

TUS7-02

Bringing the Rain...

A One-Round Dungeons & Dragons® Living Greyhawk™ Tusmit Regional Adventure

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Memories of the past and a terrible darkness threaten a group of Tusmit's forgotten citizens. Can a small treasure of the present be saved from the evils of the past for the coming future?

A one-round Regional adventure set in Tusmit for a well-balanced party of characters level 1-14 (APLs 2-12).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you will know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was

not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within. animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more

TIME UNITS AND UPKEEP

This is a standard 1-round Regional adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

ANCIENT HISTORY

The hamlet of Re'Mar was a peaceful little village surrounded by fertile farmland, and populated with scarcely more than thirty souls. They all worked well together, in the service of Beory, and nothing remarkable ever came from, or happened to, the citizens of Re'Mar.

Just over a thousand years ago, a strange sight appeared in the sky above Re'Mar, something lost to the history books, and remembered by only a handful of Bards and Sages. A strange eclipse blotted out the sun one fateful day, and the darkness brought fourth evil tidings. Nerull the Reaper sent fourth one of his minions, a will-'o-wisp, a malevolent creature which feeds on the suffering of others, to bring pain and suffering to the followers of his rival, and to bring more souls to his kingdom.

The citizens went insane, and began killing each other, delighting in their depraved actions. But being such a small village, it took quite some time for the deaths to be discovered, at which point the bodies were already decomposing in the sun. The creature simply receded into the background, to await new souls to devour.

The Flan who first found the bodies, fearing the wrath of the Reaper, tired, in vain, to sanctify the town so that the buried dead would find peace, but the Reaper had laid claim to this place.

The dead were cremated, and the village abandoned. The stories of the evil contained within passed around the land. For years to come, time and the ravages of the

weather destroyed the buildings, but the evil contained within lingered, laying dormant.

As luck would have it, a second event, one that the locals claimed was sent forth by Beory herself, helped to remove this blight from the landscape. An earthquake, something almost unheard of in this part of the world, ripped through the area, burying the corrupted hamlet under tons of rubble, or so it was thought.

The village survived the ordeal, somewhat intact, but now lies far beneath the ground, where the malevolent spirit who brought about the deaths of the inhabitants of Re'Mar resides to this very day.

As time passed, Mother Oerth reclaimed something from this event. One hundred years, to the day, from the earthquake, followers of Beory began planting the seeds of what would become a thriving forest, the Yaara Woods in what is now the Sheikdom of Elisam, in southern Tusmit.

RECENT HISTORY

The Plane of Carceri is a terrible place, where death and suffering are the only constants. It holds a strange magic that warps the mind of anyone who spends any time there, and this has been done to Isis Kahlid.

The torment she suffered at the hands of the now dead wizard Trenkat has distorted her mind, leaving her scarred, and angry. It has also left her tainted by the evil of Carceri, as she now wishes to make the people of Tusmit suffer for the torment that she was forced to endure during her imprisonment.

Isis has enlisted the aid of Galastard, a Succubus who has "fallen from grace" in the eyes of her Abyssal patron, for her less-than-stellar performance in Blashikdur (TUS5-06 *Strife & Chaos*) and by not bringing the Nation to war.

In her first attempt to bring about a small measure of suffering to the people of Tusmit, Isis was only successful to a limited degree. Along with Galastard, they were able to convince a senile old wizard to open a portal to the Grey Wastes, and brought forth a creature that was a carrier for the Infernal Affliction of Grey Wasting (TUS6-06 *Sowing the Seeds...*).

The city of Twallish, and a small portion of the surrounding area, is now slowly dying from the Infernal Affliction that is scorching the very land itself, killing anything alive and making it impossible for anything new to grow. Isis and Galastard now have time to contemplate their next moves.

While a prisoner of Trenkat, Isis was privy to some of the wizard's plans, and now that she is in charge of her own destiny, she sees some wisdom in the plans of her former captor, but with a few added twists.

