again. After a couple of days in the well all bloody and beaten it started to rain. He almost drowned down in the well but for an eternity he kept himself barely alive and struggling for his life. When he finally left the well Yngwir as a boy was dead. He lived as a drooling idiot the next couple of years in his father's attic. The father could never cope with the change and kept him hidden from the world. During the latest eclipse he awoke. Someone spoke to him and led him back to the world of the living but he was not Yngwir, but "Citan UI", the word his nurse always so lovingly told him he were but backwards. He wandered the streets till he found a young brother from the watch. He had given the young man a smile and his loyalty. Citan is now one of Wilbur Tom's most faithful servants – someone who will do the

dirty work of a prophet. The only thing Wilbur doesn't know is that Citan has some revenge to give to some unsuspecting young men.

Equipment: A big knife

CM: 4d6 (14), Life: 10, Att: +3 (1d4+1 dagger), AC: 11

Cultist of the Black Sun

The followers of the black sun are an annoying bunch of psychotic killers. They have been around Cloister Hill for hundreds of years and have members in every part of society. They often think they are much cooler than they really are, and are not more than regular occult demon worshippers without any greater purpose or plan in this world.

Equipment: Ceremonial daggers and cloaks over their regular clothing.

1d4, CM: 1d6 (3), Life: 3, Att: +0 (1d4), AC: 10

People of the eternal circle

Druid of the Eternal Circle

The druids are of a solitary bunch.

Equipment: Scythes, robes, pouch with herbs

1d3, CM: 1d6 (3), Life: 3 Att: +0 (1d4), AC: 10

The Bonemaster

A druid of the eternal circle more deranged than the others. Living beneath the stone circle.

Equipment: A crooked staff of bone, a bag full of bones (for reading signs), herbs and potions, a pouch with 12 Aengels and 3 jewels (20 A a piece), a dagger

CM: 5d6 (20), Life: 10, Att: +1 (1d6), AC: 12

Spells:

People of the Cloister

Alfred Haregrin – Lord Watcher of the stone

Alfred is the current watcher of the stone. He is a large impressive man with a nice moustache and shoulder long white hair kept in a ponytail. He takes his role seriously and has kept guard for a few years. He can be a little homesick at times as Cloister Hill isn't that nice of a town. When the players arrive he will slowly work up a form of paranoia.

CM: 6d6 (24), Life: 10, Att: +3 (1d6, Mace), AC: 15 (Chainmail),

Mark Trulight – the Steward

Mark keep a close watch over the Cloister and all of its affairs. He is the Right hand man of Lord Watcher Alfred Haregrin. Nothing pass through the Cloister without Mark knowing about it.

Mark is also a very religious man and can sit in his room on his spare time and study the old scrolls. He has a dark secret he is really shamed off, the master of the black sun know this secret and they have a mutual agreement to let eachother be.

CM: 4d6 (14), Life: 10, Att: +2 (1d6, sword), AC: 13

Sebastian Arkwood – the Chaplain

Sebastian is a priest of the cloister and also counts as one of the two wardens under Alfred Haregrin. He lead all religious ceremonies and spiritual guidance up at the cloister. He is a heavily built man with dark eyes and Auburn short hair.

Wilbur Toms – The Chandler Brother

Wilbur is a young man in his late teens. He is responsible for all the candles in all the holy places. He also try to help out in other areas and are quite well liked by the other people in the cloister as a "hard worker". He is well informed about most of the things happening in an around the Cloister and can be a useful resource if approached properly.

Unfortunately young Wilbur has been touched by Urgundrax and is now his evil pawn and he will rise to be the new False Prophet and body of the deamon. For each Sigil broken he will gain a level of corruption (CL). He will never bear any signs of corruption tho and will always be that charming young man.

When the PC:s talk to Wilbur he will be very helpful but will always try to fill them with part

disinformation and lead them on some wild goosechase.

Wilbur will use the help of other people to do his dirty work, like Lucas Arden and "Citan UI".

Equipment: Robes, candles, lightbox, amulett

He will later on keep a sword closeby.

CL 1: CM: 1d6 (4), Life: 4, Att: +0 (1d4), AC: 10

CL 2: CM: 2d6 (7), Life: 7, Att: +1 (1d6), AC: 11

CL 3: CM: 3d6+1 (14), Life: 10, Att: +2 (1d6), AC: 12

CL 4: CM: 4d6+2 (22), Life: 10, Att: +3 (1d8), AC: 13

CL 5: CM: 5d6 +3 (33), Life: 10, Att: +4 (1d8), AC: 14

special/spells: Command, charm, hide the corrupt

Lucas Arden – Stone Guard

Lucas is one of the sturdy stoneguard of Cloister Hill. He may want to pass as innocently as he will but Wilbur has put his claws into him.

