

LANGUARD BACKDROP:

FORSAKEN CHAPEL OF THE MAIDEN OF DEATH



The Chapel of the Maiden of Death on Abbey Road has been abandoned for almost 200 years. The home of an extinct order of knights, the place is a monument and grave to the heroic dead who saved Languard from a plague of undeath. By now, rumours of strange lights and sounds emanating from the building have thrust it back into the limelight. Other folk claim to have seen spectral knights in the vicinity. Just what is going on at the Chapel of the Maiden of Death?



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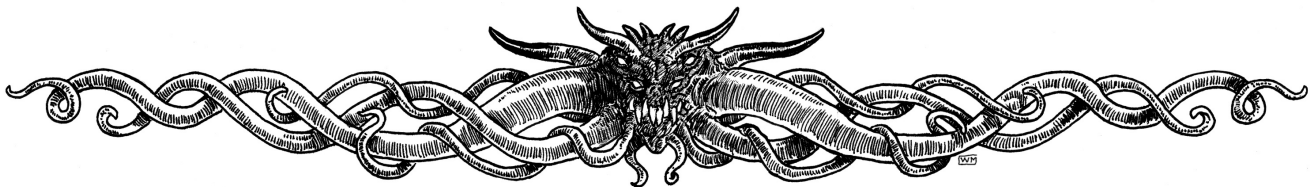
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ABOUT LANGUARD BACKDROPS

You are a GM, and you are busy. You want to write your own adventures but don't have the time to start from scratch. And you don't want to use commercial modules. You want to make your campaign your own.

That's where the Languard Backdrop line comes in! Each Languard Backdrop presents a fully fleshed-out and lovingly detailed self-contained locale ready to use as you see fit. Stock the backdrop with smugglers, cultists, thieves or whatever best suits your campaign, decide their back story, and gather your players.

Languard Backdrops are intended for play in the City of Languard. However, the featured location is relatively self-contained and, with minimal effort, can be easily modified to fit almost any large town or city.

USING A LANGUARD BACKDROP

To use a Languard Backdrop in your campaign, decide on a back story before stocking the place with appropriate denizens, challenges and treasures.

Location Descriptions: The various location descriptions herein only describe the basic appearance of the backdrop's rooms, chambers, corridors and other locations of note. They do not include descriptions of any monsters lurking therein. Remember, when describing a location to your players, the chanting cultists (or whatever) are probably more noticeable than the room's features. Also, remember that the location's denizens will modify it to suit their needs.

Treasure: The text only details minor, flavoursome treasures the characters could discover during their adventure. Most are of little value but serve to underline the flavour of the backdrop. Remember to add level-appropriate treasure when designing the adventure.

GM's Notes: Use the GM's Notes columns to make this Languard Backdrop your own. Include game mechanic notes along with details of NPCs to be encountered, traps to be triggered, monsters to be fought, and treasures to be found.

Ashlar Specific Notes: The Forsaken Chapel of the Maiden of Death is designed for use with the Duchy of Ashlar's capital city, Languard.

"HERE ARE THE BONES OF THE ADVENTURE. YOU MUST BREATHE LIFE INTO THE FRAMEWORK AFTER YOU FLESH IT OUT."

GARY GYGAX

ADVENTURE BACKGROUND

Standing on Abbey Road, the (Forsaken) Chapel of the Maiden of Death has been abandoned for almost 200 years. Originally a small church dedicated to Conn, the Father, it was reconsecrated to Conn's daughter, Tuonetar, the sullen-eyed Maiden of Death, when the Knights of the Black Swan were founded at the start of Languard's Haunted Years.

The chapel was an important place for the knights—here, they could pray and seek guidance from their mistress.

384 NR: Languard's Haunted Years begin; the dead rise from their tombs and sepulchres all over the city empty. The high priest of Conn establishes the Knights of the Black Swan and charges them with finding the source of the undead plague. The knighthood takes Conn's daughter, Tuonetar, the sullen-eyed Maiden of Death, as its patron.

386 NR: The Haunted Years end when the knight Talis Ritari discovers a stygian hollow overflowing with lost spirits beneath the city's sewers. He uses his sword, *Valcorim*, to seal the portal to the underworld. *Valcorim* is broken—its blade wedging the portal shut, but the plague is ended.

