

The Abbey of Saint Wilk

BACKGROUND

66 YEARS AGO A band of knights witnessed how one of them was slain by a demon only to rise again and defeat his unholy killer. They lay down their weapons and founded an abbey in his name.

33 YEARS AGO The demon came back and had his revenge on the order by either cursing them or killing them. The abbey has been abandoned ever since. Until a month ago, when the population of the nearby village of Griert suddenly disappeared.

RUMOURS ABOUT THE ORDER AND ABBEY

1. The Order of Saint Wilk worshipped heretic gods.
2. The cries of murdered children can be heard from the abbey fountain at night.
3. The order never gave up their warrior ways.
4. Villagers in Griert robbed the abbey and murdered everyone in it.
5. Saint Wilk's resurrection was a magical accident, not divine intervention.
6. Saint Wilk himself haunts the Abbey.

LOCATIONS

ROAD Dusty and partially overgrown road from Griert. Small traces of blood are the only evidence of recent use.

WALL AND GATE Moss has begun to grow on the wall, some stones look loose. The gate has been broken down by time and weather. There are animal tracks on the ground, wolf tracks if someone know these things.

FOUNTAIN From jugs held by marble children runs a small trail of water into the dark pool below. A pump nearby can make the water flow. Drinking it makes you nauseous and gives you a small negative modifier on all physically demanding rolls for 1-4 days.

ALTAR Impressive statue of Christ or other religious figure, covered in dirt and smelling of animals. Restore its glory to be blessed for a day, giving you a small positive modifier to all attack rolls or for resisting harm and evil. Place a water flask on the altar and pray for 10 minutes to make the water holy. This can be done 3 times per month.

ORCHARD Overgrown orchard and garden, more tracks on the ground. If the season is right 1-6 rations may be gathered here. **Saint Wilk's Phantom** can be found here, mournfully praying at a statue of an angel.

COMMON HALL AND KITCHEN Tables and benches are ruined and thrown around and it reeks of rot and death. Leftovers from 50+ villagers are spread around the rooms. Minor treasures belonging to the victims can be found if the area is properly searched.

CELLS The former living quarters of the order is now the prison of a handful of villagers, starving but kept alive by the order of Duke Eligos. They are guarded by 3 of Wilk's Wolves. In one of the cells is a diary by Abbot Hagan, describing how the true name of Eligos was discovered and hidden below the bell. Other cells contain minor treasures such as jewellery.

CRYPTS Both doors down here are locked, a key can be found on the roof of the tower. There are 19 sarcophagi intended for Saint Wilk and the 18 founding members of the order here, marked with names and heraldic shields. They contain symbolically buried armour and weapons, but except for Saint Wilk's only two contain a body. Some of the items may be magical or blessed, granting powers suited to a holy warrior.

ROOF The brothers and sisters who did not submit before Eligos 33 years ago were lifted into the sky and thrown against the roof of the tower. Among their crushed bones silver jewellery worth a decent amount can be found. Searching the area alerts **Duke Eligos** and he appears, mounted on **Cedu-Barra**, in the air above the tower.

CREATURES

THE PHANTOM OF SAINT WILK For the last 33 years the spirit of the saint has been haunting the abbey garden. The recent purging of Griert has made it go mad and it may see the adventurers as either saviours who can help cleanse the abbey or as agents of Eligos here to further desecrate the area.

