

THE MISTS OF MOORSHIRE

AN ADVENTURE SITE
BY PER HOLMSTRÖM



FREE LEAGUE
WORKSHOP
FORBIDDEN LANDS

WRITTEN BY

Per Holmström

COVER ART

Per Gradin

https://www.instagram.com/rip_danger/

MAPS

Per Holmström

FEEDBACK

Marcus Liverholm

PLAY TESTERS

Ludwig Öst, Thomas Karlsson, Martin Schoeps, Peter Rönnmo

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INTRODUCTION

Thank you for taking on this adventure! As usual this has been play tested with my own group of me as the GM, and four players – Norris (Ludwig) the dwarf bard, Beilnar (Thomas) the dwarf fighter, Etos (Martin) the human druid and Veiar (Peter) the half-elf sorcerer. Right from the beginning I made this to be a challenging and strange encounter. Before playing Forbidden Lands, we did a Pathfinder campaign that took about 3 years to finish, and I wanted to create a scenario that is in the spirit of D&D or Pathfinder.

IF YOU ARE A PLAYER STOP READING NOW

(unless you want spoilers)

I wanted to introduce some powerful characters that weren't demons – so I made the elves strong sorcerers full of greed and hate for the humans. I felt that the elves in this world could just as easily be evil and corrupted by greed, as they are good and joyful. This made for a nice dark themed world and I have kept this going through out our campaign.

This adventure can be tough if the adventurers do not have the right gear. They will benefit from ranged weapons and spears since there are a lot of enemies at once. The village of Greyvale has its own events and plot-hooks that you can use by themselves, without involving The Moorshire. One thing to keep in mind is that if your party has a sorcerer with the stone singing magic, make her feel like this entire island of Moorshire is in her field, but the magic here is way stronger than hers is. You will also notice that there is not much life in the Moorshire, this is because the island is supposed to feel empty and dead. Lastly, don't rush it! Make the players feel like they want to help the village and each other.

I hope you will have as much fun as we have had! Please let me know on the forums or the Facebook group. Feel free to spread this adventure on other sites, but please link to the forums.

Best regards,

Per - with players





TYPE OF ADVENTURE SITE: Village and fortress

BACKGROUND

(Location: Near water and woods)

In the woods, a quarter day's walk from the village, there is a place that once was a sacred area to the humans of the town Greyvale. It is a circle of monoliths, each inscribed with runes of magic. Contrary to legend, it was not created to forge magical items and is, in fact, a gateway to another plane of existence - a pocket universe residing outside of the material world. During the war between orcs and humans, the self-proclaimed elf queen Ciyradyl, who ruled this part of Ravenland made plans for a new home, a home within this pocket dimension. She managed to create a thriving realm inside the pocket dimension and named this new realm, The Moorshire. As time went on, she built the Moorshire Castle, using stone magic and human slaves from Ravenland. In order to sustain her

ever-growing power, she practiced blood magic and stole the life essence from her slaves, always in need of more slaves. When Zygofer opened the Nexus portal, and the blood mist grew stronger, no one dared venture through the deep woods anymore. Because of this, Ciyradyl lost more energy as her slaves died of old age. Since she could no longer depend on people entering The Moorshire, she herself would venture back to Ravenland in search for slaves. Ciyradyl would leave The Moorshire at dusk when villagers were on their way back to Greyvale. She prayed on the weakest and slowest and dragged them back through the portal. This was very unfruitful as the mist would often kill the humans she kidnapped. The villagers would come to accept these losses with the excuse that "the blood mist took them! Be more careful!". In time, the stone portal was forgotten and became nothing more than an old legend as Ciyradyl stopped her kidnappings. Now the blood mist is gone, and people are again starting

to disappear from the village of Greyvale. Rumors of a night terror that steals your children from their sleep, and stories of a shadow in the woods that kidnap you while you go gathering for supplies. Ciyradyl is roaming the lands now and then, kidnapping victims and turning them into slaves or food for her minions in The Moorshire. People have started to go looking for their lost ones but with no result. This is where the adventurers come in. Maybe they can help the village find their lost people?

THE HISTORY OF CIYRADYL AND NHAMASHAL

The self-proclaimed Elf Queen Ciyradyl. Once a noble ruler, now gone mad. She lusts for the blood of humans. Queen Ciyradyl is a powerful sorceress and has built her own kingdom using Stone Magic, Symbolism and strange rituals. She created an island called The Moorshire, in a pocket dimension outside of the world we know as Ravenland. Here she now sits on her throne, in the Moorshire Castle. Watching the endless sea that she created around the island of Moorshire. She is vain, always hungry, always thirsty. Before the blood mist she ruled her part of Ravenland with pride and honor. As time passed, she started to study blood magic and became stronger, more intelligent, and gained more power. With that power came greed, but greed lead to hunger. An insatiable hunger. A hunger for blood.

Queen Ciyradyl was not alone. She had two brothers, Nhamashal and Illithor. Her brother Illithor was also a practitioner of blood magic, and Nhamashal a powerful druid. Nhamashal had hatred for the humans. Them coming to Ravenland was nothing but trouble. He would however help people of Ravenland as he saw fit. He would often provoke human clan leaders; whisper lies in their ears and then watch as the clans fought against each other with rage and hate. After the battle, he would heal the

wounded, the almost dead. He would bring them to the edge of death and make them offer their life to his brother Illithor. In the ritual Illithor and Nhamashal would drink the human's blood and transfer a part of their own life essence into them. The humans that were healed this way never truly recovered and became their slaves and would work for them and Queen Ciyradyl at the Moorshire Castle. There Ciyradyl would feast on their blood. But as the slaves grew older and older the blood became rotten. Ciyradyl craved for fresh blood. She would send her minions back to Ravenland to capture young people, children, for her to feast on.

As time passed and the blood mist appeared and demons ravage the lands, Queen Ciyradyl spent all her time finishing The Moorshire. She, Illithor and Nhamashal left Ravenland and moved to The Moorshire Castle to escape the demons. She knew that she could not hide or cast any form of protection on the stone portal in the woods, because doing so would mean she could never return to Ravenland. Afraid that the demons would follow them through the portal, Ciyradyl instead built defenses around the island – the stone mist – that could turn any living creature into stone when it engulfed them. To protect the castle, the stone walls are infused with powerful magic that prevents damage. To make sure she could see anyone who tried to enter the castle, she decided to remove the gate door and raised an energy barrier in its place, a barrier that could only be penetrated by wearing the right symbols.

THE BANISHMENT OF NHAMASHAL

Nhamashal, a man of the forest, grew tired of the Moorshire. There was no life here. No trees, no birds, no nothing. Even the soil was dead. To make this place more inhabitable he asked his sister to create for him a new home that he could inhabit with life from Ravenland. Nhamashal



asked her to give him his own island, and so she did. An hour's walk away from the castle, she erected an obelisk out of the ground and created a small walkway to it. This obelisk had but one gigantic room. Stairs circled the obelisk, leading up to the room. Nhamashal was contempt. He went back to Ravenland and captured crows, seagulls and ravens and brought them back to The Obelisk. The birds could not survive here, there was no food, no other life, so Nhamashal gave up a part of himself to give his birds eternal life. Ciyradyl got jealous of the love Nhamashal showed for the birds and decided to punish them. She also transferred a part of herself to a few of the birds, causing transformations which turned three of them into Harpies. This infuriated Nhamashal who confronted her sister with anger. She banished him from her land and struck the Obelisk in fury, causing it to almost fall over. Nhamashal left the Moorshire never to return. For a hundred years he has lived in a wooden cabin outside of Greyvale, helping lost wanderers find their way in the forest. He is not unknown, however. The people of Greyvale speak of the druid in the woods - a dangerous man with great magic surrounding him.

ILLITHOR AND THE TREE OF LIFE

Illithor, the blood sorcerer, twisted and darkened by this magic, sought to extend his existence. He felt his own body was too weak. The flesh was to be removed and substituted for something harder, older and more powerful. His brother Nhamashal had taught him the ways of healing. Combining this knowledge with blood magic, he decided to extract his own ruby and put it inside a tree. Nhamashal was asked to bring a seed from a tree from Ravenland and place it beneath the castle in the basement. Here the seed would be infused with magic, grow and become a part of the castle. Illithor then asked his sister to carve out the flesh, remove the ruby

and place it in the tree. Today, Illithor is a twisted version of an Ent. A living tree in the cellar of the castle, with roots connected to all walls and stone, he lives out his life connected to Ravenland in a strange nonmaterial way. From time to time, Ciyradyl visits Illithor in the cellar. Their relationship is frail since he despises her for still living in flesh. Every chance he gets to remove a part of her, he will take. This will eventually turn her into a monster (see events).

THE END OF THE FIRST AGE OF GREYVALE

With the blood mist now covering Ravenland, the people of Greyvale turned to their Queen, hoping she would help them. The portal was no secret. The people knew where it was located and were also aware of her new domain. As time passed, she stopped returning to Greyvale. People started to die in the blood mist. The once thriving city of Greyvale was ruined as orcs would ravage the city during daytime. After a few years only a quarter of the population remained. Many people called out for help from their Queen, but she never replied. The messengers that were sent to The Moorshire never returned. And so, the people of Greyvale decided to find Queen Ciyradyl and force her back. Make her pay for abandoning them when they needed her the most.

Two thirds of the village, men and women, gathered their belongings and ventured into the woods towards the portal, determined to come back to Ravenland with their Queen. Ciyradyl welcomed them with open arms, giving them false hope. As soon as they entered the castle grounds, the stone mist engulfed them. Ciyradyl laughed as she watched them turn to stone, their faces twisting in agony and horror as they felt their body become stale. They are trapped here, for all eternity. In time, the people of Greyvale forgot about the stone circle. It is nothing more than a rumor, and that rumor has been warped



into a no truth. No one in Greyvale cares about it anymore, all they care about is survival, and so the first age of Greyvale ended.

