



# CALDEN KEEP

part II



BESTIARUM  
GAMES



# JOURNAL of the WORLD'S ENDING

Entry 4921 – A Throne of Hate.

*I pray to whatever deities who might listen that the Tales the old Crone told me of Calden were true, for I cannot imagine a less chilling explanation. I can, however, imagine truths far worse.*

*I ventured into that accursed Castle, using the quiet paths between. I saw for myself the legions of unquiet dead, the forces arrayed in waiting for a command as yet unspoken. I travelled deeper, crossing the deep ravine which separated Calden Keep from the wider Castle Grounds.*

*The sheer arcane, soul-deep corruption of the place staggered me. Hurts and Hate piled upon Hate and Hurts, so much so that the very air above glowed with malevolent light.*

*I wish that I had more to offer by way of explanation, but this place may well be beyond me. Whatever foul being rules from the throne I know to be at the centre of this castle, I leave him to stew in the prison of his own hatred.*

*These are the words of Dreyen Solius, Chronicler of the Realm's Ending.*

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# The SHADOWED REALM of CALDEN

Calden Keep's layout, denizens, and purpose can shift, existing in an alternate reality between the physical and the spirit. It is the theatrical stage of the Jailer, who's seat in the physical world lies deep below in the abyssal depths of Old Calden.

The Jailer is an omnipotent entity who establishes contracts with individuals, promising their greatest desires, but always with conditions and costs that prove to be impossible to fulfil.

The Lord of Calden was promised unequalled power and eternal life so that he may rule his lands forever. However, his final obligation under the covenant with the Judge was to sacrifice his only daughter, the one source of joy in his life, his love for her being his only redemptive quality. As intended, the Lord could not bear to fulfil this bargain, and so he and his lands are cursed, to exist forever in shadows. He rules now with unlimited power and eternal life, but damned to exist in a never-ending cycle of paranoia, hatred, and vengeance as the past repeats itself.





# The SOL BLADE

The Sol Blade is a legendary weapon once wielded by Ur the Ascended, a mythological holy knight of the Azerai faith. In the legends, Ur was a great warrior who transcended humanity through his valorous acts and holy deeds.

His sword was said to radiate with the brilliant energy of the sun and contain the power to vanquish demons, fiends, and other nightmarish entities.

However, the Blade now lies dormant in Ur's Tomb among the spires of Old Calden, cloaked in a magical darkness and guarded by the Golgotha. To activate the blade, it must be plunged into the heart of an innocent soul, an act of ultimate sacrifice.

Those with the strength of will to ignite the blade will find its powers unparalleled by any weapon. However, the cost may be unconscionable to any but the strongest of wills.

In Calden Keep, Princess Aislinn is such a pure soul, a young child who stands out as an immutable ray of sunlight within the darkness.





## AETHELRIC the UNDYING, LORD of CALDEN

The Lord of Calden is a twisted beast, his monstrous form an expression of the great powers that have been vested within him by his covenants with dark entities.

The Undying Lord rules from his throne, dominating the shadow realm of Calden Keep with an iron will.

He serves both as its lord and captive, trapped forever in a conflict with the souls of the tormented rebels who sought to overthrow him.

He now rules for all eternity within a half-reality, trapped in a realm between the physical and spirit, cursed to live a never-ending cycle of paranoia, hatred, and vengeance.





## MORWEN, the SHADOW of CALDEN

While Calden's court was not exactly subtle in its cruelties, it was still subject to the same intrigues and machinations amongst the Court Hierarchy.

Those snide Dukes and grasping Duchesses who overreached in their plans would find themselves visited in the dead of night, by the Shadow of Calden, the Lord's Deadly Consort.

She too has arisen with the rest of her dark compatriots to serve at the whims of her Lord.







## TORTURER

The torturer of Calden was a much feared individual, the cruelties he visited upon the Lord's subjects were nightmarishly creative. During life many met the a slow and painful end under his twisted ministrations.

Despite receiving a violent end under his own blades, the Lord's pain-maker has returned to visit pain upon of the folk of the realm once again.

