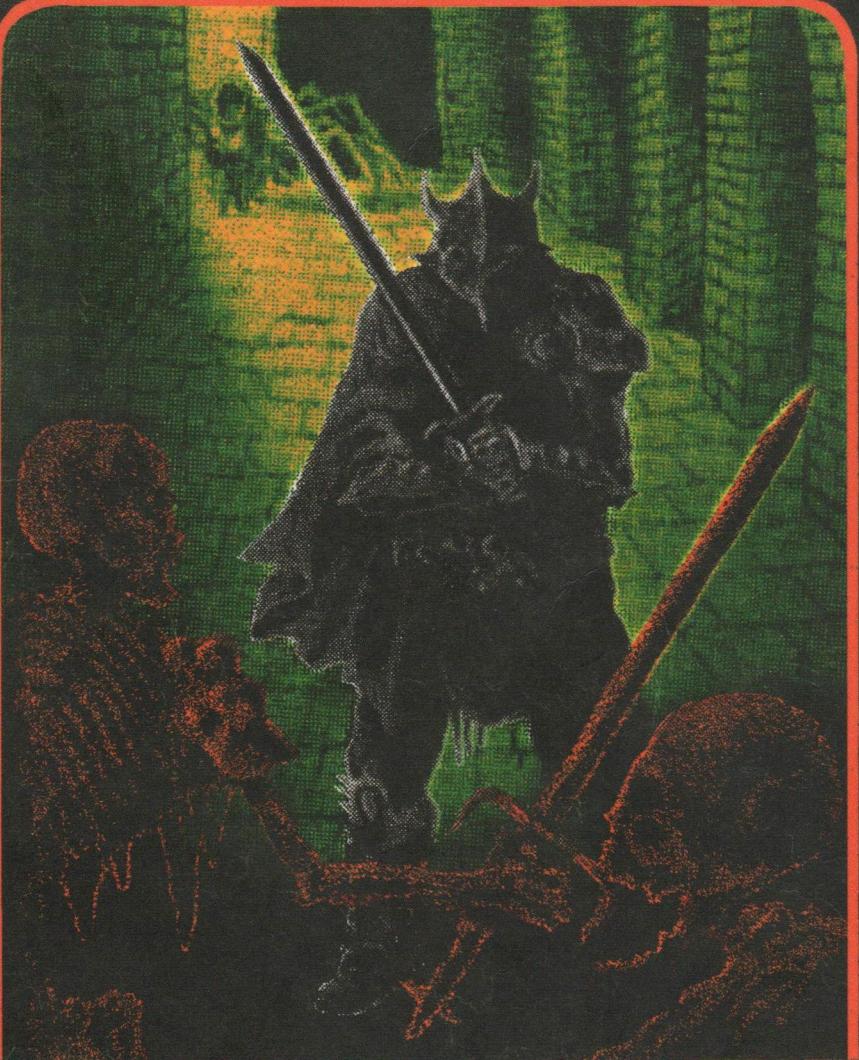




Lost Dungeons
and Forbidden Woods

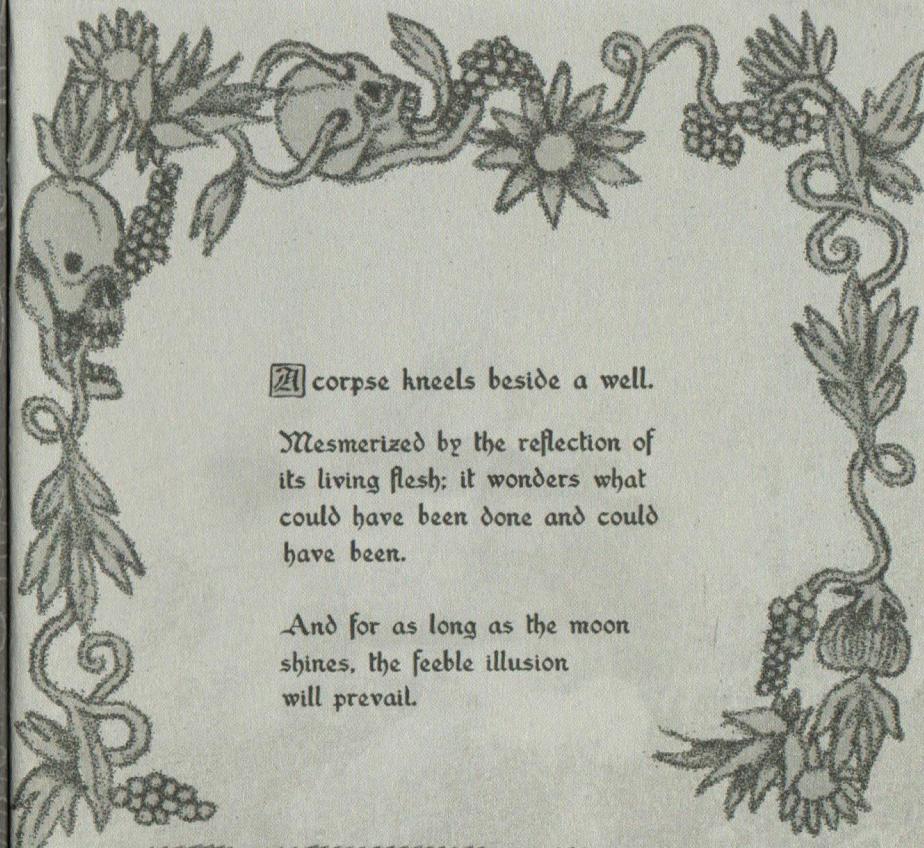
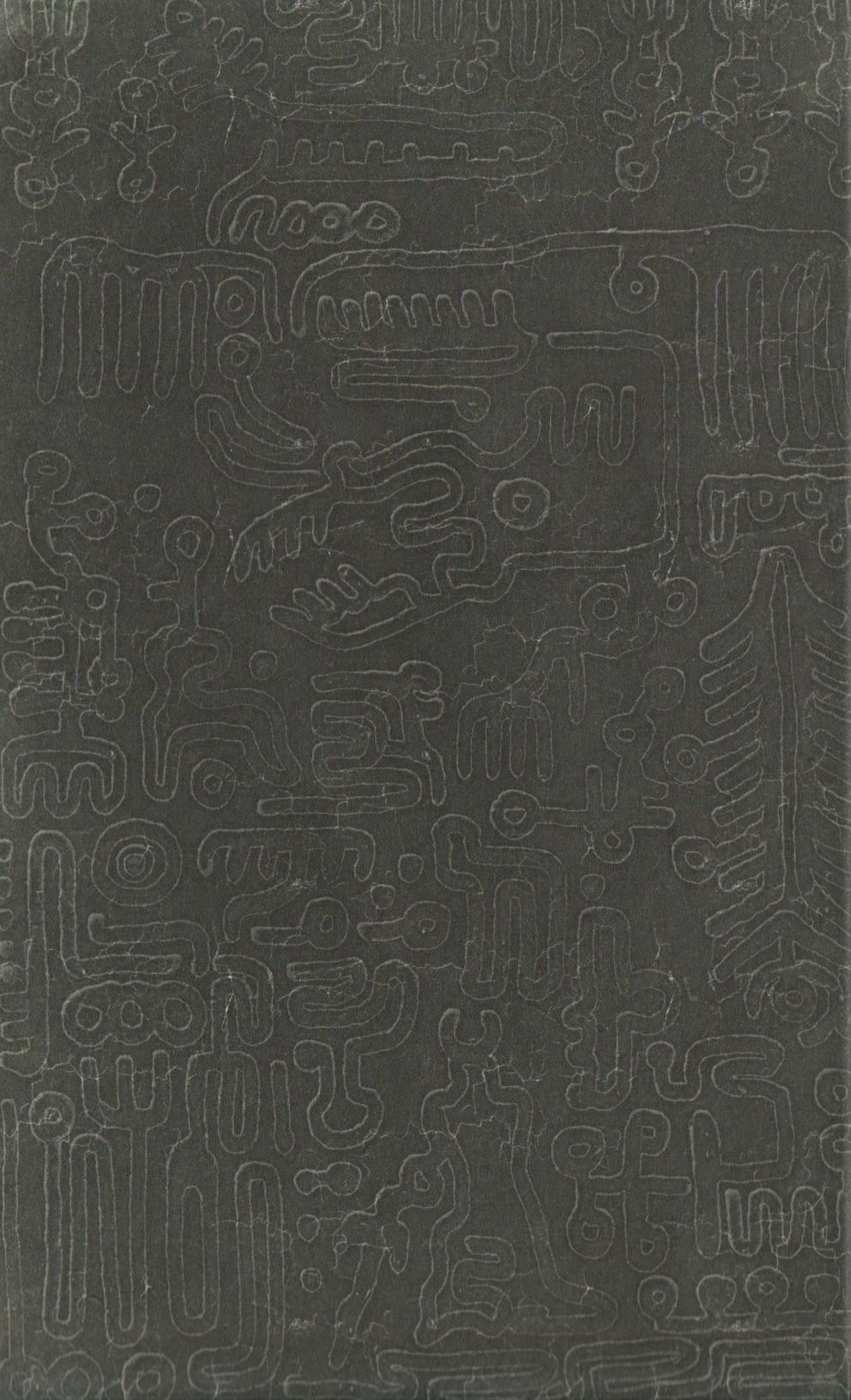
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OFFICIAL GUIDE



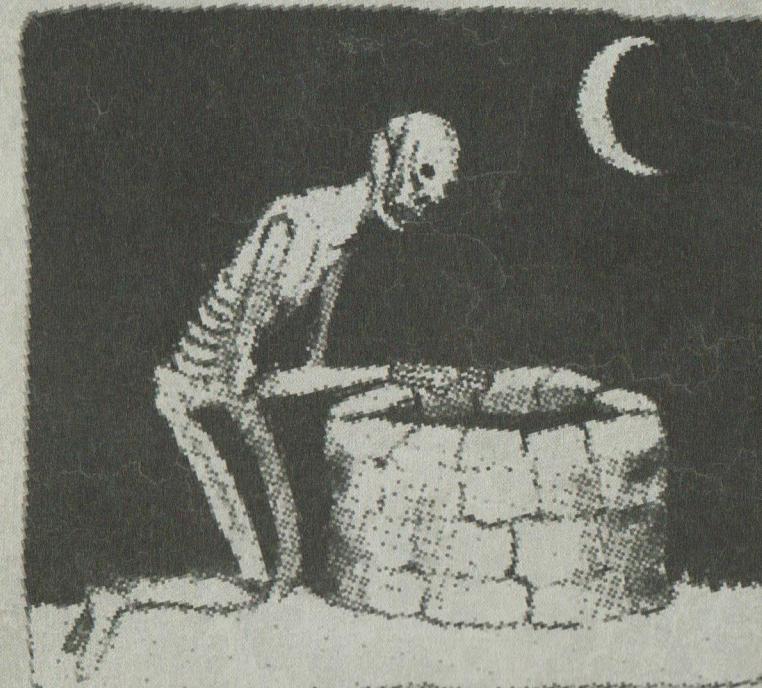
By Plastiboo



A corpse kneels beside a well.

Mesmerized by the reflection of
its living flesh; it wonders what
could have been done and could
have been.

And for as long as the moon
shines, the feeble illusion
will prevail.





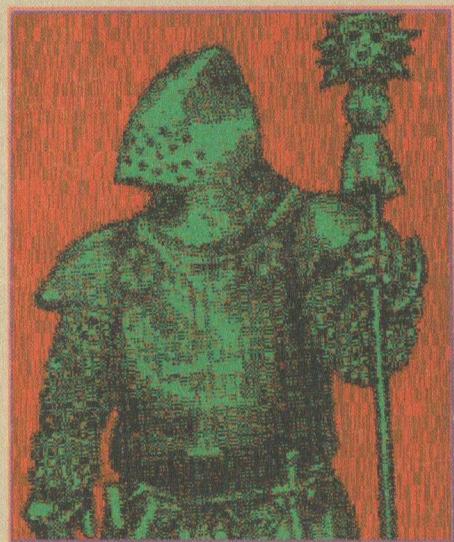
A light sparks in the dark.



Which flesh is your flesh?

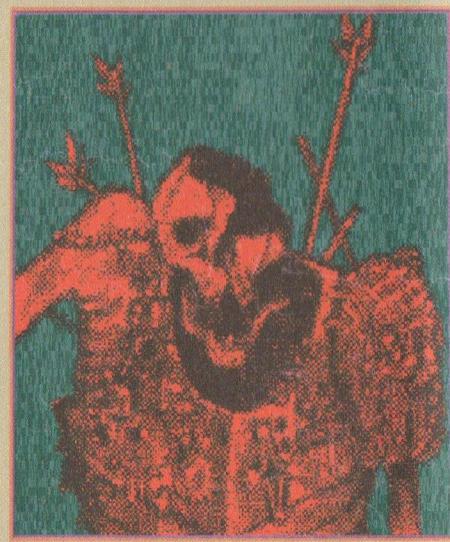


The kinds of flesh



The Good

A light cannot fade by darkness, it will shine even in the darkest corners of the world.

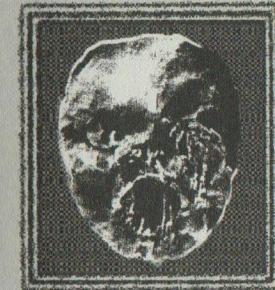


The Evil

Darkness is eternal, infinite, unrelenting. No one can escape it, we are born in light and rot in the dark.



Beware of the states that can permanently damage your flesh and mind.



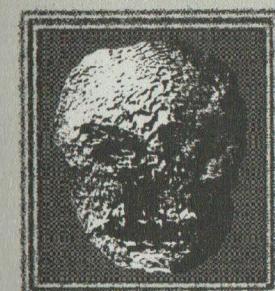
Infection



Dread



Slumber



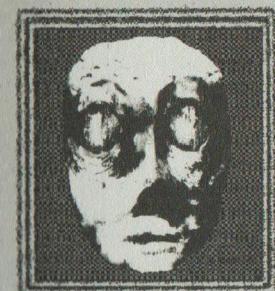
Petrification



Curse



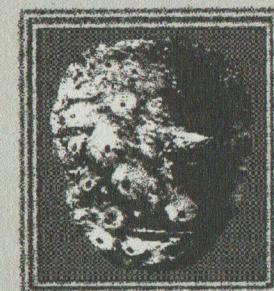
Insanity



Blindness



Possession



White Hives

The world is brimming with death and horror, sometimes we cannot help getting hurt, but some wounds are more grievous than others.

Wandering Angel

These devoted knights are on a journey to join their beloved goddess in death. They have to travel all the way to a sacred mountain and then pull the halo placed behind their helmets to decapitate themselves.



Stone Scholar

faces compressed against the stones tied to their heads, in constant pain but that sacrifice grants them infinite wisdom. Experts on mud sorcery, wicked smart and fragile body.



Princess's nail

Their loyalty knows no limits. They're all their princess's tools to achieve anything she wishes for. the crown's enemies, unattainable treasures, peace or war, they will accomplish it or die trying.



Infant Seeker

Mother on a quest to retrieve her lost child, taken from her by a witch. On these lands the young children disappear often, the birth rate is very low and witches are in a constant search for the precious delicacy.



Mad Pricker

Their origins are yet unknown, some say they're some kind of cult, others say they're mindless minions to an evil God. Armor full of deadly infected spikes, their handcuffs don't allow them to hold any weapons.



Lost old Glory

Once a hero now a lost soul without a purpose in life, where are their beloved ones, the people they once fought for?

They stood against many indescribable horrors but always came back.



Wastle of Life

Expelled from all the villages. Hated by everyone. Has been cursed multiple times and committed many crimes, but he shows no remorse.



Murk Sage

They have incredible mind-twisting powers, they can create all kinds of illusions and play with their enemy's mind. The big metal head works as a catalyst to their powers. They're completely defenseless in the daylight.

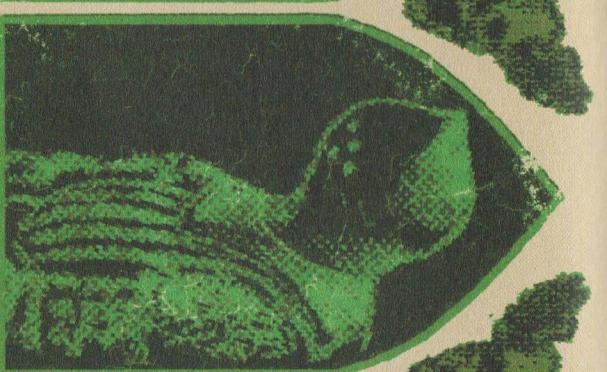


Become rat man.

Rat man



Miner Knight



Prophet



Cursed Fool



Your flesh will be temporary.
This decision only has the weight you choose to give it.



These knights are born and raised in the pestilent mines, that granted them a very high tolerance to toxins and sicknesses. Their senses developed greatly, they can hear, smell and see almost like a creature of the night.

The last member of a religion that was persecuted and eradicated by the crown. They worshipped the old world God that granted them countless miracles and showed them grim prophecies of a dark future.

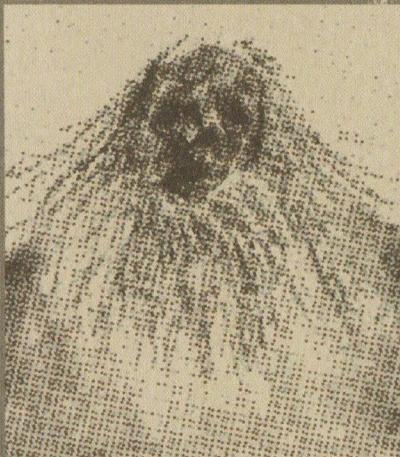
A brave warrior who faced a terrible loss. He found a mysterious whispering rock that told him the way to bring back his loved one from the dead. Since then he's been a slave to the whispers.

Stone Scholar

A stoneless scholar is condemned to a miserable, pitiful life.

Unable to see or smell due to the scars from the rocks that were tied to their faces for ages.

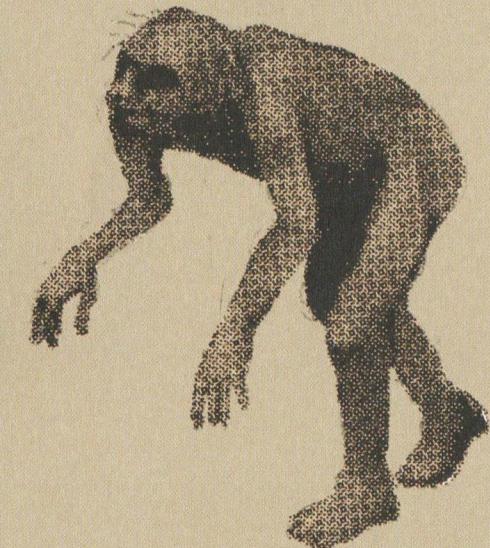
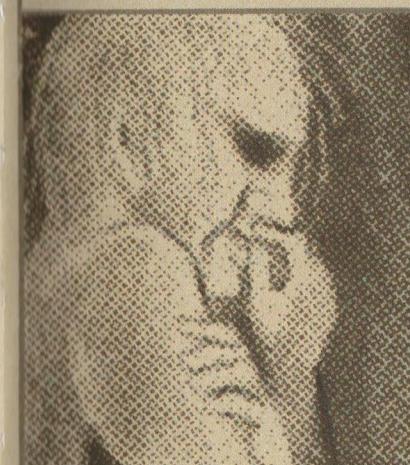
Stripped of their knowledge and powers, they crawl in search of the enlightenment they lost.



Waste of Life

Some say that this individual is not a human at all, but the very embodiment of all our flaws, every single action is driven by its madness and greed.

Has escaped from punishment many times, but never learned a lesson.



Stone staff

Staff made of tiny, merged rocks, used to help scholars walk and cast spells.



Stone bone

Shaped like a vertebra, this stone is inserted inside their backs as a sign of devotion.

Strength



Intelligence



Faith

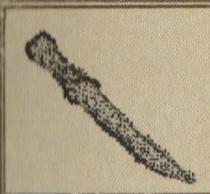


Will



Beloved necklace

Shiny necklace with the portrait of a young boy inside, probably stolen.



Bone dagger

A dagger carved out of a long bone.

Strength



Intelligence



Faith



Will



Evil

Good

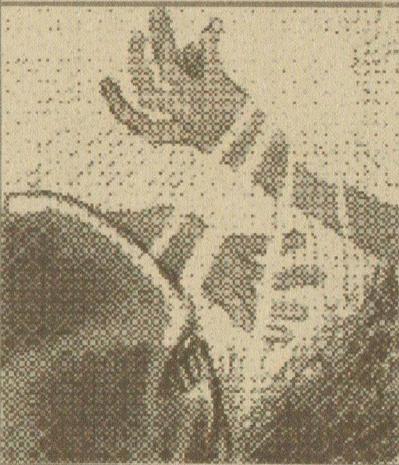
Evil

Good

Murk Sage

Murk sages are masters of the illusory arts, bending shadows to create all kind of nightmares.

When the darkness is gone, their power shrinks greatly, they can survive with the little darkness inside their helmets, but without shadows they're defenseless.



Sage disciple



Crosier that can also be used as a mace, depicts the visage of a Murk Sage.

Moon murder



Talisman for vanishing the moon for a night. When crushed, that same night will be pitch dark.

Strength



Intelligence



Faith



Will



Good

Evil



* Murk Sage casting a spell *

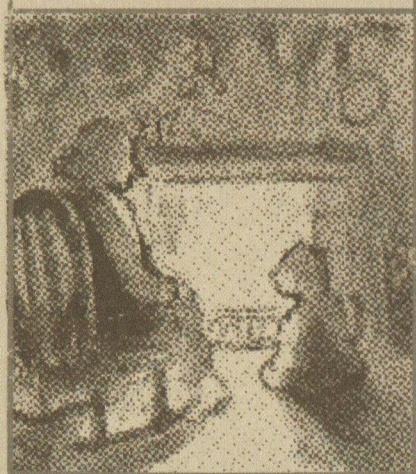
When a murk sage chants a spell, they raise their crosier and then swing it left to right while chanting the words, in this process they're vulnerable to attacks, that's why they always keep their distance from the enemy or hide in the shadows where their power rises greatly.

An illusion is at its best when the victim doesn't know where it's coming from or even if it's real or not, though knowing that something isn't real doesn't make it less frightening at times

Infant Seeker

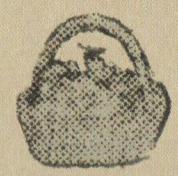
The loving mother will not rest until she meets with her child once again.

Memories from brighter days are her source of determination, no matter how long and arduous the journey is, hope remains intact.



Mum doll

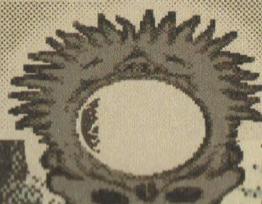
Small doll made of grey hair.



Wicker basket

Used to carry the ingredients she gathers for her meals.

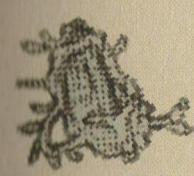
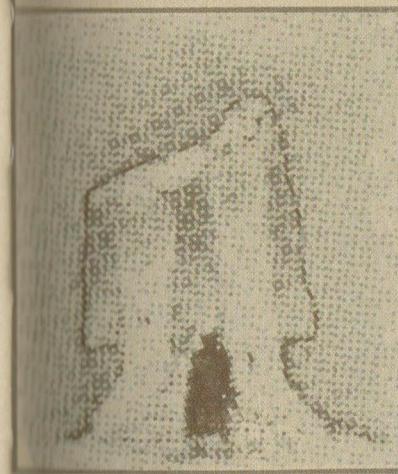
Evil



Good

Lost old Glory

Trapped in their memories, not able to process the past, the old glory wanders through the dark woods and forgotten villages trying to find a purpose in life.



Broken badge

A symbol of pride and a reminder of the past.



Witch tongue

Once separated from the witch it can determine a nearby evil presence by vibrating.

Strength



Intelligence



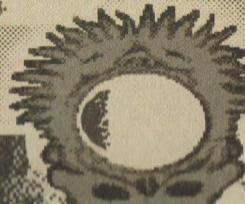
Faith



Will



Good



Wandering Angel

Once they reached the peak of the sacred mountain, they will pull the halo and their decapitated heads will fall off the cliff. A pile of helmets full of rotten flesh lies on the other side of the mountain. Ghylak's servants are in charge of gathering all the equipment from the bodies and bring it back to the temple.



Princess's nail

The princess herself ties a lock of her hair to her loyal knights' swords so they can feel her presence and love within them in every battle. Committed to their princess's wishes, the nails don't ever question their duty.



Ghylak statuette

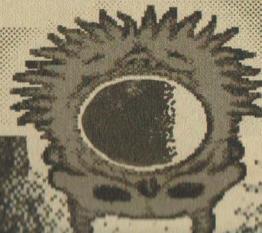
Ghylak is often represented as a coiled snake with a woman's head.



Snake fang

The angels pierce themselves with the fang to release a poison that makes them go berserk.

Evil



Strength



Intelligence



Faith



Will



Devotion symbol



A long sword handle with a lock of hair tied tightly.



Bone fermenter

A potion that makes one's bones extremely fragile.

Strength



Intelligence



Faith



Will



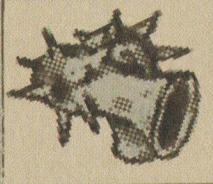
Good



Good

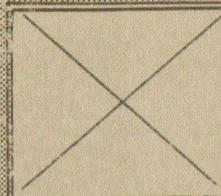
Mad Pricker

Rumor has it that their helmets are actually full of spikes in the inside, so they may not be chaotic and hostile for the sake of it, instead they're desperately seeking help, in a constant torture.



Iron handcuffs

Covered with spikes, effective for melee combat and for protection against sharp weapons.

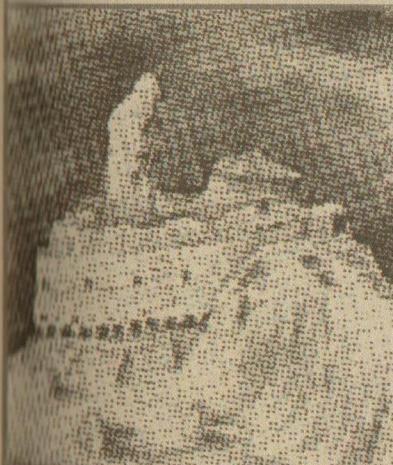


Evil

Good

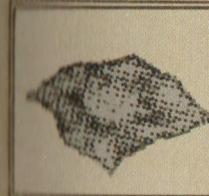
Miner Knight

The pestilent mines were once a place that provided materials and goods to the capital, the lower villages and occasionally knowledge for those who dig further in search of secrets from the old world.



Scented oil

Fuel for the miner's lamp, slightly alleviates the smell of death.



Glowing spores

Used in the mines to mark the forbidden paths.



Strength

Intelligence

Faith

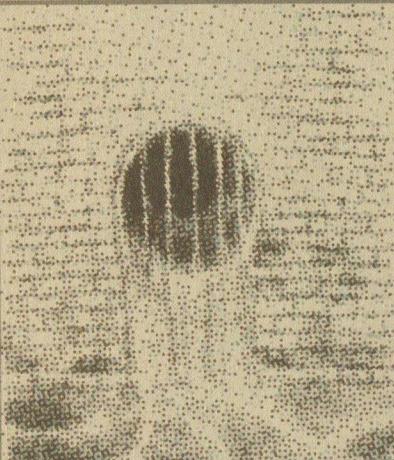
Will

Good

Rat Man

Rat man was once a man afflicted by a curse, but with time he ended up losing his humanity, no memories of the man he once was remains.

He's been wandering in the capital's sewers for so many years that he became some sort of fable to scare children.



Beast eye

Capable of ferociously tracking any prey in the dark.

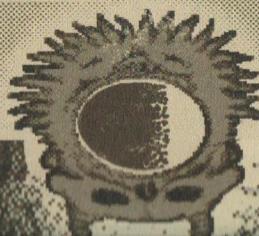


Beast tongue

Infected with numerous bacteria, a single bite can cause serious poisoning.