387 NR: Their holy mission completed, the Knights of the Black Swan disband with honour.

The chapel was abandoned after the knighthood was honourably disbanded. Since then, it has stood silent and (mostly) undisturbed as a monument to, and the final resting place of, the knights who lost their lives seeking an end to Languard's Haunted Years.

DIVINE POWERS

The (Forsaken) Chapel of the Maiden of Death is associated with two divine powers—Conn (LN greater god of community, family and rulership) and his daughter, Tuonetar (LN lesser goddess of the dead and the underworld).

	CONN	TUONETAR
Alignment	Lawful neutral	Lawful neutral
Epithets	The Father, the Lawgiver	The Maiden of Death
Symbol	Two hands clasped in a handshake	A rampant black swan
Favoured Weapon	Light mace	Light mace
Raiment	White robes with two clasped hands sigil	White robes emblazoned with a rearing black swan

Conn's priesthood is the most powerful—both temporally and spiritually—in Languard (and Ashlar as a whole). Given her portfolio, Tuonetar is not a popular or widely worshipped power; she is seen mostly as a goddess to placate. Her few priests tend the extensive catacombs below the Father's Hall—Languard's great cathedral.

THE ADVENTURE BEGINS

The characters can stumble on the Forsaken Chapel of the Maiden of Death by happenstance and decide to explore the locale on a whim. Alternatively, use one of the hooks below to lure the characters to the place:

- **Ghostly Knights Abroad:** The characters are wandering High City's streets at night. Perhaps they are returning from seeing another patron, staggering between taverns while carousing or engaged in other business. As they pass the chapel, one of the group—the most perceptive or least drunk—notices an odd, flickering light coming through one of the chapel's grimy stained glass windows. Intrigued, they investigate. If the characters don't notice the flickering light, they bump into a drunk beggar, Veini Sotijalo (N male human), who, in a loud and slightly hysterical voice, tells of the ghostly knights lurking in the chapel and how he fears they will someday emerge to attack the living!
- **Reconsecrating the Chapel:** Krister Asikka (LN middle-aged male human cleric [Conn] 2) approaches the characters to ask for help. He has been charged with reconsecrating and reopening the Chapel of the Maiden of Death but is nervous about what he might find inside—he's heard rumours of ghostly knights haunting the chapel. He asks the characters to help him. A miser, he appeals to the characters' sense of duty and honour and only offers payment if absolutely necessary.
- **Strange Doings at the Chapel:** Wan lights and faint sounds have been reported coming from the Chapel of the Maiden of Death over the last week or so, and the local residents are getting nervous. Reiju Hirvi (LN male human fighter 1) has been nominated to find a group of adventurers to investigate. Many of the folk dwelling in the church's vicinity are wealthy, and so Reiju offers the characters a goodly sum of gold to investigate.

ALL IS NOT AS IT SEEMS

If you want to complicate the characters' investigation of the church, you can decide that all is not as it seems.

In this instance, the individual who contacts the characters is not who he says he is; in fact, he—Samuli Ihamuoto (NE male human thief 5)—is a thief intent on robbing the chapel. He knows of the hidden crypts (location 9) and calculates that they must hold treasures—perhaps even olden items of magical power.

Cloaked in a disguise appropriate with whichever of the above hooks you use, he plans to employ the characters to eliminate any dangers lurking in the chapel. He neglects to mention the hidden crypts so the characters don't ruin his plan. Once the characters have declared the chapel safe, he returns after dark to loot the hidden crypts. Of course, this might not go well for Samuli, depending on what lurks in the hidden crypts. (Perhaps the characters hear of screams coming from the chapel and return to investigate.)

LOCAL LEGENDRY & LORE

Characters spending any time in the (Forsaken) Chapel's vicinity will likely learn some basic facts about the place. Characters growing up in Languard, worshippers of Conn, or those who have spent a lot of time in the city likely also know these facts:

- The Chapel of the Maiden of Death was once dedicated to Conn, the Father. It was given over to an order of knights following Conn's daughter—Tuonetar, the sullen-eyed Maiden of Death—charged with ending an undead plague assailing the city about 200 years ago.
- The church has stood abandoned for decades—perhaps even centuries—after the knightly order was disbanded. Vague rumours of ghostly knights and a curse on those who would disturb their remains hang over the building.
- Several wealthy locals are thought to have tried to buy the chapel for one reason or another. However, all have been rebuffed by Conn's priesthood at the Father's Hall (location T2 on the City of Languard map).