THE VILLAGE OF GREYVALE

Greyvale is a sad place. Only about 20-30 people live here now. There are a few children. There are four guards in total, shifting the guard duty. The gate is easy to break down, but no one really cares about this. They do not have much to give to anyone who tries to steal. This was once a thriving metropolis but with the wars and blood mist, it slowly faded into nothing. Ruins can be found in the woods in the nearby area. Trees have now overgrown the old part of the once great city. The people of Greyvale left to find their ruler, Queen Ciyradyl, who abandoned them when the blood mist covered the land. The people of Greyvale are afraid of the land. They do not talk about history, and thus much of the history of Greyvale has been forgotten. They are not sure if the blood mist is truly gone, since they do not dare venture too far. It is uncommon for other people visit the village and trade goods, since the rumor is that orcs rule this town. Greyvale survives on fish and potatoes. They grow everything within the walls, and fish in the nearby water from sunrise to sundown. They also have a good stockpile of wood which they use for cooking and to repair the wall and their homes.

Recently people have started going missing. Old rumors are coming back to life. Rumors of shadows and strange creatures in the woods. People talk about wolves, bears and demons. Two children have gone missing in the past two months, one them just a few days ago. This is in fact Ciyradyl's doing. She has kidnapped both children to prey on them. The villagers have forgotten about Ciyradyl and the stone circle in the woods and thus revived the old rumors. They do still speak about the strange elf druid in the old shed out in the woods. "Beware the elf

druid! His powerful black magic will turn you into a pig, or worse! A donkey!". This elf is Nhamashal, Ciyradyl's brother. No one ventures near his cabin anymore, but they know that he has great healing powers. The Rust brothers have no influence here as the Orcs in the nearby woods were too much of a trouble. There is no current religion practiced here. They just say "may Raven shine on you" or "blessed be the Wyrn" without any deeper thought about this.

THE MOORSHIRE

In the forests of Greyvale there is a stone circle that acts as a gateway, a portal, to the Moorshire. The Moorshire is a dead world. An island in a sea of false water. There is no life here. Huge black cylindrical, cubical and hexagonal rocks rock populate this area. Stone walls of this strange pixelated black rock make up most of the island. The ground looks and feels like grass and dirt. It is soft but is not really dirt. If removed from the ground, the dirt slowly falls towards the ground, as if it is not really affected by gravity. In a matter of seconds, it vaporizes into nothingness. The wind can be felt and heard. The air is neither hot or cold. The water has no taste and all the waves move towards the center of the island, no matter where you look. There is no sun, but there is light, and there are blurry shadows on the ground as if the sun is straight above you. The sky is covered in hazy clouds and on the horizon a beige mist is moving towards the island.

The Elf Queen Ciyradyl created this place. Everything here is artificial, created by magic and kept together with magic. The magic is permanent and cannot be dispelled. The stone behaves as stone but can only be modified or used by a level 3 stone song sorcerer. The water is not real water, so it will not refresh you, but it physically behaves as water.



THE STONE MIST

There is a mist surrounding the island. It is beige and seems to be sentient when thoroughly gazed upon. However, this mist stays on the ocean if welcome guests are in the Moorshire. The definition of welcome is up to Ciyradyl. If she has invited someone, the mist does nothing. When an intruder arrives, the mist slowly moves towards them, following them. The goal of the mist is to drive the intruder towards Moorshire Castle. Anyone who is completely engulfed by the mist for more than 10 seconds will turn into a stone statue with a look of horror and agony on their face as they feel their skin turn to stone. All armour, weapons and other worn things will also turn to stone. The soul will be trapped there forever, until someone destroys the statue of the person. When done so, the soul is free to wander the Moorshire, and even travel through the portal back to Ravenland as a ghost.

The Adventurers should always feel like the mist is following them. If they go to the Castle before they visit the Obelisk, just make the mist a bit slower. If they get into the castle without entering the obelisk before this, then the mist should be surrounding the castle. Once they defeat Ciyradyl the mist will disappear.

SUMMARY

The adventurers arrive to the village of Greyvale. Children have gone missing and they are asking the adventurers for help. The children are in the Moorshire. A sickness will spread to the players as they stay in the village for too long. The druid Nhamashal in the woods can heal them. He is the brother to the elf who kidnapped the children. In the woods there is a stone circle that can transport the adventurers to pocket dimension called The Moorshire. There Ciyradyl awaits them in her castle. The children are alive. The Adventurers will have to fight to get them back to Greyvale.



GETTING HERE

Greyvale is a village that mainly serves to give the players information and access to the other part of this adventure – The Moorshire. People in Ravenland know about Greyvale, the once great city, and can easily point to where it was. Greyvale can be on a plain, but it must be near water and woods.

LEGEND

Greyvale... Greyvale. Oh yes! The city of Greyvale. Yes, it had all sorts of interesting stuff there. I heard it was huge. Well it's no city no more, it's just a village now... or rather, a hamlet, if you can even call it that. I heard Orcs took it over. They probably have all sorts of treasures there. But you know, fighting Orcs is not a joke. They are merciless! But I mean, they are probably long gone now. Though I did hear of a guy who went to Greyvale and came back with just one arm. I mean, he was strapped to a donkey, and all that was left of him was a torso, head and arm. How he survived I have nooooo idea. It's all true I tell you! Hmm now that I think about it, it is said that the woods around Greyvale was once home to powerful druids who raised large stone circles infused with magic. They inscribed magical runes into the stones and used them to forge weapons and armour beyond your imagination! Legend even says that they had such powerful magic, that they created a castle called Moorshire. Well, that is what the legend says at least. No one I talked to has seen any stone circles in those woods, or a castle for that matter... but then again, no one has dared to venture deep into the woods due to the blood mist. Although now that the mist is gone, perhaps it is time to go look for those treasures! But then again... Orcs. And I just ate breakfast.

GREYVALE AND SURROUNDING AREA

1. THE WALL

The wall is a sad sight. It is a mix of wood and stone. The stone is very old, but the wood is new, as if they used it to mend the wall. The gate looks like it will fall apart at any moment and the towers are supported by planks, so they don't break apart.

The stone in the wall is all that remain of the old city of Greyvale. These houses are quite new compared to the other. The ruin wall surrounding the area, is overgrown and now a part of the woods. Even though they were ruins, they still helped to protect against the blood mist which enabled the villagers to move the town out from the woods into a more open area.

2. THE KNAVE AND CHARIOT

A small but cozy inn. Two floors high, built in sturdy wood. The main room is very tight, it only has three tables. The stairs are narrow and lead up to a sleeping area above. A fireplace is burning, and food is cooking in the kitchen. Behind the counter a young woman is putting the jugs back in place. It looks like someone has thrown something over the counter. There is only one customer here. A hairy short stubby man. He is drinking beer and eating very dry bread. He looks at you invitingly.

This inn is kept by a man named Bertram and his daughter Bethe. They brew their own mead from honey. They also make potato liquor. The food served is fish with potato. It sounds boring but is very tasty! The druid in the woods makes the area of Greyvale bloom with all sorts of flowers and herbs. In secret, Bethe goes out every sunrise to pick these herbs. Her father tends to sleep late. The reason Bethe is cleaning behind the counter is because Dorn Welfer, the

local baker, got drunk and went a bit crazy in the inn, screaming about the people being weak and afraid for not helping her find her son Titch. The man that is eating bread is not a man at all, but a dwarven woman, unshaved, posing as a human man. Her name is Giselle Marcat, Hero for hire. She was just passing through Greyvale, when she heard about the missing children. She arrived about three days ago and has been trying to help, but none of the locals wants to join so she decided to stay and get her gear repaired. She is currently waiting for the blacksmith to finish sharpening her broadsword then she will be on her way. If the adventurers ask her for help in finding the children, she will gladly help. Food and beer are payment enough.

3. THE GUILDHALL

A large half-timbered building decorated with stained glass windows. It contains a large meeting hall and several smaller rooms and is shared amongst the locals. The building looks old. It is from another age compared to the rest of this city.

This serves as a meeting hall and is the oldest building in the village. It is the only building remaining from the original city.

4. EPHES' CARVINGS

The workshop of woodcarver named Ephes, known in Greyvale for his intricate puzzle boxes. The door has wonderful carvings on it. Someone has painted a black raven rune over the door. The window shutters are closed.

Ephes is long dead, but the workshop building has not been touched. No one enters this place, mostly because it is locked, and no one knows how to pick it. Rumor in town is that Ephes hanged himself in the shop because no one would buy his merchandise, and that his ghost now haunts the house. That part is true. The





1. The wall
2. The Knave and Charriot
3. The Guildhall
4. Ephe's Carvings
5. Blacksmith

door is locked, and the windows are boarded up from the inside. Depending on time of day, a man will be trying to enter the workshop. See The Ghost of Ephes event for more details.

A. EPHES' CARVINGS FIRST FLOOR:
The door creaks open. Inside is a dark dusty workshop, with two large tables and a cupboard. The windows are boarded up from the inside so

there is hardly any light entering. Tools are strewn over the tables. There is dust everywhere. This place has truly been abandoned. There is no trace of anyone setting foot in here for years. There is a back door with stairs that lead down to the cellar.

The tools are old and rusty. The cupboard has a few finished wood statuettes, but they have no

real value. There is nothing to find here except dust.

B. EPHES' CARVINGS CELLAR: *The door creaks open only to reveal a set of stairs leading into a cellar. You feel chills over your body. Something is moaning in pain down there. The cellar is dark, the ceiling low. The floor is made of dirt and the walls out of small stone blocks. The moaning seems to be emanating from somewhere here. The walls have carving in them that look very old. They look like waves and wind, maybe the sun.*

The cellar is where Ephes died. He did not hang himself but was buried alive in the cellar wall. His wife went insane, knocked Ephes unconscious, tied him up and built this wall to lock him in forever. He died in the wall, from thirst and hunger, but his soul could not rest. It did not help him survive. He swore to get revenge on his wife and came back to life as a ghost. He is bound to the house and has been waiting for someone to enter it so he can take over that body. See The Ghost of Ephes event for more details on this event. The walls are from the stone that was a part of the old city. The carvings are nothing more than decorations.

5. BLACKSMITH

As you enter the blacksmiths yard you hear a grinding stone at work in full force. Looking around you see bits of axes and swords strewn about, as if someone has been practicing making weapons for the entire village. The grinding comes to a halt and a woman turns around. She welcomes you with a happy face as she wipes the sweat of her brow. "Welcome newcomers! What can I do you for?"