Evil

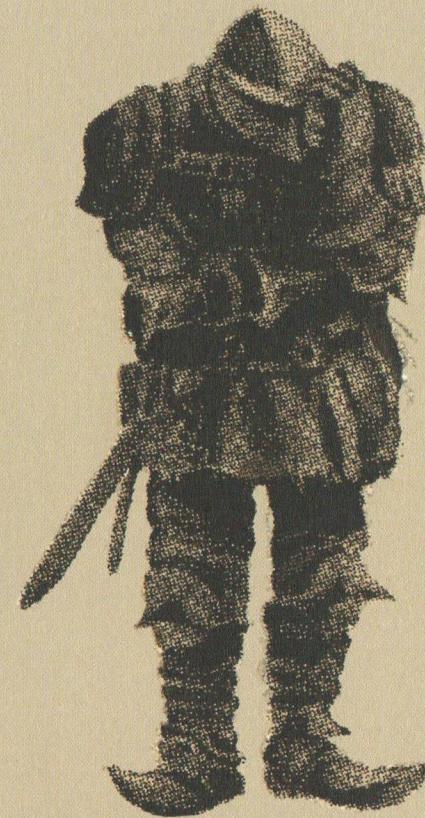


Good

Cursed Fool

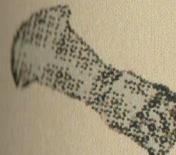
The Whisper is known to be the remains of an ancient statue. Its edges have been polished by the hands of those who have handled it with mistrust.

Some say the stone's whispers will guide its owner to achieve their deepest desires, while others think that those who listen to the stone are cursed fools, slaves to its whispers.



Strength gauntlets

Enchanted gauntlets capable of greatly raising the owner's strength.



Strength



Intelligence



Faith



Will

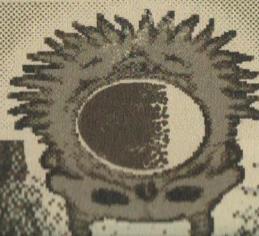


The whisper

Legends are told about the whispering stone, only the people who desperately seek the unachievable can hear it.



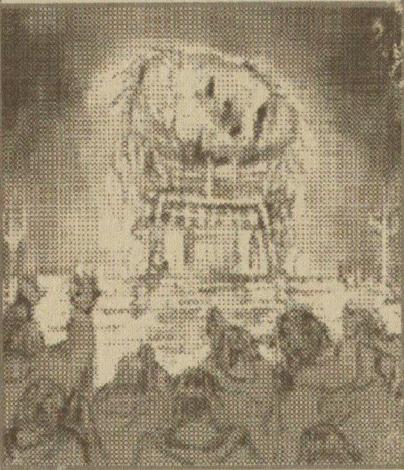
Good



Prophet

Marko, old world God shared his knowledge and prophecies with his devoted worshippers.

Even though Marko was decapitated long ago, his mummified head can talk to those who know how to listen; eventually the visions started to show them a future full of death and decay.



Marko effigy



Since Marko's head was defiled, the effigy is one of the few remaining images of the God.

Incense bag



Contains incense used in prayers and purifying rituals.

Strength



Intelligence



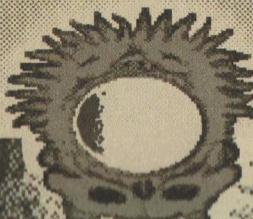
Faith



Will



Evil



Good

The known Gods

The greater beings are deities out of our knowledge that demand devotion, punishment or sacrifice, some are older than time, some are sitting on thrones and others are invisible to our eyes; they all shaped the world.



GHYLAK



DORVUS



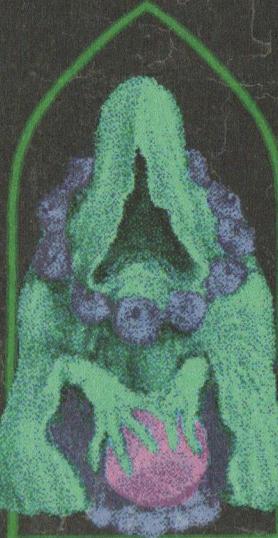
MURGO

The Cursed



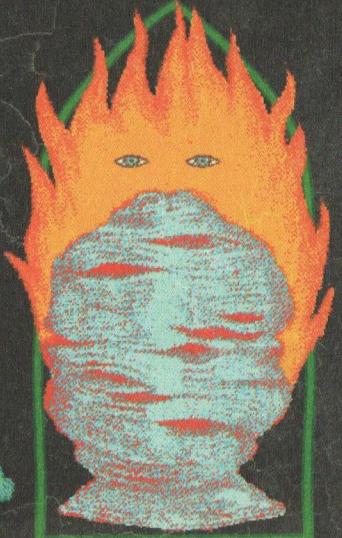
GURVEK

The Great



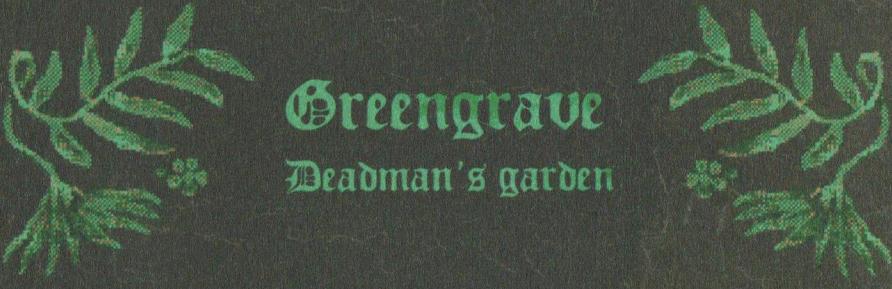
MARKO

The Oracle



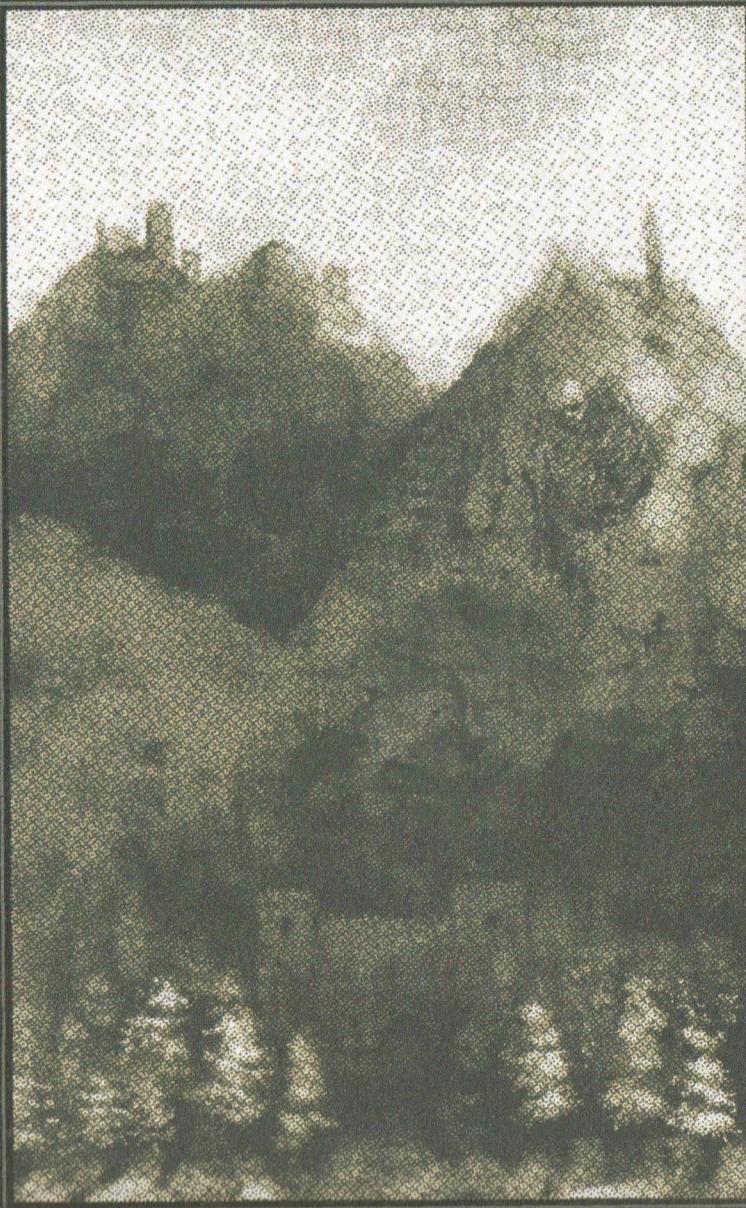
KETERETH

The Wrath



Greengrave

Deadman's garden



The Capital's Outskirts, Greengrave

Also called the Deadman's Garden, the remains of Gurvek the Great have grown alongside the mountains and now remain as one of the relics of the old world. It's considered sacred terrain by many, it is said that those who live in Greengrave live longer due to the relic's influence.



The capital is consumed by chaos, in a constant war headed by fools and liars blinded by the shining of their own crowns; faith, blood, gold, each one thinks their cause is rightful, they think each sacrifice brings them closer to the death of their enemies.

However far your journey is from the rage of those with power, it begins in the depths of Greengraves' forest.



VERMIS

The first steps



Path to the Graveyard



Isolated Crypt

Once you wake up, you find yourself in a small crypt in the middle of the forest, it's cold and damp but feels somehow comfortable.

The Graveyard



House of grey, house of cold.
House of a thousand doors.
House of many, house of none.
House of those no longer home.

E.R.

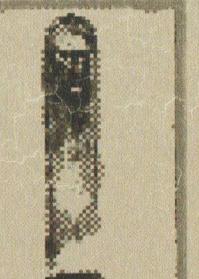
You might encounter the
following monstrosities



Crazy Bones



Mad Bones



Talking
Skull



Insane Bones



Witch Head



Shadow
Figure



Bone Keeper



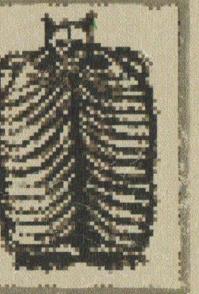
Ghost Mother
(with newborn)



Mudman



Bone Snake



Living Grave



Lonely Knight

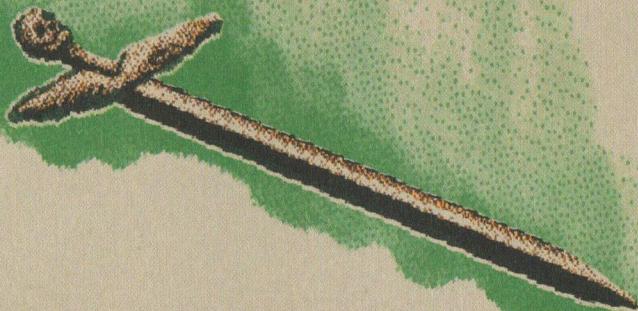


A witch head is defenseless without her tongue.

Whistling Death

Deep in the graveyard, far from the other tombs lies an open coffin which contains the Whistling Death, gripped tightly by its last owner.

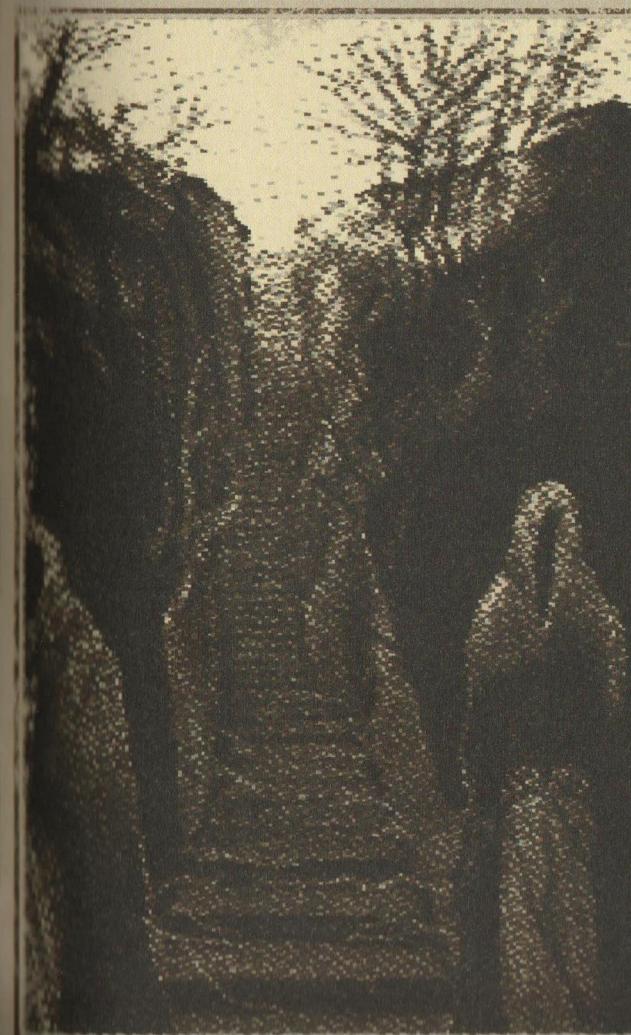
A unique weapon that makes a very distinct sound when it cuts through the air.

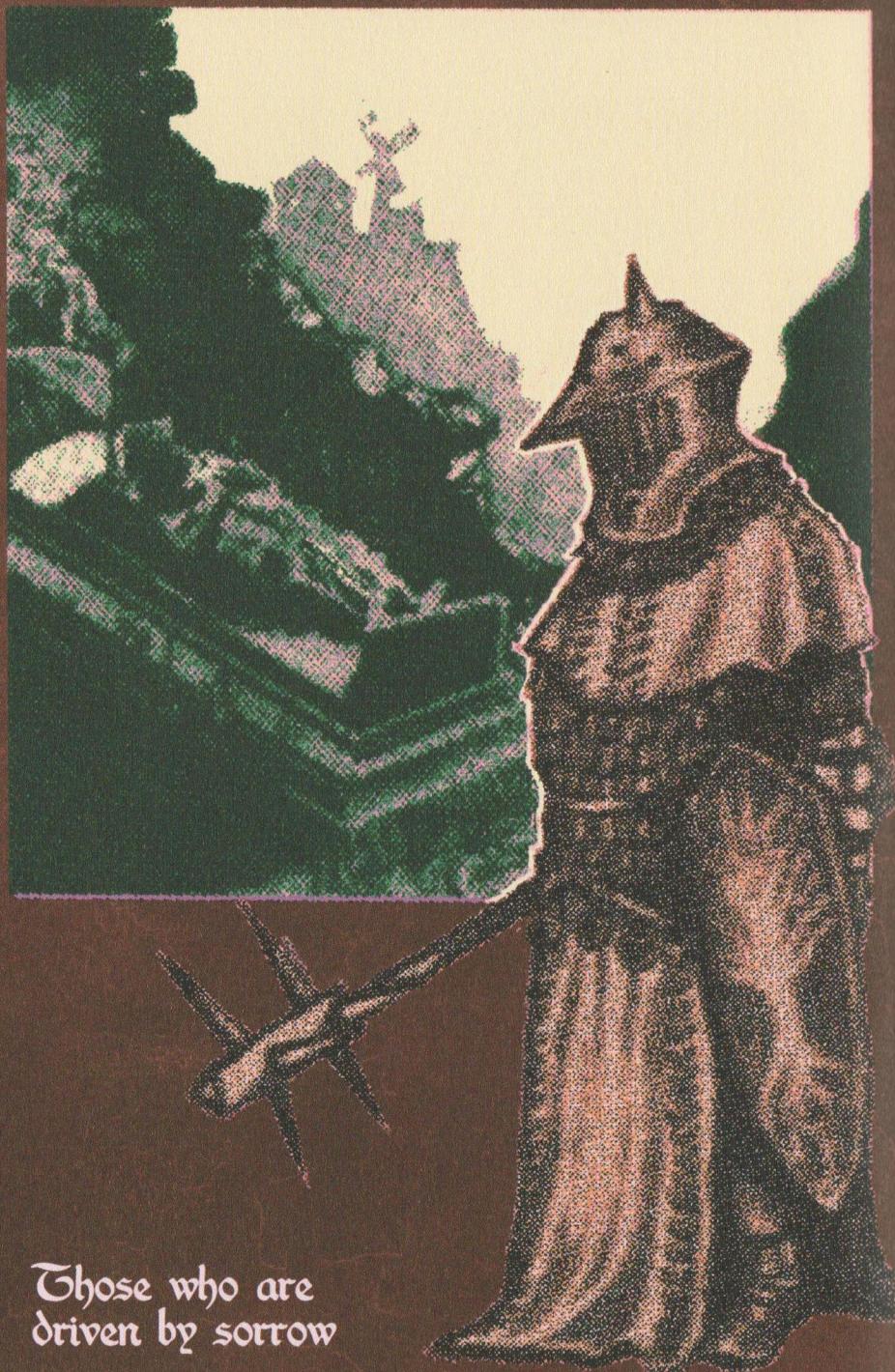


Two statues portraying clothed figures stand next to the stairs that lead to the higher level of the graveyard.

You hear the deafening noise of the cold wind cutting through the summit as you get near the end; once you pass through, your eyes delight with the majestic view of the whole graveyard valley.

Soon you perceive a presence nearby.



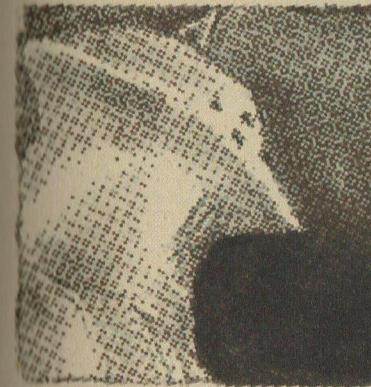


Those who are
driven by sorrow

Lonely Knight

The mourning, the longing for someone who is no longer, can be as deep and painful as an open wound. The lonely knight was defeated long ago,

his path has been crooked since the day he lost his other half. Despite the imposing appearance he is totally harmless, he will not defend himself from any attack.



Lonely knight's words

Humm? Art thou among the living? If so, this is not a place for thee.

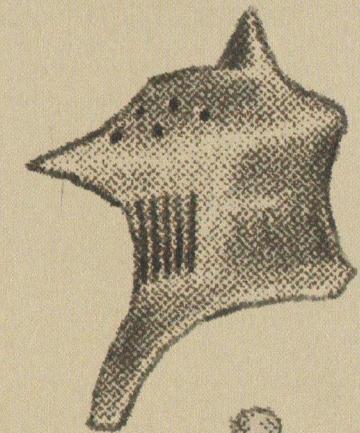
Me? I don't think that should concern a stranger in the least.

I am just offering my company to a fellow.



character's equipment

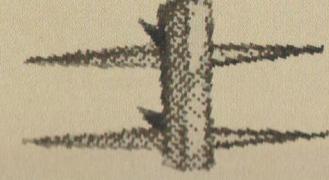
merciless warrior helmet



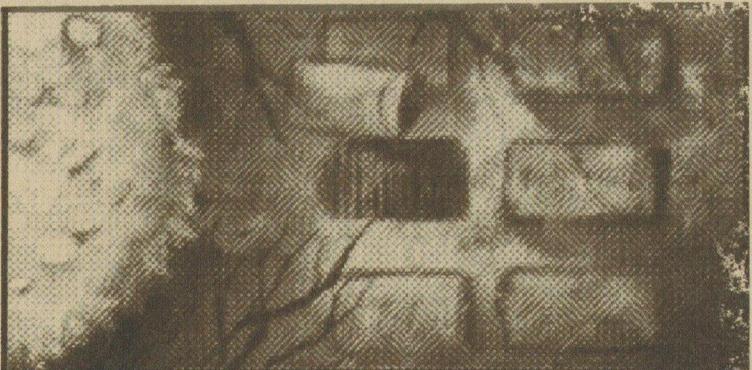
severed finger



mace

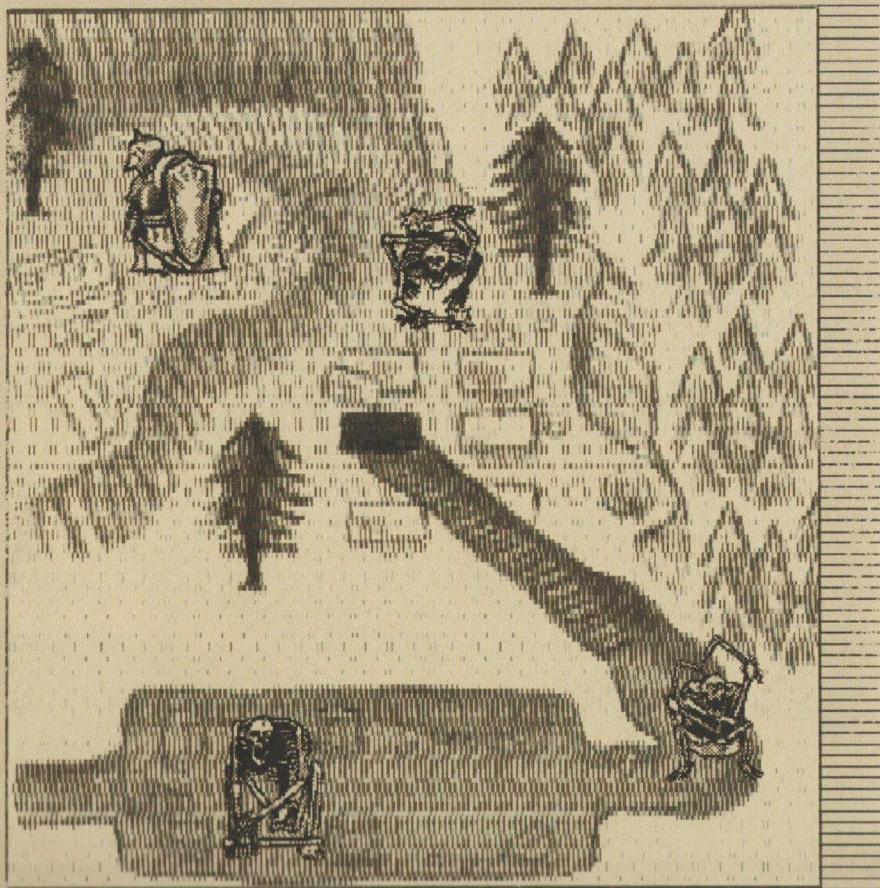


The Casket's Back Door



Behind the high burial grounds there's a salient with six tombs, one of them is hiding a secret path to the pauper's catacombs.

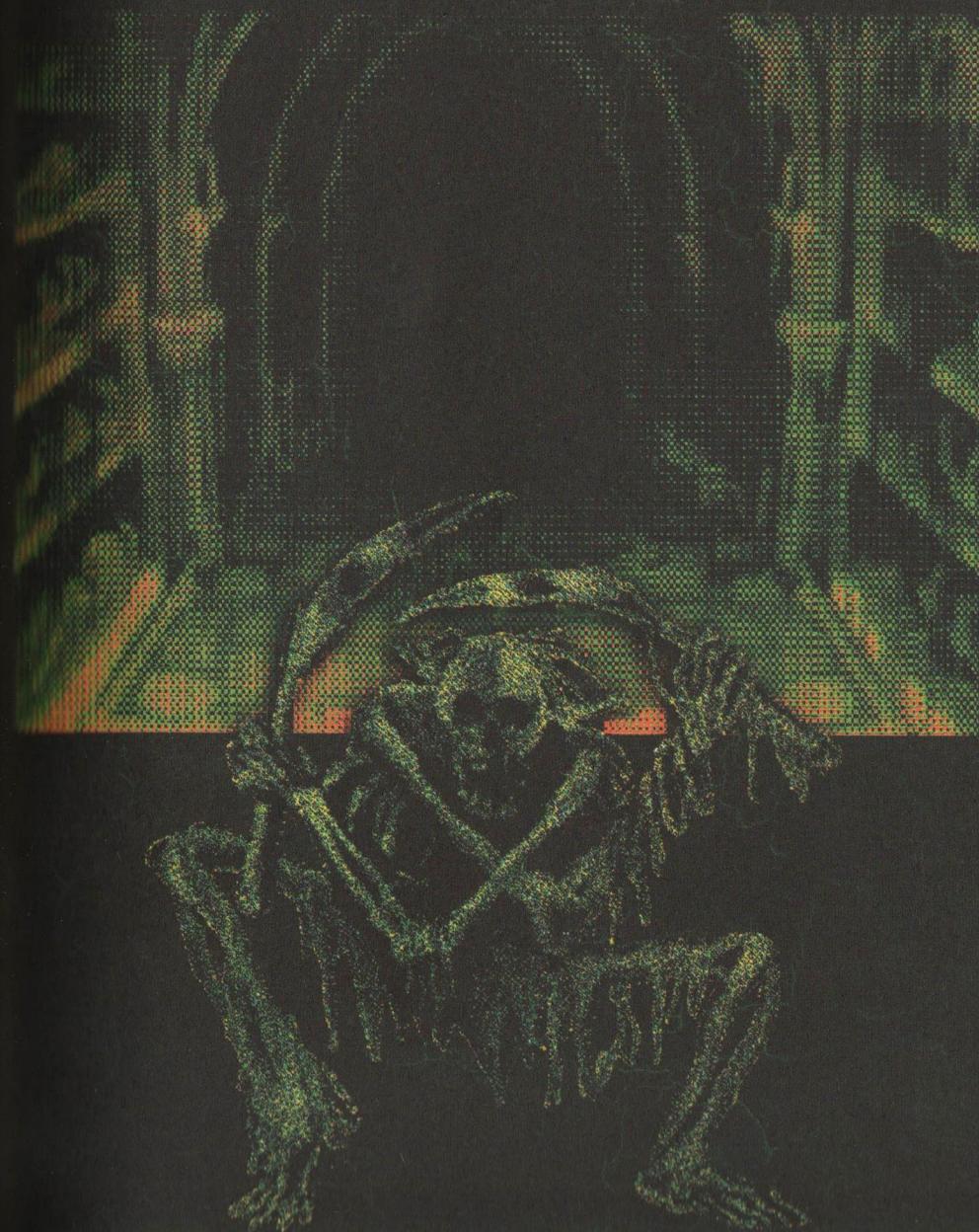
The following path is dangerous, be sure to be prepared for avoiding or facing fierce enemies, the majority of creatures wandering these catacombs are not among the living.



Paupers' Catacombs

A place filled with the corpses of those who are not remembered.
anonymous warriors, disgraced nobles and mere peasants.

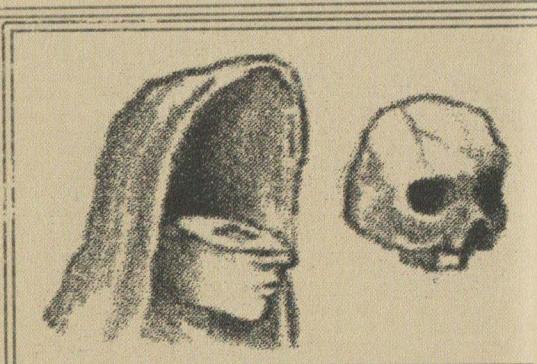
The walls are overflowing with bones, the pitch dark corridors are constantly leaking and the air is dense with a heavy smell of rot.



Mother in Death statue

On one of the intersections of the catacombs there's a statue depicting a mother. At the statue's feet you can read the following inscription :

"Our caring mother guides us through the dark, her lips speak sweet tender words and her gaze reflects our own".



Pick the half skull made of stone in one of the ossuaries and place it on the statue, it will reveal a secret passage that leads to the treasure room.

The ossuary that hides the skull will be in an octagonal room at the end of a hallway, guarded by a mad bones.

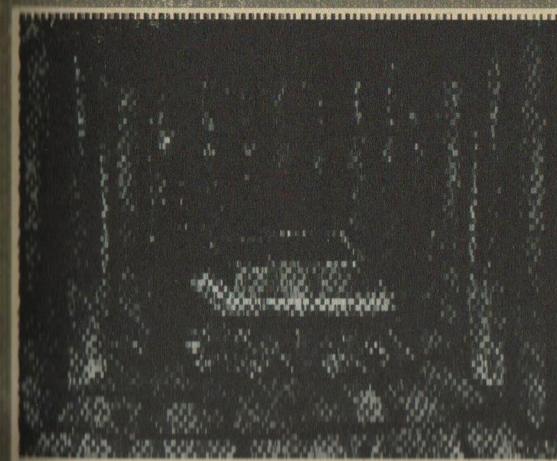
A Twisted Blade

Bone Crusher

At the bottom of the room lies an open sarcophagus in front of which appears to be seven skeletal figures made of stone.