WHISPERS & RUMOURS

A character can use their social skills to gather information about the Chapel of the Maiden of Death. This takes 1d4 hours and costs 2d6 in drinks and bribes. The character learns one additional rumour for every extra 1d4 hours and 2d6 sp they spend. Use this list to determine what they learn:

1. Faint lights have been seen coming from inside the chapel in recent weeks. People are scared and think the shades of long-dead knights now stalk the place.
2. The chapel has been abandoned and unused for almost 200 years. It is a monument and tomb to an extinct holy order dedicated to Tuonetar, the Maiden of Death.
3. No one has entered the chapel for years. It's locked up, and Conn's priesthood never comes here. It's a miracle the place hasn't mysteriously burnt down—that's what normally happens to abandoned buildings in prime locations such as Abbey Road.
4. There are crypts below the church; therein rest the glorious dead of Languard's Haunted Years—those knights who died saving the city from an undead plague.
5. The Knights of the Black Swan were fabulously rich; much of their wealth lies in the chapel.
6. Anyone disturbing the rest of the dead knights eternally slumbering within will be cursed by Tuonetar, the Maiden of Death herself.

Alternatively, a character may already know one or more rumours—perhaps through carousing in a nearby tavern, chatting with locals or through their personal background.

Decide each rumour's veracity based on your design.

THE SURROUNDING LOCALITY

The (Forsaken) Chapel of the Maiden of Death stands on Abbey Road in High City.

DRESSING THE LOCALITY: BY DAY

Use this list to add flavour to the locality during the day:

1. A city watch patrol of well-turned-out guards marches past the party.
2. The street is busy with well-to-do folk, servants and artisans going about their business.
3. An ornate coach rumbles along the street. Two armed mounted warriors escort the coach.
4. Two servants stagger along the street carrying a large rolled-up rug or tapestry over their shoulders.
5. A bard serenades passersby; she has a beautiful voice and sings about Vilimzair Aralivar, the World's greatest-ever bard and legendary pirate captain.
6. A wealthy woman dressed in fine robes stalks through the crowd. Servants trail in her wake.
7. A plainly dressed man watches the party intensely before melting into the crowd.
8. Dark clouds glide across the sun, plunging the chapel and its surrounds into a chill gloom.
9. A succession of wagons piled high with heavy goods rumble along the street; pedestrians make way.
10. Roll twice on this list and combine the results.

DRESSING THE LOCALITY: BY NIGHT

Use this list to add flavour to the locality during the night:

1. Well-to-do couples, escorted by servants carrying lanterns, go about their business.
2. A city watch patrol of well-turned-out guards marches past the party. If the party look suspicious, the patrol stops to question them.
3. A well-dressed man, the front of his tunic stained with vomit and wine, retches into a doorway before tottering away as fast as he can.
4. Thick clouds glide across the moon, plunging the street into darkness—perfect conditions for nefarious doings.
5. A cat glides from the shadow of a side street, carrying a large dead rat in its mouth.
6. From somewhere nearby, a dog starts barking. Moments later, others join in.
7. A heavily cowed figure rushes down the street.
8. A group of fashionably dressed, rowdy young men make their way to a nearby tavern.
9. Faint flickering lights seem to come from inside the Forsaken Chapel.
10. Roll twice on this list and combine the results.

(If the characters are obviously equipped for adventure, they draw stares from other passersby.)

THE FORSAKEN CHAPEL

The Forsaken Chapel of the Maiden of Death has several notable locations:

1. **Main Entrance:** High-status worshippers entered the chapel through this ornate porch.
2. **West Door:** Lesser worshippers entered through the West Door.
3. **Hall of Worship:** This capacious chamber comprises the bulk of the chapel.
4. **Chapel of the Death Maiden:** An oversized statue of the sullen-eyed Maiden of Death dominates the chapel.
5. **Council Chamber:** The Knights of the Black Swan gathered here to discuss how to end the Haunted Years.
6. **Vestry:** Here, the knighthood's priests prepared for services and prayed before the small, private altar.
7. **Storeroom:** This storeroom is now mostly empty.
8. **Crypts:** Here rest nine Knights of the Black Swan.
9. **Hidden Crypts:** Concealed behind a secret door, the Hidden Crypts have lain undisturbed for centuries.

GENERIC LOCATION FEATURES

Many of the Forsaken Chapel of the Maiden of Death's locations share certain features.