Even if Lucas doesn't know it Wilbur framed the poor soldier into his service. It all started when Lucas was in a brawl with a town drunk and his wife while in a drunken stupor. The couple turned up dead and Wilbur confronted Lucas with accusations of murder, and Wilbur promised Lucas to keep quiet and hide the evidence. The truth is Wilbur did murder the couple.

Wilbur has Lucas convinced that they need to break the sigils to keep the investigators busy as to not have them finding out what Lucas has done. After the first Sigil there actually will be no return and as the corruption in Wilbur grows, the dissillusion of Lucas grows.

CM: 4d6 (14), Life: 10, Att: +4 (1d8), AC: 16 (Plate)

Other Strange occurances

Urgundrax "The sharp black knife in your back"

Avatar of betrayal and the great grandson of the black god of deceit, Shuulugtoth. Even if he is decended almost in a straight line from a forbidden elder god, he somewhere got betrayed himself and lost his magnificent power, left only as a shell, still a mighty creature seen with mortal eyes, in the outer reaches of the god space.

Urgundrax grand plan is to turn goodness on itself so

he can be eternal. To be totally accurate it doesn't actually have to be goodness as long it is the people strongest in power at the moment. The tablet he created limits his choices some but he played his cards right.

Symbol of the pawn

- Urgundrax always use a pawn to do his dirty work
Symbol of Flesh

- once more Urgandrax will gain a body and walk the earth

Pregenerated Characters 1-2

Fifth Advent

Name: Arngrim
Race: Human(Northman)
Religion: Seressa
Class: Templar

Str: 14 (+1)	Life: 12
Dex: 12 (0)	Morale: 16
Con: 12 (0)	Close Att: +4
Int: 12 (0)	Ranged: +2
Wil: 8 (-1)	Defense: 16/17
Cha: 13 (+1)	Damage: 1d6/1d8

Equipment: Templar Armor (+6), Medium Sword. Exceptional shield (+1), Large Horse, Lantern, Bottle of Oil, Rope, Salt, Chalk, Journal, Pen and ink, dagger.

Background: You are born in the cold north in the small town of Eizenek. You moved at an early age to a temple in the southeast of the empire. Not by your own will, it had to do with some large man from the temple that took you in after your parents house had burned down and they both had died in the flames. You have never been told the whole reason how they died. Your natural strength lead you to join the templars and you have done a real good impression on them so far.

You have seen much evil in your life and that may be the reason why your heart have grown cold over the years. The red queen you serve is also very demanding and this in combination with the rest have made you despise other religions as they are weak of body and spirit.

You are a tall impressive man with a stubble, penetrating dark eyes, and a lot of scars all over his body. His gaze shows sign that he has seen everything and he did not approve. He is a man that do not smile very often.

Fifth Advent

Name: Dominic
Race: Human(Southling)
Religion: Aeidmar
Class: Cleric

Str: 7 (-1)	Life: 11
Dex: 12 (0)	Morale: 19
Con: 13 (+1)	Close Att: +1
Int: 8 (-1)	Ranged: +1
Wil: 13 (+1)	Defense: 15
Cha: 10 (0)	Damage: 1d4/1d6

Equipment: Chest Plate (+4), priestly robes, the books of Liber demonicum, Vie Sanguine, and the witch compendium. Staff, dagger, pen, inc and a journal. Wagon and horse.

Background: Born in the capital and a family of the faith. You have always been intrigued by the sins of man and herecy, and as a scholar of forbidden arts in the temple you have always been an outsider and as best seen as odd. You joined all sorts of hidden orders and pursued your thirst for knowledge. As the years passed the temple had good use for you and your expertise and you were not very choiced that they choose you for this mission even tho it could be as much to keep you out of the way for a while,

Dominic is bald on all of his body, cold and dark eyes and a faded dark skin. He may have spent to many years in dusty old cellars. He doesn't care much for wealth and travel light with only a few of his most valued books and possessions.

Spells: 2 1st level, 1 2nd level. (can cast Aeidmars light for free once each day)

Pregenerated Characters 3-4

Fifth Advent

Name: Helena
Race: Human (Midlander)
Religion: Aeidmar
Class: Templar

Str: 12 (0)	Life: 10
Dex: 16 (+2)	Morale: 21
Con: 11 (0)	Close Att: +3
Int: 10 (0)	Ranged: +4
Wil: 15 (+1)	Defense: 16/17
Cha: 11 (0)	Damage: 1d6/1d8

Equipment: Scalemail (+4), shield (+1), Long sword, dagger, flail, salt, a week of food, blanket, sleeping bag, backpack, journal, pen and ink, 4 torches, tinderbox, sisters doll, 18 m of fine rope, small crossbow, 10 bolts and 4 rope bolts. Horse "Soth" and saddle.