Those who encounter the gruesome weapon might wonder how bones could adopt such peculiar shapes, the tales of this unusual relic talk about warriors who wielded weapons made of bone and eventually submitted to them, merging their flesh and bones to become one with the weapon.

(There are only two of these items in the world).



Beware of the statues

Once you gather the item, the statues on the back will come to life and try to kill you. Is it worth the risk?



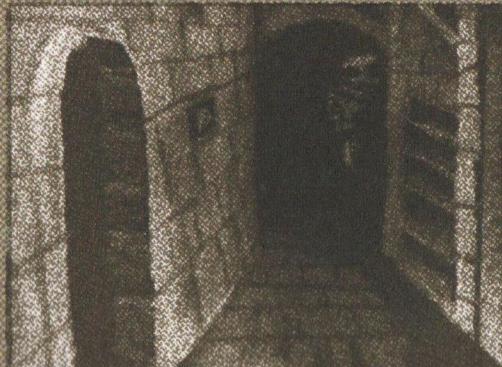
65589/3303/89

Skeletal statues

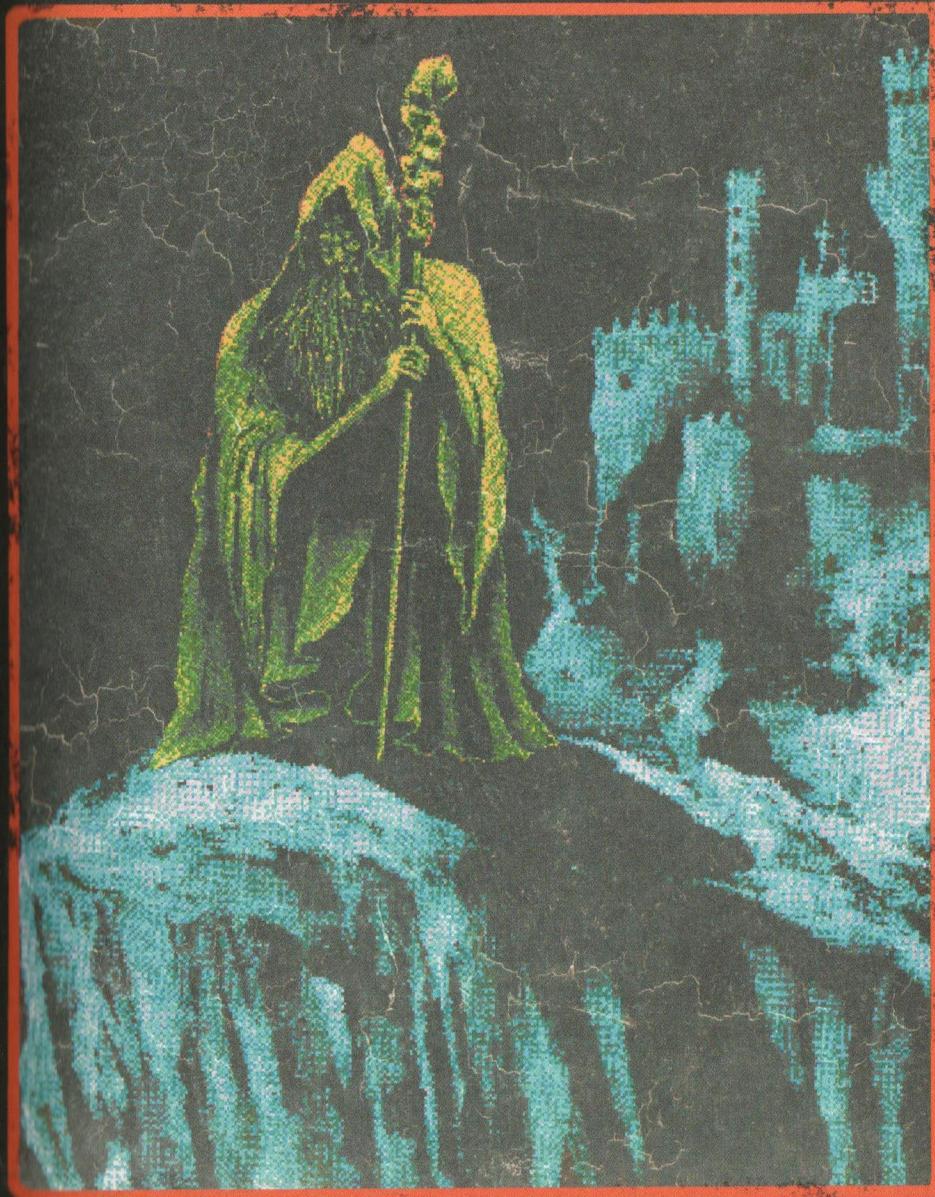
Ominous looking sculptures that may come to life at some point.

Once a prey is targeted, the statue starts moving slowly towards them when they're not looking; the statues make almost no sound at all when moving despite their size and weight.

If by any chance the statues catch you off guard and grab you, their excessive strength could crush you in a matter of seconds.



VERMIS



**Stone Scholar leaving the Capital behind;
on a journey to self-discovery and
knowledge seeking.**

A Frightened Frog Knight

The catacombs are like a labyrinth, all the hallways look similar, covered in bones and impregnated with the smell of death. Every corner is a threat and the shadows never felt more alive, dancing in the corner of your eye.



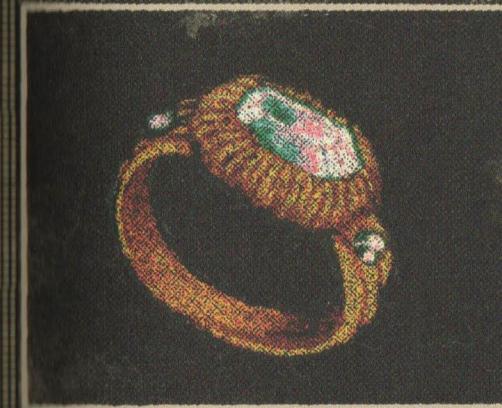
Huddled in a corner, shivering and muttering about the dead, you find a knight wearing a dark green armor, ornate and polished as if he had never faced any opponent before, but what probably stands out the most is his frog-shaped helmet which he clings to in fear; his voice is filled with dread.



- Old Gods please help me... the horror.
- I can't look at them...rotten, dismembered, torn to shreds and yet standing up... looking at me.
- Please go away!! I can't... help you.
- ...Stop this madness.

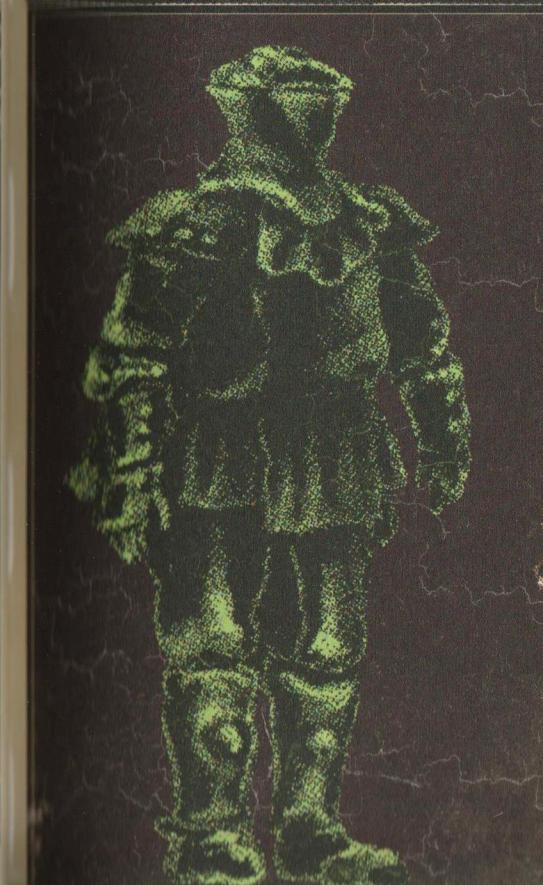
If you come back to this point a few hours later you will discover that the frightened knight is now dead in the same corner you initially found him, only this time he's completely still; the knight wasn't ready to face the horrors of the darkness and the unknown.

If you loot his body you will find:



Ring of the Thousand Eyes

Allows the bearer of the ring to see those who are no longer among the living but also to be seen by them.



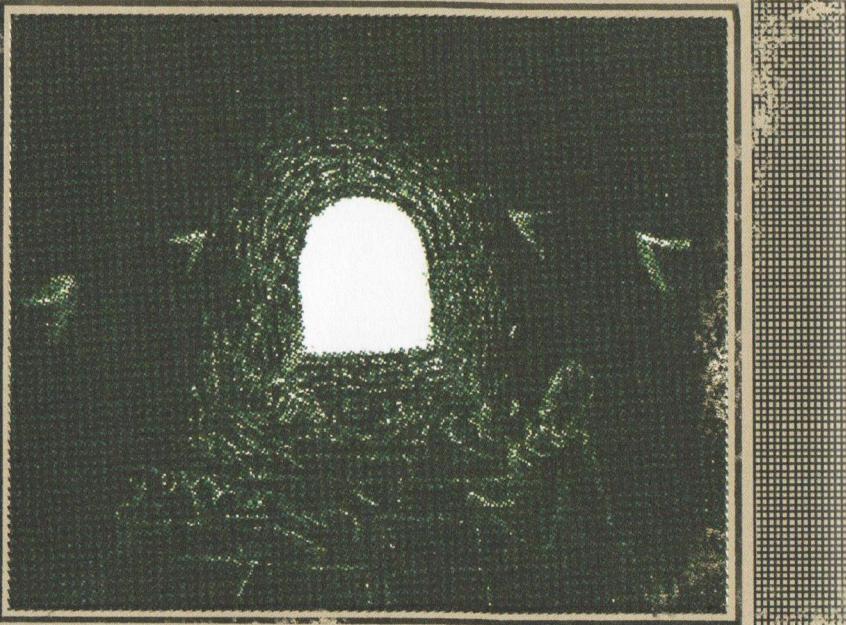
Exiled Sentinel Armor

Sentinel armor set from a far away land.

The armor is very heavy and full of ornaments, all painted in green with bronze details.

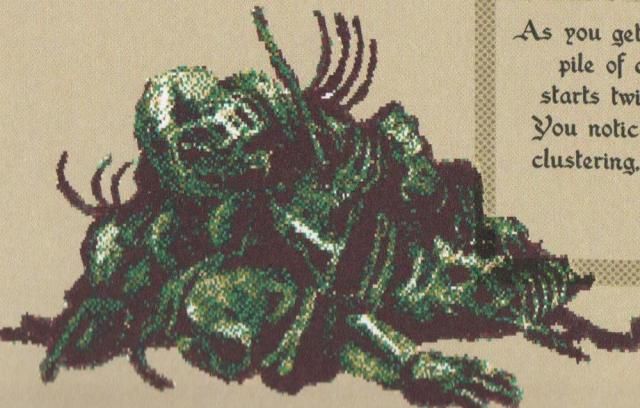
A piece of written cloth is stored inside one of the gauntlets: "Do not dare return without a cure".

At the very end of the catacombs you will find yourself in a long tunnel.



The tunnel is immersed in silence, it has no doors or corners, the floor is full of rotting bodies and bones.

The first thing you notice is the blinding light at the end with a pleasing cold breeze coming out of it which slightly alleviates the odor.



As you get closer to the end, the pile of corpses in front of you starts twitching and convulsing. You notice how the remains are clustering, casting a nightmarish shadow over you.



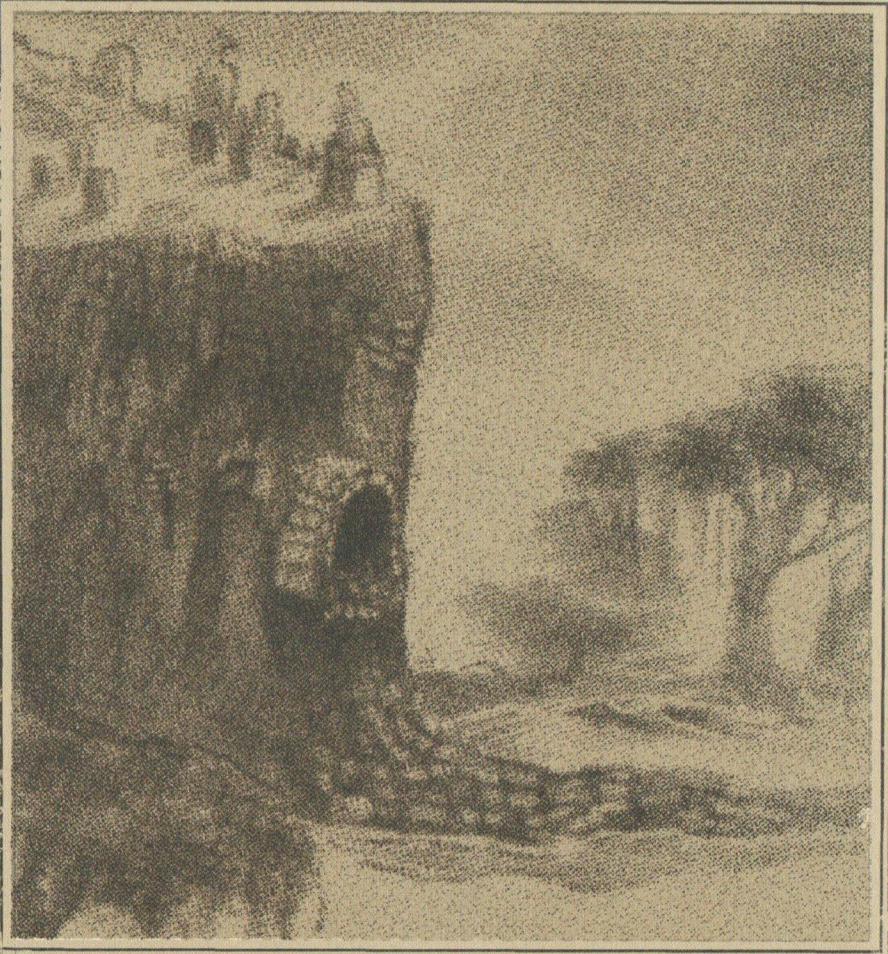
The Stench Champion

The remains move in a strangely human way, trying to mimic the warrior they once were, as if they are unconscious of their new body.

As the name suggests, the smell coming from the champion is unbearable, if you choose to fight, you must hold your breath or change position, to use the breeze in your favor.



Silver Swamp Outskirts



The stone bricks on the ground sink into the pearly waters of the swamp as the path extends.

In front of you, you can only distinguish a flat landscape covered in cloudy waters and weeping willows, all enveloped in a thick veil of mist; the calm is almost haunting.

The Drowsy Knight Below a Tree

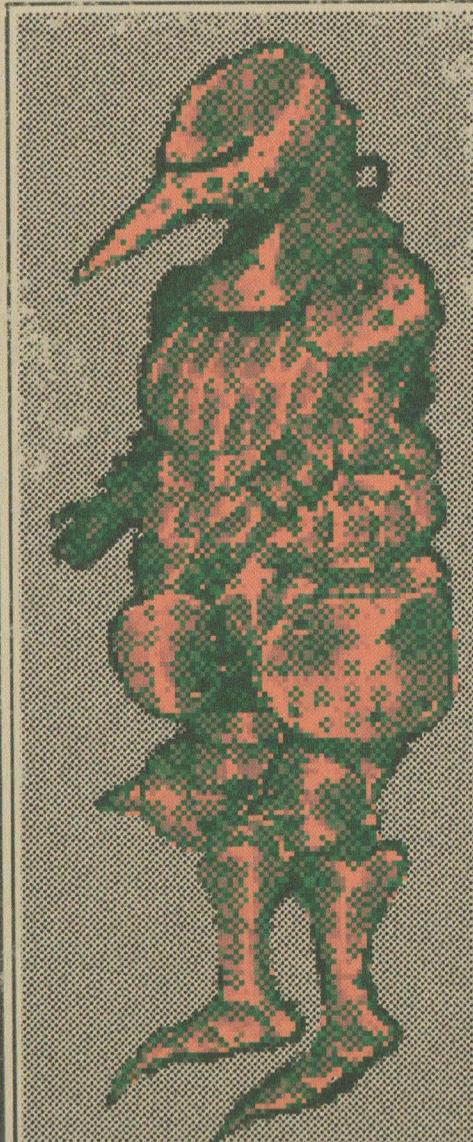
You notice how the air is getting warmer and more gentle like a summer breeze, you feel the water soaking your feet, it's hard to distinguish due to the water being slightly warmer than your body temperature. Soon you distinguish a distant figure resting below a tree.

- Over here friend!
- I did not expect to find anyone in a place such as this, however I must warn you about the swamp - it might look like a quiet peaceful landscape to wander through, but it is far from that I'm afraid.
- Once you enter the mist there is no way out, you will get lost or worse... you might fall asleep... which means certain death.
- Witchcraft I assume. But if you seek a place to rest your bones, this is the perfect spot, close enough to enjoy the bait without falling into the trap.
- But if what you desire is among those enchanted waters, I will not hold you back.

Hands you the following item:

Night-watch Mushroom

Commonly used by the night guards to stay awake

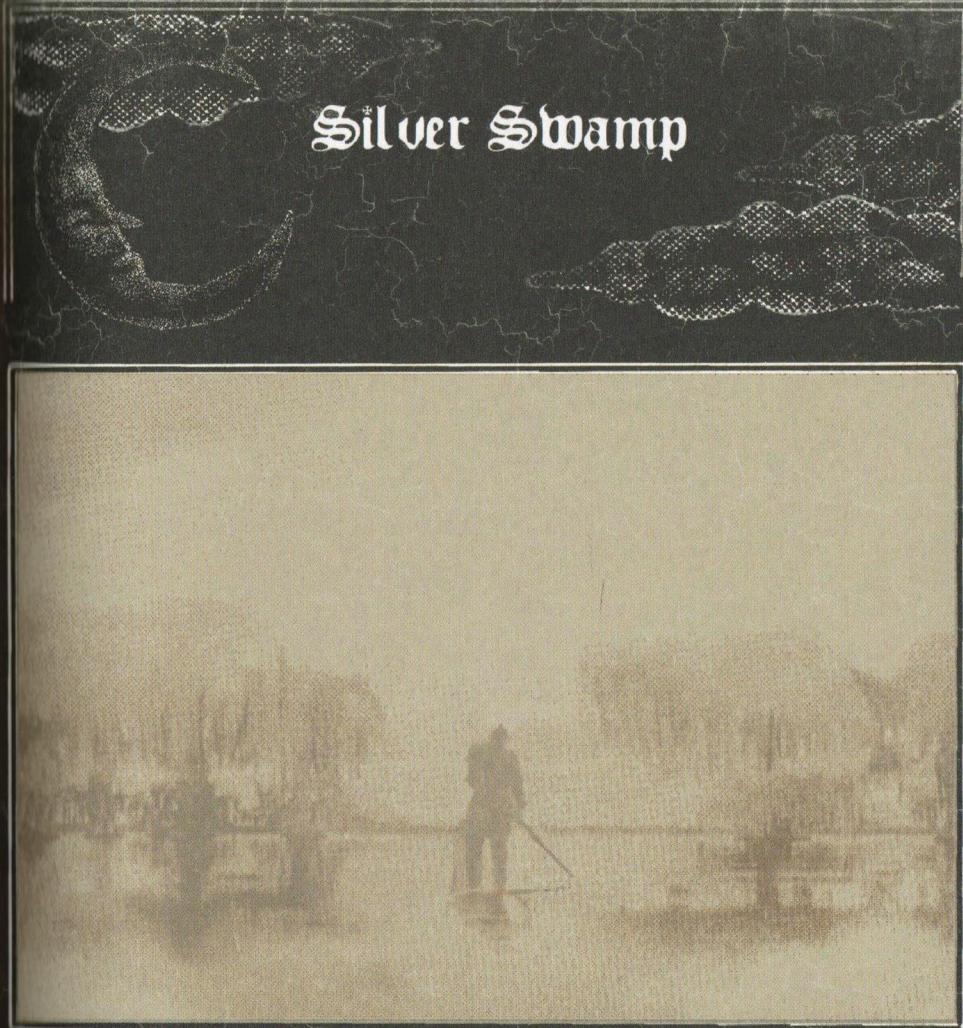


If you wish so, you can rest alongside the knight below the tree, but remember that your journey must continue.

VERMIS



Silver Swamp



Once you cross the mist, the atmosphere is filled with a violent silence that only ceases when your feet step in the water; your eyelids are getting heavier and your body feels tired.

The swamp is a land of illusions and apparitions, the ghosts of the ones who never came back from the mist are now damned to wander around these silver waters for eternity.



Slumber

The Phantom Parade

Marching shapes you might encounter along your journey through the mist

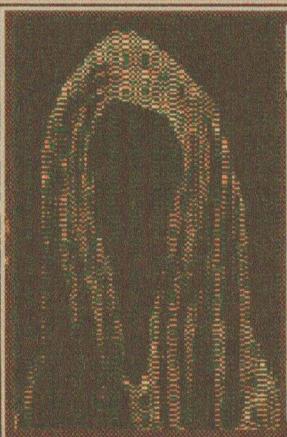
Old Man

Smiling and giggling a little bit, covered in black.



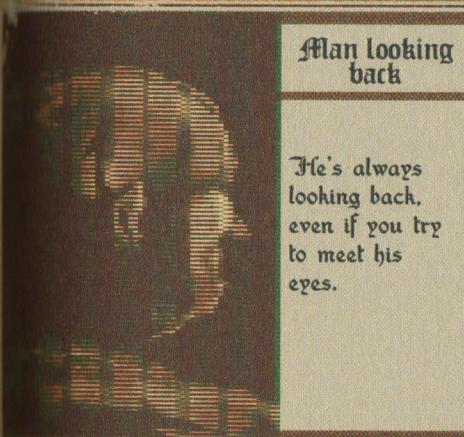
Tall Figure

A dark cloak with no one inside, standing ominously.



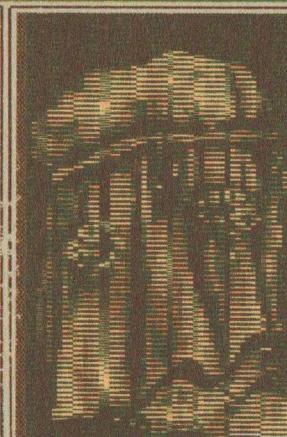
Man looking back

He's always looking back, even if you try to meet his eyes.



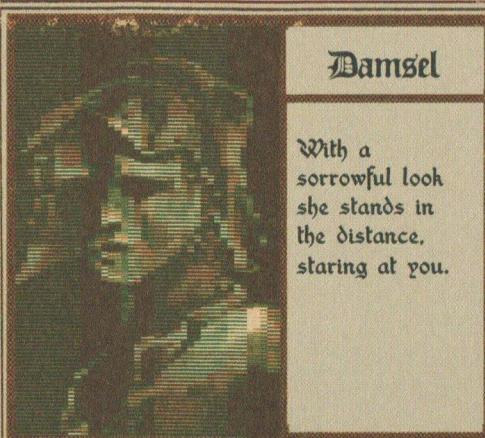
Fanatic

Wearing some kind of ceremonial robes, covered with a mask with jewels on his eyes.



Damsel

With a sorrowful look she stands in the distance, staring at you.



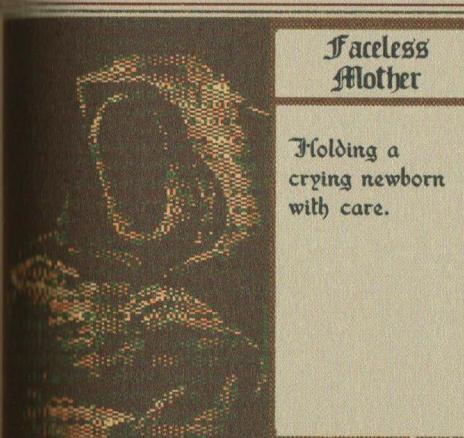
Hag

The hood hides a solemn expression, she's accompanied by a small beast.



Faceless Mother

Holding a crying newborn with care.



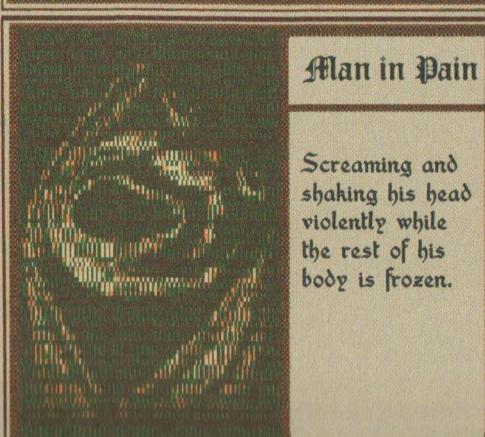
Woman Vomiting

Young woman vomiting violently while moaning in agony, she's completely naked, leaning on the ground.



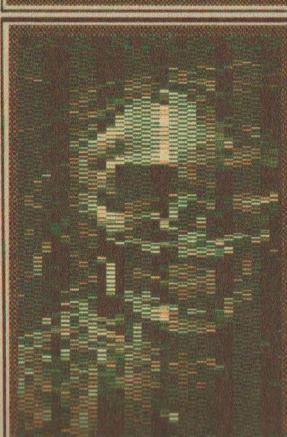
Man in Pain

Screaming and shaking his head violently while the rest of his body is frozen.



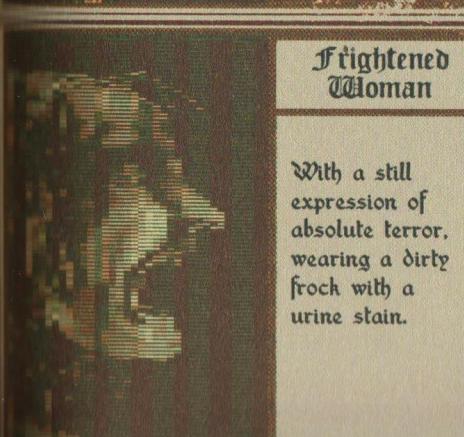
Corpse

Lying on the water, wearing a chain mail full of dry blood and wounds.



Frightened Woman

With a still expression of absolute terror, wearing a dirty frock with a urine stain.



Hiding Man

Behind a tree, naked and emanating a threatening aura.



Smoke and shadows

After hours of walking, not a sight of the swamp's end can be seen, not a structure or a traveler, just smoke and shadows.



Shadow Figure

When a shadow figure is nearby, you will start to feel uneasy, like a pressure on your chest but if you hear their piercing scream, it's too late, the dread will fill your body.



Inside the mist your ears hear nothing but your footsteps, but your eyes can distinguish subtle silhouettes slowly moving around you, if you walk towards them to find out who's behind the fog, you will find nothing but a whisper, do not turn your back on the shadows.

The Emerging Visage



The visage of an old man slowly emerges from the water, in complete silence, his eyes are hollow like a mask and his jaw is detached from his head, poorly tied to his beard.



You hear a voice inside your head.

Everlasting shadows casted by fibbing fires.
Rotting beds with silver sheets.
A sanctum for the cold.

Our eyes are backwards.

The visage disappears.

Mushroom Consumption

The more time you spend in the mist the more tired you feel, it gets to the point of being on a constant fight to stay conscious.