Decoration: Religious iconography sacred to Conn and his daughter Tuonetar decorates the chapel's walls and floors.

THE CHAPEL

Illumination: During the day, faint illumination seeps into the chapel through the building's dusty and grimy stained glass windows. At night, darkness fills the building.

Ceilings: The vaulted and raftered ceiling is about 20 feet high throughout the chapel.

Walls: The chapel's walls are of dressed stone blocks.

Floors: The chapel's dusty floors comprise two-foot-square pavers. Wear is evident in high-traffic areas.

Internal Doors: Stout wooden doors ward the chapel's various rooms.

Stone Steps: Stone steps are difficult terrain.

THE CRYPT

Illumination: Darkness fills the crypt.

Ceilings: The vaulted ceilings of dressed stone are around seven feet high. In some spots, water drops through the cracks between the stone blocks.

Walls: The crypt's walls are of dressed stone. In some spots, water sometimes oozes through the cracks between the blocks, staining parts of the walls and floor.

Floors: The floors comprise two-foot-square pavers, mostly in good condition.

Doors: The crypt's wooden doors are plain and unadorned. Some have begun to rot due to the moisture dripping through the ceiling.

Stone Steps: Stone steps are difficult terrain.

LOCATION DRESSING

Use this list to breathe life and detail into the Forsaken Chapel of the Maiden of Death's various locations:

1. Dense cobwebs heavy with dust cling to the ceiling and undulate lazily in some unseen breeze.
2. Barely perceptible tracks on the dusty floor betray the presence of rats in the building.
3. A window is broken, and the vicinity is colder as a result. During the day, a shaft of light may penetrate the chapel's gloomy interior.
4. A brass plaque on a wall reads, "Kullervo Leino, 386 NR".
5. This dusty tapestry shows a sullen woman sitting on a black throne, holding a mace in one hand and a sword in the other.
6. A rat's skeleton lies on the floor; its skull is missing.
7. A deep crack cuts through a paving stone set in the centre of the area.
8. Loud street sounds appropriate for the time of day suddenly invade the chapel's quiet interior.
9. Deep shadows cluster in a corner at the extent of the party's lights. In the vicinity of the corner, the temperature is noticeably cooler.
10. A rat scurries across the floor behind the party.