Isis has found an old journal belonging to Trenkat, where a number of prominent Ur-Flan settlements are located beneath modern-day Tusmit. Isis and Galastard hope to find an ally as powerful as Kagar (TUS3-02 *Rise of the ur-Flan*) to aid them with their plans, or simply to cause more strife for Tusmit.

The location that they had chosen was the long forgotten village of Re'Mar, buried beneath the Yaara Woods. Two months ago, the two women scouted the area, and found a cave leading beneath the forest, into the long-forgotten remains of the buried ruins.

Wandering about the site, they were disappointed to find little of value at the ruins, and left disappointed. The two women awoke the long slumbering being that caused the original inhabitants to go insane and slaughter each other, who rose that day to begin its second life of terror.

After leaving the ruins, they lurked around the Yaara Woods for a few days, searching for some other entrance to the ruins, in hopes that they might have missed something, but to no avail. Unsuccessful in their search, but trying to bring about a little fear and suffering, Isis unleashes a werebear, a victim of Trenkat's misguided magical experiments, upon the peaceful Yaara Woods. Leaving her puppet to wreak havoc, the two women leave the area, to concoct their next plan.

Unbeknown to the women, their passing through the Yaara did not go unnoticed, though. A centaur druid, named Morlin, spotted the women, and although thought nothing of it at the time, began to think more on it as things got worse.

ADVENTURE SUMMARY

Encounter 1 — Spitting and Snorting. On their way to Rakesh, the PCs see a confrontation between one of the locals and the city guards.

Encounter 2 — Sunset. Heading off from Rakesh, the PCs get their first views of Elisam.

Encounter 3 — Gallam. One more day of travel through the sheikdom leads the PCs into the hamlet of Gallam.

Encounter 4 — Feral Screams. A wet morning leads the PCs inside the Yaara Woods, to meet an insane adversary.

Encounter 5 — Into the Dark. Having found the hole, the PCs must defeat some hungry foes before continuing on to Re'Mar.

Encounter 6 — Re'Mar. The PCs have found the lost village, and now must stop the evil that resides within.

Conclusion — The PCs receives news that a plague has hit the nation, but did they not just stop it?

INTRODUCTION

It has been two months since Isis Kahlid and Galastard visited the site of Re'Mar and were disappointed by the lack of any substantial finds. Instead Isis decided that releasing one of the victims of Trenkat's magical experiments into the area to bring about a little destruction and chaos.

Malit, once a peaceful werebear, living and protecting the Yaara Woods, was captured by Trenkat, and then used as fodder for Trenkat's experiments with the undead. The lycanthrope's natural damage reduction kept it from getting seriously injured from most of the minor undead creatures, and made things interesting for some of the more powerful ones.

Being subjected to the foul creatures has scarred the mind of the once peaceful werebear, breaking his psyche and driving him insane, and causing him to revel in destroying anything that moves. When not being used to test the power of Trenkat's minions, Malit was starved, tortured and shackled. When not in his hybrid form, Malit was beaten close to death nearly every night. Only thru sheer luck was he able to hold onto any semblance of himself, but with the power of the spirit rising out of Re'Mar, he is growing less stable, mentally, with the passing of each day

Morlin, a centaur who has recently began down the path of becoming a druid knows of the existence of Malit, but since there is something natural in the destructive path being cut by Malit, the fledgling druid has left the werebear to himself. But things are getting worse, and the balance of Nature is being thrown far out of balance.

Four days ago, Morlin and his master witnessed a sight that brought fear and terror to both their hearts. They witnessed the will'-o-wisp burst forth from its underground lair, and attempt to blot out the sun. Unsuccessful, it returned to the darkness of the buried ruins, but it now schemes to make further attempts.

Terrified, Morlin ran off to gather some friends living in the small community of Gallam, on the southern edge of the Yaara. Not having enough strength, he then heads off to Rakesh to gather some of the

military forces to help defend his forest home, but as he tries to enter the capitol, a language barrier prevents him from entering, right around the same time the PCs are arriving at the same gate.