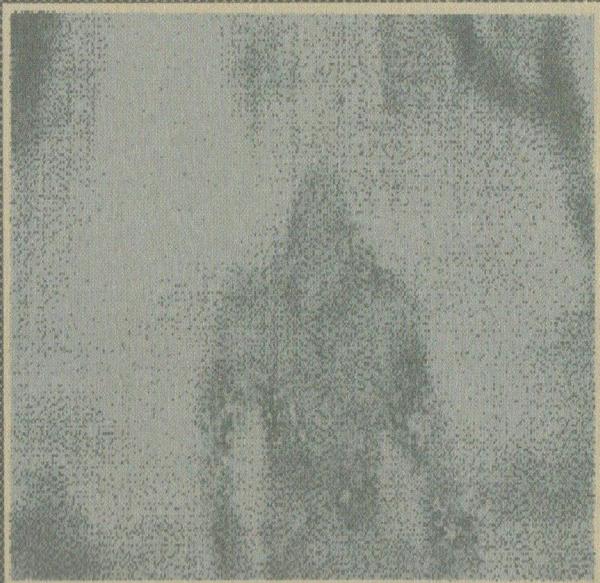
If you happen to have a night-watch mushroom, it will help you to stay awake a little longer.

If that's not the case, you can always pinch yourself.



A shadow stands near you, this is not like the others, this time you can clearly hear footsteps and armor behind it.

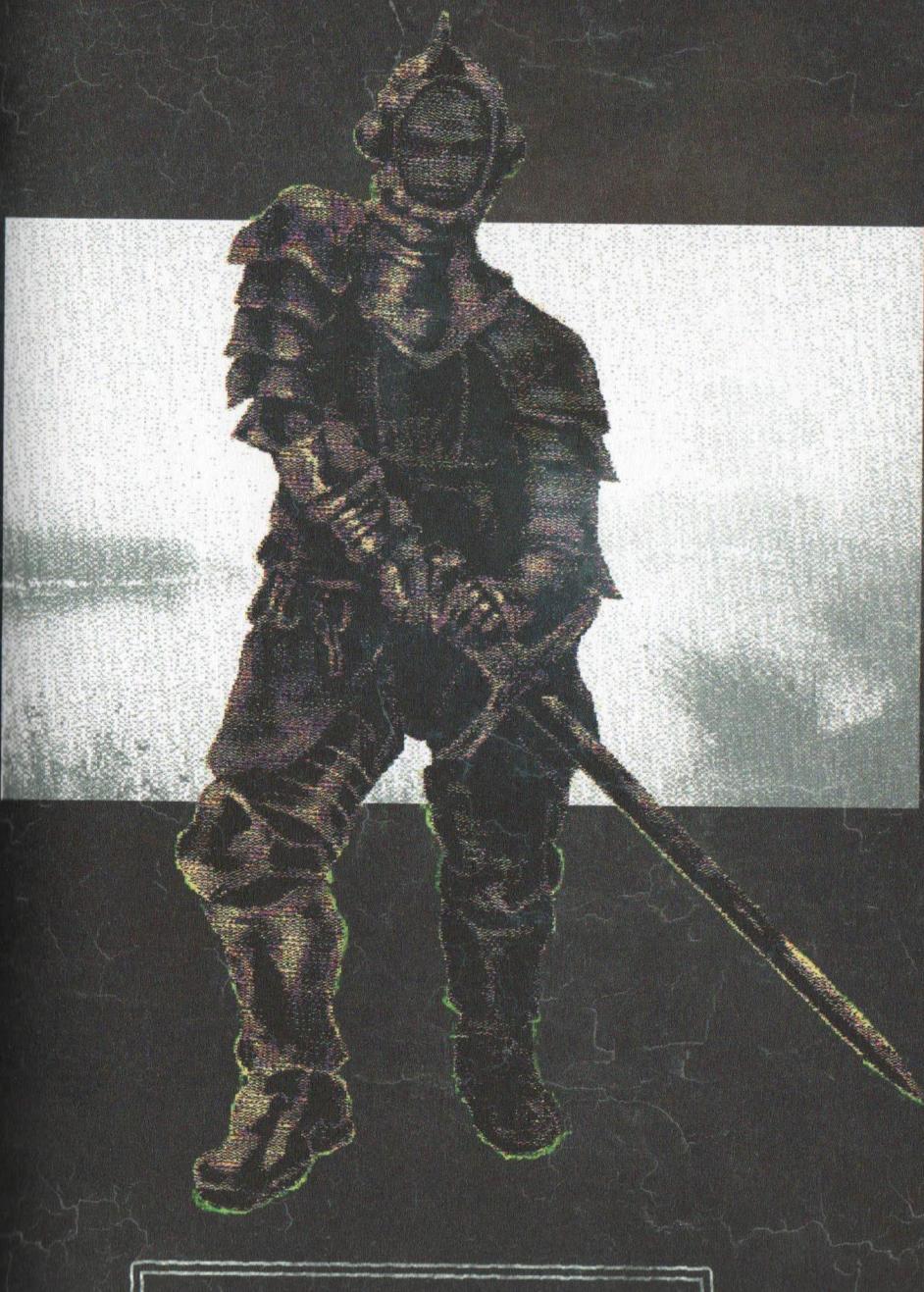
It appears to be muttering, "My path is written, my sword is unbreakable" as some kind of mantra.



As you get closer, the shadow notices your presence and draws its sword.

Lost Paladin

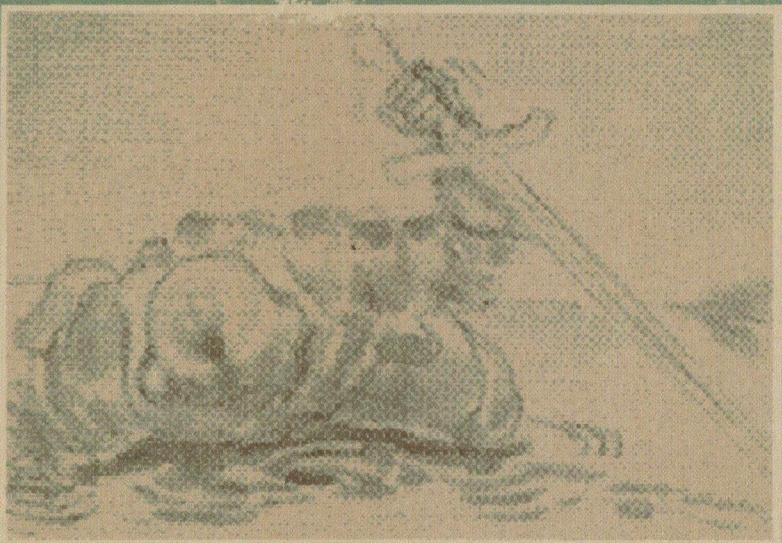
exhausted by the mist



Begone shadow, return to the fog.
You won't fool me twice

A Silver Lullaby

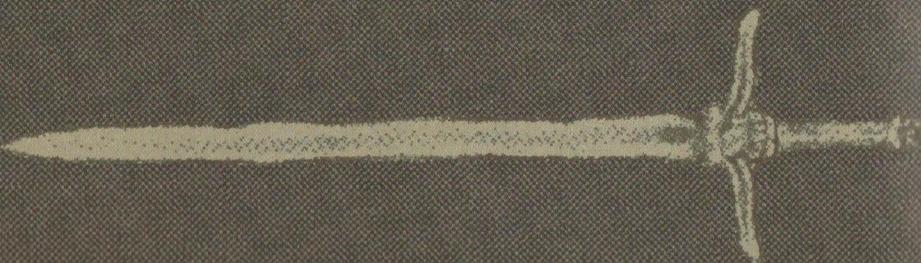
In an attempt to land the first blow, they suddenly loses balance and falls in front of you, holding onto your shoulders with the little strength they have left; their tenuous voice mutters, "Why is my armor so heavy?" then they collapses on the water.



Now that they are unconscious, you can choose to steal their sword and perhaps end them right away or spare their life.

Unbreakable Path

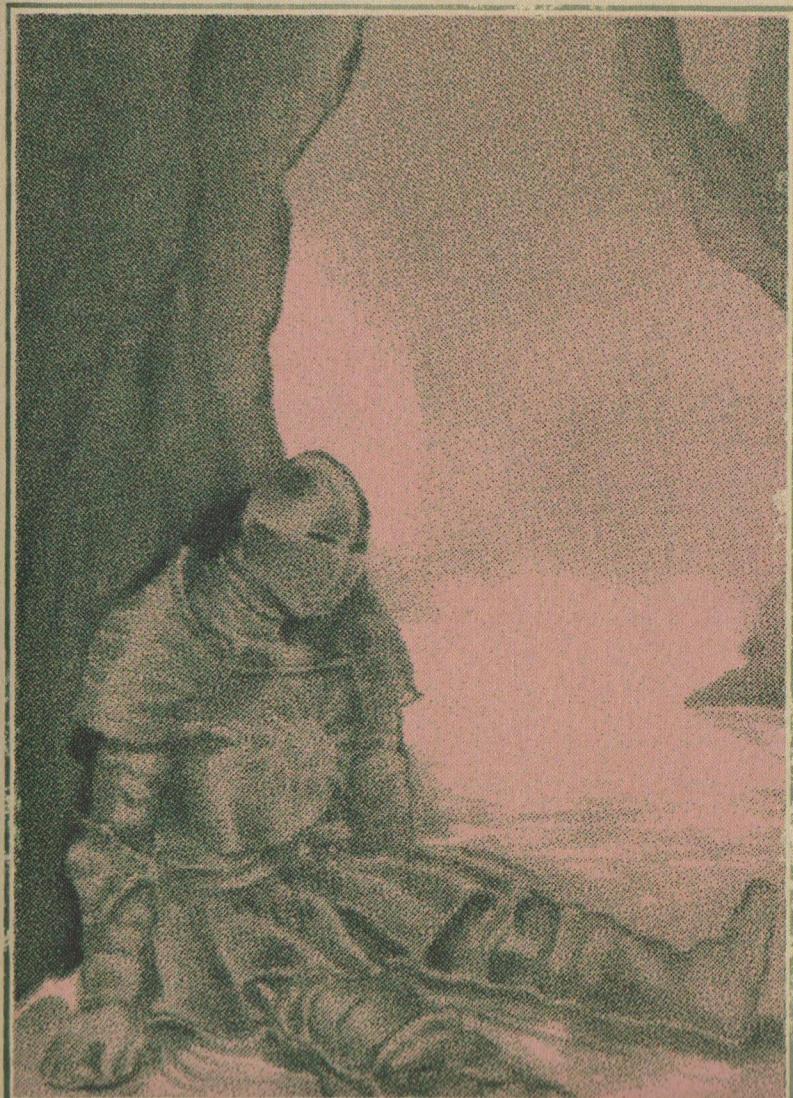
Its blade shines in various colors like oil, feels oddly light for its size.



At this point it's becoming impossible to fight the sleep, you have brief moments of consciousness within noddings and tumblings, imploring yourself not to fall asleep.

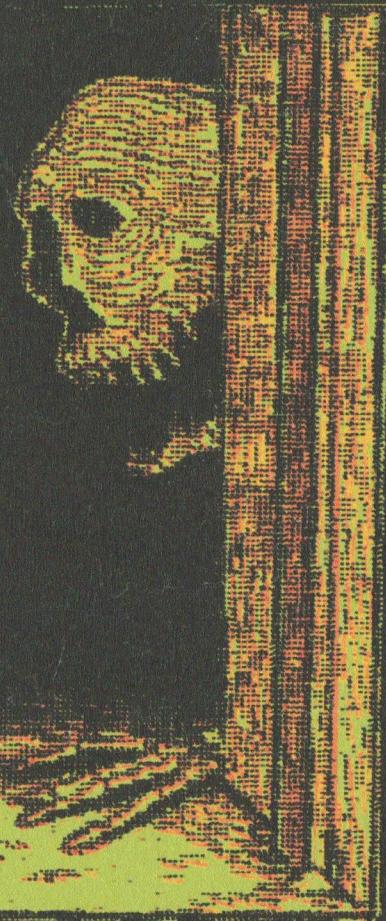
At times you feel like you're making it through the swamp, but you can't distinguish between reality and glimpses of dreams.

Once you fall to the ground, you feel anger, defeated as if the long fight was over and now you wait for the certain death.



VERMIS

The Pestilent Mines

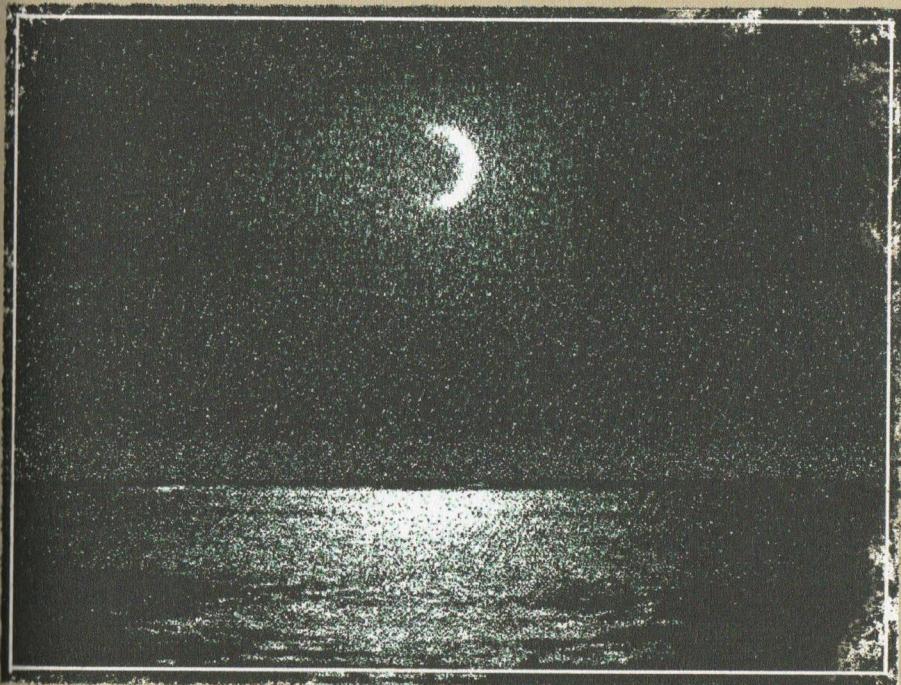


The Birthplace of the curse is a forsaken labyrinth plagued with abominations and pure horror; only the mad and the accursed can freely wander around the pestilent tunnels, the stench is unbearable and every shadow hides a blood-starved monstrosity. The mines hide secrets that should remain unknown to mankind for good.

The Dream

Soon the desperation becomes comforting as the mist gently embraces you while the water covers your body like silky sheets.

Once you start dreaming, you will find yourself in a haunting scene, the mist is gone and so are the trees, the sky is pitch dark and a crescent moon shines prominently.



If you look down you may notice how the sandy bottom has turned into a dismal landscape, a sea of corpses far as the eyes can go, crunching at every step.



Aspect of the Dream

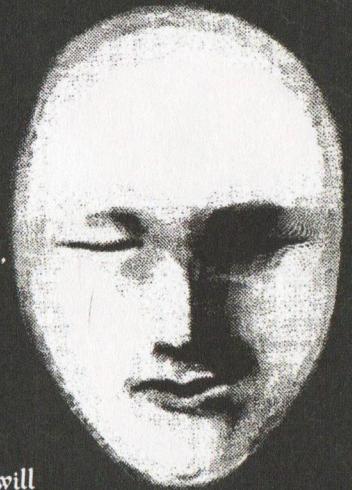


The noiseless waltz

A twisted figure emerges from the shadows.

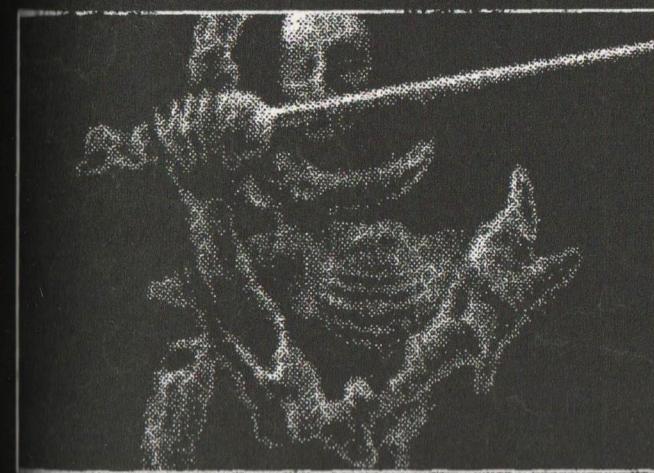
The Aspect of the Dream draws its blade gracefully and starts swinging it at inhuman speed; to fight this oneiric foe, you must find a momentum of exposure and slice the slumbering visage, the Aspect is as nimble as it is fragile, one single hit can end the illusion but its movements make it a challenging task.

If the Aspect's stinger crosses your heart, the dream will end and so will your life. Your body will be consumed by the mist, never to be found.



"None have awakened from The Dream."

Resist not and your flesh shall be banished so your soul can rest under the peaceful waters among many others."



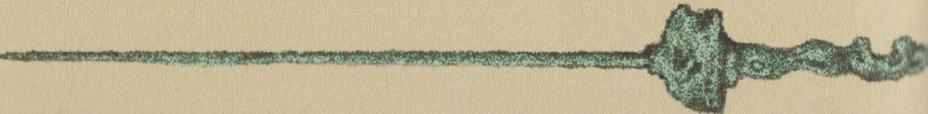
Awakening

Once the dream is shattered, you wake up in a different place, the mist is gone and the sounds of insects, water and nature surrounds you completely, you start to feel the cold of the breeze against your soaked clothes.



Sunk in the now crystal waters, you will find the Memory of the Stinger, a unique blade previously owned by the Aspect of the dream.

Memory of the Stinger



A Thin Masked Man

You can distinguish a slender figure looking at you from the shore.

The slim stranger is wearing a big cloak and holding a wooden mask to their face, slightly peeking through it.

"Now I've seen it all, what a peculiar scene I am witnessing."



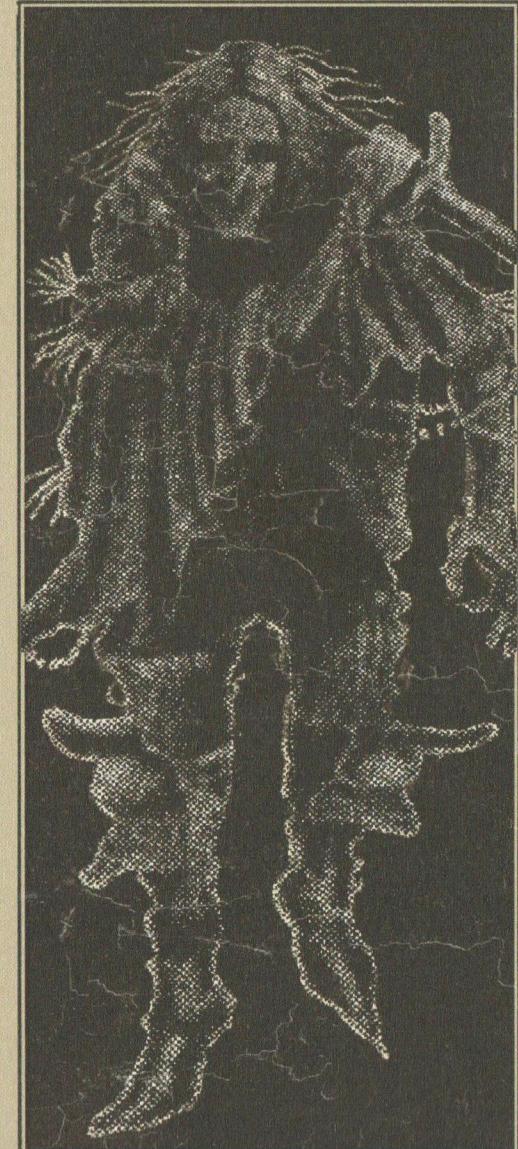
Hehhehheh you surely are one of a kind. Not only did you survive, but you somehow vanished the fog.

I happen to be looking for someone, I thought it was you for a second, then the mist suddenly dissipated.

I've been entrusted to deliver an important message, I'm afraid I have no time to waste.

You're quite an interesting fellow, hopefully we won't meet again hahaha.

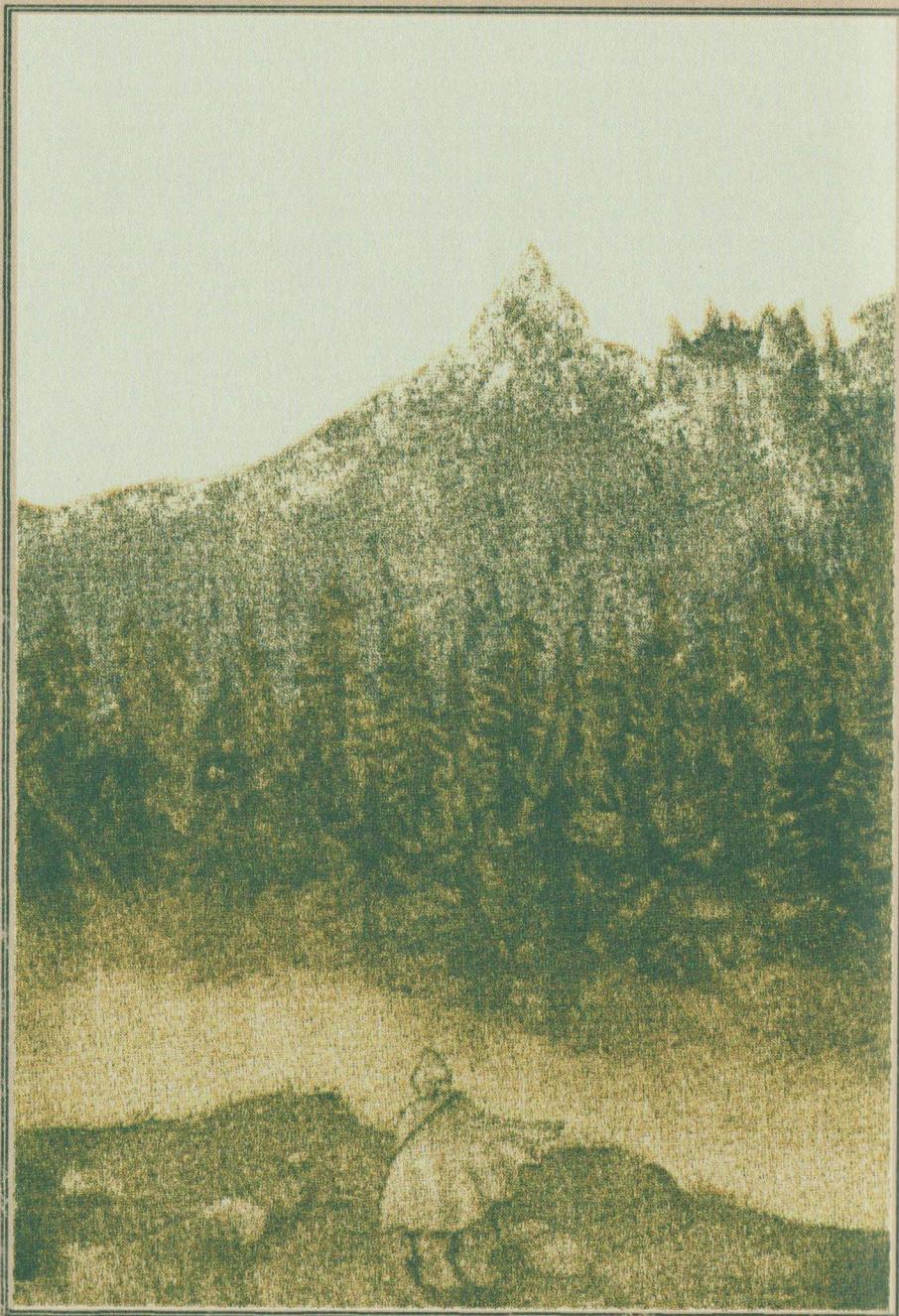
May Dorvus guide your way.



The man ventures into the swamp, leaving you behind.

Into the Forest

On the top of the hillock, the startling view of the whole flutewood forest makes you feel minuscule, the landscape is filled with distant whistlings, making you wonder about the nature of this world. you go down the hill, ready to face the unknown.



Flutewood Forest

A Song of the Occult

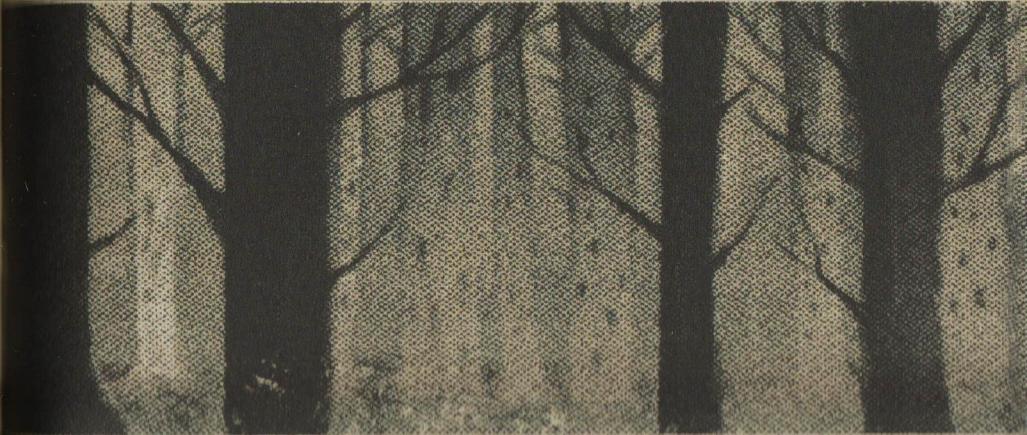


The Flutewood's trees can grow up to 70 meters and its tree trunks are full of holes from side to side, making flute-like sounds when the wind blows through.

On the wuthering nights the whole forest orchestrates a spine-chilling melody, so loud it could frighten even the bravest.



Flutewood tree trunk



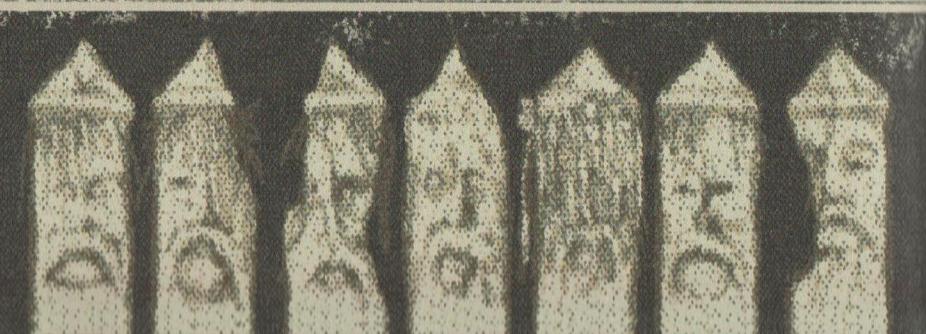
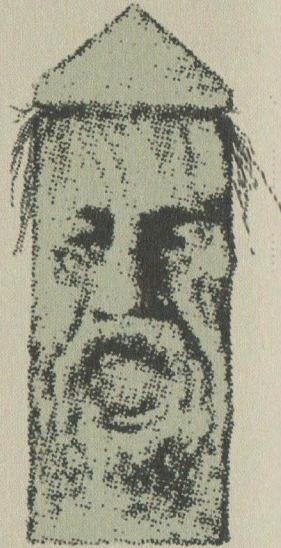
Vagrant's Crown



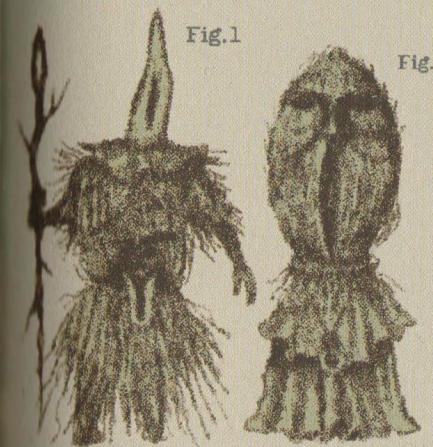
These stone structures are to be found all around the world, four stoic expressions adorn each side but the erosion and time has made most of them unrecognizable.

Those who respect the monuments leave a string of their hair/clothes tied to it, so those who come after can tell how many had ventured into the lands they're about to meet.

To be "shady as a bald crown" is common saying, referring to how a vagrant's crown without strings announces a dubious or dangerous place, not to be trusted.