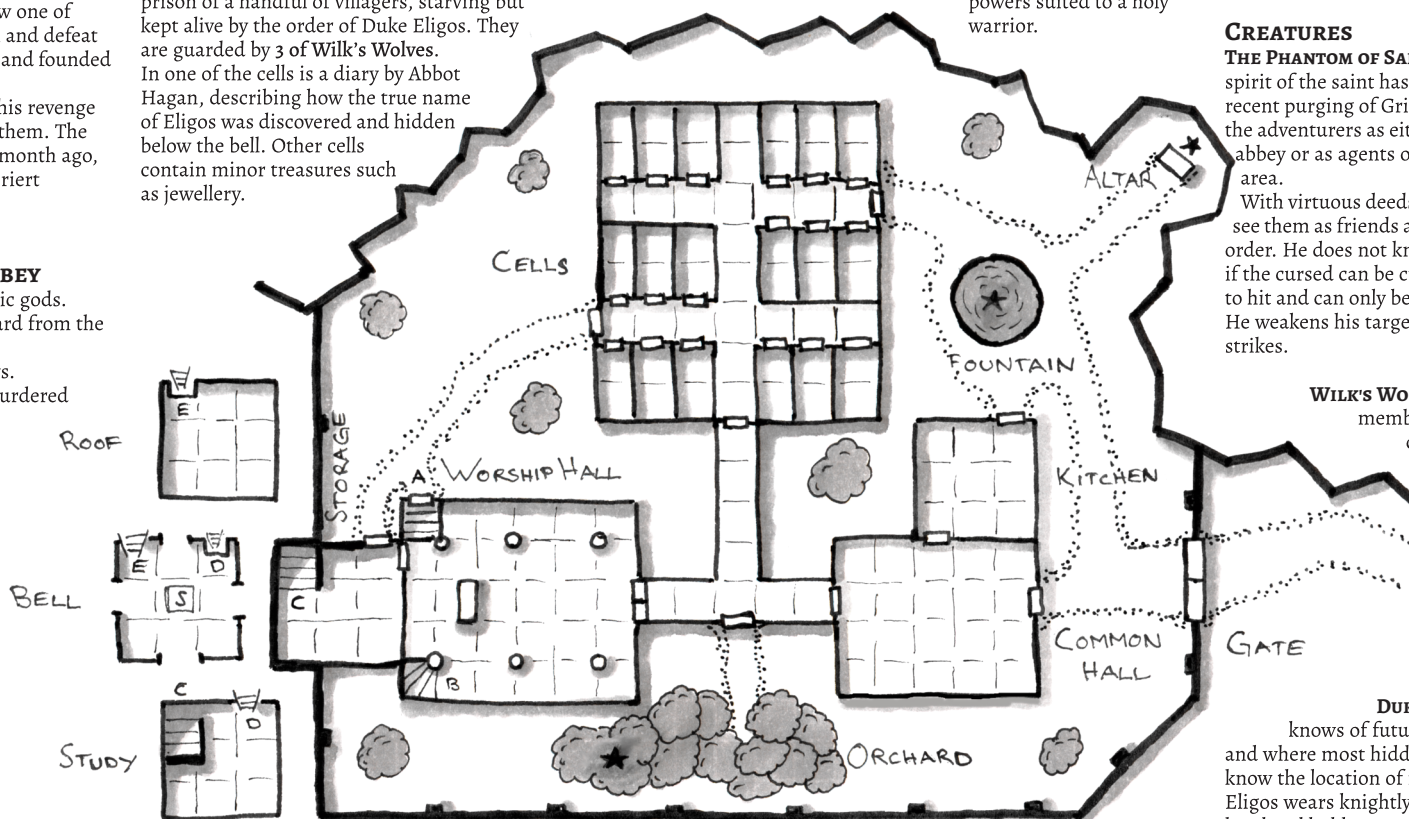
With virtuous deeds and promises he can be convinced to see them as friends and tell them story of the abbey and its order. He does not know the true name or goal of Eligos or if the cursed can be cured. If fought Saint Wilks is difficult to hit and can only be hurt by magic or holy/unholy attacks. He weakens his targets by slowly aging them with his strikes.

WILK'S WOLVES Eligos reward to the order members who submitted to him was to curse them into wolf-folk beasts with the hunger for humanoid flesh. Killing the wolves require holy or silver weapons, other attacks only make them disappear in a cloud of black smoke and reappear by the next full moon. When they attack they do it with a furious combo of claws and teeth.

DUKE ELIGOS A Grand Duke of hell who knows of future wars, how soldiers should meet and where most hidden things can be found. He covets to know the location of more such things. Eligos wears knightly armour with a live snake around his head and holds an unholy lance in his left hand. Seeing him is enough to make most people flee in terror and for the rest to give up, cleverly barter, or face a truly challenging battle. As a demonic royalty, defeating him only temporarily banishes him to hell, unless the slaying is done when his true name is spoken.

CEDU-BARRA, THE STEED OF ELIGOS A six eyed and bat-winged black horse and a powerful demon in her own right. She serves Eligos to increase her own influence and thinks the abbey and Eligos revenge is a distraction from more important matters. She may be convinced to abandon or turn against Eligos if she would gain enough from it.

In battle Cedu-Barra attacks once with hoof or teeth if she has a rider and three times if not. Since she is not of royal rank, holy power and magic may truly kill her.



WORSHIP HALL The order held their sermons here and decorated the hall in a grandiose manner.

This is the main lair of the wolves, and it absolutely stink of the beasts. 6 of them are currently here, mostly sleeping. Several items of silver and gold can be found on the walls and on the altar, worth a lot to anyone and even more to churches of the same faith.

STORAGE The bottom floor of the tower was used for storing supplies and as a workshop for carpentry and whatever else the order needed. 3 smaller wolves have been hiding meat in here and are either eating or resting.

STUDY A small library and study, most are books on the topic of saintly miracles or demons and their true names. For every 10 minutes spent searching there is a 1 in 6 chances of finding a random spell of reasonable power.

BELL The floorboards directly under the bell are loose, under them is a hidden box with a folded piece of paper "If the worst comes to be, know that his name is Ogdru Jahad".