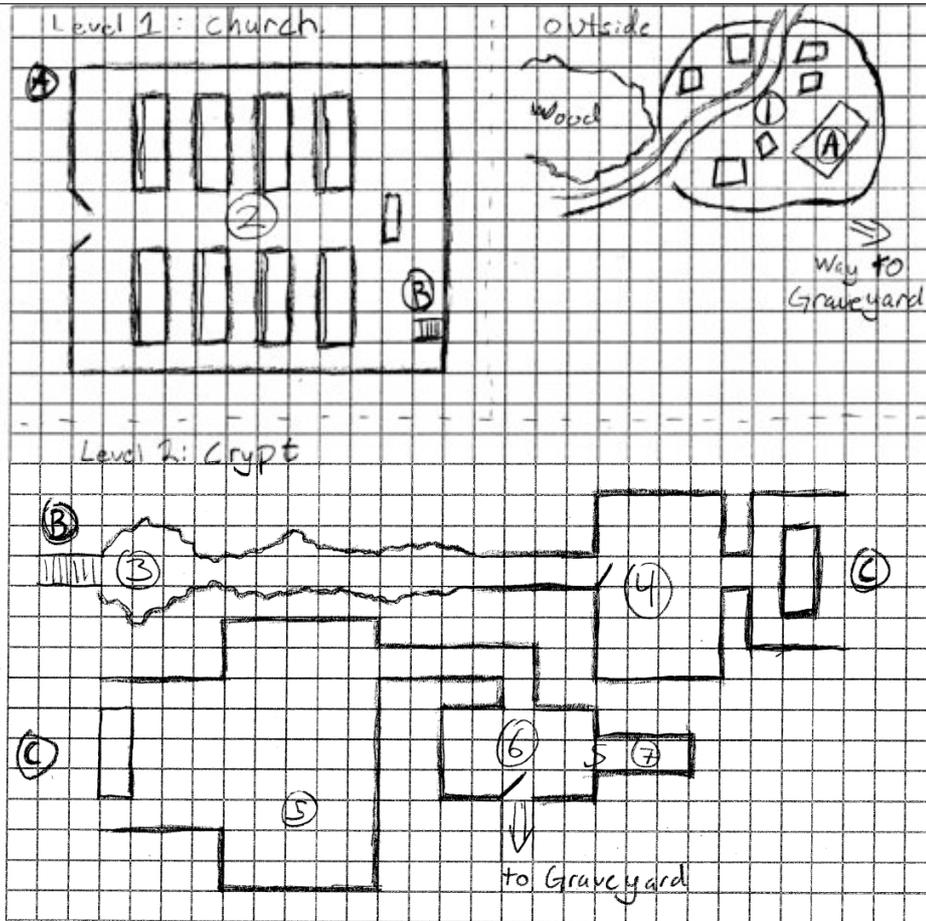


The "Resurrected" Village

1 Square = what fits



Lighting/Weather:

- 1: A sunny day, if coming at night bright moonlight
- 2: At enter the sun shines in, when closed only small rays of light trickles through.
- 3: Dark, able to see after adjusting to the dark
- 4: Bright, Torch light
- 5-7: Bright, fire

Background:

About fifteen years before the PCs come to the village of [random name] an *initiate* of [evil/death being] comes by and starts preaching about eternal life for the villagers. After "resurrecting" the miller's son the *initiate* gained a few dedicated followers. The years went by and the *initiate*'s herd of followers kept growing. Recently the *initiate* built the village's church with the help of the villagers for it to be a place to sacrifice to his master. One by one the villagers get sacrificed to [Evil/death being] and with every sacrifice the *initiate* gets more and more crazy. When the PCs arrive the *initiate* have sacrificed everyone except two in the village. If the *initiate* succeeds in sacrificing everyone the [evil/death being] will take over the *initiate*'s body.

The Initiate: He is not a bad person really, but because he got snared with the promise of eternal life he joined [evil being] without knowing what he would be giving up his sanity or even his body if it comes to it. As his insanity was growing he started to fear his right arm was scheming on selling him to [good organization]. Therefore he tries to do everything with his clumsy left now. He knows a good deal about magic and rituals.

Resurrection: The body will reanimate but the soul will be lost. You will not notice any difference because all memories and knowledge will get etched into the bone of the resurrected person. The flesh will eventually rot leaving a skeleton

Room Key:

1. As the PCs comes closer to the village the surrounding gets less noisy until it is as still as the grave. Soon after that the sound is gone the trees are starting to show signs of withering away. The village is empty of anything living and it doesn't look like they left in a hurry. If the PC looks around they will not find anything of value. Everything except the church (#A on the upper right) is in order. The stairs leading up to the church is full of blood, the doors are wide open and a big ritual symbol is drawn in blood on each door.
2. The first thing PCs notice is the dead villager lying on the sacrificial altar. When the PC has come to the middle of the church the windows and door shuts closed and stay closed. When the PC gets close to the sacrificial altar it will go through the floor and land in #3. When the altar falls down a big cloud of dust comes up like a mushroom. There is also a secret door (#B) in one of the corners that is quite easy to find and also leads down to #3. The PCs start hearing some strange chanting (from #5) that sends chills down their spines.
3. The stairs leads up to #B in #2. If the altar did not fall in then it will do it when the PCs are under it (will do low to moderate damage and requires a reflexive throw to dodge). There will also be a lot of dust getting in the PCs eyes so they will get a small minus on attacks.
4. Two rows with 15 in each of various undead on each side of the door. These are the experimented on "resurrected" villagers. They won't do anything unless disturbed. If disturbed the *initiate* will know about it in #6
5. A big bonfire is blazing in the middle of the room. In it is a woman and her child nailed to a cross, unnervingly none of them are making a sound. Around the bonfire are 12 robed human ghosts chanting forgotten hymns. The ghosts won't notice the PCs unless attacked. Let the PCs decide on what to do and before executing them let the *initiate* enter the area. When the *initiate* comes in the ghosts stop chanting and gather around the *initiate*. The *initiate* starts speaking about what is written in the Background box. If the PCs attack they will get a surprise round, and the *initiate* will blame his right arm for interfering. After the surprise round the PCs starts hearing clanking of bones from #4. Every 5 round there will come 4 skeletons and 1 ghoul from #4 until the *Initiate* is on half HP. If you want to make it a little easier the ghosts can't attack but can give a negative to guarding to the PCs. The *initiate* will start pleading for his life on half HP but when there is a chance he will try and get of one big hit on everyone in the party. If the PCs try and help the woman and child they will have to endure the fire to loosen the nails holding them in place (a hard task). Both want to get back to the fire unless they have slept one day outside the village. Both woman and child can talk, but none of them will ever do it again.
6. The *initiate*'s private room, he usually comes here from the graveyard. The room is quite cozy. There are a lot of books with rituals in this room, a mage or magic interested PC can learn some necromancy at GMs discretion.
7. This is the room where the *initiate* keep all his regents for the "revival" ritual. There is quite a fortune here but only if the PCs gets in contact with someone that know his/her way around herbs.

Treasure: You can put treasure if you want somewhere dug down in the village, in #4 on an undead, in #5 on a ghost or on the *initiate*, a magic item in #6 the *initiate* is researching it or even in #7.