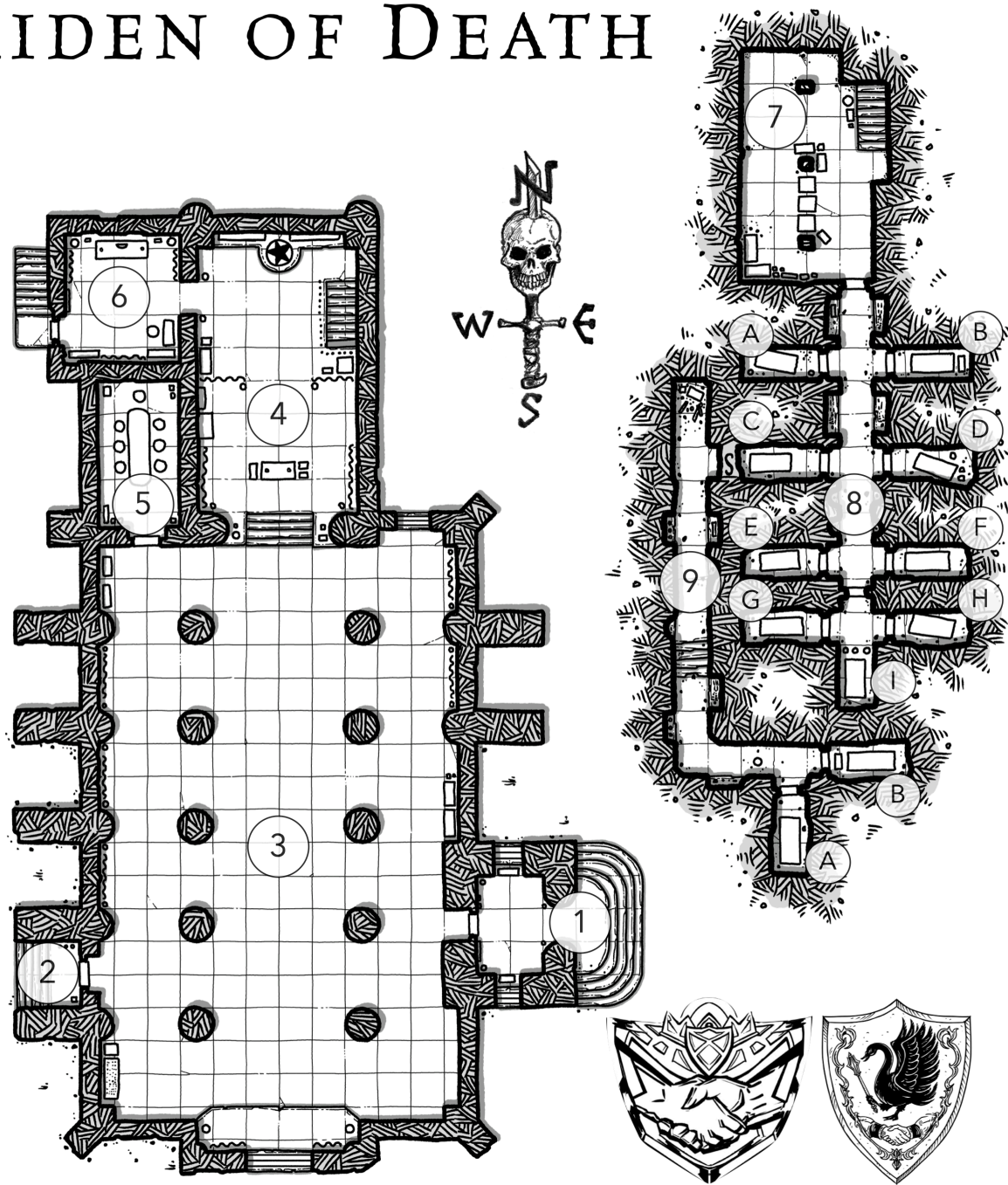
THINGS TO FIND

Use this list to determine what minor objects or features of interest the party finds during their adventure:

1. A small, leather-bound, rat-nibbled prayer book lies open upside-down on the floor.
2. A frayed leather thong necklace hangs from the nearest door handle.
3. A dusty gold coin, minted centuries ago, is jammed into the groove between two stone blocks in the wall. The coin is slightly bent and stuck fast.
4. A rolled-up tapestry lies on the floor against one wall. Investigations reveal the small tapestry uses gold and silver wire (worth 50 gp) in its weave. The tapestry depicts a sullen-faced woman judging the dead.
5. This small white and black enamel cloak pin is caught in a scrap of mouldering cloth.
6. A rolled-up frayed scrap of parchment bears the outline of a rampant swan set over a broken sword drawn in faded ink.
7. Standing on a wooden candleholder, this unused black candle looks as good as new. Flint and steel lie nearby.
8. A seagull roosts in the rafters above. It caws loudly.
9. A longsword crossed with a mace hangs on a wall; they can be easily removed from their fixings and are in surprisingly good condition. Both bear the order's sigil.
10. A pouch holds a burnished silver holy symbol—two hands clasped in a handshake. The holy symbol is worth 25 gp.

Modify the value of items found to suit your campaign.

FORSAKEN CHAPEL — OF THE — MAIDEN OF DEATH



Tagged and untagged copies of this map can be downloaded at ragingswanpress.com

GM NOTES

Getting into the Chapel: *The chapel has three external doors, and the party may force entry through any of them—although they may be spotted while doing this if they are indiscrete.*

Given the chapel stands in a city, the external doors are unlikely to be trapped.

Temperature: *Large, unused buildings are always cold; however, your design may call for an additional supernatural chill to the room.*

The Knights: *Depending on your design, these figures could depict the two knights buried in the Hidden Crypts (location 9).*

Was It the Beggars? *The beggars may be the cause of the flickering lights seen coming from inside the chapel. Alternatively, they may have fallen victim to whatever—or whoever—else is lurking within.*

I: MAIN ENTRANCE

High-status worshippers entered the chapel through this ornate porch.

A short flight of worn stone steps leads to an ornately carved porch whose floor is covered with wind-blown rubbish. An oaken door—its thick boards black with age—pierces the porch's rear wall.

External Door: A rusty lock (-20% chance to pick)—not used for decades—keeps the chapel's front door closed.

2: WEST DOOR

Lesser worshippers entered through the West Door.

A simple porch stands at the top of a short, steep flight of worn steps.