Henchmen: Morris, a squire that carry equipment for Helena. Att: +0, 1d4, M: 3 L: 3 He has followed you all the way from Midland

Background : Born in Midland, a small barony in the east of the empire. You always had a knack for anything you put before you, be it swordfighting or dancing, and you did enjoy your life. But nothing last forever and evil in many form slip into anyones lifes. You tackled this by taking up arms against this threat, and the temple of the sun gave you a place for this. While the vows to the temple have limited you in some ways you actually feel at home there and as a templar of good you safeguard the lives of the common folks. As times passed you have drifted further away from Midland and as of now the temple has chosen you for an important mission in the other end of the known world. You do realise you may have been a bit limited in your worldly views but you should really trust that your skills are at par with those of your companions.

Fifth Advent

Name: Rizth
Race: Svordelf
Religion: Seressa
Class: Witchhunter

Str: 8 (-1)	Life: 10
Dex: 14 (+1)	Morale: 18
Con: 11 (0)	Close Att: +1
Int: 11 (0)	Ranged: +3
Wil: 12 (0)	Defense: 15
Cha: 6 (-1)	Damage: 1d4/1d6

Equipment: Family sword +1 (+2 vs the corrupt. has a secret compartment with a red drug that give you "visions".) Chestplate +4 Iron spikes (to spike footsteps of the wicked) Salt, Chalk, silver chain, a bag of birch chips to strew over the dead bodies of witches. Hooded lantern that shines red.

Companion: A dog named "Doris"
Race: Midlander Thucker, Morale: 12, AC: 12
Life: 5, Att: +1 (1d6) Trait: loyal, Order: 14
Poor training, quirk: witch hunter. (barks at witches and the corrupt)

Background : You were born on the isles of the swordelves. You had a rough childhood and couldn't stand it there. After escaping to the main lands you drifted for many years till you came upon the temple of Seressa, the red queen. It was finally there you found your calling. Maybe as a revenge to your former life and all the bastards you hated and wiced were dead. You are good at your work and you know it. You are also wiry, has lots of burnmarks, foremost in the face, and are quite ugly to look upon, a bitter and resentfull man with a few anger management issues.

Pregenerated characters 5-6

Fifth Advent

Name: Tvenn Myrkdreiper

Race: Human (Nortman)

Religion: Seressa

Class: Witchhunter

Str: 13 (+1)	Life: 12
Dex: 9 (0)	Morale: 15
Con: 12 (0)	Close Att: +2
Int: 7 (-1)	Ranged: +2
Wil: 11 (0)	Defense: 14
Cha: 12 (0)	Damage: 1d4/1d6

Equipment: Chest Plate (+4), Has a big axe that he can dismantle and keep in a bag. Salt, Chalk, Iron spikes, small hammer, a chain made by silver, 10x flameshaped throwing daggers.

Background: You don't know to much of your past. Only flickering memories that haunt you during your few hours of sleep. you has been wandering all over the country in search for corruption and sin and relentless. The few friends you have made in your years have all been killed or have fallen to the corruption and more than one has been sent to the fire to be cleansed, in the goddess name, by your hand. You have long, dirty and unkept, lanky hair that once was blonde. You keep your beard braided, your face is ravaged by time, your eyes are deep and tormented. You are hard-fought and suffer from anxiety and are haunted by the deamons from your past.

Fifth Advent

Name: Meriza

Race: Human (Southling)

Religion: Seressa

Class: Cleric

Str: 12 (0)	Life: 10
Dex: 8 (-1)	Morale: 20
Con: 12 (0)	Close Att: +2
Int: 10 (0)	Ranged: +0
Wil: 15 (+1)	Defense: 9
Cha: 15 (+1)	Damage: 1d4/1d6

Equipment: Whip, dagger, staff, holy book of Seressa, salt, chalk, journal, a collection of holy scrolls (most on cleansing and exorsism), pen and ink, candles, tinderbox, a few potions, rations for a week, small lantern, blanket, extra clothing (red and black)

Background : The temple of Seressa is not a public one. It is neither a temple most people send their children by choice. Your parents saw no other way than this to save your familys souls from damnation. The inquisition had seen the taint of your soul and there was no other way then to burn you alive or extensive exorsism, your parents choose the last option. After the exorsism they wanted to keep a closer look at you and as the years passed by, your life in the temple become the only one you knew. You have since studied the ancient scrolls and is now a woman in your late thirtees, an inquisitor priest of the red queen. Your body is full of tatoos, wards of the cleansing now so long ago. Your priestly clothing is a combination of red and black. You have specialised in exorsism and rooting out evil in all shapes.

Spells: 2/1