Murgo's Domain



The Holy Seeds

Murgo's devotees, consecrated to protect holy terrain and destroy possible threats. They live for Murgo's grace, to prove their trust they often rip their guts out or cause lethal wounds to themselves just to witness the miracle; their life will continue as long as they're faithful to their God.

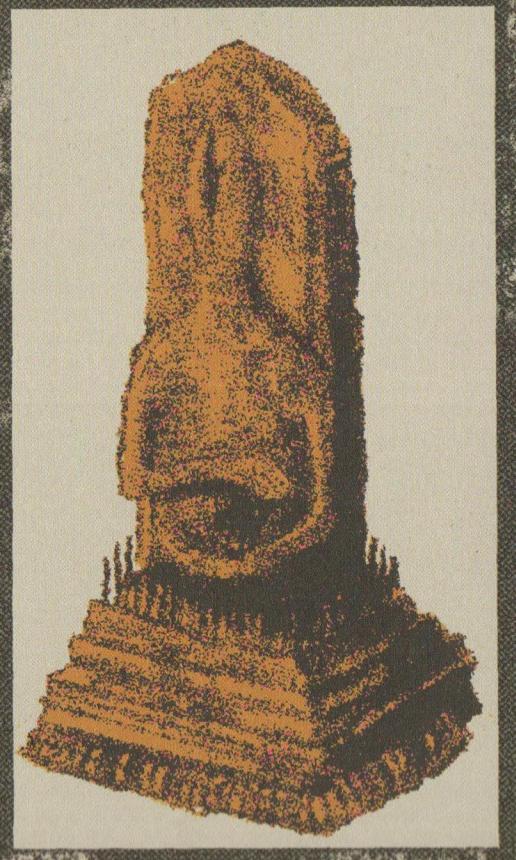
Fig.1 Sacred ground deacon.
Fig.2 Sacred ground priest.

Murgo Shrines

It is known that every spark of non-human life has grown from one of Murgo's severed limbs, he is the father of everything that is green.

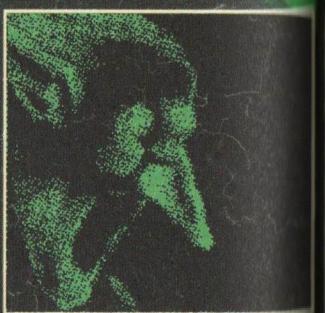
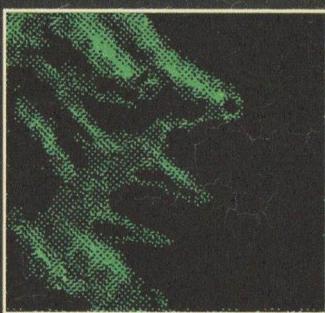
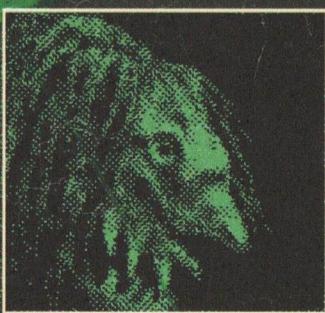
The shrines are scattered around the woods, and are often filled with offerings like seeds, berries and occasionally flesh.

The trees always grow taller around the shrines.



Hateful Creatures that Lurk Among the Flutewoods

The Flutewood forest is full of life and death. Its infamous reputation comes not only for being the witches' homeland but also, for the little knowledge man has over it, the brave souls who venture into the woods don't usually come back to tell.



Mole Goblin

Blind creatures with extensive jaws and prehensile noses, capable of detecting their prey from very far away.

Giant Acid Slug

These monsters set their nests high on the top of the trees, and hang in cocoons waiting to drop and melt their prey in seconds.

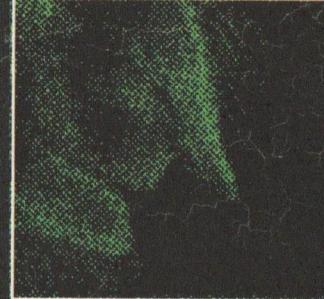


Sacred Ground Deacon

Murgo's limb, a Holy Seed; usually found escorting a Sacred Ground Priest.

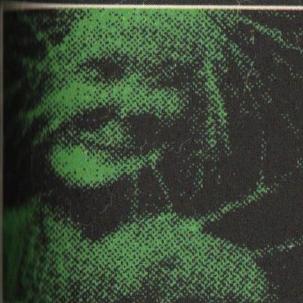
Mud Child

Made from mud and dirt by the forest witches, to serve as their minions.



Sacred Ground Priest

Murgo's limb, a Holy Seed; wanders around the woods, guarded by deacons and preaching Murgo's words.



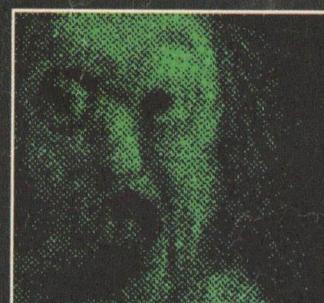
Forest Doll

A creature made of twigs and wood resembling an elder; it moves slowly in a haunting manner.



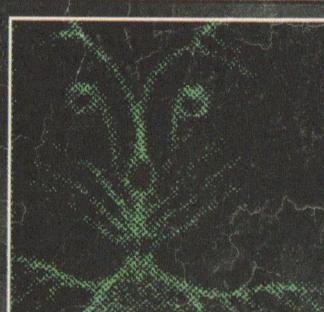
Walking Shield

A spider-like creature that hides underground and uses its oddly-shaped abdomen to lure its prey and also as protection.



Velvet Witch

The most common type of witch, named after their pale velvet skin and known for their frightening hexes along with their appetite for children.



Marionette Swordsman

Also called witch's blades since they're mere puppets, primarily used as a weapon for their masters.

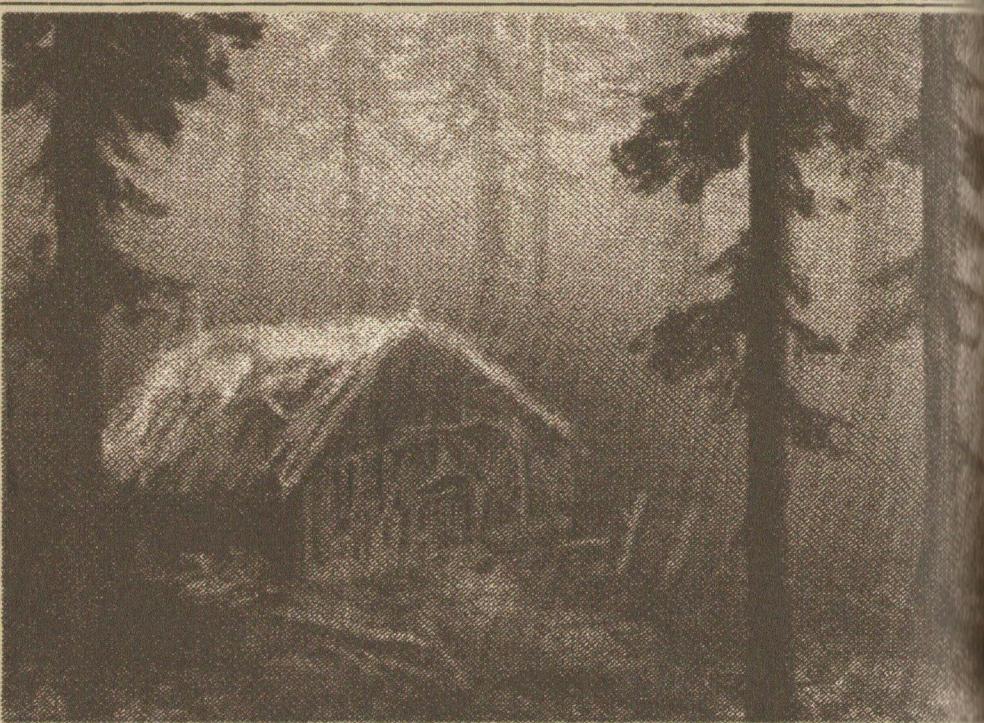
Elder Mushman

A mushman can help the adventurer if he wishes so with valuable information, but also mischievous advice to help you find death.

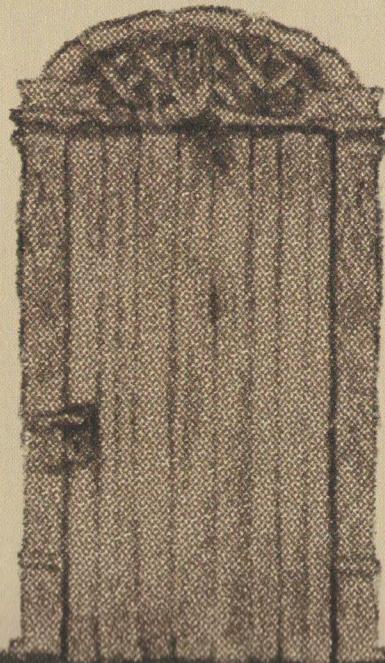
Mourning Nightlight

Ominously floating over bodies of water like lakes or ponds while making a sound similar to a crying woman; known to be a bad omen.

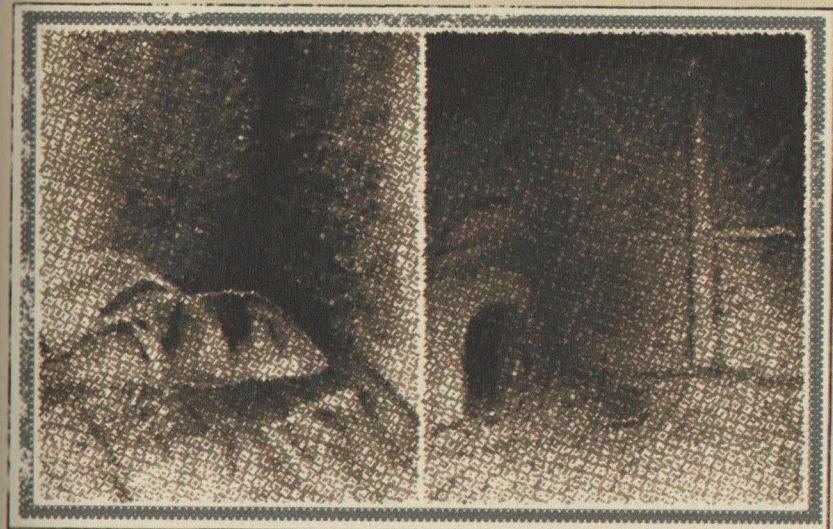
A House Without Windows



After some time walking, hidden in the forest you will find what appears to be the perfect place to rest.

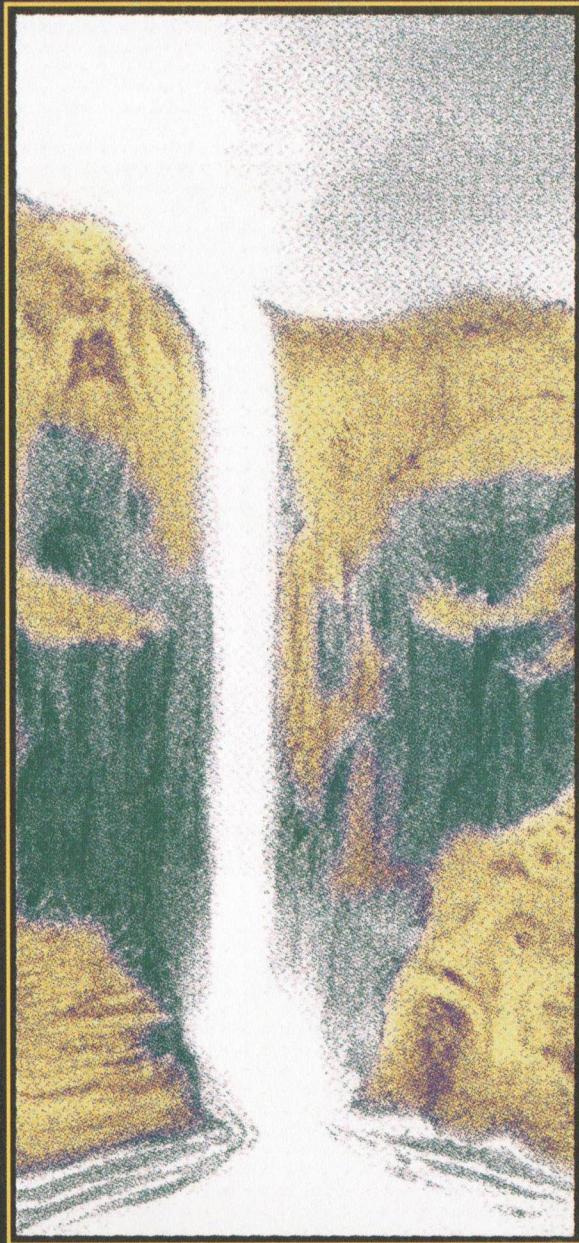


You soon notice how the exterior doesn't show any windows, but this might be to isolate the forest's incessant melody. You don't perceive any sounds or lights coming from the inside.



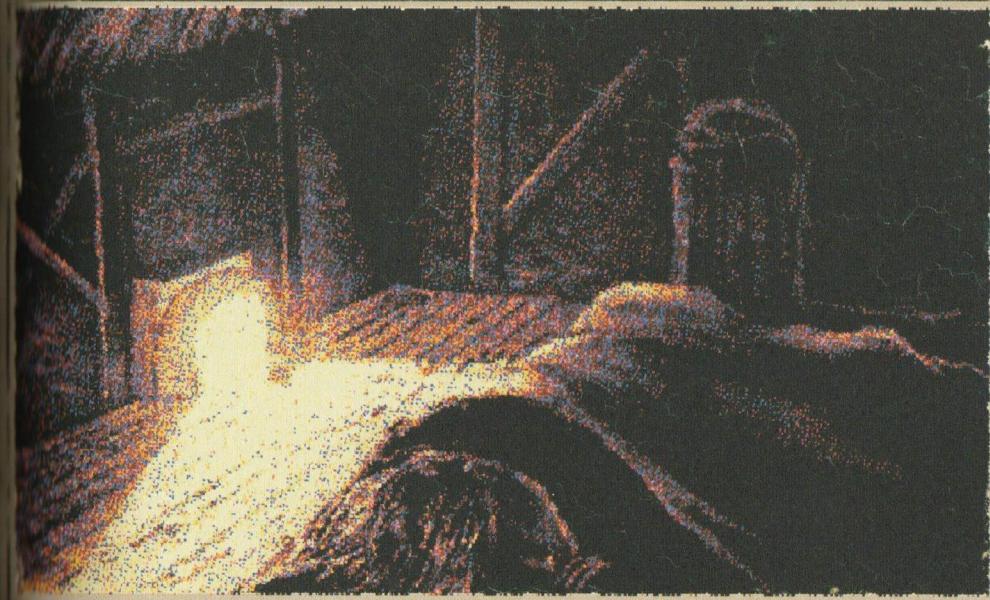
Inside the house you can distinguish in the shadows a small fireplace and a couple of rotten sacks of flour alongside bedsheets; everything is covered in dust and you can feel the dampness in the air. Once you close the door everything turns completely dark and you finally get to rest in peace while hearing the distant whispers of the wind coming from the fireplace.





A Dream

You dream of lost ancient lands you have never seen, brimming with life and full of serenity. A clear sky mirrors on the crystalline waters. The mist from a distant waterfall dampens your skin, the lingering water shines like diamond dust in the air. You find comfort within the soothing view.



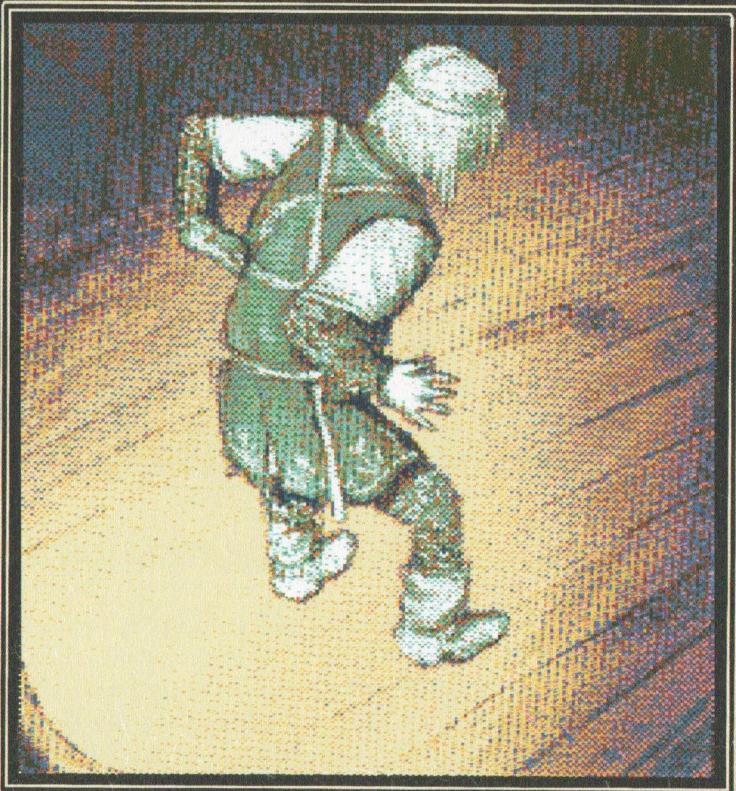
Suddenly you wake up soaked in sweat, a dazzling fire lights the whole room, the pressure in the air feels overwhelming, making it difficult to move and breathe. The muffled sounds slowly turn into a deep guttural voice violently chanting in a language you can't understand, filling the room and piercing your ears, you feel like you're living a nightmare.



Your heart is racing; confused and frightened, you are not able to process the situation, you try to get up quickly and run through the door.

Your legs tremble in fear while trying to stand up, while passing the fireplace you realize something truly bizarre.

The Room Without Shadows



You realize how despite the intense lighting you don't cast a shadow. As the chanting gets louder you feel more and more debilitated; as if every word put more weight on your shoulders, crushing you under it.



If you listen to this chanting for too long, a curse will be inflicted upon you; the bearer of a curse will suffer a fate worse than death and probably will carry it as long as the blasphemer wishes regardless of their lifespan.

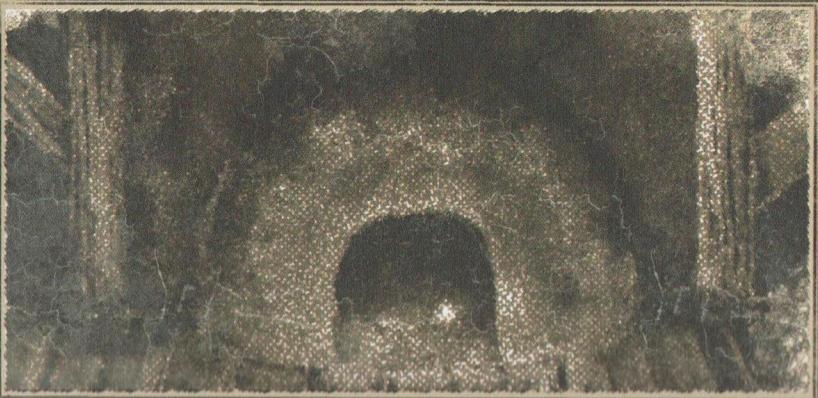
"A punishment yet unworthy of thy sin," said Marko before inflicting the eternal curse upon Ghylak.

Hopelessly trying to escape the room, you run to the door. The front door is closed tight, but due to the wood being rotten and humid, slamming into the door a couple of times will knock it down.

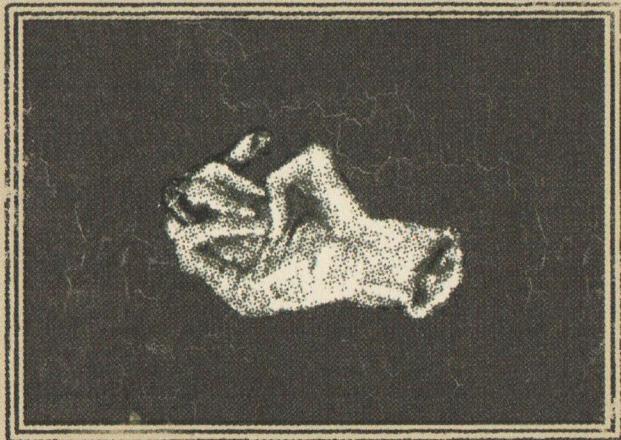


You fall to the ground outside along with the door, gasping for air while feeling the wet grass under your fingertips and the forest's breeze chilling the sweat on your back; you feel relief.

After recovering from the situation, if you look back you will see the room in complete silence and darkness, in the fireplace, among the ashes a small shine catches your eye.



Upon closer inspection you make a gruesome discovery, the fireplace is cold, and the ashes were old, covered with spiderwebs and dust as if the fire wasn't really there minutes ago.



The shining in the ashes is coming from a deep red gem. If you pick the gem up you will notice how it's attached to something buried in the ashes, a mummified severed hand, missing the tip of a finger; you can take the ring with you, if you wish so.



Ring of the Singing Fire

The bearer of the ring will be able to add burning flames to a weapon upon touching the steel for a few seconds.

The effect only lasts about five minutes, it can't be applied again until the steel loses all warmth.

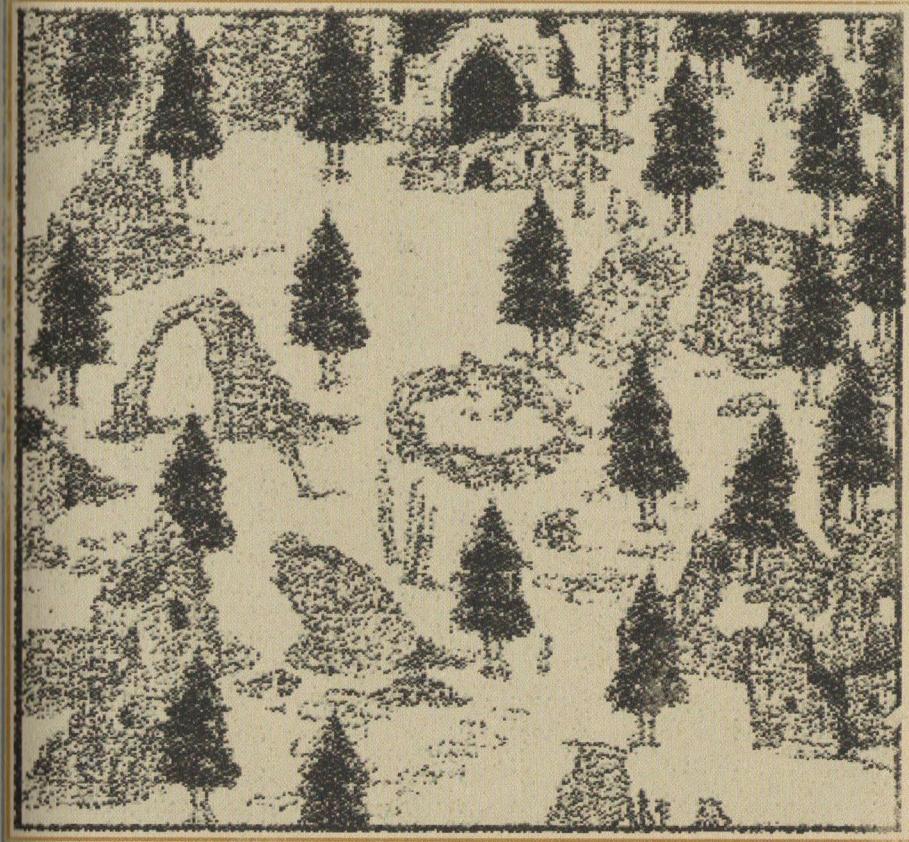
While inspecting the fireplace you might notice a strong smell coming from the chimney.

Avoid looking up.



Now somehow rested, you might continue your journey.

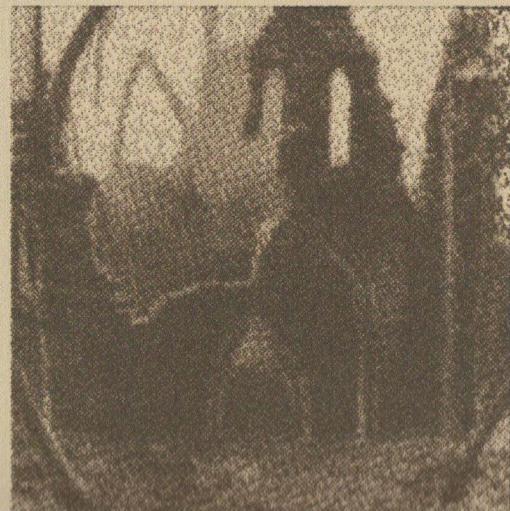
Heading two nights north, long after passing the house without windows you will notice how the path is frequented by small ruins covered in moss; as you go deeper into the woods the small ruins become huge towers and castles engulfed by nature.



A Forlorn Kingdom

You can look around, but you won't find anything besides mossy bricks, these ruins are as old as the forest itself, everything has been consumed by nature long ago.

Of all the ruins scattered around, the one that stands out is an imposing mausoleum; as you get closer you will be able to discern noises coming from the inside in between the forest's whistles.



Green Sun Ruins



22560089011



A long time ago the Goblin Princess's life slowly faded away due to a rare illness, and so did the Green Hand order. The Green Sun mausoleum was built shortly afterwards to preserve and venerate the body of the princess; very few goblins remain from the old world, even so they still guard the beloved corpse.



Necromancer

The necromancer is a dark-stricken creature that hides behind his many summons (crazy, mad even insane bones).



Hemlet's Beast

The starving beast has remained in that pit for many years, constantly baying for food, resting on a nest of bones from those who once fell.



Light Gobbler

A Twisted abomination full of limbs, a single look into their contorted face can make you go mad.



Old Goblin

A couple of goblin guards are in charge of Hemlet's Beast, they make sure nothing comes out of the pit.



Goblin Knight

The last of his kind, the great goblin knight awaits next to the princess' chamber, bound by his oath.



VERMIS

Walking the rotten bed with silver sheets



Dying Knight

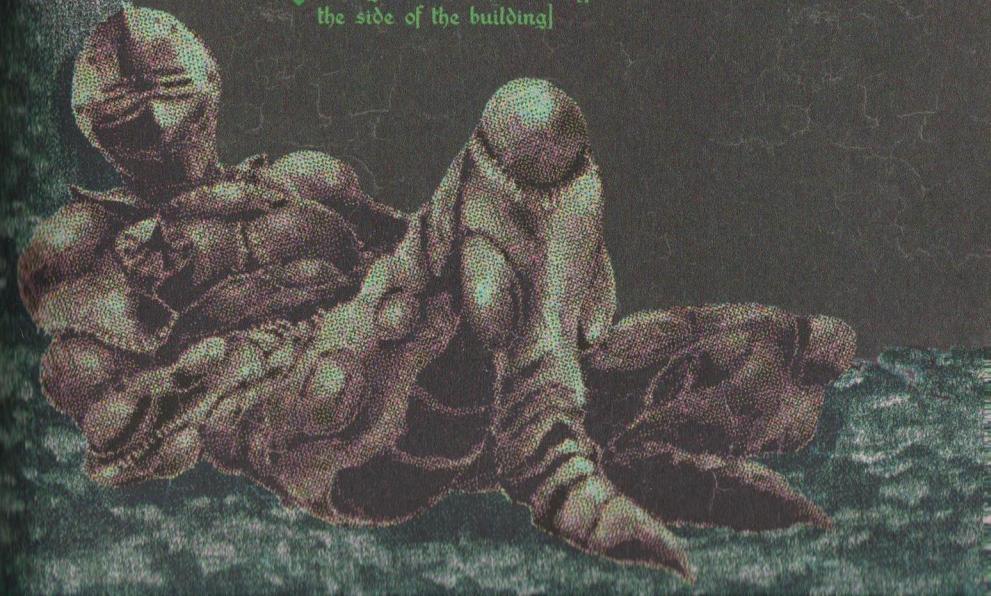
You hear a distant grunting among the ruins, if you decide to check it out you will find a knight lying below a tree, holding his hands on his stomach while his blood is pouring out.

"Urgh... I guess I'm not going to die alone, well that's a relief."