External Door: A rusty lock (-20% chance to pick)—not used for decades—keeps the chapel safe from intruders

3: HALL OF WORSHIP

This capacious chamber comprises the bulk of the chapel.

This large, cold, and gloomy room is thick with the dust and cobwebs of uncounted years. Faint light filters into the chamber through many stained-glass windows.

Temperature: It is always cold in the Hall of Worship.

Tiled Floor: Tiles—beautifully decorated with religious iconography and coats of arms—cover the floor. Some of the tiles are cracked, and some of the paint has worn off others.

Large Pillars: These large pillars can provide 50% cover.

Dusty Tapestries: Dusty tapestries hang from the wall. They all feature scenes of death and judgment. Many show the Maiden of Death or her sacred animal, a black swan.

Southern Stained Glass Window: This large window is the chapel's most impressive. It depicts, in muted colours, Tuonetar, standing before two kneeling knights.

Small Stained Glass Windows: Small stained glass high up in the chapel's walls allow faint light into the room. These windows' designs feature Conn and his symbol.

SIGNS OF OCCUPATION

A few beggars have been using the church as a home. Their leavings—filthy clothing, empty wine jacks, a few pathetic possessions and so on litter the floor near the door to location 5. If the characters search the rubbish, roll on "Things to Find".

4: CHAPEL OF THE DEATH MAIDEN

An oversized statue of the sullen-eyed Maiden of Death dominates the chapel.

A short flight of steps leads up to the chapel's plain stone altar. A statue of a grim-faced woman stands at the back of the room. Two dusty tapestry screens obscure the view of much of the room.

Tiled Floor: Tiles, beautifully decorated with religious iconography and coats of arms, cover the floor. These tiles are in better condition than those in location 3.

Altar: A dusty white sheet stiffened with age covers the altar. A mace lies atop the altar, and Tuonetar's symbol, a rearing swan, is carved into the front face of the altar.

Dusty Tapestry Screens: These dusty tapestries both depict a rampant black swan clutching a mace.

Stone Statue of the Maiden of Death: This sullen, grim-faced woman stares down into the room from atop a low stone plinth. She looks directly at the altar and holds a mace and longsword.

5: COUNCIL CHAMBER

The Knights of the Black Swan gathered here to discuss how to end the Haunted Years.

A large oak table surrounded by heavy wooden chairs dominates this unadorned chamber. Old blankets hanging over the table obscure view of what lurks underneath. A faint smell of sweat and unwashed bodies hangs in the air.

Table & Chairs: The council table is huge, heavy and cannot be easily moved. Characters can easily clamber or leap atop the table.

Squares containing furniture are difficult terrain.

SIGNS OF OCCUPATION

The beggars using the chapel as a home sleep under the table. Several more blankets, items of dirty clothing and so on lie under the table. If the characters search the rubbish, roll on "Things to Find".

6: VESTRY

Here, the knighthood's priests prepared for services and prayed before the small, private altar.

An altar and various wardrobes and chests stand about this small, cold chamber.

External Door: This door is closed but not locked; a beggar or thief recently smashed the lock to gain entry.

Tapestries: Faded, dusty tapestries depicting knights engaged in hero deeds decorate the walls.

Miscellaneous Furniture: Chests and wardrobes, now empty, stand about the room.

Altar: The knighthood's priests took private prayer at this stone altar emblazoned with a carven rampant swan.

GM NOTES

Hidden Treasures: Forgotten treasures could fill a secret niche in the statue or the altar.

Animate Statue? The characters may expect this statue to animate, but this is somewhat of a cliché in regard to temples and fanes.

Where are the Beggars? The beggars may be present—likely drunk and asleep—or elsewhere. If they are here but dead, provide a clue as to what killed them.

GM NOTES

Trap: *This door is an excellent place for a trap. However, it might already be open if a necromancer lurks in the crypts.*

What Lurks in the Crypts? *If undead—perhaps risen knights—are to be encountered in the chapel, they are likely here. Similarly, if a necromancer lurks in the chapel, they will likely be encountered in the storeroom (location 7) or the crypts (location 8 or 9) while enacting a blasphemous ritual.*

Treasures: *These crypts are excellent locations for treasures, particularly those of religious significance to the followers of Conn or Tuonetar. However, good-aligned characters may have qualms about looting the heroic dead.*

Sarcophagi: *If the characters break into a sarcophagus, the remains should match the carving on its lid. Similarly, if any of the dead knights rise to battle the characters, they should be equipped as they were in life.*

Trap: *This secret door is an excellent place for a trap.*

7: STOREROOM

This storeroom is now mostly empty.