## TORTURER'S ASSISTANT

Many were the enemies of the Lord of Calden, whether they were true rebels or simply folk who committed some perceived slight on the Lord.

As such, the dungeons under Calden were full to bursting, and the Torturer alone was not enough to visit pain upon the incarcerated masses.





## DARK ACOLYTES

The Dark Acolytes walk the halls of Calden in service to the Undying Lord.

These masked sorcerers conduct the Lord's dark rituals binding him to the dark entities which have granted his power and fulfilling his forbidden covenants.



## TORMENTED SOULS

Many were the victims of the Lord's Torturer. Driven mad by pain before slow, miserable death, their fates too made a strong imprint on the soul of Calden.

With the Castle's reawakening, these poor souls have returned, constant reminders of the terrible past and an ever-present threat to any foolish enough to venture within Calden's walls.

Perhaps more terrifying, it is clear amongst the Tormented that some are not risen victims of ancient cruelty, but the still living, perhaps those stolen away from the ruined villages and farmsteads that neighbour the shadowed foothills at the base of Calden.

Those poor souls not killed in the initial attack suffer a worse fate.

Handed to the Lord's Torturer, they are broken in both body and mind, an example to the descendants of the insurrectionists that Calden will take its due revenge.





## PHALANX

Lithe and Powerful Warriors, bearing great pavise shields, the Phalanx patrol the corridors of Calden Keep with unnatural vigour.

They march in lockstep throughout the halls of the Keep watching for any who would seek an unplanned audience with their Lord.

On those rare occasions that they find some soul foolish enough to enter the Keep, they quickly form an impenetrable shield wall, spanning the width of the hall.

With defence set, they march forward inexorably, stabbing out their spears with pinpoint precision.



## COURTIERS

Not all the denizens of Calden were warriors, creeping sycophants and jealous relatives haunted the shadows of the Lord's Keep in numbers nearly as great as the soldiery, seeking some boon or opportunity to climb higher in the lords regard than their compatriots.

When the rebellion came, they too fell to the clubs and blades of the peasant folk, though instead of finding death at the hands of their desecrators, the Courtiers of Calden met their ends by their own means, drinking deep of the opiate draughts more often used in moderation to soothe the humours.

Risen again, these courtiers stalk the halls of Calden, still whispering their poison and seeking opportunities to exceed their fellows and perhaps, if they dare to wish, supplant the Lord himself.





## TORMENT COLLECTIVE

For all his cruelty, the Old Torturer of Calden Keep was an ingenious and creative soul.

Though his canvas was the pain and suffering of the weak, he crafted such wonders that were never before seen, nor rivalled since.

The Torment Collective is the pinnacle of his art, a great construct of pain engines and victims, mounted upon spikes and encased within Iron Maidens.

Their shared anguish drives the machine with a foul animus, and it stalks the deeper parts of Calden's dungeon, lashing out wildly with the snap reactions of a soul in a state of heightened and perpetual pain.



## GOLGOTHA

Deep underground, far below Calden Keep and cloaked behind a veil of magical darkness, lies the magnificent city of a long-extinct peoples. Within the great spires of this city, the Golgotha stalks, a shambling construct animated by arcane methods long forgotten, protecting this wondrous tomb-city from any who would be foolish enough to enter there.





## EXECUTIONER

The Executioner was a cruel servant of the Lord of Calden, beheading the multitude of political enemies and common folk who were misfortunate enough to fall under the Lord's paranoid suspicions. The Executioner relished in his work, executing those condemned with swift efficiency, numbering thirty or more per day in his zenith.

Otherwise faced with the unpleasant alternative of indefinite torture within the Lord's dungeons, execution was often the preferred punishment in Calden.



## RESURRECTED GOLIATH

So terrible was the desecration of the Lord's soldiery that many of those slain by the peasant folk had to be sloped into the charnel pits rather than cast, their bodies rendered to pulp by the cudgels and blunt fists of the enraged and desperate insurrectionists.

Rising from the slaughtered masses and infused with the hatred of the peasants who once rebelled against the Undying Lord, the Resurrected Goliath is a disturbing amalgamation of thick metal armours and desecrated souls, driven by a ceaseless rage and blinding fury.









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