The woman is Kilyne, the local blacksmith. Her father was a master sword maker and tried to teach her, but she was more interested in the rich

young man Garth Headbottom who is now sadly dead. A few years ago, Kilyne's father Harrod rode off with Garth to buy a rare metal called black stone. Rumor has it that a Dwarf had struck a rare vein of mineral a few days west of Greyvale. This mineral was black, twice as hard but just as moldable as steel. Harrod wanted to see if this was true and went to get a sample. He has yet to return and Kilyne has channeled her despair into the arts of crafting weapons. She wants to find her father and will gladly go with the adventurers (see The Missing Child event).

6. THE WOODS

The main road leads you out of Greyvale and into the nearby woods. As you walk further you see the ruins of a wall that seem to go on forever. This must be the old wall of Greyvale. Perhaps the rumors were true after all, maybe this was a city once. After an hour or so you see a creek and stop at the bridge. It is a very old stone bridge, but it seems well traversed. On the other side, the road splits into two. The bigger road continues onward and to the right is a smaller path, leading into a denser part of the forest.

About a quarter days' walk (in an adjacent hex) the road from Greyvale splits in two. One is well traversed, and the other is overgrown, leading into the darker deeper woods. The main road leads out of Greyvale to other parts of Ravenland, and the smaller one leads to the Cabin and Stone Circle. The smaller path will later split into one that is overgrown with flowers and one that is hard to make out. The overgrown leads to the Cabin and the other to the Stone Circle. Traveling in the woods is slow and might take a few hours. This is entirely up to the GM as it has no real impact on the events.

A. THE CABIN IN THE WOODS: *The woods are filled with life. Birds, insects, flowers and even the trees seem to sing. This is a very strange and eerie feeling. After following the*

small path that seems to be made by animals, you end up near a wooden cabin. The wood is dark. Strange stick figures hang from the roof. There are no windows and on the door is the rune of Clay carved into it.

Another hour or so down the overgrown path is the home of Nhamashal. The cabin is just one room. The life around it is very much alive, since he has infused this area with magic. For more details see the Meeting with Nhamashal event.

B. THE STONE CIRCLE: *The trees are singing in the wind. You feel a breeze that somehow guides you deeper into the woods. There is no real path but looking down you can make out faint footprints leading in the direction you are walking. As you look up you realize you are lost. In front of you is a tarn, and in I a circle of standing stones, all inscribed with runes that look like water flowing or wind blowing.*

This circle of stones from the legend. The legend is false, however. This is just a portal to The Moorshire. The magic surrounding this place has made the adventurers a bit disoriented, but they can easily back track with a successful SURVIVAL roll. Anyone who enters the circle will fall into the water, under the surface and arrive on the beach of the Moorshire. They are, however, not wet. If a sorcerer or druid is nearby the circle, the stones will begin to glow with a blue faint light.



MONSTERS AND NPCS

EPHES IN EGEN'S BODY

Ephes is a more a ghoul rather than a ghost. He has taken over the body of Egen and is now a mutilated twisted broken thing of a man. Even though he has a body, he has all the rules for a ghost since Egen's body doesn't really have to be functioning for Ephes to move around.

STRENGTH 8, AGILITY 3, WITS 3, EMPATHY 2

MOVEMENT: 1

ARMOR RATING: Ephes can be hurt with conventional weapons but only takes 1 damage from any attack. Even if Ephes is defeated, he will only be banished for a Quarter Day and will then return to this cellar. The only way to truly destroy a him is to use the PURGE UNDEAD spell on him.

For monster attacks and more rules, see page 95 in the Gamemaster's Guide

NHAMASHAL

Elf druid/sorcerer. Brother of Ciyradyl he now resides in is cabin not far from the stone circle. He is tall, skinny, pale but incredibly strong. His only interest is the woods and taking care of it. If asked for help, he has a hard time resisting, especially if the people asking are human. He always asks for a favor for his help, and this favor will always be of questionable morale.

STRENGTH 7, AGILITY 5, WITS 5, EMPATHY 5

SKILLS: Close combat 2, Sneak 3, Scout 4, Lore 4, Insight 5, Manipulation 5, Healing 5

TALENTS: Path of healing 3, Path of blood 3

ARMOR RATING: 1 (tough skin)

GEAR: Master crafted staff, bonus 1, damage 2.

SPECIAL: Nhamashal will heal 2 points of physical damage each round.



NPCS

NAME	PROFESSION	BODY	CHARACTERISTICS	ATTR	SKILLS	GEAR
Mirayam Puddle Human	Potato farmer	Age 43 151 cm 29 kg	Female. Emotionally cold and likes to keep to herself. Has a beautiful rock of tin in her belt. Lips are filled with blisters. Has a shirt and pants that are in good condition. Survival is everything.	STR 2 AGI 2 WIT 2 EMP 1	Endurance 1, Animal handling 2	Staff, 3 copper coins.
Dorn Welfer Human	Baker	Age 35 184 cm 77 kg	Female. Dismal and sad. Dreams of her family and would do anything to get it back. Wants people to search for her son Titch.	STR 2 AGI 2 WIT 2 EMP 3	Endurance 1, Crafting 2, Sleight of hand 1	Tools, 12 copper coins. 2 silver coins.
Titch Welfer Human	Child (alive but held in Moorshire)	Age 12 161 cm 35 kg	Male. Proud and a bit silent. Carries a backpack and has dirty clothes.	STR 1 AGI 1 WIT 4 EMP 1	Endurance 1, Crafting 1,	
Ochala Hoff Human	Lumberjack	Age 32 164 cm 34 kg	Female. Insulting and provocative. Has several bruises. Always carries an axe and his clothes are work and torn. Wants more but apathy tends to take over.	STR 1 AGI 1 WIT 2 EMP 2	Endurance 1, Crafting 2, Sleight of hand 1	Woodcutters axe, tools, 3 copper coins.
Eigar Frongh Helgun Gob All Humans	City guards	Age 24-40 164 cm 65 kg	Male and Female. They are all bold and patient. They will protect the town with their lives if needed.	STR 4 AGI 3 WIT 2 EMP 2	Endurance 1, Melee 1, Marksmanship 1, Survival 2	Broadsword, Light crossbow, D6 arrows, Leather armour [2], shield, open helmet [2]

NPCS

NAME	PROFESSION	BODY	CHARACTERISTICS	ATTR	SKILLS	GEAR
Bertram Barkbar Human	Barkeep	Age 49 179 cm 55 kg	Male. Bitter and sad. Smells of beer or malt and carries a pouch of strange smelling herbs in his belt. He has a proper jacket when not working. He dreams of a better life.	STR 3 AGI 1 WIT 2 EMP 2	Endurance 1, Crafting 2, Sleight of hand 1, Manipulation 1, Insight 1	Tools, 9 copper coins.
Bethe Barkbar Human	Barkeep	Age 18 170 cm 41 kg	Female. Silent and fickle. Limping and has thick lips. Wear a buttoned shirt and well sewn pants. She lives for the job.	STR 4 AGI 2 WIT 4 EMP 3	Endurance 1, Crafting 2, Sleight of hand 1, Insight 1	Tools, 9 copper coins.
Egen Lynchfied Human	Cultist devoted to Rust	Age 45 161 cm 57 kg	Male. Cynical and always says no. He has just taken a bath and has a ferret for a pet. He wears simple clothes and wants to please his god.	STR 3 AGI 2 WIT 2 EMP 2	Endurance 1, Healing 2, Lore 1, Manipulation 1	Staff, 1 silver coins, holy symbol, silver head band [52 silver]. Dagger.
Teg Fark Human	Fisherman	Age 26 174 cm 71 kg	Female. Impatient and shy. Wears strange hat and clothes that are too small, and warm. She dreams of a better life.	STR 3 AGI 1 WIT 4 EMP 3	Endurance 1, Crafting 1	Tools, T6 copper coins.
Navaren Deepmidden Human	Fisherman	Age 55 160 cm 84 kg	Male. Optimistic but secretive. He mumbles to himself and has a snake as a pet. His clothes are simple. He wants fame!	STR 4 AGI 4 WIT 2 EMP 4	Endurance 1, Crafting 2, Sleight of hand 1	Tools, 10 copper coins.
Giselle Marcat Dwarf	Mercenary	Age 64 164 cm 65 kg	Female. Bold but patient. Is unshaved and has hairy knuckles. Tries to pass as a human male. Would love to help the adventurers for beer and food. Calls herself Hero for hire.	STR 4 AGI 2 WIT 1 EMP 2	Endurance 1, Melee 2, Marksmanship 1, Survival 2, Insight 1	Broadsword, Light crossbow, D6 arrows, Leather armour [2], shield, open helmet [2], 6 copper coins, amber stone [11 copper].
Kilyne Barrelhelm Human	Blacksmith	Age 41 152 cm 38 kg	Female. Eager and happy. Feels alone and is missing a finger. She has worn clothes. She dreams of adventures.	STR 3 AGI 4 WIT 4 EMP 3	Endurance 1, Crafting 3, Sleight of hand 1, Melee 2	Chainmail, Two-Handed Sword, Tools, 7 copper coins.

EVENTS

THE MISSING CHILD

As the adventurers have spent a short while in the village, they will be meeting Dorn Welfer, a woman searching for her missing child. A few days ago, her son Tich went missing. He was helping Ochala Hoff bring back lumber from the logging site late one evening but he never came back. She is in despair and tries everything to get them to help her. Tich is in the Moorshire. Captured by Ciyradyl. Another child is also there, Maja Puddle

❖ As soon as she hears about the adventurers, Dorn will go looking for them in desperation, pleading for their help. She is the local baker and will offer them a few rations of food and wine as payment for searching for her son. If they adventurers' armors are broken, she will offer to pay for repair of one of the armors as well. If by any chance the adventurers talk to Kilyne about the missing child, she will ask to join them in the search. She is tired of Greyvale and wants an adventure.

❖ The mother of Maja is Mirayam Puddle, the potato farmer. She is not interested in talking about her daughter more than saying things like "Maja deserves to be gone. If she let a wolf take her – so be it! Then she is not fit for this world.". She is an emotionally disturbed woman. The father of Maja died in the blood mist.