P00954002

- ◆ It's funny... how even a stranger can bring solace when one is consumed by despair.
- ◆ I'm not the first one who will not come back from this woods... nevertheless I thought it would be different for me. I have sinned of impertinence.
- ◆ Would you... do a favor to a dead man?
- ◆ Bring... me... the box...[points to a small entrance on the side of the building]



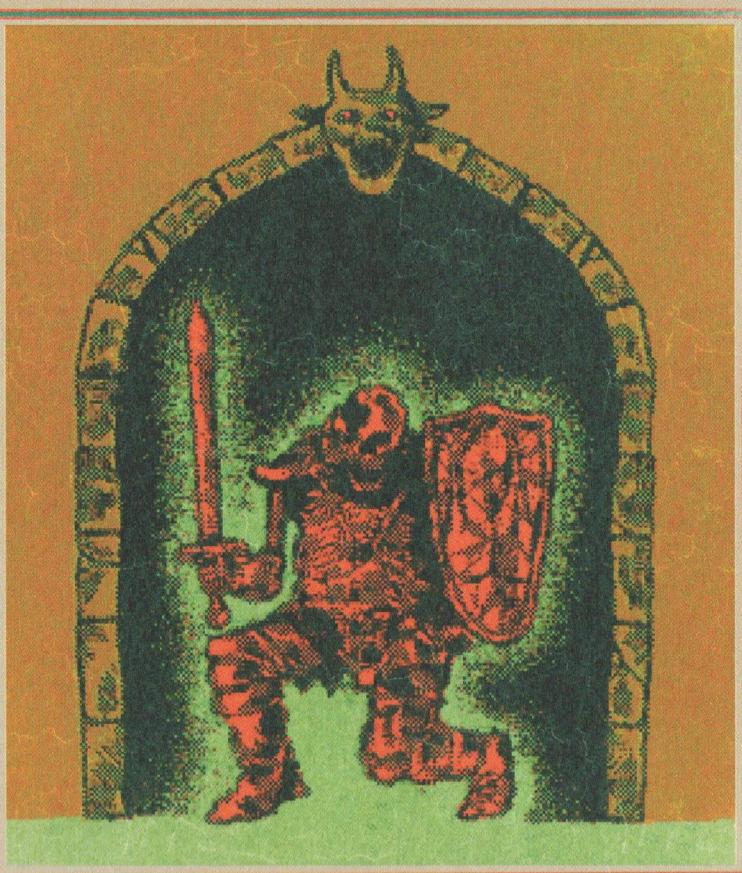
Green Sun Gate

The main gate is guarded by a big red skeleton equipped with sword and shield; the floor is stained with fresh blood as is their sword.

Red skeletons are bigger and stronger than the mad bones, if you want to avoid a tough battle you can always look around for more entrances or holes.



The first thing you see when you enter the building is a horde of skeletons surrounding a tall, hooded figure with glowing blue eyes, the necromancer notices your presence instantly. He slowly raises his pointing hand while stepping back, a skeletal body starts coming out of the ground, trying to reach your leg; in order to defeat this foe, you should avoid fighting the skeletons, instead slay your way towards the creature and stab it with all your strength; this will bring it down.



If you manage to stab the creature, it will fall to the floor and reduce to ashes in a matter of seconds, leaving behind only the single-horned helmet; all the remaining skeletons in the room will then collapse, returning to their natural state.

The Prince of Bones is a necromancer ceremonial helmet, it does not grant its owner any special attributes while they are alive besides changing the color of their eyes to blue, but, if they die with the helmet on, they will return to life as a necromancer.

Prince of Bones

necromancer ceremonial helmet



An ivory chest lies at the back of the room, at the feet of a dilapidated statue; the chest is perfectly preserved and covered with beautiful ornamentation, likely housing a valuable object of importance.



As you approach the chest, suddenly the floor opens beneath your feet, you try to grab onto the bricks but your fingers slips off the mossy surface and you fall helplessly into the void.

This is the only way to access the underground chambers, it's a fall you must take to advance in your journey. Sometimes mistakes can lead us to the true path.



The Beast's Nest



A bed of slimy bones breaks the fall; the stink of death clouds your senses. A pair of yellow glowing eyes casts a slimy light into the macabre surroundings.

To survive this voracious beast you must avoid looking directly at his eyes: a single glance could petrify your skin, leaving you in agonizing pain and paralyzed for the beast to feast on your flesh.

Shield of Truth

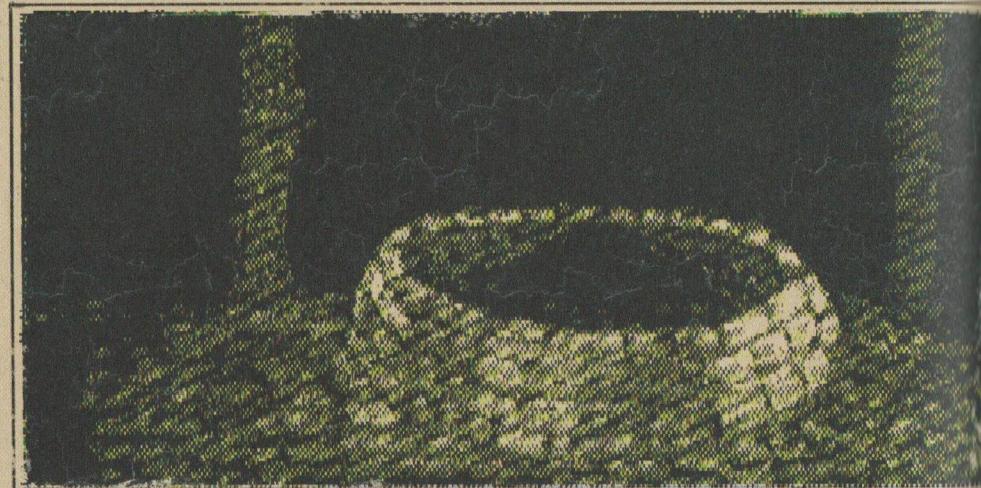


Petrification

The nest is full of rusted weapons and armors from the beast's victims, but one stands out.

A blue shield with a big shiny gem, if you clean the putrid blood from the surface you will notice your own reflection as clean as a mirror. This mirror is the key to escaping the nightmare.

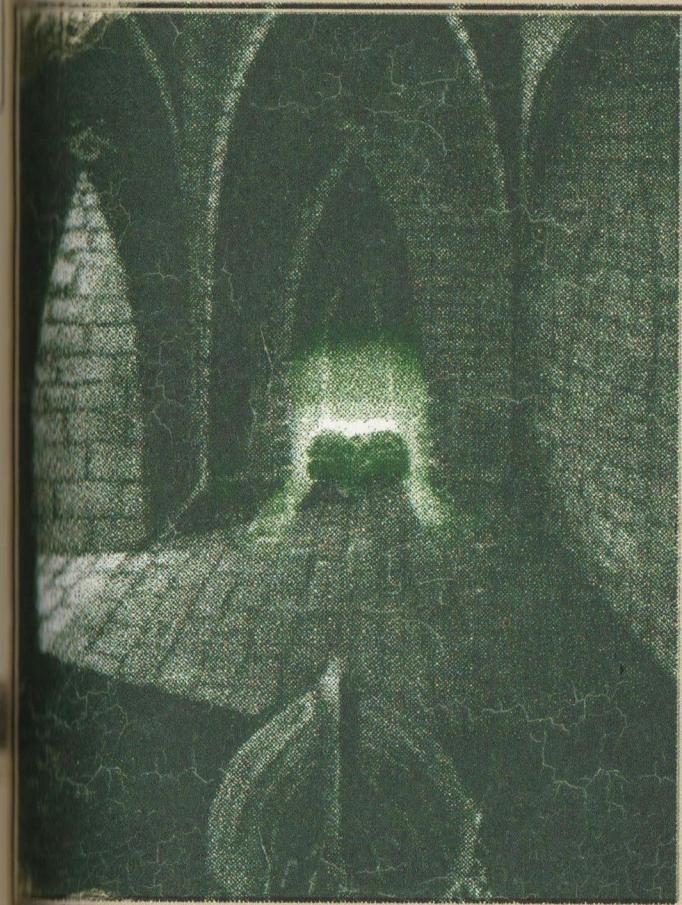
If you make it out of the pit, you will find yourself in a dark room with a beam of light coming from the trapdoor on the ceiling, you hear noises and murmurs coming from the shadows.



Old Goblin Garden

The goblins are shocked to see someone coming out of the pit, they are paralyzed with fear. Weak and old, none will dare face the warrior who slayed the beast.

You now may make your way to the next room, covered in the blood of your enemies or not, depending on the path you decide to choose.



Following the Goblin Garden you will find a small room connected to a long hallway full of arches.

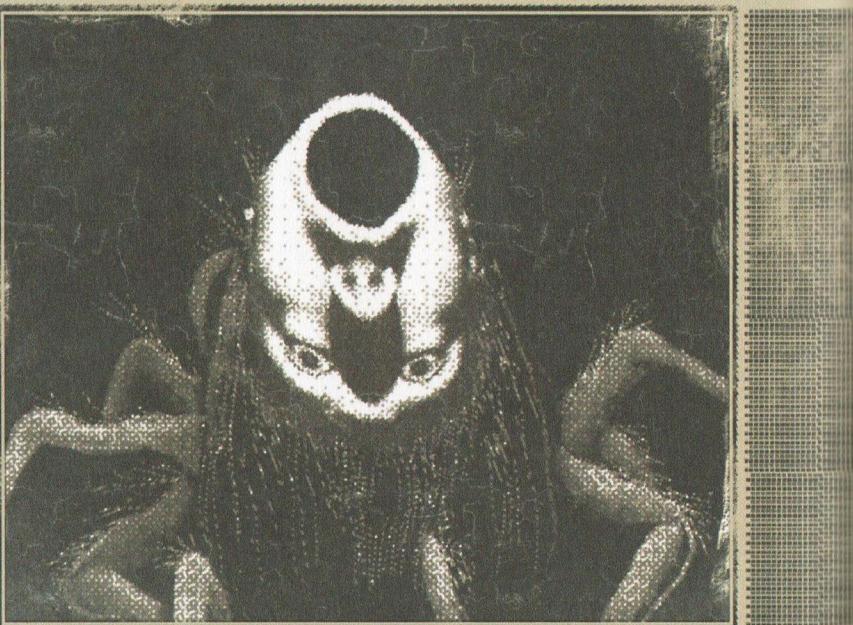
Once you step into the room a glowing object at the bottom of the room instantly catches your eye.

A chest glows with an ominous deep green aura.

You look at the chest wondering what wonders could be hidden within it.



Lights of Madness



A light gobbler awaits behind the chest, luring their prey with an intense light coming from their gaping mouth.

Once you get close enough, the bewitching light turns into violent flashings used to confuse and frighten their prey; being exposed to these flashes will turn you insane for the rest of your life, if you make it out alive.

This creature moves extremely fast, resembling an insect.



Insanity

Inside the chest lies the Royal Spine, a gold plated thrusting weapon covered in jewels. This weapon is clumsy to handle and very heavy.

It is as beautiful as useless.

Royal Spine

A sacred weapon meant only for the blue blood.



Walking the Broken Path

You walk through the long corridor, the ruined structure lets the sunlight peek through the walls and floor, casting its light into the deep green moss.

A delicate voice echoes between the corridor walls.

"Please, leave them be"

"This is not a place for thy kind"

"Be gone, I beg"

Tears and sorrow.
A lost promise.

Goblin Knight

Last of the Green Island blades,
protector of the grave and faithful
friend of the princess.

A threatening presence stands in the middle of the room; their odd looking armor presents the main traits of a goblin, but it doesn't match his imposing stature. He carries a pair of wavy war axes. As soon as he notices your presence he starts walking towards you.

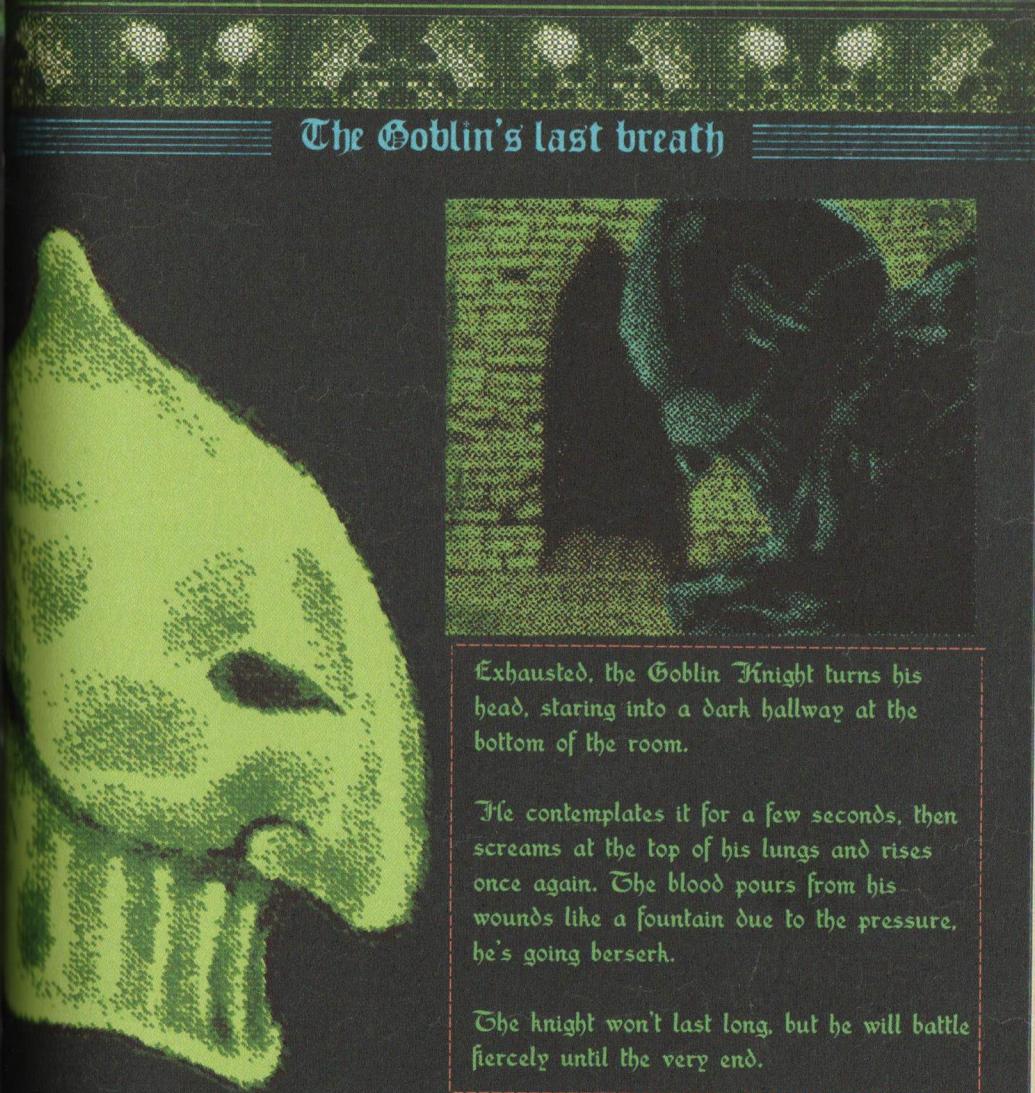


This formidable foe fights with slower yet aggressive movements, a direct blow from one of his axes could be fatal.

If you carefully avoid or block his attacks for some time you will eventually exhaust him and that would be the optimal chance to thrust your weapon into one of the armor's apertures.

Once you hurt him enough, he will fall to his knees.

The Goblin's last breath



Exhausted, the Goblin Knight turns his head, staring into a dark hallway at the bottom of the room.

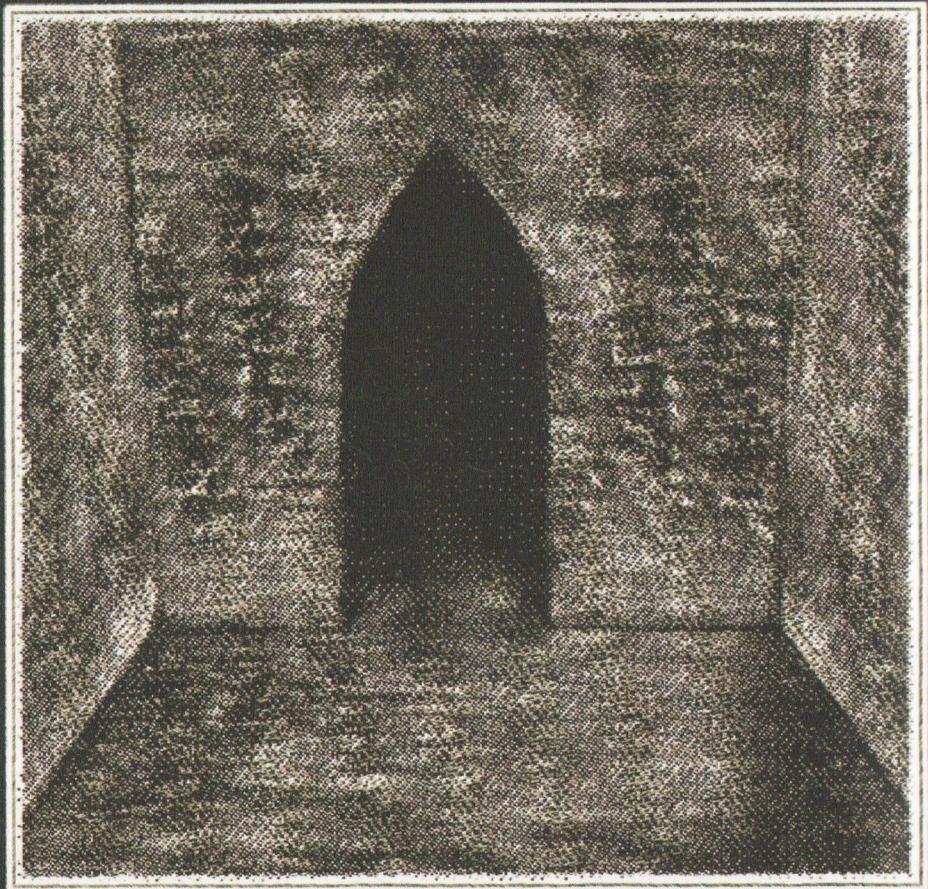
He contemplates it for a few seconds, then screams at the top of his lungs and rises once again. The blood pours from his wounds like a fountain due to the pressure, he's going berserk.

The knight won't last long, but he will battle fiercely until the very end.

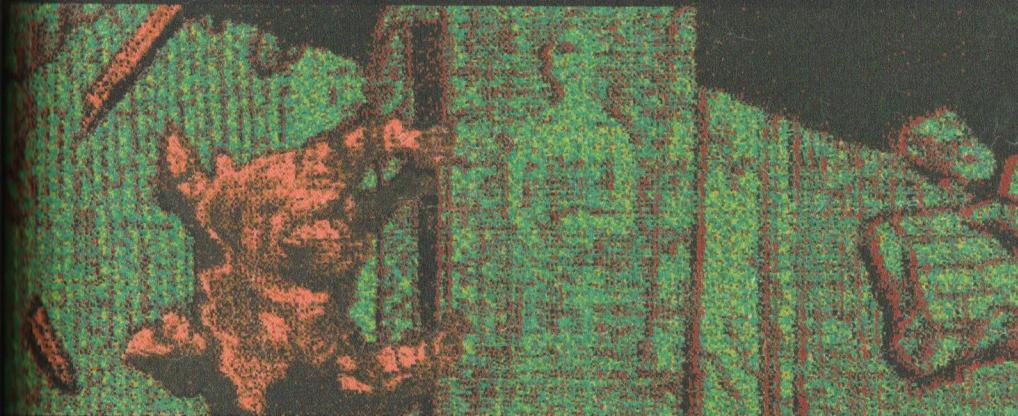


The knight falls into a puddle of blood, and stops moving almost immediately, as if he were drained of every grain of energy. The long fight is over. You can't take his armor or his axes with you because they are extremely heavy, but you can remove the upper half of his helmet and take it with you to also reveal that he was in fact a human after all.

The Princess's Chamber



The princess slumbers in her casket peacefully, no one should ever disturb the graceful damsel, only those who's heart left their body long ago.



The princess remembers better times, while she's been stripped away from her most beloved possessions, she thinks of the goblins and her father.

The ruins are in absolute silence, the last room awaits you.

You stare into the darkness, your eyes discern a dim light at the end, probably coming from the cracks on the ceiling as well.

You can feel the tension in the air as you walk through the hallway, it feels somehow wrong but also like the right thing to do.

You feel a light pressure on your chest, a feeling you cannot fully grasp.



You can take with you two relics from the princess: a rusted old crown; you can appreciate that it used to have embedded gems on it, but now they're missing. The other relic is a highly decorated bronze box. It has an inscription in a language you can't understand on the back. The box is closed tight.

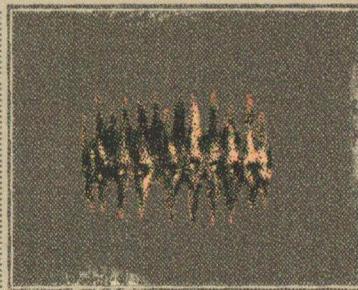


fig.1

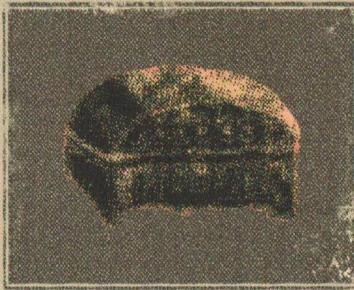
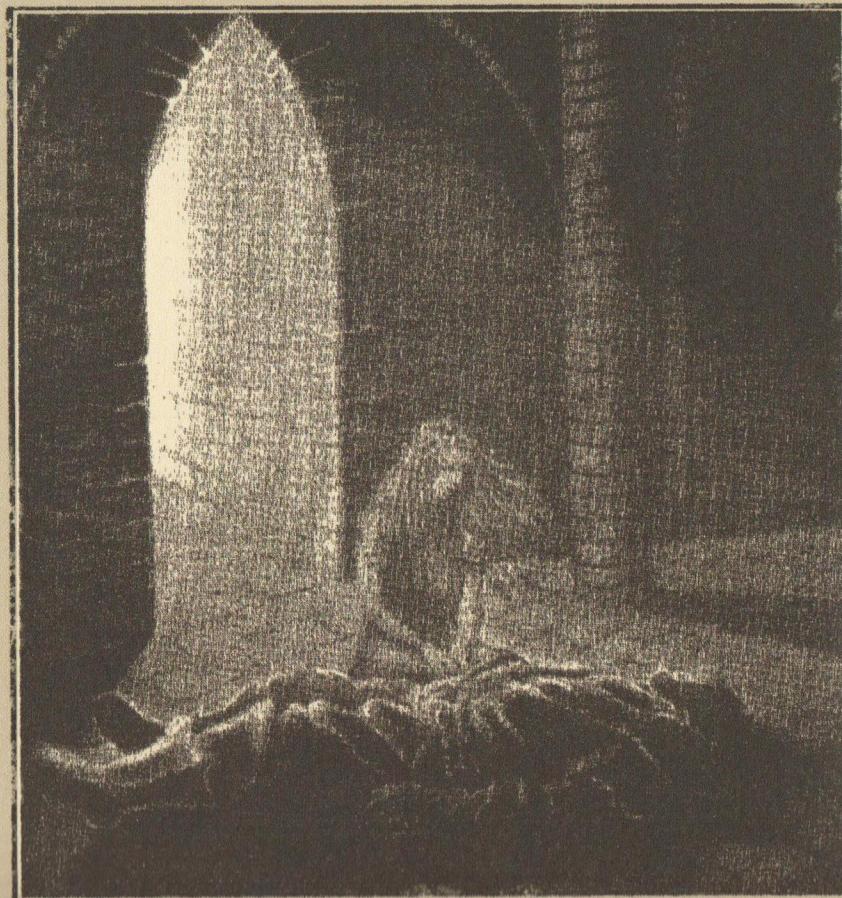


fig.2

Once you exit the chamber to walk the way back, you witness an uncanny scene. a pale woman with a sad expression kneels before the Goblin Knight's corpse, her skin is lumpy and full of wounds and her hair floats as if she were underwater.

The vision lasts half a second.



If you get back to the tree at the entrance you will find the dying knight below, holding his last breath.

If you carry the box with you, he will mutter the following:

"I cannot believe my eyes. Thank you, you are a saint".

Give him the box

The knight will grab the box nervously, he pulls out a key from one of his pockets and opens the box. Inside there's a shiny green ring: the knight holds it tight and suddenly he bursts into flames, once it's extinguished only ashes will be left.

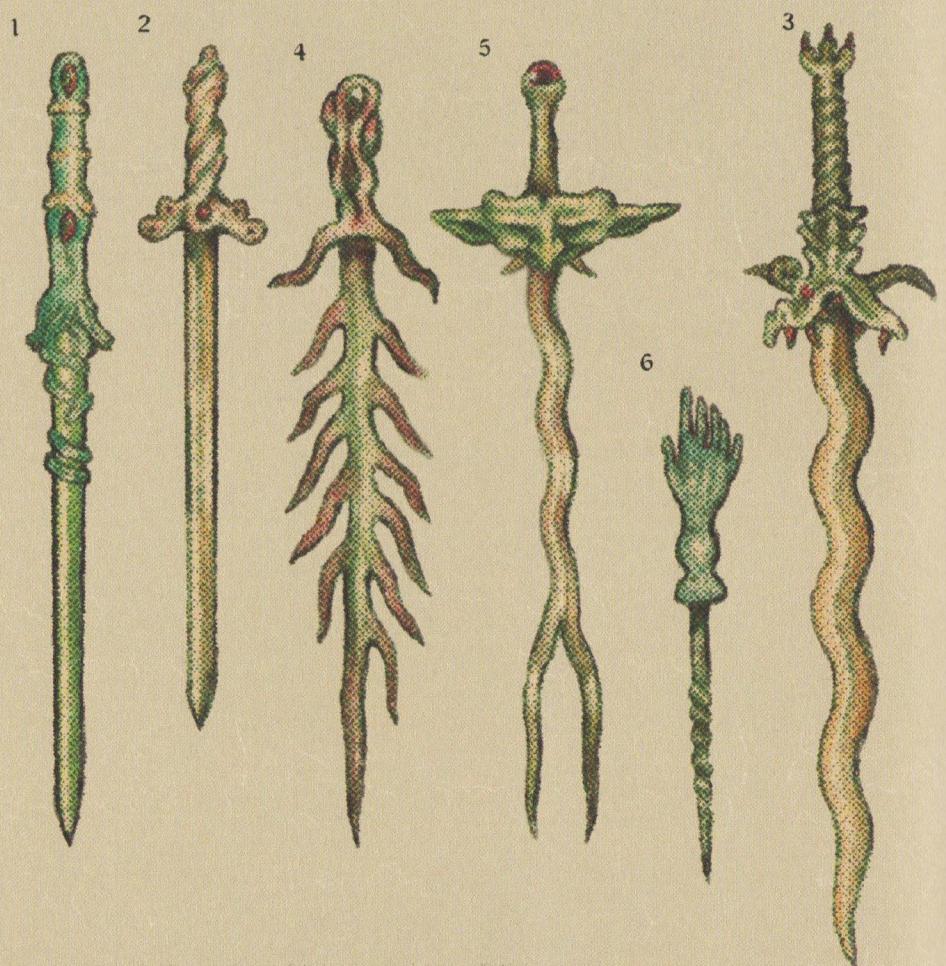
Keep the box

"Ohh I see... I should have expected it, too much to ask of a stranger".

If at some point you force it open, the box will be empty.

Now you must continue your journey.