Three slender pillars hold this small chamber's ceiling aloft. A desultory pile of old wooden boxes lies between them.

Slender Pillars: These thin pillars provide 25% cover to characters in an adjacent square.

Boxes: Weakened by woodworm and damp, these boxes likely fall apart if examined without extreme care. The contents—tabards, old banners and the like—are mouldy and damp. The knight's sigil is visible on the rotting fabrics.

Door to the Crypts: This old wooden door, black with age, is swollen in place. An ornate lock, now hopelessly rusted (-20% chance to pick, keeps intruders at bay).

8: CRYPTS

Here rest nine knights of the Black Swan.

Seven old wooden doors pierce the walls of this gloomy, long and narrow dust-covered subterranean passageway.

Wooden Door: Each crypt's wooden door is locked—its key long lost. Stuck with grime and swollen by moisture, each door is hard to force open and bears a brass plaque naming the knight lying within.

Sarcophagi: Each stone sarcophagus's heavy lid (combined strength score of 18 opens) bears a high-relief carving of the dead knight lying within.

Dust, Grime and Cobwebs: The grime and filth of centuries lies heavily upon these crypts.

CRYPT A: TAPIO OTRA

High-Relief Carving: *This grim-faced man wears heavy plate armour. He clasps the handle of a long two-handed mace whose head rests between his feet.*

CRYPT B: UNTAMO TOIVA

High-Relief Carving: *This knight wears heavy chain armour and wears a patch over his left eye. His other eye is open, and he stares upwards at the ceiling.*

CRYPT C: PETTERI VENEMIES

High-Relief Carving: *An impressive handlebar moustache frames the mouth of this older man. His archaic plate armour is of an olden style. He holds a longsword in one hand.*

Secret Door: Grime, dust, and cobwebs make this secret door harder to find than usual.

CRYPT D: ESTERI HIMOTTU

High-Relief Carving: *This woman wears demure robes and wears a brooch bearing a rampant swan sigil. Her face is set in an expression of great sorrow.*

CRYPT E: KUSTAA AMPUJA

High-Relief Carving: *Thin and clad in only light chain mail, this knight looks more like a thief than a warrior. His hands rest by his sides, and he has a slight look of surprise on his face.*

CRYPT F: KAISA MIELITTY

High-Relief Carving: *Wearing chain armour, this middle-aged woman holds a pair of crossed maces across her chest. Her face is serene and peaceful.*

CRYPT H: JUHANI RAUTIA

High-Relief Carving: *This unarmored knight's left arm is horribly shrivelled. He wears fine robes and has a longsword at his left hip. He has a noble countenance.*

CRYPT H: ELIAS TOIVETTU

High-Relief Carving: *Clad in plate, this grizzled man's face is set in a scowl. He has a longsword in one hand and a mace in the other.*

Characters examining the carving may note this carving is slightly rougher and cruder than the rest.

CRYPT I: SALME VILJA

High-Relief Carving: *Clad in plate armour, this burly woman stood well over six feet tall. The tip of a greatsword lies between her feet; the pommel rests upon her chest.*

9: HIDDEN CRYPTS

Concealed behind a secret door, the Hidden Crypts have lain undisturbed for centuries.

Secret Door: The secret door in crypt C is easy to spot from this side.

Sarcophagi: Each stone sarcophagus's heavy lid (combined strength score of 18 opens) bear a high-relief carving of the slumbering knight within. The carvings on these sarcophagi are of noticeably better quality than those in the crypts (location 8).

CRYPT A: MATLEENA ILMARINEN

High-Relief Carving: *Clad in robes edged with fur trim, this noble-looking woman is dripping with jewellery. She clasps a rod in one hand and a wand in the other.*

CRYPT B: AATAMI MONTAJA

High-Relief Carving: *Lying on his back, this handsome plate-clad warrior clutches a sword to his breast—flames seem to coil about its blade.*

GM NOTES

Rough Carving: *Why?*

Why are these Crypts Hidden? *These crypts could be hidden for fair reasons or foul. Perhaps the two knights within were particularly heroic, or they bore magical weapons, so their fellows hid their remains from tomb robbers. Alternatively, perhaps they were both guilty of some sin or another. Adjust the description of these two crypts to match the incumbents' backstories.*

Fine Carving: *Why?*

Treasures: *These crypts are an excellent location to place treasures—particularly those of religious significance to the followers of Conn or Tuonetar. Good-aligned characters may have qualms about looting the heroic dead, however.*

AFTERMATH

Once the characters have emerged from the Forsaken Chapel of the Maiden of Death and have no intention of returning, the adventure is over.