❖ If the adventurers find the stone circle in the woods and decide to go back and show Titch's backpack to Dorn this, she will breakdown and cry, pleading for them to search further. The goal here is for them to enter the stone circle and travel to the Moorshire. They can expand

their party and get help from Kilyne and Giselle the female dwarf "hero".

THE DISEASE

After a day or two in Greyvale the adventurers will start to cough. They all need to make a sickness roll against Virulence 5. A failed roll will result in death within 24 hours or so. Adapt this to the situation but this is here to make them meet Nhamashal, create some moral dilemmas and not for them to die. The adventurer starts coughing black goo and blood. The disease is something the people of Greyvale carry without getting sick, and they have no knowledge about this disease. This is the only reason they are still alive. The Orcs in the nearby woods know about this, since they caused the sickness many generations ago, and have decided to leave Greyvale to slowly die on its own. The only way to get healed is by the druid in the woods. A player druid cannot heal this, as special herbs and strong magic is needed.

THE GHOST OF EPHES

In the evening, just as the sun has set, a man is standing in front of Ephes' workshop. He is trying to pick the lock. If the adventurers find him and ask what he is doing, he will claim to be the brother of Ephes and that he has forgot where he put the key. Maybe they can help him get it? He will pay them a few silver coins once they are inside. He claims to be looking for his brother and is afraid that he might be dead. The man is Egen Lynchfied, a cultist devoted to Rust. He has heard rumors that Ephes made magical statuettes of Heme and Rust. He wants them for worship, but he keeps this a secret and will try not to tell anyone this, unless forced. Once inside he will scavenge the cupboards and grow impatient. He will go down the stairs if the adventurers are too slow. The cellar has the ghost of Ephes in it. When they come down the cellar, Egen will try to find a secret hiding place

for the statuettes. He will start to murmur things to himself and walk along the walls, touching it frantically with his hands. Finally, when he comes to the wall on the other side of the room, he will pull out his knife, laugh hysterically and start to carve around a stone. Once the stone is loose, he will reach into the wall and pull out a stone statuette of a man from the hole. He clings onto the statuette and laughs even more. He will start to grow crazy. As he turns around to look at the adventurers, they will see him holding the statuette and blood running from his eyes. A hand comes out of the hole and takes hold of Egen, he gets pulled into the wall, every bone in his body breaks and blood flows everywhere. Imagine squeezing a body through a hole the size of a head. He drops his statuette and knife on the floor. A few seconds later the wall will explode outward. Egen is standing, again, his body twisted and broken. This is Ephes.

A layered broken voice speaks *"Where is my wife... where is Abonia?"*. Impatient he screams *"WHERE IS SHE?!"*. This event should cause some terror and the adventurers suffer a FEAR attack with 5 dice. Ephes has no interest in fighting the adventurers. He does however want to leave the house. Having possessed Egen's body he now has a chance to do just that. The statuette is of a man and child standing together, holding hands. It has no magic power.

THE MEETING WITH NHAMASHAL

In his cabin, Nhamashal is meditating. If anyone knocks the door will open by itself since it is never really closed. When entering they will see Nhamashal sitting on the floor with his back towards them. He slowly rises, showing off his tall slender figure. He has nothing more than rags covering his nether regions. His spine protrudes through the skin. He turns around

holding a delicate flower in his cupped hands. "It is dying, this proto-flower". In his hands is a white flower, glowing with a faint blue tint. As they stand and watch the glow fades and the flower turns black, then withers into ash in Nhamashal's hand. He stares at them, waiting for them to speak.

❖ He can help the adventurers in many ways. He knows where his sister is and can tell them the story of the place but focusing on why they left Ravenland and why he came back.

❖ He can heal anyone who has a sickness, or any other critical injury, including loss of body parts.

❖ He never does anything for free. He will require one of two things as payment for his service, either a child (the condition of this child is irrelevant), or Ciyradyl's proto flower that she stores in a display case in her living quarters. Once he receives his payment, he will create a potion that will remove the sickness or critical injury. This potion is served in a clay jug that must not spill. Nhamashal will not willingly leave his cabin, but the hurt adventurer is welcome to come to him. He will make enough potion to heal all adventurers that need it for this event.

❖ If they in anyway try to fool him he will attack them.



THE MOORSHIRE

I. THE PORTAL ON THE BEACH

The circle in the woods seems to have transported you elsewhere. Your vision is blurred. The beach is windy. You can feel it on

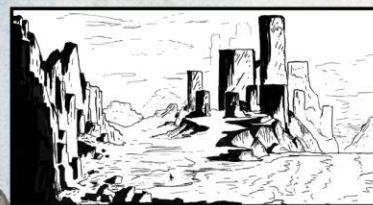
THE MOORSHIRE

5



MOORSHIRE CASTLE

3



THE FIRST FORTRESS

4



THE OBELISK

2

I

your face, but it feels strange, it is neither hot nor cold. The water looks welcoming, but something is... not right. The ground feels like rock, and the grass feels like grass. The air has no smell. As your sight returns you look around. Behind you and to the west are gigantic stone walls. They seem impossible to climb. You see a path that leads north, and directly splits into two. The left is through a valley with the gigantic wall of stone on the west side, and hill with huge cylindrical stone formations to the east. The right path leads to the stone formations. You see a faint glow behind you that disappears within seconds.

The portal in the Moorshire is on the southernmost beach. It leads back to Ravenland and can be accessed at almost any time. There are no real compass directions here since it has no magnetic poles, but for sake of ease, compass directions are used to describe directions. As soon as an intruder enters the Moorshire, the stone mist starts to move in over the water, towards land. The movement of the mist is up to the GM to decide but can be used to make things more interesting. In order to get back to Ravenland they will need to have at least a sigil amulet, the glass dagger from Ciyradyl or something that belongs to The Moorshire. The portal will open on the beach automatically when they have this. A circle will swirl up in the sand, creating a circular portal that shows the woods in a warped blurry image

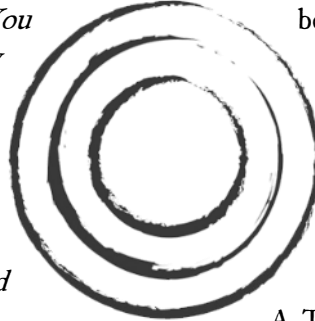
2. THE FIRST FORTRESS

The gigantic cylindrical stones look like they were erected from the ground on top of the hill. It is a strange feeling to walk amongst them. They have no doors or windows; the stone is cold to the touch and are solid. It almost looks like a fortress, but it has no real walls. Everything is huge here... maybe giants did this?

The right most path leads up to The First Fortress. This is Ciyradyl first attempt to make a castle. She wanted the Moorshire to feel impressive upon first gaze. She then realized that it would take forever to create detailed

rooms in these stone pillars and let them

be as they were. Of course, the players should not know what this is, since no one in Greyvale has been here in ages. On the ground there are large cubical rocks scattered as if they have fallen from the sky.



A. THE KEY ROOM: *Searching the abandoned fortress, you see something in the largest cylinder. An opening twice the size of a human, both in height and width. As you gaze into the opening, you notice that light seems to be absorbed when it enters the room.*

Inside the largest stone is a cylindrical room, with a ceiling that seems to go on forever. No light enters this place from the outside, as the black rock seems to absorb the light. A torch will light it up but not very good. The floor is flat and cold. The walls are smooth and have a slight shine to them. The room is mostly empty. There are a few copper coins on the floor and when the floor is investigated closer, the adventurers can notice that three circles are drawn on it. However, this drawing is old and worn out and is hard to spot. The drawing is a circle in a circle, in a circle. This is in fact the symbol that works as a key to pass through the gate at the castle (see The Moorshire Castle below).

3. THE PATH THROUGH THE VALLEY

Gigantic black stone walls are covering both sides of the valley. You feel humble as you look up towards the sky. It is a long walk, and it is slowly tilting upwards. The lower part of the

valley is now covered by the beige mist, and it seems to be following you. After a while the valley splits into two. One heads west and the other continues north by north-east.

This valley leads to two areas. The west path leads to the Obelisk and the north path to the Moorshire Castle. The mist will move upwards towards the castle area, but slow enough for the adventurers to visit both locations.

4. THE OBELISK OF NHAMASHAL

The valley leads you downwards. You can feel the breeze of wind as you move forward. The sound of birds cawing echoes through the valley. As you continue, further you see a gigantic obelisk rising out of the sea in front of you. It is tilting towards the southern blocky shoreline. On the left side of the obelisk you see a land bridge, made up out of cube shaped rocks and rubble, reaching all the way to the obelisk. Traversing it seems difficult, but possible.

This is the obelisk of Nhamashal, created for him by his sister. It is so tall it seems impossible even for this land. A flock of crows and other birds are circling the obelisk in search for food as they have been doing for many years, even though they do not need it. Hiding in the flock are the three Harpy Sisters, created by Ciyradyl. When anyone tries to traverse the land bridge and comes about halfway, the murder of Crows will swoop down towards them and attack. As soon as this happens, the Harpy Sisters will reveal themselves, and attack the adventurers.

The stairs on the side of the obelisk reach up high, and because of the tilted obelisk, makes it hard to climb. To reach the chamber it will take an adventurer three full combat rounds to reach. The Harpies will try to stop them since they use this chamber as their home. Here they have stowed all the stuff they have found over out the years.

❖ CREATURES: Murder of Crows, Harpies.

A. NHAMASHAL'S CHAMBER: *At the top of the stairs, you find yourself standing in front of an opening leading into a huge chamber. The light from the outside does not reach into the chamber, as if something is blocking it. The room is mostly empty, but a pile of weapons can be found in one of the six corners. A body sitting against a wall is holding on to an axe, the clothes are cut as if claws has attacked it. Most of the skin is missing as if something has eaten it. As you shine light upon him, a golden neckless reflects the light. Scattered throughout the room are clay bowls and tablets. Most of it is broken.*

The body is of one of the villagers from Greyvale. He was scouting the area when the harpies attacked him and forced him to hide in here. There he died, bleeding out from his wounds. The piles of weapons have been collected by the harpies and stored here without them really thinking about this. Shiny things attract them. They did not dare to take the key symbol from his neck as it is their master's symbol. There is no trace of anyone ever living here except for the harpies. The clay tablets are maha runes left by Nhamashal.