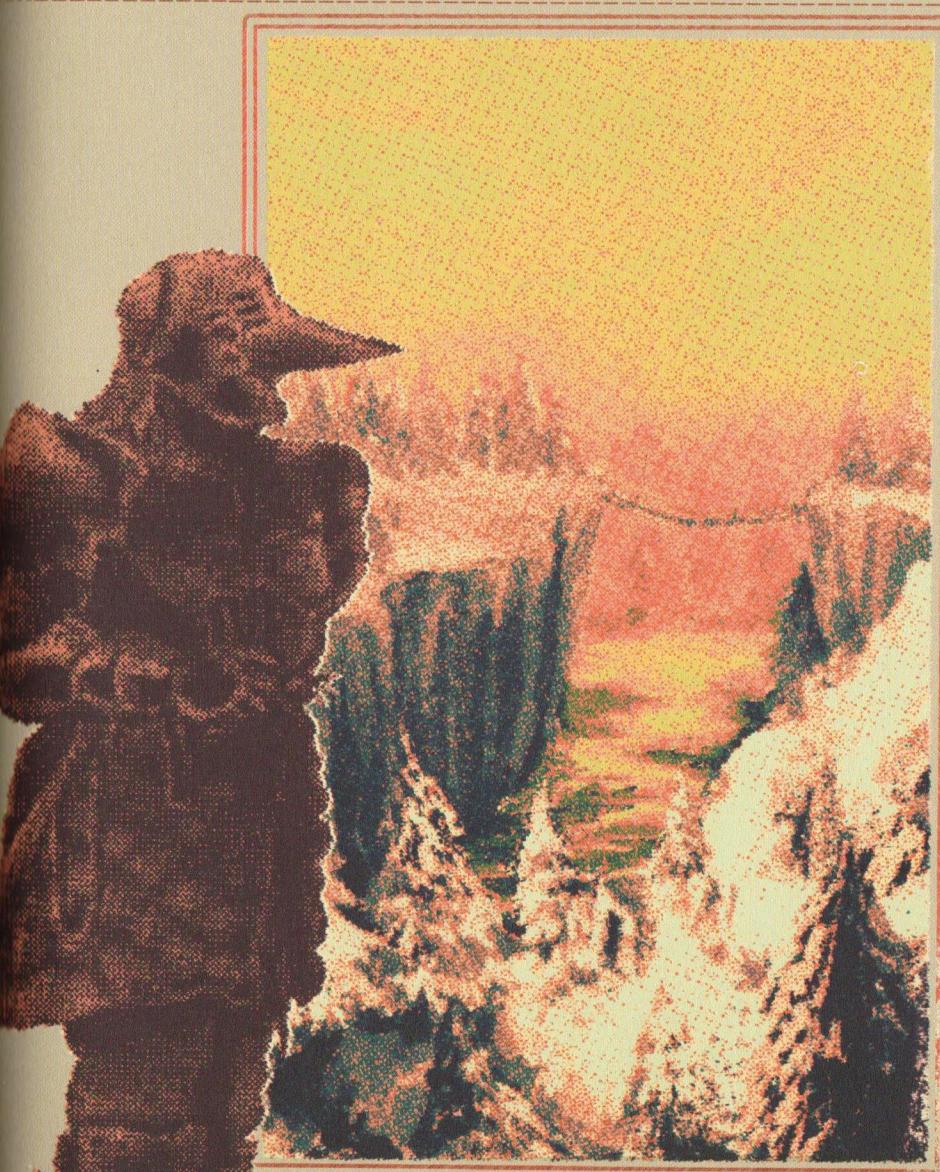
1 Deheel's gaze	4 sword of punishment
2 sleeping blade	5 demon tongue
3 dragon wrath	6 dagger of guilt

Swords that took part in tales and legends, their blades are one of a kind and also indestructible due to the magic that forged them once, each one has special abilities that are unique to them.

Some of these blades have taken lives from demons and emperors across time and now, they rest, hidden around the world.

On the Way to the Highlands

Long past the ruins, heading to the north you will be entering the forest's highlands. The cold air starts to get in your chest and the flutewood's melody sounds on a more violent pitch.



As you hike higher, a landscape starts to peek behind the trees - a scintillating sunset mirrors on a lake that splits the vast highlands in half with just a slimy wooden bridge between them, swaying gently in the breeze.

A Long Walk

While walking through the highlands you reflect on the journey. Did you go far enough? Do you know where you're going to? Perhaps you don't want to know. Is our path already decided and we should walk mindlessly to eventually reach our destination, or are we the ones who make the path?

Our way to the end is what truly matters? Or does the value of a journey depend on the destination?

The flutewoods sing while the dry leaves crunch beneath your feet, you cross a vagrant's crown without hair or strings attached to it, your thoughts are interrupted by this strange fact.



The False Witch Near the Bridge

In the distance you see a shadow sitting on a tree stump, wearing a long skirt and a pointy hat. As you approach it you can tell something's off with their face, a long black tongue emerges from its wrinkled lips in a gruesome manner - it appears to be wearing a mask portraying a witch. The fact that the resting figure bears any resemblance to a witch makes you instantly distrust them.

As they notice your mistrust a quiet gentle voice speaks behind the mask.

- Please fear not, traveler. Despite one's appearance I am no witch.
- I am Vikura, daughter of Durma, normally I don't wear this kind of garment but the witches took my younger brother and I plan to take him back by infiltrating their coven.
- It's far from being a perfect plan, but I am telling it to you because I need someone like you to clear the path.
- I would be very grateful.

Hands you the following item:

Crooked Fang

Commonly used by the wandering angels to achieve inhuman strength and reflexes

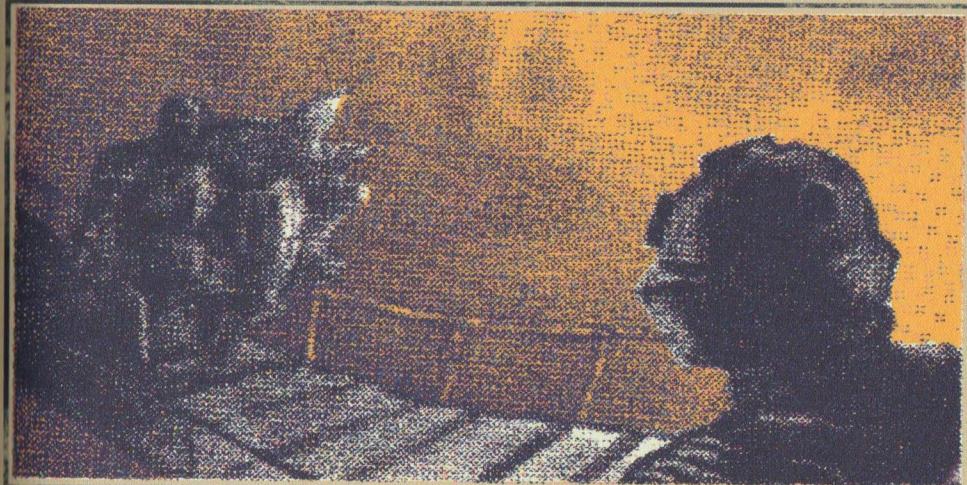


The Uncrossable Path

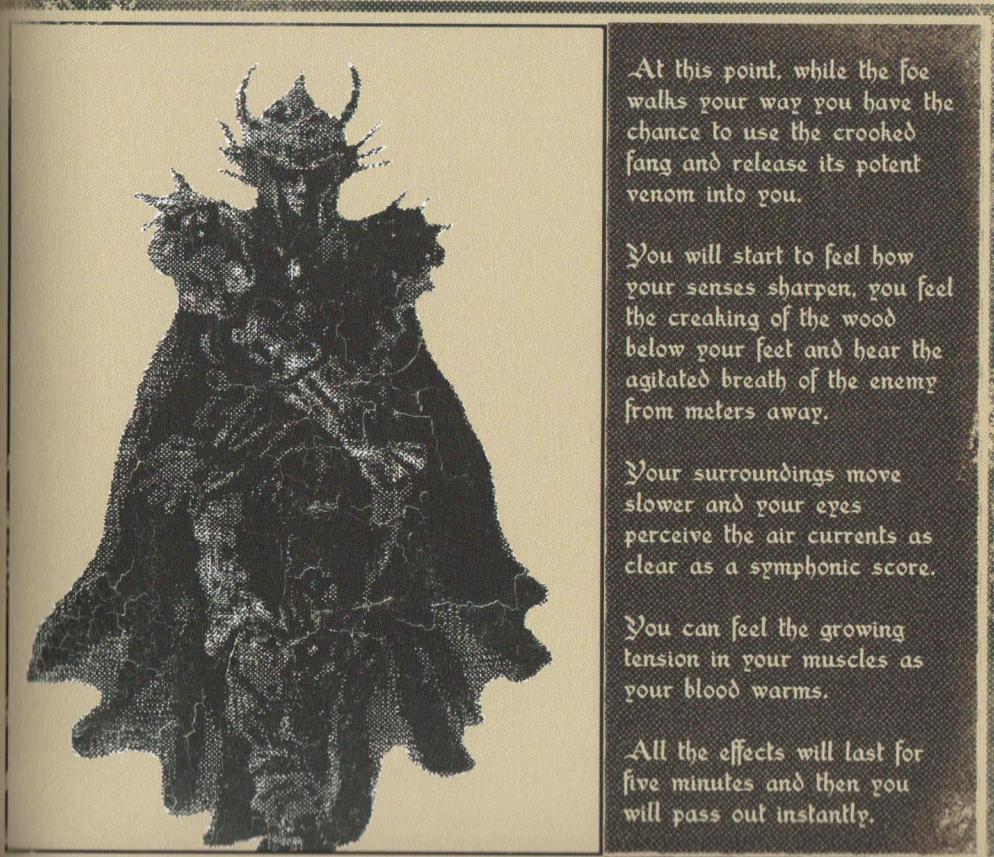


The first thing you notice when you arrive at the bridge is the big imposing figure standing in the middle of the feeble structure: carrying an axe and a shield, his cape waves violently with the howling gales.

The Menacing Shape



As you step onto the bridge, the menacing figure slowly approaches you from the other side; the bridge trembles with every step while the knight draws their axe and points it at you.



At this point, while the foe walks your way you have the chance to use the crooked fang and release its potent venom into you.

You will start to feel how your senses sharpen, you feel the creaking of the wood below your feet and hear the agitated breath of the enemy from meters away.

Your surroundings move slower and your eyes perceive the air currents as clear as a symphonic score.

You can feel the growing tension in your muscles as your blood warms.

All the effects will last for five minutes and then you will pass out instantly.



The Falling Giant

The knight prepares to charge against you, letting out a screeching war cry while raising his axe.

The next thing you see is the knight helplessly falling into the clouds beneath. The old wood planks couldn't resist the weight.

Astonished by what just happened you compose yourself to analyze the situation.

If you used the crooked fang, the wisest choice would be to get to the end of the bridge as soon as possible, before you pass out and fall off the bridge.

At the other side you notice how the oppressive flutewood landscape is replaced with clear skies and endless hills full of cedars. The breeze blows gentle. After days wandering around in the unrelenting flutewood melody, the absence of the whistles now creates a heavenly silence interrupted only by the chirping of the birds and the wind blowing through the leaves.

An enormous structure rises at the top of the highest hill, casting a shadow that engulfs the landscape.

You have made your way to the building as the sun goes down.

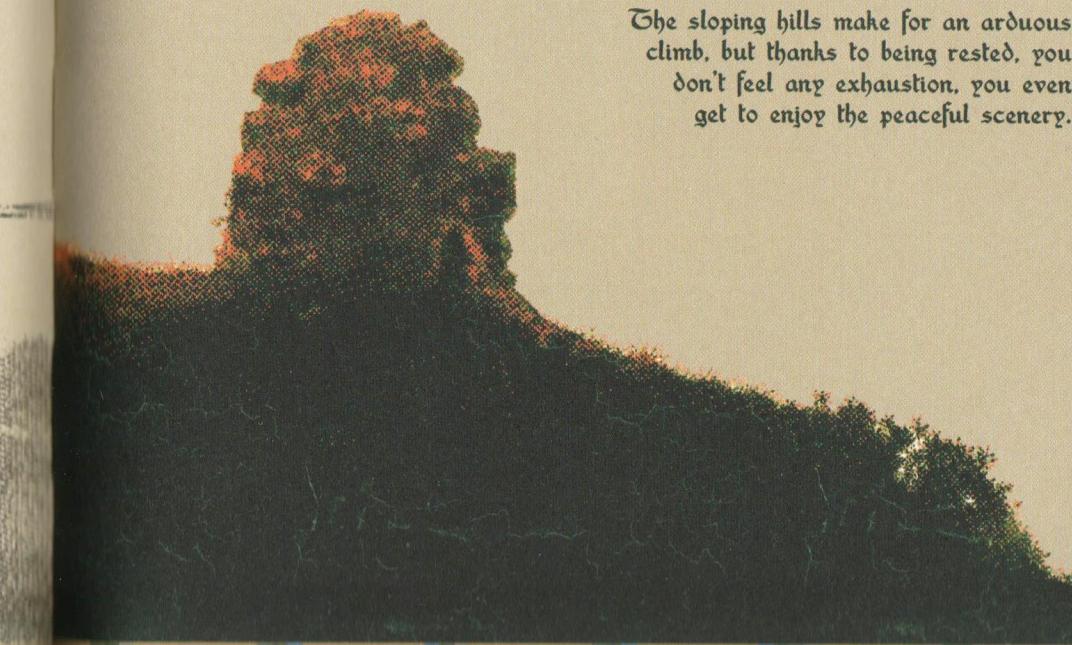
The gigantic sun with a grim expression that decorates the main gate makes you feel minuscule and uneasy.

The high contrast with the sky makes it difficult to discern what's inside.



The sun is almost down and the pinkish skies have now turned into an intense orange. You think about the false witch, did she crossed the bridge while you were unconscious? Would she ever make it to the coven?

The sloping hills make for an arduous climb, but thanks to being rested, you don't feel any exhaustion, you even get to enjoy the peaceful scenery.



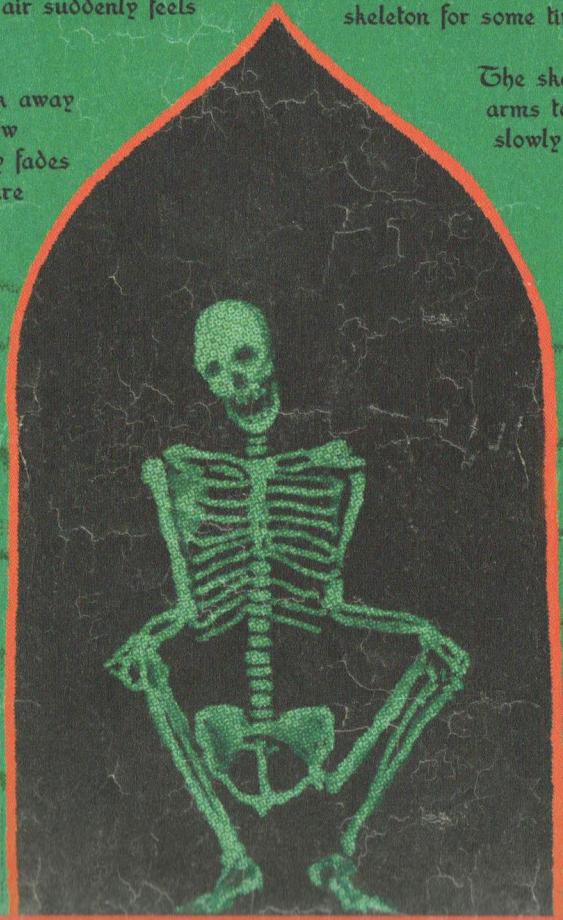
The Silent Keeper



Once arrived, as you approach the gate your heart skips a beat when you see the large skeleton standing inside, completely still and silent.

Its bones are covered in moss, its unnerving presence makes your heart go faster and the air suddenly feels heavier.

If you try to look away you will notice how your vision slowly fades and a high pressure starts pounding in your head.



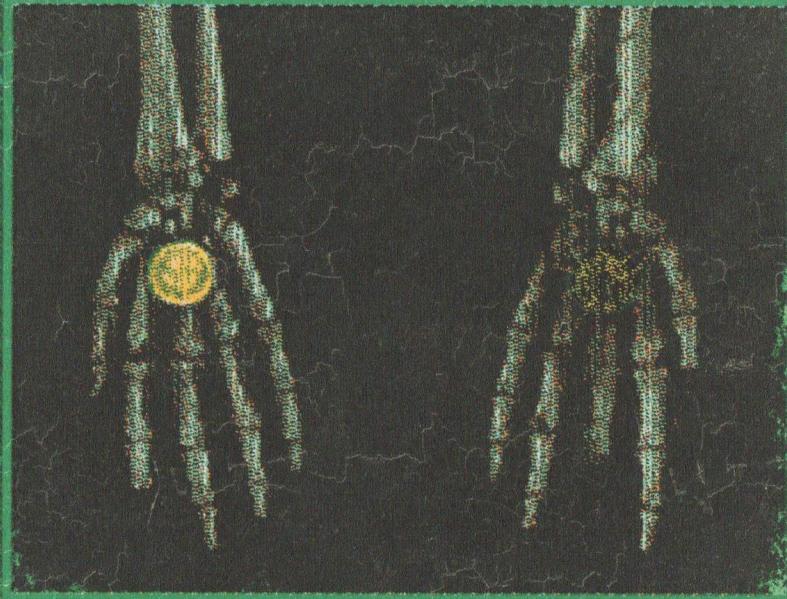
Two Coins

The gate behind the skeleton is abnormally dark, not a single shape or dim light can be discerned from the outside, as if the sunlight couldn't get through the door.

As you keep eye contact with the skeleton for some time the bones will start moving.

The skeleton raises both arms to shoulder height, slowly opening its hand to reveal a pair of coins, holding one on each hand.

The two coins are presented to you, one is made of silver and the other one is made of mud.

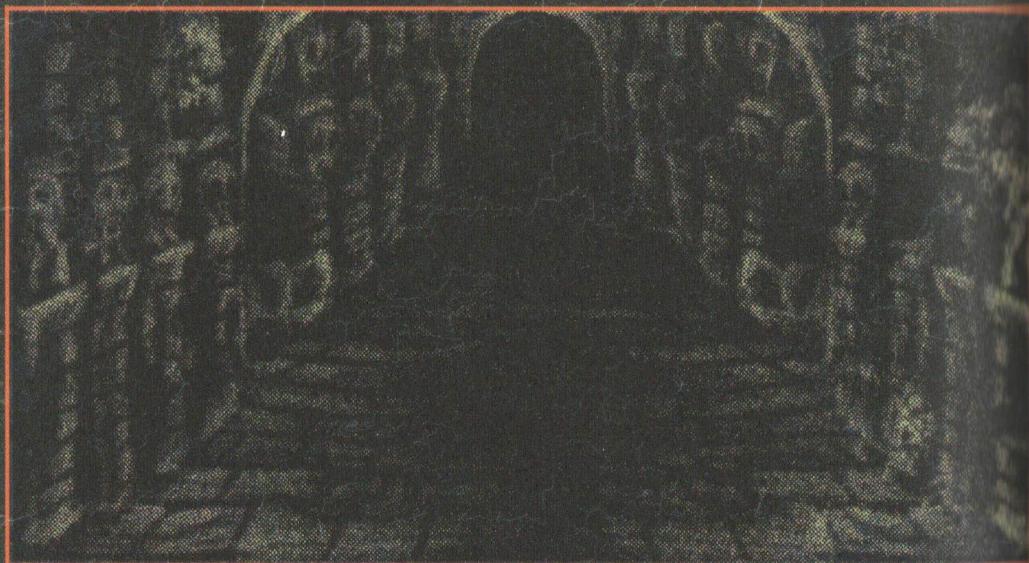


If you take either of the coins, the building will disappear in the blink of an eye. In order to pass through the gate you must deposit a coin depending on your "Will" level, if your will is low you should deposit a coin made of silver or bronze on the left hand and if your will is high deposit one made of mud on the right hand.

If you don't measure your will correctly or place the coins on the wrong hand you will be inflicted with a curse.



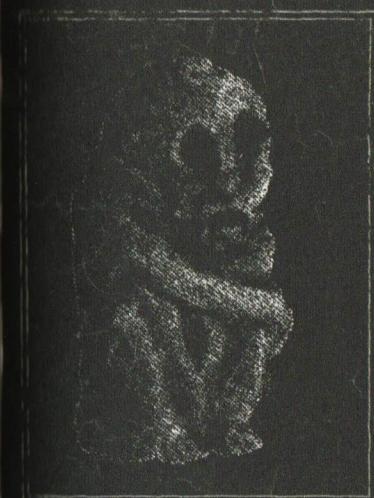
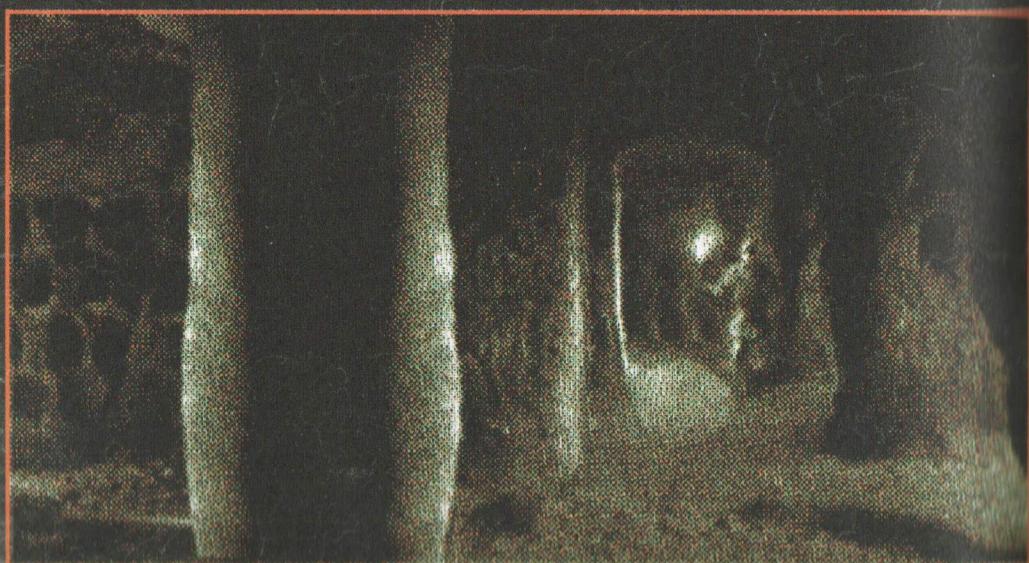
shade sanctum entrance



Shade Sanctum

A long dark corridor with a thousand eyes greets you inside, the air is filled with the distinct smell of the cold humid stone. Your eyes take a few minutes to get used to the pitch dark environment.

The Shade Sanctum is a merciless labyrinth full of monstrosities and deadly traps, only the creatures of the dark and the insane have wandered around its nightmarish hallways.



The entrance is full of statues with deep hollow eyes and open wounds on their stomachs; every statue is different, but the features remain the same, some of them have silver coins inside their eyes.

Being surrounded in the dark by these ghoulish figures chills your spine.

You will find this symbol numerous times around the labyrinth's walls, ceilings and small shrines, the meaning is unknown to you.

The first time you see the symbol is on a mural at the end of the thousand-eyed corridor, once you look directly into it you don't notice anything strange at first glance but soon you realize that every time you blink, for a second, you can see the symbol, etched inside your eyelids, like an optical illusion.



the blessing

The Labyrinth



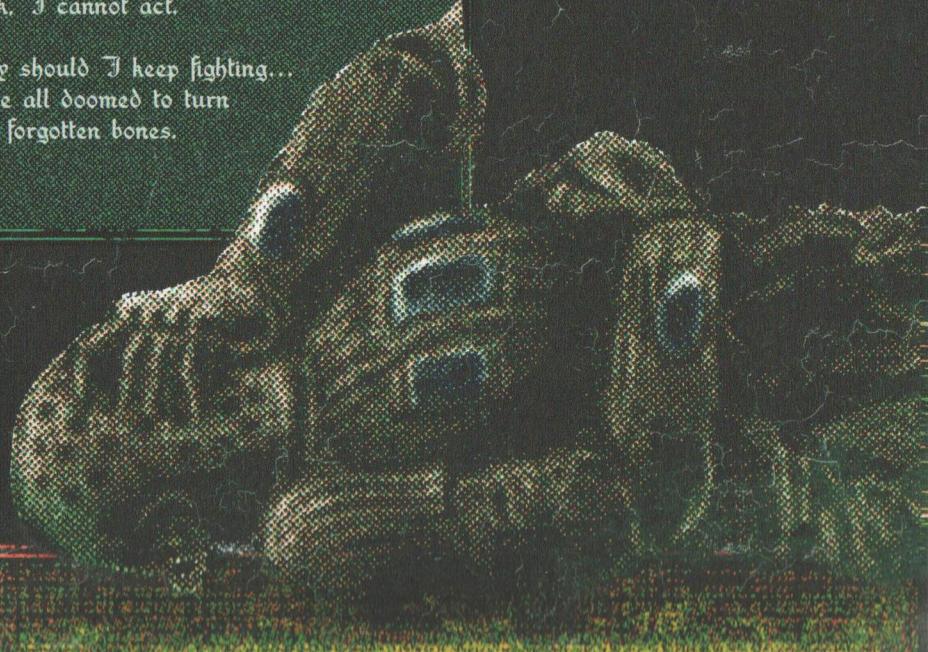
Defeated Knight

Lying in a niche near the beginning you will find a leering figure, dressed in an opulent armor full of emeralds, the knight notices your steps and says the following:



- Someone please unshackle me from this terrible curse upon the living... **FEAR**.
- My mind is clouded with death. I cannot think. I cannot act.
- Why should I keep fighting... we're all doomed to turn into forgotten bones.

Near him you can find a torch - it should be useful in your journey through the labyrinth.



The Shade Sanctum is separated in several layers, each level reaches deeper into the underground and its darkness becomes more and more dense to the point where not even flames can pierce through the shadows.

No one has found the bottom of the labyrinth yet; it may not exist at all.



The room seems empty at first sight but for a palpitating lump of flesh in the corner of the room; completely harmless but highly disturbing. If you inspect the whole room you will notice a slight insect-like buzzing that increases as you get closer to the center.

In the middle of the room lies an odd-looking ring, the room is now filled with a deafening buzzing. If you touch the ring you will carry Kethereth's white hives for the rest of your life until it consumes you, truly the worst of fates.

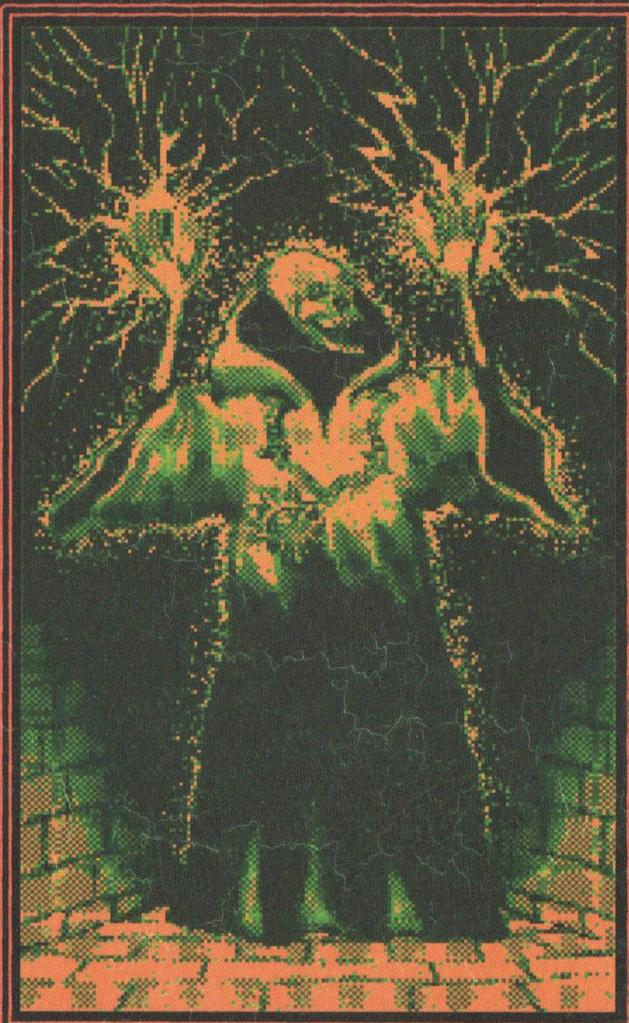


White Hives

Kethereth's Grace

This ring will only be appreciated by those who seek the forbidden God's favor, the pain of bearing the burden is rightful for giving birth to the purest of blessings.

