



RES	TREASURES L: 1d3; M: 1d4; H: 1d6 (roll; cancel)
1	Symbol of Death/Valor: causes 1 Affliction
2	The corpse of a loved one: eat to restore HP
3	Symbol of Despair/Hope: restores 1 Affliction
4	PC's childhood toy: kills if RES 6 Affliction active
5	Leaf of Sleep: brings to 1 HP; ignore Sin effects
6	Phantasmal Arrow: freezes blood for a moment

RES	AFFLICTION (roll 1d6); What did it cost to you...?
1	You saw the Horror: lose all mental sanity
2	Your eyes can't stop bleeding: you are blind now
3	Can't stop crying desperately: malus to dice roll
4	Distorted memory: allies are infamous enemies
5	Eternal silence: lose the ability to speak
6	Damned: all becomes cold. Can't die, can't live

DESCENT INTO THE CHASM

PREFACE

Stairs older than time itself go down in the Chasm. No light has ever penetrate this darkness... No one has ever break the silence that fills the air... In here, time does not exist. In here, voice dies in throat. In here... you are alone. In here... you die.

Area 1. The Chasm of Chaos

The stairs end. There is a pool full of dark water. Engravings on the floor say: "Here came those Death spared, those Hope killed, those Despair saved and those Valor ruined: them all washed sins here". If enter the pool: roll on Soul. High DC to discover secret passage on pool bottom: it opens after deactivating 2+ altars. If PC re-dive: roll on Sin.

Area 2. Mirror's Room

Empty room. Mirror on the wall. PCs who look in it will see themselves brutally killed on some stairs by: roll H on Encounters (use this RES if PCs go over there). Secret passage behind. Break mirror: roll on Sin. If PCs washed themselves in 1: can pass through the mirror without break it.

Area 3. Hope Altar

An altar that spills blood. Engravings on it say: "We failed and we paid, we spilled blood, hoping in forgiveness... At the end, we fell into void". Roll M on Encounters. Only if a PC cumulated 2+ Sins from table can pray and stop the altar from bleed. Once stopped, remaining blood will shape stairs to 4, and Dark Door (9-4) will disappear.

Area 4. Hope Waterfall

Dark Door from 9-4, engravings on: "Punisher of Sin". PCs who rolled on Sin can't proceed: if go on, roll on Affliction. Blood dripping from the ceiling falls in a pool. Roll M on Encounters. Roll three times L on Treasures (roll on Sin if PCs take 2nd and 3rd).

Area 5. Valor Altar

An altar spills blood to the ground. Locked access to 8. Roll L on Encounters. Read 8 for altar.

Area 6. A Past That Cannot Be Ignored

No light works here. After 1d4 PCs enter the room, every access will close. Each PC so stuck inside must face the spirit of a previous signifier killed enemy: darkness shapes to recreate the place in where the fact happened. PCs who rolled 1 on Soul don't have to fight. Roll H on Treasures after each victory. If a PC dies in here, there will be his blood on allies weapons. The secret passage to 1 will reveal once all is finished. From this side of the mirror PCs can see defeated spirits in peace: roll on Soul. If a PC died in 6, his spirit will be reflected in a macabre way: roll on Sin. The mirror lets PCs pass through: remove 1 Sin.

Area 7. The Tomb of She Who Never Sinned

Two alcoves on lateral walls and a tomb with a female figure sculpted on. Roll 1d12 on Encounters and consider RES only if She Who Never Sinned appears.

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2
1	The darkness oppresses PCs: roll on Sin
2	She Who Never Sinned chooses PC: no Sin from now
3	3d4+3 spirit of those whom PCs killed rise to revenge
4	She Who Never Sinned: restores PCs HP
5	She Who Never Sinned brings light: roll on Soul
6	She Who Never Sinned brings: roll M on Treasures

Her spirit could reveal to PCs how to stop altars from bleed. If PCs have gained sacred swords before, She will indicate how to deactivate an altar, taken the sword and placing it into one of the alcoves. If a PC tries to take again the sword, roll on Sin, then roll H on Encounters.

Area 8. The Valor Act

Engravings on walls: "Valor is suffering: sacrifice for the greater good". Once in, only some can go out: the last PC will see the access closes in front of him. His life in exchange of his allies continuation. The altar in 5 will so cease to bleed. Roll on Soul if this was voluntary act and remove 1 Sin. If PC rolled 2 on Soul, the access will open after other PCs passed 1d6 rooms. A reward appears to the freed PC: roll M on Treasures. If PC rolled 6 on Affliction can't go out.

Area 9. Death Altar

Another altar spills blood. Lapidary engraving says: "Kill". PCs must choose which ally to kill. The spilled blood will deactivate the altar. If PC who kills the ally rolled 4 on Soul, the dead rises again from death.

Area 10. Despair Altar

Roll M on Encounters. Roll H on Encounters if the previous one last for 3+ rounds. Engravings on the altar say: "Who knew suffering can spill his blood". A PC who: went out from 6, rose from death in 9 or rolled 3 on Soul can deactivate the altar. All Encounters then end.

Area 11. The Path of Sinful Memories

An altar full of water in 11. A PC can drink only once to remove all afflictions and rolled Sin's effects. Drink twice kill him. The path ends in void. Roll H on Treasures.

RES	SOUL (roll 1d4; cancel)
1	Hope: you will find light in darkness
2	Valor: you will shine in darkness
3	Despair: you will stay stoic in darkness
4	Death: you will survive to kill one last time

RES	SIN (roll 1d4, cumulative; **: effect)
	Every one sinned, or did you forgot?
1	You refused to help a tired man; **: +1 exhaustion level/room
2	You killed innocents; **: 4d4 rounds relentless rage/room
3	You sinned with lust; **: take off clothes or freeze body in 1d12 rooms
4	A sin that can't be said; **: there is no salvation, you will not left the Chasm

Area 13. Stairs to Oblivion, Lake of Sin and Tree of Eternal Sleep

Stairs interrupt: impossible to jump. Who has no Sin effect(s) active can proceed on invisible stairs that only him can use. Blood spilled from altars create a waterfall. Go through with 1+ Sin effect active: roll twice on Affliction. Deactivate all altars: no waterfall. The lake shines with its own light: who rolled 4 on Sin dies by seeing this light. Under the tree, She Who Never Sinned invite PCs to rest. Who will sleep here will start a travel to past times of Galafar. Will you?

RES	ENCOUNTERS (+1d4 for every blocked altar)
7	Rise PCs copies from 1's pool: 3xHP. Come to kill
8	She Who Never Sinned comes to remove 1 Affliction
9	PCs copies: HP/2, 2 x damage. Furious and violent
10	PCs copies: 2xHP. Sneaky and insidious, want to kill
11	PCs copies: 2xAC. Elusive and pressing. Rise to disturb
12+	Roll twice. Add results. If 12+ again give PCs great death

Cancel rolled Encounters result, and let PCs hear the oppressive sound of silence