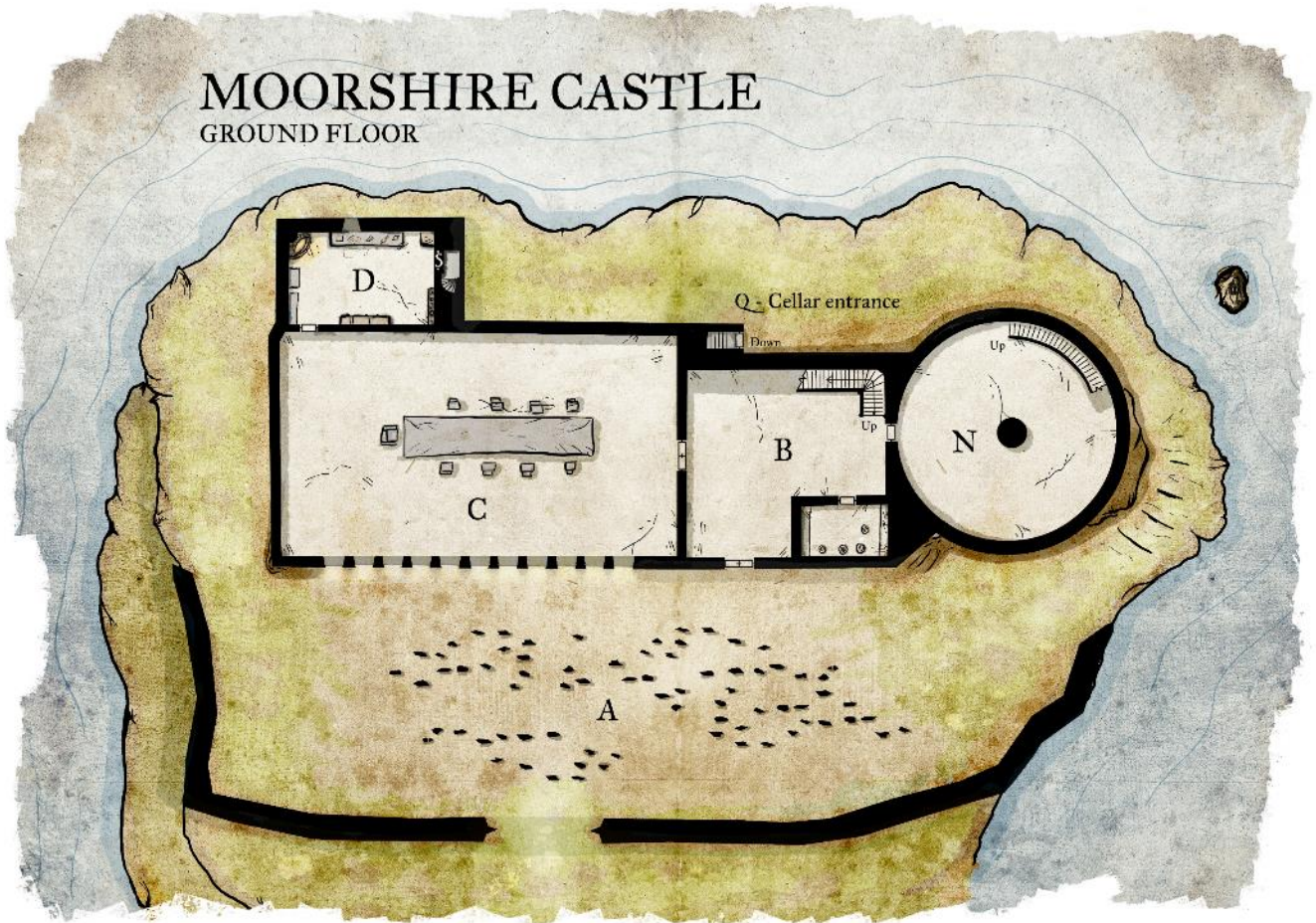
❖ TREASURE: Three longwords, one short spear, one heavy Warhammer, one axe and a golden amulet with the circles on it (the key sigil).

5. THE MOORSHIRE CASTLE

As the valley comes to an end the sight of a castle on the edge of the cliff in the distance seems almost unreal. This must be the castle from the legend. The castle is small and has one main building and a circular tower connected to it. Light can be seen through the windows. A stone wall stands in front of the castle, but the archway has no door. As you travel further

MOORSHIRE CASTLE

GROUND FLOOR



along the path you notice that a few statues that look like humans, all facing the castle. They almost look alive.

The Moorshire Castle was constructed by Ciyradyl to be her new permanent home. It stands on the edge of the cliff. It has two buildings, the main building and the tower. The front of the castle, towards the valley, is protected by a stone wall. The arch in the wall has no door and is protected by an energy field.

❖ It cannot be dispelled and the only way to gain access is to have a metal object with the key painted or inscribed on it.

❖ A person that paints the key all over itself can also force her way through with a successful MIGHT roll. The wall is also protected by magic.

❖ If a Stone singer wants to know how to manipulate the stone, she first needs to spend 2 WP on SENSE MAGIC to understand how the stone was created. After this, she can make a hole in the wall to bypass the gate.

The main door leads into the castle foyer. On the side of the tower where the hill starts to head down, there is a cellar entrance. There is a second entrance to the cellar through a secret door in the kitchen.

Ciyradyl has ten Golems that look like the statues, hiding amongst the other statues in the courtyard, waiting for her to command them. She has an undead cook that will protect the two children that are stolen from Greyvale. In her tower she has a Death Knight with five Skeleton Guards protecting her study. During the day, when food is being cooked for the children and servants, the two children are in the kitchen with the undead cook. The servants are standing in the dining room. When they all

have eaten, the chef will bring back the children to their cages in the cellar.

A. THE COURTYARD: *The courtyard is filled with stone statues. Hundreds of them! All facing the castle. They all have an expression of horror and agony on their faces. They are holding weapons and shields, and they all seem unnervingly alive.*

The statues in the courtyard are the remnants of the people of Greyvale. Most of them never made it further than this. Ciyradyl let the mist take them as she stood and watched. The ones who made it into the castle were made into slaves and food for her.

B. FOYER: *The entrance to the castle is a big double door that opens into a small foyer. On the other side of the entrance is a stair leading to the second floor. The doors are made of strong wood. This is a bit strange considering there are no trees on the island. As you enter the foyer the doors to the left open. An elderly man dressed as a servant welcomes you “Welcome, please follow me, you are expected.” He steps aside and makes a sign for them to enter the dining hall.*

The man is one of Ciyradyl’s two servants. There are two main doors in this room. The left leads to the dining hall and the right to the lower room of the tower. There is also a door hidden under the stairs that lead to the tower.

C. DINING HALL: *This hall is large and easily two stories high. The southern wall has several tall windows that give this room a feeling of grandeur. On the north wall hangs a huge painting of a beautiful but horrific Female. Her skin is pale, and her hair is black. Her chests glow of dark red as her twisted ruby shines through her skin. This gives her an even more frightful demeanor. In the middle of the room sits a long stone table with stone chairs on*

the sides. Beneath the painting, an elderly scrawny servant is staring out into nothingness, waiting for a command from her master. From the partially open door on the western wall, the familiar sounds of cooking echoes into the dining hall. The smell of cooked meat makes your mouth water. The footsteps of the second servant can be heard echoing as he returns to his place under the painting, next to the Female. On the other side of the table, a woman, that has an uncanny resemblance to the painting, smiles at you “Welcome my dear friends. You must be exhausted. Please let me serve you something to drink.” She claps her hands and one of the servants goes into the kitchen to fetch a drink. Before you have time to respond, she moves towards you, letting her hand flow above the candles on the table, setting them aflame.

This room served as Ciyradyl’s ballroom and dining hall. She has the power to heighten and lower the tables and chairs as she sees fit, using stone song to manipulate them. This does not cost any power for here since she is an extremely powerful sorceress, and this is her domain. She uses this to impress the adventurers if they want to sit down and are short. The two servants are 100 years old each. They have served as Ciyradyl’s servants and food for a long time and are now beginning to die from the strain of giving their own blood to their queen. As Ciyradyl approaches the adventurers, she is of course careful. She will invite them for dinner – meat stew and wine – and offers them a place to sleep. She will answer their questions regarding this world, but without revealing any details on the statues and so on. She calls the Harpies her daughters and loves to tell the story about her brother and his birds. She will tell them she has two brothers but won’t talk about the one in the cellar. She will never reveal that she has the children and will make up lies about this. This is a good way for the players to learn the background about this place, but they can



SECOND FLOOR

also read about this in the book she has in her quarters.

Ciyradyl will talk to them for hours, asking about them and the world and finishes the conversation by asking them to stay the night. The kitchen is obviously off limits to anyone but the servants and the chef. They are free to stay in the Guest Quarters (M) for as long as they want. Since there is no nighttime on this island, the blinds in the rooms are designed to work fantastically and makes a room almost pitch black.

❖ CREATURES: Ciyradyl and her two servants.

D. KITCHEN: *The sound of a boiling stew and the smell of meat cooking makes you hungry even though the thought of food might be the last thing on your mind. The kitchen is small with a tiny window facing south. There are no exits except for the door to the dining hall. There are several shelves and cupboards in here making this small kitchen feel even more cramped. A fat man dressed as a cook with dead gravy stone like skin is cutting up meat with a cleaver, by the window on the cutting table. Two children are helping him prepare the dinner.*

This is just a small kitchen used to make food for her servants. The chef is an undead man taught to cook food. He will protect the children and Ciyradyl at all costs, fighting to the end. The meat is human meat. On the east wall is a hidden stone entrance in the wall. Pressing hard on the wall will make a part of the wall turn around, revealing a spiral staircase leading downwards to the cellar (Q). The staircase is dark, as it has no light source.

❖ CREATURES: Undead chef, two children of Greyvale.

E. THE MOORSHIRE CASTLE, SECOND FLOOR: *The stair opens into a room with a low ceiling. This room has a few windows on the south side but is otherwise empty. On the western wall, a small stair leads up to a door.*

The room is empty; it only serves to access the hallway.