IX. The room is guarded by an undead dark sorcerer, his mummified body is fragile and will fall apart with one blow, but his powerful rays are deadly and fast.



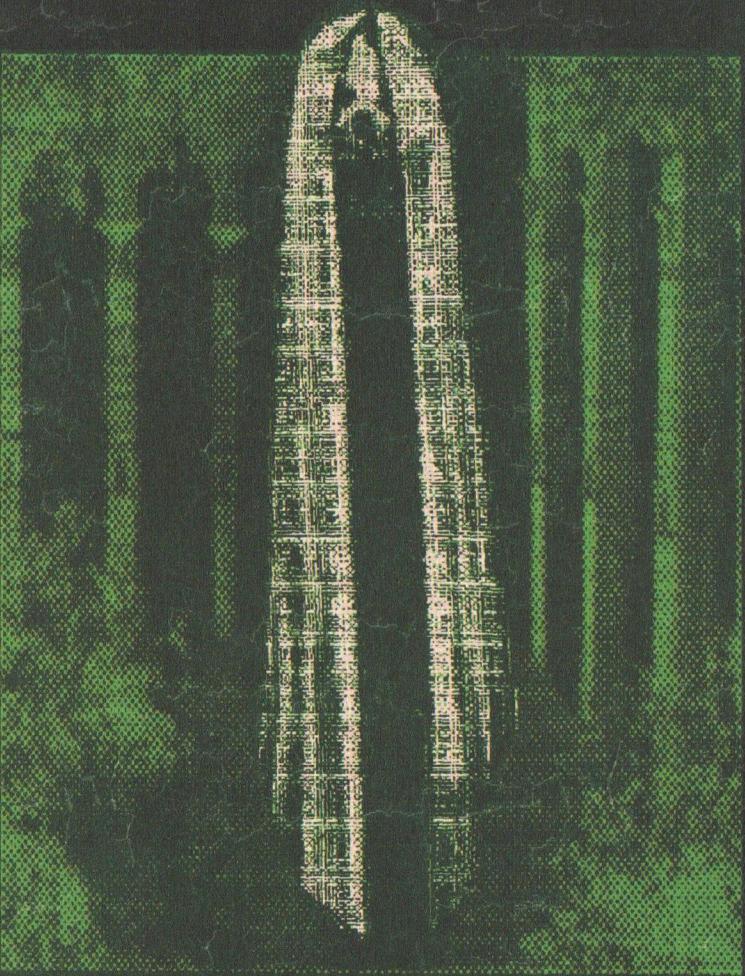
At first the room will remain in complete silence until you enter within its range, and then the room will be filled with blinding flashing lights.

A shield of truth would fulminate the corpse instantly, but if you manage to dodge the rays and get close enough to effect a deadly blow or snatch his necklace, that would also mean his death.



VIII. The Abyssal Garden

A hidden garden deep inside the labyrinth.



An unexpected delight catches you by surprise; a very dim light coming from the ceiling silhouettes the flora around the room in a beautiful way. deep within the labyrinth lies a pale garden surrounded by ivory pillars.

In the middle of the room a Talking Skull floats ominously, moving slightly from side to side; the skull will not harm you in any way, if you talk to him the skull will answer with riddles and nonsense. The skull enjoys your company; the company of someone who also appreciates the garden.



IX.

An empty room full of bricked-up windows. This room hides a secret within its walls, you must close your eyes or extinguish your torch and walk across the room until you find a chest.



Do not open your eyes until you first open the chest and grab the handle. Now holding the sword you may behold the Unseen Blade...well, to be more specific its handle since its shapeless steel is invisible to the human eye. This blade has the power to slay the intangible, from ghosts to shadows and also makes your movements harder to predict for your enemies. You feel the blade's weight and length even though you can't see it.

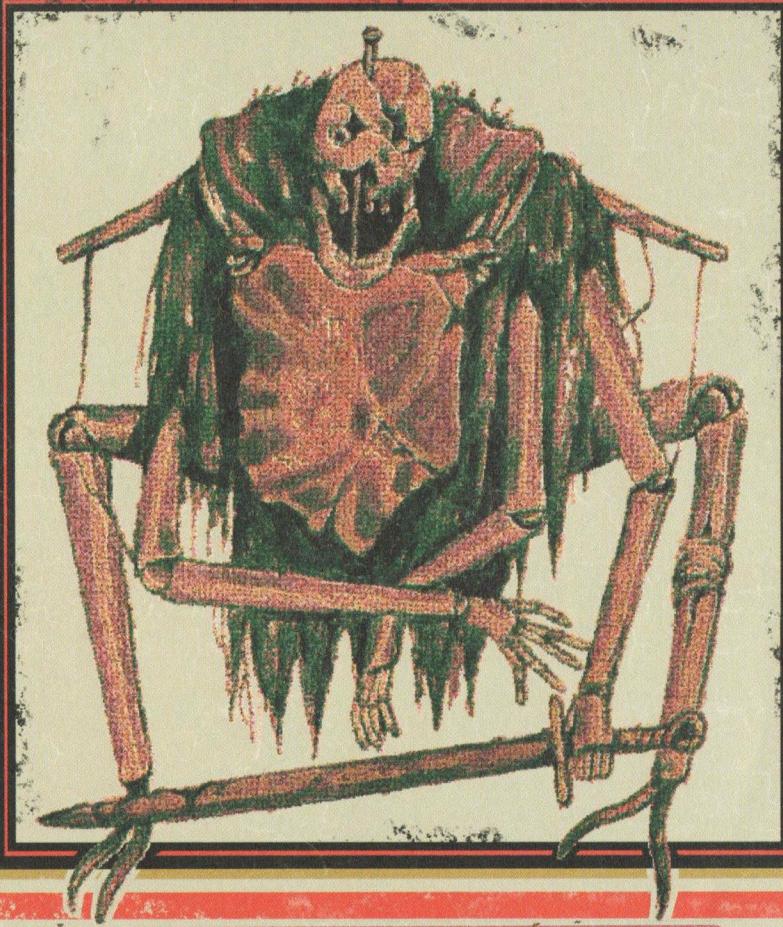
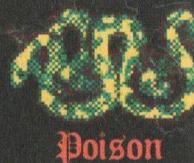
Zughot the Unseen Blade



The Puppet Without Strings.

Hidden in the shadows a wooden abomination lurks through the insides of the labyrinth, endlessly wandering the long dark hallways, crawling its walls like a spider.

Made of bones and pine, the macabre marionette is an invention of the witches in order to craft their own champion. To make the puppet inhumanly skilled they used the bones from a great swordsman in the crafting; the puppet's skills will be reminiscent of the life of its bones.



Pale Swordsman Marionette

Powered by the curse, the marionette swordsman swings its sword with inhuman speed, his claws and steel are coated in poison. The best you can do to avoid the creature is extinguish your torch every time you hear the clacking of the wood near you. To defeat this formidable foe you must smash its skull, once broken the puppet will collapse.



X.



A room covered in twisted roots and branches with a striking visage filling one of the walls, in a cavity inside the mouth is a small pond with poisoned water.

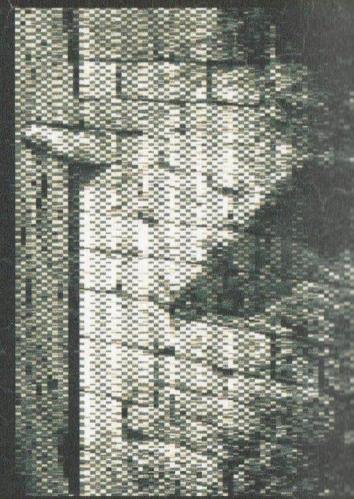
YII.



A vaulted ceiling room with three large columns, the room is perfectly mirrored in every detail, if you enter the other door you will find yourself in a highly illuminated but also empty version of the labyrinth and eventually come to face a shadow version of yourself.

V.

An amalgamation of lengthy hallways and corners filled with the sound of a familiar voice echoing within its walls.



Dubious Friend

Man-shaped figure
dancing and jiggling in the
dark, its feet do not touch
the ground.

When light is shed over it,
the creature will be
quickly pulled away to the
next dark corner by some
kind of limb on its back.

(It is here!) (I am me!)
(I found it!)
repeats endlessly.



VERMIS

The Infinite Mirage



A ghoulish figure points their bony finger dragging your eyes to the ghost of someone you thought you would never see again standing at the end of the cave, casting their very own shadow.

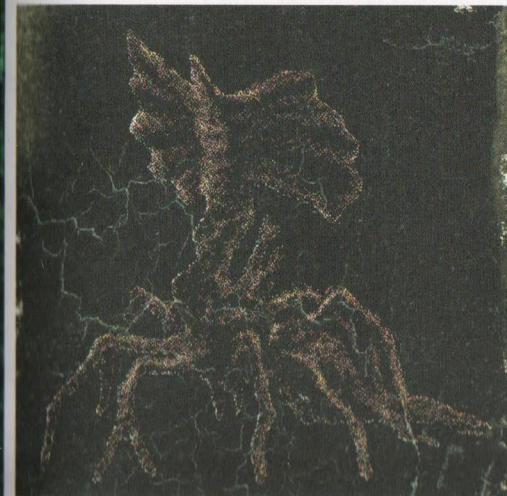
Emotions hit your chest like a hammer, your feelings take control over your body and want to run towards the figure to never let them go while your rational thoughts try to fight the infinite mirage.

The Bearer of the Axe



In the heart of the first layer of the labyrinth you will find a great room, full of archways as far as the eye can see. This room is hides a cursed warrior.

Once a brave knight who wielded a powerful weapon that ended up feasting on his humanity and turning him into a blood-craving beast that wanders around the labyrinth, howling and screaming in pain, searching for fresh blood to feed his axe.



The warrior attacks in a hysterical and erratic manner; blow after blow swinging his axe in between screams. If you trick him to run into one of the room columns the axe will get stuck in the stone. That is the moment when the warrior's arm is vulnerable to a fatal blow.

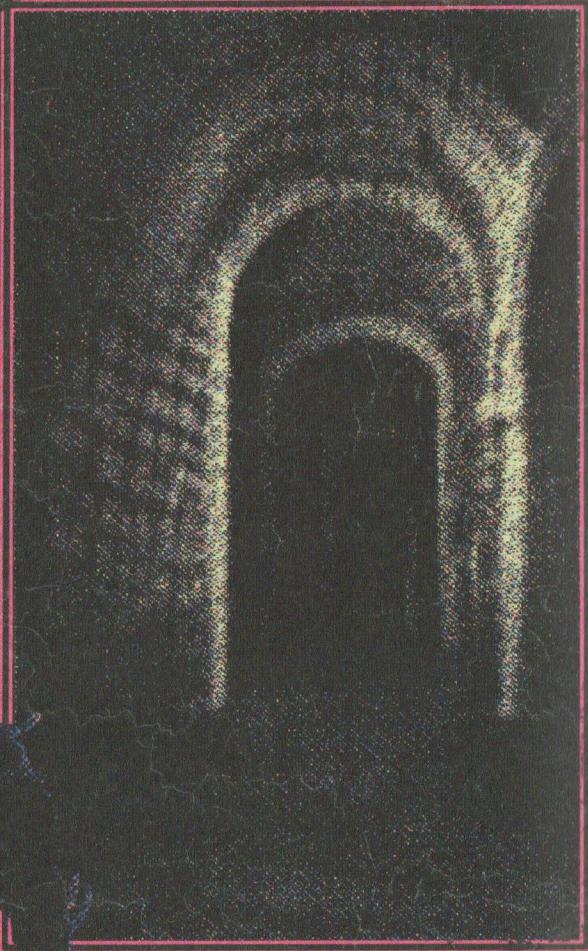
Once you perform the cut, the warrior collapses to the ground motionless and silent.

A creeping sound draws your sight to the severed hand as you contemplate in horror how the flesh twists and twitches before growing limbs and rapidly crawling into the shadows.

19. The Deepening

You may enter into this lengthy hallway without really knowing since the position on the map is provisional, the hallway is constantly moving and changing locations.

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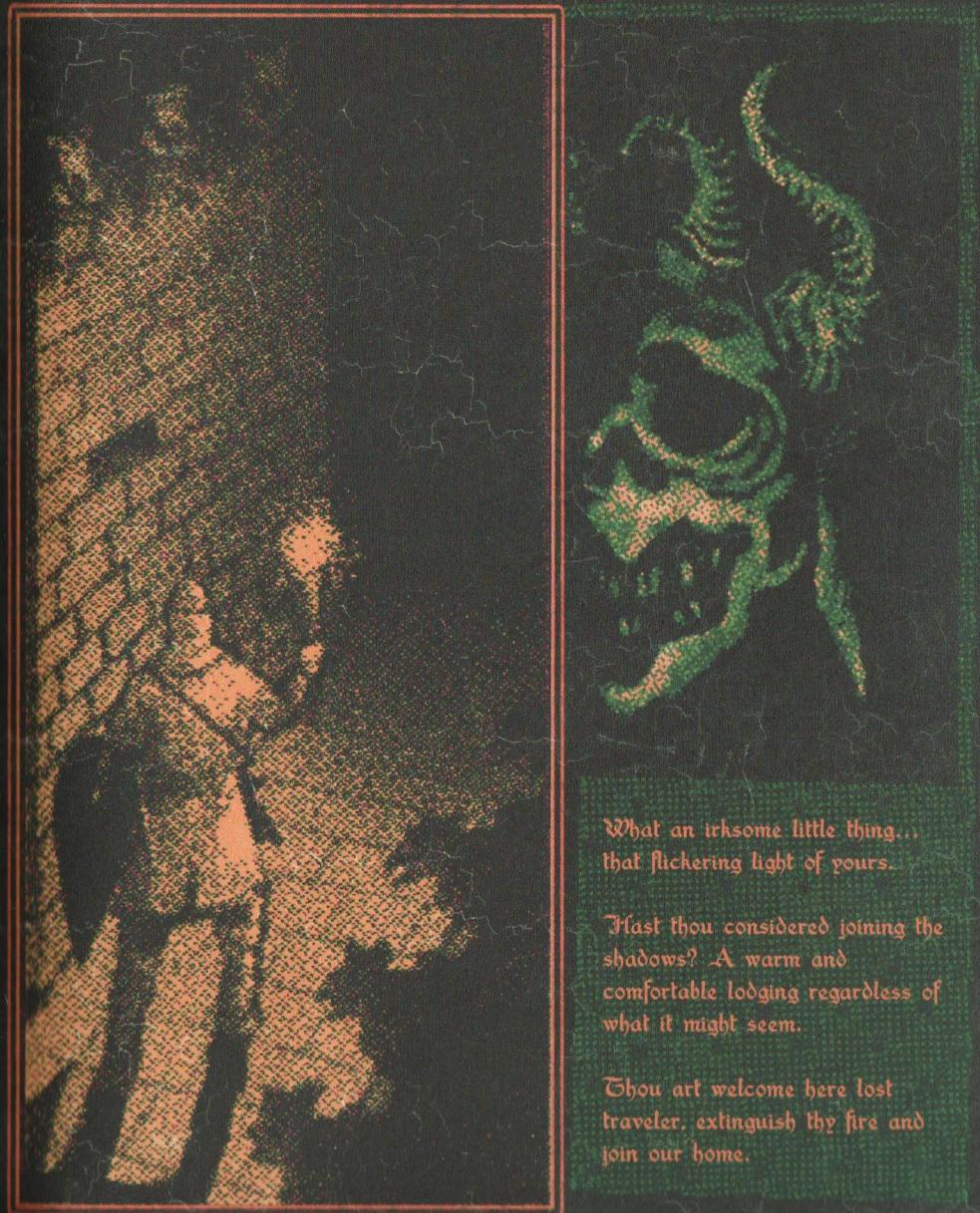


Once you step inside, you will notice how the path appears abnormally long, the hallway doesn't seem to end and there are no doors or corners in sight.

The wind starts to blow more violently and your torch starts to flicker. Don't bother to walk your way back to the beginning, the hallway can extend in both directions. You gradually start hearing steps behind you, every time you stop, the sound also stops.

If you shed light over where the footsteps are coming from you will see the glimpse of a shadow quickly retiring into the dark. If you keep following the shadow it will eventually get tired of this and face you.

A monstrous visage looms in the shadows; the grotesque and threatening features of the visage instantly make you want to pull your torch away just to keep the horrific picture off your eyesight, but thinking of the monster freely lurking in the shadows is somehow more terrifying, so you keep the torch close to its face.



What an irksome little thing... that flickering light of yours.

Hast thou considered joining the shadows? A warm and comfortable lodging regardless of what it might seem.

Thou art welcome here lost traveler, extinguish thy fire and join our home.

If you accept the invitation, you will join the darkness in eternity, never to be alone again and leaving your mortal body behind.

If you kindly refuse, the creature will go away without saying a thing, the blowing wind will stop abruptly and the illusion will eventually fade. You now can discern in the distance a big gate at the end of the hallway.

XII.



A flooded room with dark murky water and a cavity on one of the walls, it hides an odd-looking artifact. It's difficult to deduce the purpose of the artifact but, it has an inscription at the feet of the structure, it reads: "butcher's firstborn".

In order to use the artifact you must harm yourself with it. In exchange for your blood, wounds and limbs it will grant you the following:

Blood = The butcher's Blessing.

Wound = Paladin of Flesh.

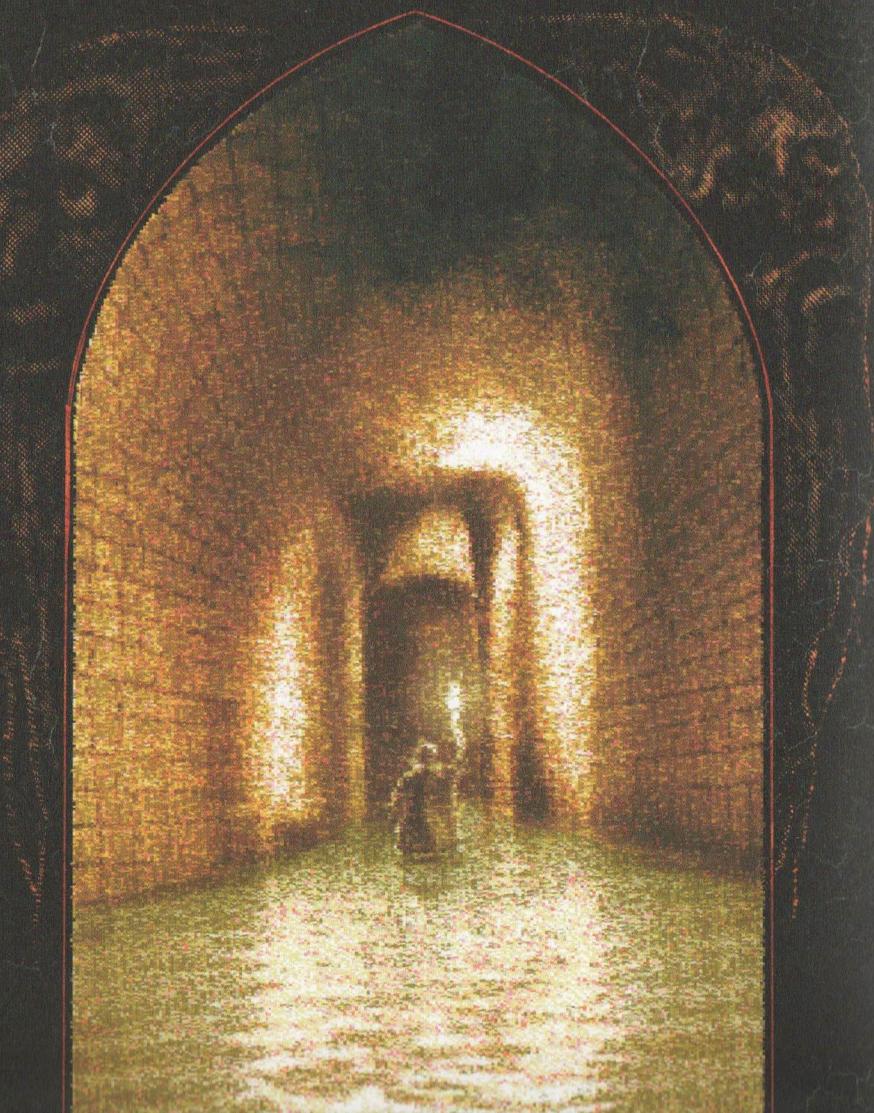
Limb = Meat Demon.

The wounds inflicted by the butcher's firstborn will never fully heal.

The Drowned Labyrinth

Stagnant underground waters dominate most of the lower reaches of the labyrinth, it's inevitable that at some point you will have to cross the flooded corridors of the Shade Sactum.

The water reaches your calves and hinders your passage. Throughout the corridors you can hear disturbing echoes of something moving in the water from the distance.

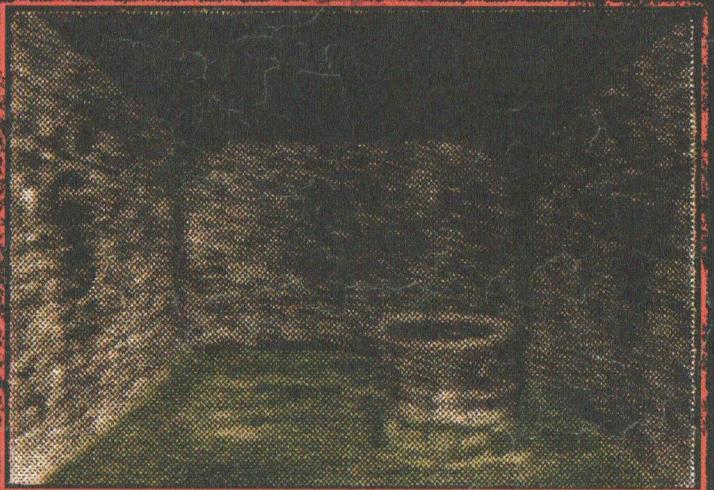


XII.



A large room that conjoins several hallways, each one is incredibly lengthy, it requires a couple hours to reach the end, the water makes it harder to cross through. At the end of each hallway is a rotting corpse dressed in ceremonial garments, inflated by the stagnant waters.

XIII.



A room with a well.

A Room with a Well

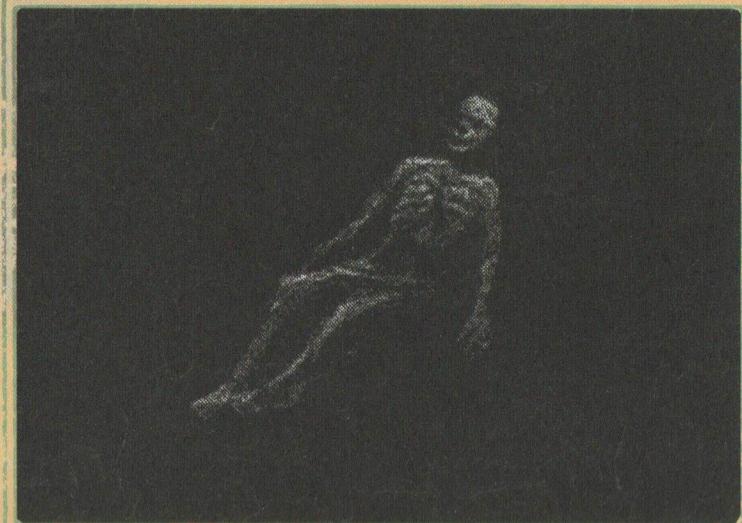
Once inside the room, you contemplate the space, its leaking walls, the rippling reflection of your torch on the water and the glistening on the moisty stone walls; you have an unusual feeling about this room, different from the others.



As you approach the well in the middle of the room a pressure in your chest starts pounding, you feel uncomfortable but can't point out why.

You hesitate for a moment, this well seems oddly familiar somehow, but eventually the urge for knowledge will make you step forward and look into the reflection.

The reflection stares back at you, deep hollow eyes you can't recognize, the body of a stranger made of old bones and paper-thin skin; the image in the well fills you with dread.



The Illusion falters

A feeble illusion shatters in silence.
The void swaddles you gently, welcoming you back;
a life has been lived and the Dream is no longer.

The old bones now slumber, waiting for the moon to
shine once again.





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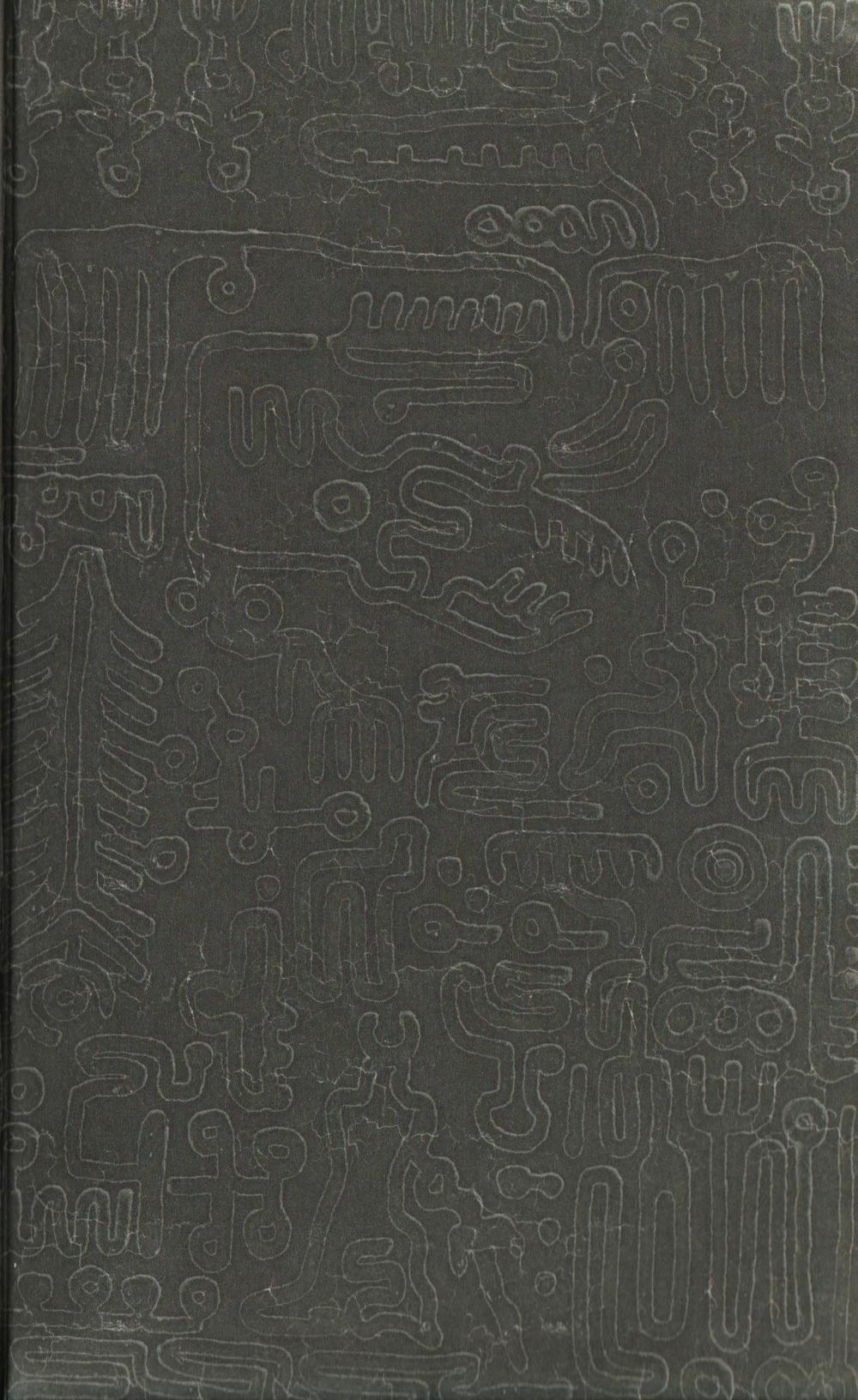
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Which flesh is your flesh?



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