RESOLVING ADVENTURE HOOKS

If you used any of the hooks presented in “The Adventure Begins”, use these notes to resolve the adventure’s aftermath:

- **Ghostly Knights Abroad:** If the characters simply broke into the chapel, it is possible their doings may have been spotted—in particular, if they break in during daylight hours, their activities are almost certain to be noticed (and extensively commented on). The city watch and the priesthood of Conn will likely have hard questions for them. Depending on their answers, they could be in trouble with either (or both) organisations.
- **Reconsecrating the Chapel:** Krister Asikka (LN middle-aged male human cleric [Conn] 2) is delighted if they make the chapel safe so that it can be reconsecrated. As a miser, he appeals to the characters’ sense of duty and honour and suggests they refuse payment in favour of the church’s blessing. This is a largely empty offer, as Krister’s divine powers are best described as minor. Still, the thanks of a member of the clergy at the Lawgivers Hall (location T2 on the City of Languard map) may have future value to the characters.
- **Strange Doings at the Chapel:** If the characters investigate the chapel and stop the strange happenings therein, Reiju Hirvi (LN male human fighter 1) is delighted and happily pays the characters the agreed-upon amount of gold. If the characters have particularly impressed him, he takes them to dinner at one of High City’s finest eateries—perhaps the Dragonheart Tavern or the Emerald Medusa (locations H9 and H12, respectively, on the City of Languard map)—after all, trustworthy adventurers are handy people to know.

ALL IS NOT AS IT SEEMS

Samuli Ihamuoto (NE male human thief 5) wants to get rid of the characters as quickly as possible—after they have told him everything they discovered in the church. After they have finished, he “goes to get their payment” and disappears. Once free of the party, he ditches his disguise and prepares to break into the chapel the next evening.

Alternatively, if the characters discovered the hidden crypts, he lays his plans to burgle their rooms at his earliest convenience—and he may even pay for them to have a sumptuous meal at one of High City’s finest eateries, perhaps the Dragonheart Tavern or the Emerald Medusa (locations H9 and H12, respectively, on the City of Languard map), so he won’t be disturbed while he ransacks their rooms.

FURTHER ADVENTURES

The Forsaken Chapel of the Maiden of Death could easily fade from the campaign after the adventure ends. However, the location itself, the characters’ actions therein, or the NPCs encountered during the adventure could spawn future adventurous doings.

- **Not All Rest:** The characters’ exploration of the chapel awakes the spirit of a knight dead for two centuries. The knight takes weeks to fully awaken, and when they do, their activities lead to repeated reports of odd goings-on at the chapel. The characters either hear of these or are called back by their patron (if appropriate) to deal with the problem.
- **Samuli Ihamuoto Gets Away With It:** Samuli Ihamuoto (see “All Is Not As It Seems”) successfully ransacks the hidden crypts (or the characters’ room) of their treasures. The characters may not know about the hidden crypts until the city watch and the priesthood of Conn—tipped off by a witness—come to ask them some pointed questions about the burgled church. At the least, this could lead to some good roleplaying; at best, the characters may discover Samuli’s identity and vow to track down the canny thief.
- **Somethings Stirring in the Crypts:** If the characters acquitted themselves with honour and dignity in this adventure, it does not go unnoticed. Sooner or later, word of their deeds reaches the priesthood at the Father’s Hall (location T2 on the City of Languard map). The priesthood has a delicate problem involving the catacombs below the cathedral and needs trustworthy, honourable adventurers to help resolve the situation discreetly; the characters seem like the perfect choice.

THE SACRED BLOOD STORYLINE

The Sacred Blood Storyline deals with the legacy of Languard’s Haunted Years and the Knights of the Black Swan. Set in and around Languard, it features the following Dungeon Backdrops, which can be linked together to form a mini-campaign:

- *Aninas Family Crypt*
- *Undercity Chapel*
- *Martryn Manor*

The events in *Forsaken Chapel of the Maiden of Death* could easily lead into the Storyline.

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