F. HALLWAY: *This hallway seems to go on forever. Far in the distance, you can see daylight shining in through the window at the end of the corridor. On each side of the hallway are wooden doors, but they seem impossible to reach.*

This hallway is protected by magic that confuses the mind. All adventurers looking into or walking inside must pass a DEMANDING (-1) INSIGHT roll to understand how to traverse the hallway. Failing means they will end up where they started. If they are led here by Ciyradyl's servants, the adventurers do not need to roll. Only when moving in the hallway without guidance from the servants will they need to make the roll.

G. STORAGE ROOM: *Several shelves hang on the walls of the room. On them there are kitchenware, and empty pots. On the floor there are open but empty barrels. The kitchenware is greasy and has been treated poorly. The barrels look like they will fall apart from the slightest touch.*

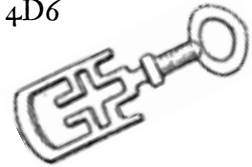
This is her storage room. It has not been used for a long time. The things here were used by the servants when this was a more alive world.

H. CIYRADYL'S CHAMBER: *The room is dark, and the window blinds are shut. Only a small candle is burning on a table directly underneath the window. A worn wooden chair stands in front of the table. A big bed is located on the eastern wall, with a nightstand next to it. Everything except the chair is made of stone and metal. There is a small door to the west and east. Standing next to the table is a wide object, covered by red cloth.*

The door to this room is locked and must be lockpicked or destroyed. This is Ciyradyl's bedchamber. Here she spends time resting when needed. Usually she contemplates in the chair, staring into the candle or out the window. On the table is a book, written in old elvish language. It tells the story her and her brothers and mentions the glory days of Greyvale. To understand the book an adventurer must succeed with a LORE roll and spend at least a

quarter day reading it. On the nightstand is a small box containing her jewelry and an iron key that seems to open a complex lock. Next to the table is her floor mirror. She keeps it covered when it is not used.

❖ **TREASURE:** Small jewelry box with contents worth 4D6 silver. Ciyradyl's book. Key to the tower, third floor – Ciyradyl's and Nhamashal's study (O).



I. THE CLOSET: *The closet is pitch black. Something seems wrong here.*

This closet is not actually a room, but a hole into nothing. Anyone who steps in disappears forever as they are transported into the void between worlds. No light can enter, as there is nothing to reflect it. A magic user can sense magic.

J. TOWER OF THE MIST: *The room circular, small and the ceiling very high. Several windows look out over the water to the north. On the walls and floors are hundreds of hundreds of magical runes. In the middle of the circular room is a pedestal. On top of it is a white flower with a faint blue glow, protected bell jar.*

This cylindrical room was a way to channel the magical power to create the stone mist. It is not used for anything special, except to house and protect Ciyradyl's Proto flower (see Artifacts).

K. SERVANTS QUARTERS: *The room is small and smells of death and excrement. Two small stone beds with worn blankets are placed close to each other in the north west corner of the room. A ceramic plate with small gnawed bones is on the floor next to one of the beds.*

This is where the two older servants sleep. They are privileged enough to get their own room.

L. CHAPEL OF CLAY: *The atrium of this room is small and modest and without any proper decoration. A path of darker stone leads into the next chamber. The chamber is more majestic, as the northern wall is covered in large windows. In the middle of this chamber is a clay table with beautiful pottery on it. A huge rune is carved into the surface of the table. This looks more like a chapel than anything else.*

Here Ciyradyl worshiped the god Clay. She built this altar and pottery with clay from Ravenland. She then inscribed the rune of Clay onto the table surface. If the adventurers are unaware of what the rune is, let them roll for LORE to find out.

❖ **TREASURE:** A dozen or so beautiful clay pots of different sizes (12D6 copper).

M. GUEST QUARTERS: *A long room with several empty untouched beds decorates this room. Windows to the south lights up the room and gives it a warm feeling.*

There are 4-5 beds in here. Each untouched as no one really sleeps here anymore. They were used for visitors before the blood mist.

N. THE TOWER, FIRST FLOOR – THE SPINE OF URDURSIN: *As you enter the room you feel lighter. The room is dark and even with a torch it is hard to make out any details. After a few moments you feel chills along your spine as a cold breath enters your ear... first a gentle whisper “This is the spine of Urdursin... you must leave...” then a shout “NOW!”. With a flash several torches light up with a green flame. You see a large pillar in the center of the room and a stair running upwards along the east wall. The room gets colder, and*

the door closes and locks behind you with a loud bang!

The Human Urdursin was a grand champion of Greyvale. He swore his life to Ciyradyl and promised to protect her forever. She did not hesitate to make good of his promise and returned him as a Death Knight after he died. He now protects this tower from intruders. She also raised a few skeletons to aid him in this duty. Entering this room triggers a combat. The five skeletons will arrive through the walls as if they are a part of the castle.

❖ **CREATURES:** Five Skeleton Guards.

O. THE TOWER, SECOND FLOOR – THE HOME OF URDURSIN: *As you go up the stairs you come into a room with a huge bed and broken furniture. The walls are covered in cloth and most of the floor in animal hide. There are four massive stone pillars in the center of the room. On each there are unlit torches and several runes. The stairs continue upwards. On the bed you see a body of a warrior. He is on his back, arms crossed, holding a black morning star and a large shield. He is dressed in green and yellow colors, a chainmail armour and a closed helmet.*

This was Urdursin’s room while he was alive. Ciyradyl does not care about it and just leaves it as it is. In the bed lies Urdursin. Waiting to attack anyone who enters her library. If anyone touches him or disturbs his sleep, he will awaken (see the Urdursin awakens event). The stairs lead to the third floor but is blocked by a door at the end. This door is locked. The key is in Ciyradyl’s chamber. It can be picked with a FORMIDABLE (-3) SLEIGHT OF HAND roll if you have lock picks.

❖ **CREATURES:** Urdursin.

CIYRADYL'S POTIONS

These potions are magical and can be fully understood using DETECT MAGIC by spending 2 WP per potion. A HARD (-2) roll for LORE will reveal partial information.

POTION	EFFECT
Red colored potion LORE: Blessing of the Raven	This is a healing potion that restores a character that has been broken in STRENGTH. The character will be restored to full STRENGTH, but the critical injury will remain. LORE: The Blessing of the Raven is said to grant the drinker a chance to fight, even though her body is broken.
Blue colored potion LORE: The joke of the Wyrn	This is polymorph juice. It will transform the person drinking it into a random animal for a full day. She who drinks it retains her mind and voice but is physically turned into an animal. Roll a D6. 1 - Fox, 2 - Deer, 3 - Pig, 4 - Donkey, 5 - Rat, 6 - Chicken. See pages 126-127 for stats on animals. LORE: Wyrn is the creator of Ravenland, according to the Congregation of the Serpent that is. The Joke of the Wyrn is said to give the drinker the ability to feel nature, as if it is a part of her.
Potion with a finger in it LORE: Tholgin's Elixir	This is one of Tholgin's Elixirs. See Artifacts for details and legend. LORE: Tholgin was a creator of elixirs, I think I have heard a legend of this.
Thick slow flowing dark red potion LORE: The blood of Rust	This is just blood. It is however carrying a disease with a Virulence of 4. Anyone who drinks just a drop of this will have to roll for disease (p. 114 in Players Handbook). This can be used as a slow working poison. LORE: This is blood, I am sure of that, but the blood of Rust? If the legend is true, it blesses the drinker with the might of Rust and Heme. But only a true believer is said to be able to withstand the awesome power that is granted.
Pulsating yellow potion LORE: The golden water of the giant	This is a portion of giant's strength. Drinking this will gift the person with a temporary strength and agility boost. All skill checks for STRENGTH and AGILITY has a bonus of +2 for a quarter day. LORE: Giants are of course a myth, but legend says that if you made potions out of the urine of a giant, you would gain their strength.

❖ TREASURE: Two sleeping furs (2D6 silver each), fine silk cloth on the pillars (4D6 silver in total), five pelts (2D6 copper each).

P. THE TOWER, THIRD FLOOR – CIYRADYL'S STUDY: *The room looks like a library, but a broken one at best. Books are burnt, scattered, torn, broken and destroyed. Finding anything useful in this will take days. The tables are filled with strange contraptions,*

junk, bottles with liquids and bottles with body parts. You can hear the wind whining through a few broken windows in the cone shaped ceiling. A dead bird lies on the floor. Over the northern table, you see an orb floating in midair. It is filled with a beige mist.

The study was where Ciyradyl took to learn blood magic from her brother. Even Illithor and Nhamashal spent time here trying to

understand the wonders of this strange magic. As the adventurers starts to explore this area Urdursin will awaken (see the Urdursin awakens event). The books have been destroyed by the murder of crows and the harpies. Before leaving the Moorshire, Nhamashal asked his winged friends to destroy Ciyradyl's books, and so they did. The fire was caused by her when she was trying to fend them off using an oil lantern. After this she just abandoned the tower out of anger and left it as it was. She has been planning on restoring it but the lack of human bodies due to the blood mist made her weak and tired. The dead bird is many years old, but due to the strange nature of this dimension, the body has aged slowly. In here is also the Mist Orb. Destroying it will remove the mist from the island but with a consequence. The Mist is semi-conscious. When the orb is destroyed the mist will turn black and surround the person destroying it, and within seconds it will enter the body. The person will now become cursed. Roll on the Curse Table to see what will happen.

❖ **TREASURE:** Ciyradyl's potions. Alchemy equipment that requires at least four people to carry but has a value of 4D6 gold. The mist orb.

Q. THE CELLAR: *The stone stairs leading down seem to go on forever. The darkness is almost choking you. After a while you reach a door. As you open it, you see a large room with a huge ceiling. Inside are two metal braziers burning with a strange yellow fire. In-between them, partially inside the wall, is a huge tree with vines and no leaves. It almost looks alive. You can feel the heat emanating from the tree as you enter the room.*

This cellar is where Illithor sleeps. He is an Ent and is grown into the castle. A part of his huge treelike body is inside the walls behind him. The two braziers are made of metal and are burning with a magical fire that cannot be put out. There are three doors here, west, east and north.

The west leads to the Kitchen, and the east to the outside of the castle. The north leads to a smaller room where the children are kept if they are not working. In here are seven iron cages large enough to house a full grown human or dwarf. If there are more adventurers than cages, they will be forced together. Illithor sleeps and has no interest in the adventurers unless provoked. If attacked in any way he will awaken and tear free from the wall (see the Illithor is sleeping event). If needed he will help his sister heal (see The fight with Ciyradyl event).

CURSES	
1	The poor adventurers' eyes turn black, permanently
2	The mist causes the adventurer to always exhale a puff of dark smoke when they breathe.
3	The mist causes a hand to be turned to stone. The adventurer can no longer use that hand for anything but melee attacks. The limb has a Weapon Bonus of +1 but if pushed and broken, it will be destroyed forever.
4	The mist causes a foot to be turned into stone. The adventurer can no longer run. The limb has a Weapon Bonus of +1 but if pushed and broken, it will be destroyed forever.
5	The adventurers face is partially turned to stone and people will start to fear the face.
6	The adventurer's weapons are turned to stone and lose their bonuses.

MONSTERS AND NPCs

QUEEN CIYRADYL

Elf. Tender, beautiful but looks dangerous. Her ruby shines through her chest, dark red it pulsates at the sight of fresh blood. She fights to survive, and she is convinced she will win all fights. She uses magic at first and when out of willpower she will fight with her dagger.

STRENGTH 5, AGILITY 5, WITS 5, EMPATHY 5

SKILLS: Close combat 3, Sneak 3, Scout 4, Lore 4, Insight 5, Manipulation 5, Healing 3

ARMOR RATING: 6 (Protective aura)

GEAR: Dagger made from black glass (see artifacts for more details), data as a regular dagger but hits with an artifact dice D10. If the attack cause 1 or more damage, it heals the wielder by as many points as damaged cause.

SPECIAL: For as long as she is alive, she is surrounded by a magical aura that gives her an armour rating of 6. This armour value will never decrease. She has ten Golems, at her command, waiting outside, that will automatically come for her aid if she is attacked. They will do everything to protect her.

BROKEN: If she is broken, the Golems will drag her to the basement, the shortest route possible. Two golems are needed to move her one zone. Refer to The Fight with Ciyradyl event for more details.

DEAD: If she dies and still has her ruby in the chest, she will arise as the Monster Ciyradyl within 3 rounds. This only happens once.

MONSTER CIYRADYL

Her mouth is full of sharp teeth, claws spurt out of her fingers. Her hair moves like there is a wind blowing. She hovers above the ground – her dagger fused with her right hand. The black of the glass has spread over her hand and partially onto her arm.

STRENGTH 7, AGILITY 5, WITS 5, EMPATHY 5

SKILLS: Close combat 3, Sneak 3, Scout 4, Lore 4, Insight 5, Manipulation 5, Healing 3

ARMOR RATING: 6 (Protective aura)

SPECIAL: Her face is twisted; her teeth grow long and sharp and claws spurt out from her left hand. Her dagger becomes fused to her right hand. The skin around the dagger is black. Once the ruby is removed, the dagger comes lose.

GLASS DAGGER, Bonus D10, Weapon Damage 1 and heals her for the same amount of damage.

CLAW: Weapon Damage 2, slash.

BITE: Weapon Damage 1 and heals her for the same amount of damage, slash.

ATTACKS: She can attack with the dagger as long action or use the claw and bite as one long action and short action. She cannot be GRAPPLED but PARRIED and DODGED. She is hovering above the ground and cannot be SHOVED. She does not respond to FEINT. She attacks as a normal NPC using STRENGTH and Close combat and takes damage as normal.

ILLITHOR

Ent. A part of Illithor wants to leave Ravenland, but at the same time he still has a mental connection with it. He will protect the castle but will tear out the whole north wall if he leaves his place in the cellar.

STRENGTH 16, AGILITY 3, WITS 5, EMPATHY 3

MOVEMENT: 1

ARMOR RATING: 6

SENSITIVE TO FIRE: Ents are sensitive to fire. All attacks using fire cause double damage.

SPECIAL: Illithor can heal Ciyradyl by moving his own attributes to her. If she holds her hands on her, he will give her 2 points of STRENGTH if she is broken.

For monster attacks and more rules, see page 93 in the Gamemaster's Guide



HARPIES (SWARM)

There are three harpies. These Harpies were once crows but got transformed into harpies by Ciyradyl a long time ago. They are cowards, hiding in their murder of crows.

STRENGTH 9, AGILITY 3, WITS 3, EMPATHY 1

MOVEMENT: 2

ARMOR RATING: -

There are three harpies. They will try to hide in the Murder of Crows for protection and do swooping attacks. They will try to attack the player that has the most visible armour. If they get a chance, they will use the attack **DEATH FROM ABOVE!** and drop the player onto the rocks below.

For monster attacks and more rules, see page 105 in the Gamemaster's Guide

MURDER OF CROWS (SWARM)

A dozen or so crows fly in a perfectly controlled swarm. They attack anyone with exposed armour and will fight to the death.

STRENGTH 4, AGILITY 3

SKILLS: Move 3, Scout 4

MOVEMENT: 2

ARMOR RATING: -

BITE: Weapon damage 1, slash

SWARM: A swarm of animals handled as a single creature with a Strength rating that represents the swarm as a whole. A single attack on a swarm can never inflict more than 1 point of damage.

UNDEAD CHEF

Once a man, this now decayed dry skinned old fat man is a chef. He prepares food for the humans in the Moorshire and protects the children that are kidnapped. Preventing them from escaping.

STRENGTH 3, AGILITY 2

SKILLS: Melee 1, Scout 1

CLEAVER: Bonus 2, Weapon damage 1, slash

SPECIAL: He functions like a regular undead. He will protect the two children.

STONE GOLEMS

These golems look like the statues of the humans on the courtyard. There are ten of them. They are controlled by Ciyradyl.

STRENGTH 3, AGILITY 2

ARMOR RATING: 4

STONE SWORDS/HANDS: Bonus +1, Weapon Damage 1

SPECIAL: Ciyradyl has full command over these. She only needs to think to make them do things. They are defaulted to protecting her at all costs. If any adventurer is captured, she might assign a Golem to guard them.

URDURSIN

Urdursin is a Death Knight in all aspects and uses the rules for that monster type. He fights with his morning star and shield.

STRENGTH 13, AGILITY 4, WITS 3, EMPATHY 3

SKILLS: Scout 2, Insight 2

ARMOR RATING: None, his armour is not used for save instead he takes half damage from physical attacks (rounded up)

GEAR: Chainmail [6], Closed helmet [3], Urdursin's black morning star (master crafted, can take one damage before losing Gear Bonus dice), Large shield

For monster attacks and more rules, see page 87 in the Gamemaster's Guide

SKELETON GUARDS

The skeleton guards are heavily armed. Chainmail, helmets, shields and swords. They have no soul, no sense of wrong or right. All they want to do is hurt the people who enter this place unwelcomed.

STRENGTH 3, AGILITY 2

SKILLS: Melee 3, Scout 3

ARMOR RATING: 5

GEAR: Rusty chainmail [3], open helmets [2], broadswords, large shield [+2]

BONY: Arrows and POINTED weapons can never cause more than 1 point of damage to a skeleton. Other weapons cause normal damage.

Broadsword: Bonus +2, Damage 2, Edge, Pointed, Parry

EVENTS

THE ADVENTURERS SPEND THE NIGHT

If the adventurers decide to spend the night in this castle, they will be attacked in their sleep by Ciyradyl's Golems and dragged to the cellar where they will be placed in cages. They have a chance to fight them of course, but since they are sleeping, they need to succeed with a -4 SCOUTING roll to wake up before the Golems attack. Anyone who fails their SCOUTING roll will get attacked by one or more Golems as a free attack (as the rule of sneak attack p.90).

THE ADVENTURERS FIND THE CHILDREN

If they at any time find the children, Ciyradyl will attack them with all her might and try to down them without killing them. She will use

her Golems and she will command the cook to protect the children and makes him take them to the cellar via the kitchen (unless they are already there).

URDURSIN AWAKENS

When this event is triggered, Urdursin will rise from his bed and a disembodied voice will speak "Who enters the Spine of Urdursin? I am the protector of Queen Ciyradyl and you are but trespassers. For this you must pay with your life.". This echoes throughout the entire tower. Urdursin will then move towards the Adventurer that triggered the event and fight him to the death.

❖ If there are more Adventurers left in the tower, he will attack them too.

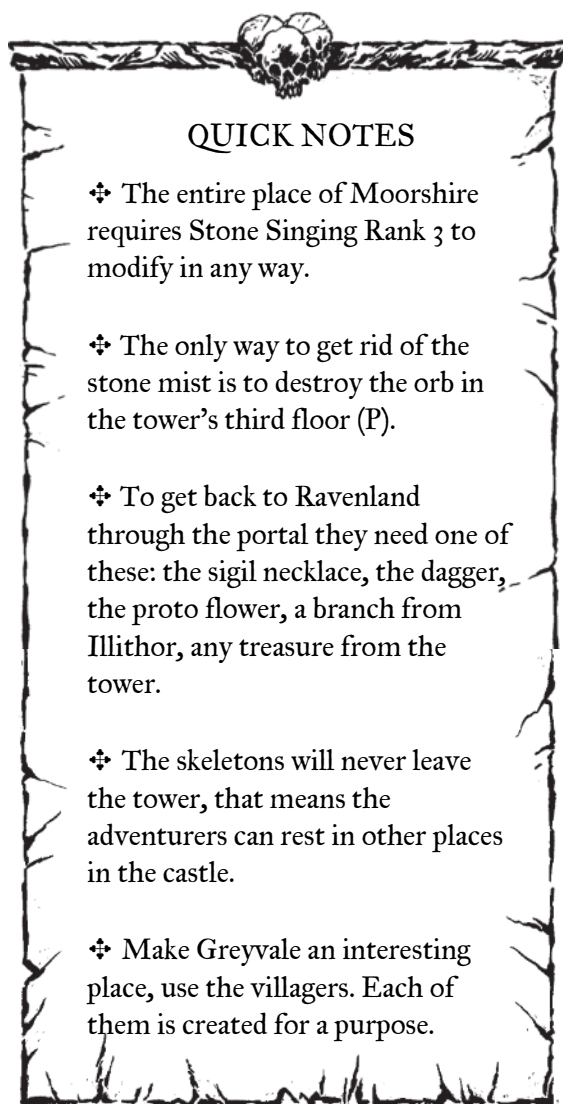
❖ If Ciyradyl is alive she will respond to this with anger. If she is asleep, she will wake up. Her Golems will follow her to the tower to deal with this.

❖ The adventurers can convince Urdursin that that Ciyradyl is dead with the following rules:

If Ciyradyl is dead, do a normal
MANIPULATION vs INSIGHT roll.

If she is a live the adventurers get -4 on the roll as he still feels her power.

If they succeed, he will stand down, go back to his bedchamber and lay there. After a while his spirit will leave his body and he will be at rest. The body, being old and kept alive by magic, will now wither away within seconds. The armour and weapon he is carrying will stay intact.



QUICK NOTES

- ❖ The entire place of Moorshire requires Stone Singing Rank 3 to modify in any way.
- ❖ The only way to get rid of the stone mist is to destroy the orb in the tower's third floor (P).
- ❖ To get back to Ravenland through the portal they need one of these: the sigil necklace, the dagger, the proto flower, a branch from Illithor, any treasure from the tower.
- ❖ The skeletons will never leave the tower, that means the adventurers can rest in other places in the castle.
- ❖ Make Greyvale an interesting place, use the villagers. Each of them is created for a purpose.

THE ATTACK ON QUEEN CIYRADYL

At one point the adventurers are probably going to attack her. If this happens, she will use magic to try to break them as soon as possible. She will try not to kill them as she sees them as food. Her Golems will storm in through the front door and help her. The cook will take the children and hide them in the cellar, there he will wait and protect them.

- ❖ If Ciyradyl ever gets broken, she will flee to the cellar as fast as possible, using her Golems

for protection. Once there she will ask her brother for help. Even if the adventurers manage to coup de grace her or kill her in any way, the Golems will drag her down. It takes two Golems to move her one zone in a round.

- ❖ If she still has her ruby in her chest, Illithor can heal her as a slow action.

- ❖ If she has received a Critical Injury that kills her on the spot or is coup the graced, Illithor will use his knowledge of death magic and blood magic and make her into the Monster Ciyradyl.

- ❖ If there is no way for her to reach Illithor, she will turn into the Monster Ciyradyl after 3 rounds anyway. This is due to the corruption of her ruby.



ARTIFACTS

PROTO FLOWER

In the beginning of time, the gods would create flowers of life called flowers. These were used by druids to heal the world. There are but a few of these left. If you find one, take good care of it. But beware its power, it is said to be wanting something in return.

APPEARANCE

A beautiful flower with five larger petals and five smaller, it pulsates with a feint blue glow. As you hold it you feel more alive.

EFFECTS

This flower is a seed for energy. It can be used as an ingredient for druids and healing a total of five times – once for each larger petal. When you grind one of the petals with blood and

water, you create a potion that will heal a broken character one point in each attribute. One petal is used for a single use potion. The potion glows with a faint blue color and this glow fades in time. This potion will go old and lose its power within a week.

DRAWBACKS

When all the five petals have been used up, the flower will wither into a black ash and die. This ash must be buried under an oak tree within a few days or the druid that used the flower will grow older as the flower steals energy from her. The druid will then age one category (if she is already old, she might even die). The player loses one attribute point of her choice. To understand this drawback, a player must have the talent Herbalist rank 3 or be a druid with path of healing rank 3 and spend one willpower to understand the magic.

THOLGIN'S ELIXIR

Bodies that are damaged, memories lost, hearts broken. Everything can be mended they say but for this you need Tholgin's elixir. Now this is of course a myth. Everyone knows there is no such drink, right?

APPEARANCE

The bottle has a strange shape, oval and irregular with a cork top. Inside there seem to be parts of plants and animals. When shaken, it glows blue for a few seconds.

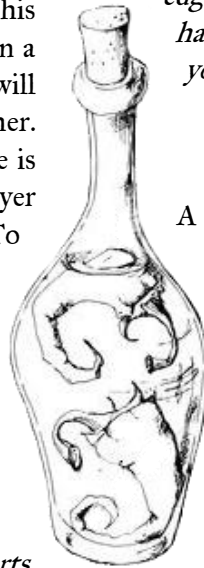
EFFECTS AND DRAWBACKS

Heals one single critical injury (except death!). It tastes horrible! The elixir will heal the damage no matter what it is, but the adventurer must succeed with an opposed roll against POISON POTENCY of 6 to not vomit. If she fails, the injury will return after 3D6 minutes.

Do not share this information with the player. Just tell her that it tastes bad and that they throw up if/when they fail.

GLASS DAGGER

It is said that the daggers from the old times were made of stone and glass. The glass daggers were so hard that they would never lose their edge. One of these daggers, the black dagger, has its own legend. They say it whispers to you. That it tells you things...



APPEARANCE

A dagger made from black glass. It almost feels like it is pulling light from the sky. The blade is sharp and when blood touches the blade, it disappears into it. As you hold it in your hands you can hear it calling you, whispering things in an old language.

EFFECTS

This is a dagger with Weapon Bonus +1, Weapon Damage +2 and it adds a D10 Artifact Die to the attack roll. If the user has the Path of Blood talent at rank 3, the dagger will heal the wielder if the attack hits by as many points as damage caused.

DRAWBACKS

The dagger is partially alive. It is in fact created from the ruby of an elf. The dagger tries to stop the wielder from using it and the wielder must fight the voices in her head. When the dagger has damaged someone and blood is shed upon it, these voices will grow stronger. To represent this, the wielder must succeed with a roll against MANIPULATION or be broken in Empathy when the dagger does 2 or more damage in a single attack on a living creature.

NOTES FROM THE GM

This is the story of our adventure in Greyvale and The Moorshire.

The adventurers came to the village in search of bandits. I wanted the players to feel like they needed to help the village of Greyvale. Both Martin and Thomas have characters that want to help people, so they did. When they arrived, they immediately saw that this was a poor broken place. At first, they just went to the inn for some rest. They then then proceeded to find out what was happening here. Titch's mother saw that they were adventurers and asked them for help. They found the dwarf "hero" in the inn and asked her for help – how could she say no! Then they needed to repair their armor, so they got Kilyne to help, and she became a permanent member as an NPC, since she wants to leave this place. After a night in town the sickness spread to Veiar, so they found Nhamashal in the woods. He asked for a child as payment, so Norris lured a child into the woods with the promise of a sword – then smacked him in the face and carried him over his shoulder and covered his mouth. But the nose was broken so the child couldn't breathe and drowned in his own blood – a perfect moral cost for the cure.

Once they had remedied Veiar's sickness, they ventured deeper into the woods (they spent a quarter day to scout the woods) and found the portal. They saw the bag of Titch, went back to Greyvale, got their gear and headed on to The Moorshire. They almost immediately stumbled and fell into the mist, figuring out it was dangerous. The feeling of the fortress made them a bit scared. That was a fun event – make it mystical! Make it interesting. The obelisk almost killed them since they had no ranged weapons and had to lure the harpies into the tower. Beilnar was the last to get up the stairs

and the harpies got a hold of him and threw him down. He almost died!

They got past the gate at the castle by painting the sigil on the body and forced the barrier. They immediately suspected Ciyradyl and Norris said, *"Well thank you for dinner, I was just wondering if there are any children HERE – TIIITCH!"* and they then saw a child's hand opening the kitchen door. They then decided to jump Ciyradyl and killed her almost right away. Her Golems managed to drag her down to the basement and fend off the adventurers. They knew the children were in the kitchen but when they entered it was empty "there must be a secret door here". They found the door, ventured down the stairs and stumbled upon Ciyradyl begging her brother to heal her. She then got reborn as the monster and immediately boiled Kilyne's blood, she caught fire and died (RIP Kilyne). The party almost died too as Ciyradyl was downed, crawled to her brother for help, and Beilnar followed (also broken). Illithor transferred some energy from Beilnar to Ciyradyl. Stuck to Illithor, Beilnar was not happy – neither was the rest of the party. They coup de graced Ciyradyl and carved out her ruby, then cut Beilnar free from Illithor... Illithor now awoke.

They managed to escape but Illithor took the ruby. They hid in the kitchen for half a day or so and then moved on to take on the tower. The skeletons were no match for them, and Meeting Urdursin, they managed to persuade him that Ciyradyl was dead – no fight! Good fun! They spent a total of 5-10 sessions in Greyvale and the surrounding area.

They have had a lot of fun playing this!

I hope you will too.



LEGENDS

GREYVALE

Greyvale... Greyvale. Oh yes! The city of Greyvale. Yes, it had all sorts of interesting stuff there. I heard it was huge. Well it's no city no more, it's just a village now... or rather, a hamlet, if you can even call it that. I heard Orcs took it over. They probably have all sorts of treasures there. But you know, fighting Orcs is not a joke. They are merciless! But I mean, they are probably long gone now. Though I did hear of a guy who went to Greyvale and came back with just one arm. I mean, he was strapped to a donkey, and all that was left of him was a torso, head and arm. How he survived I have nooooo idea. It's all true I tell you! Hmm now that I think about it, it is said that the woods around Greyvale was once home to powerful druids who raised large stone circles infused with magic. They inscribed magical runes into the stones and used them to forge weapons and armour beyond your imagination! Legend even says that they had such powerful magic, that they created a castle called Moorshire. Well, that is what the legend says at least. No one I talked to has seen any stone circles in those woods, or a castle for that matter... but then again, no one has dared to venture deep into the woods due to the blood mist. Although now that the mist is gone, perhaps it is time to go look for those treasures! But then again... Orcs. And I just ate breakfast.

THOLGIN'S ELIXIR

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Here is a link to high quality versions of the maps for you to use

https://www.dropbox.com/sh/ts4Ijowji24yzj2/AAD5-oyTu2_IbcOfpHCjWNqMa?dl=0