1: SPITTING AND SNORTING

Malit, the werebear, is on a killing rampage in the Yaara Woods. The will'-o-wisp in the abandoned village of Re'Mar is working on a way of wreaking its own havoc, and Isis Kahlid and Galastard are working on their next plan to bring about more suffering to the people of Tusmit.

One of those who have felt some of this hatred is Morlin, who is currently outside of the gate of Rakesh, trying to convince the guards at the gate to allow him to enter the city, and contact the military for assistance. Unfortunately, there is a language barrier preventing the centaur and the Baklunish guards from understanding each other. Morlin speaks to the guards in both Sylvan and Elven, but his grasp of Common is broken, at best.

The PCs are en route to the same gate where Morlin is having his problems, and are about to receive a request for help, if they can understand it.

All APLs

Morlin: Large Monstrous Humanoid Druid 1; hp 38; see Appendix 1.

The sun rose a few hours ago, and the day has shaped up to be a beautiful spring morning. The chill of the previous night has disappeared, and the mid-morning sun is warm and comforting on your faces.

The road leading towards Rakesh is not completely barren, there are a few others traveling in the same direction as you – mostly farmers bringing their wares to market.

As you get within a few hundred feet of the gates, you can make out a mounted individual who seems to be having some sort of conflict with a pair of gate guards, but it has not come to blows, although the mounted individual rears up quite often.

Getting a little closer you can see that it is not a mounted person, but a creature that is both man and horse – a centaur. The creature has a scimitar strapped to its flank, and a composite bow and quiver strapped to his back.

He is speaking in a desperate manner to the guards, switching between two different languages, and the guards do not seem to understand either one. The centaur is getting frustrated, and as you approach

closer, he looks at you imploringly, speaking in the same languages to you, in hope that you understand him.

For anyone who speaks either Sylvan or Elven, they understand that Morlin is trying to explain his plight to the guards. For those who do understand either language, read or paraphrase the following.

Please, I...we — we need your help. There is some strange thing that burst forth from the ground, and tried to eat the sun. We could feel the evil of the creature – it was nothing that could come from nature.

I bet those two women had something to do with this, the same way that they brought Malit back, changed as he now is. Can you help us? We don't know what can be done, but we must stop this thing.

For those that do not speak either Sylvan or Elven, Morlin tries to repeat himself in druidic to anyone traveling with some sort of animal, in hopes of finding a kindred spirit. He eventually tries his hand at his broken Common (a few words strung together with poor grammar).

If the PCs are completely at a loss, Morlin does not object to the PCs casting spells to help the communications process, such as *comprehend language* or *tongues*. If all else fails, allow the PCs to try things like sign language, or other forms of non-verbal communications.

Morlin answers a few of the PCs questions, to the best of his ability. He has nothing to hide and holds back nothing from the PCs. He does not tolerate rudeness, nor does he allow anyone to disrespect himself, the tribes, or the forest itself.

Who are you?

A: I am Morlin, a druid of the Yaara Woods.

Q: What is the strange thing?

A: I don't know. It was made of pure darkness. It flew out of the ground, and tried to swallow the sun itself. When that did not work, it dove back into the ground, and disappeared.

Q: Where did you see this thing?

A: I saw it coming from the ground. There is a hole in the ground, just outside the Yaara Woods, close to Gallam, in an area known to us as tainted.

Q: Have you entered / gone in / looked into the hole in the ground?

A: No. It is a forbidden place, and no one in my tribe will go in.

Q: Who were the two women?

A: I don't know, but their presence did not sit well with me. One of them, the more flamboyant one, was a young, beautiful Baklunish woman with large, beautiful brown eyes, and a curvaceous figure. The other one, it was difficult to get a really good look at her. All I saw of her was a tanned arm, that appeared smooth and youthful, but from beneath her cloak, I saw a few strands of gray hair.

Q: How is it that the two strange women did not see you?

A: I do not know. They seemed rather engaged in their own conversation that my still form in the woods was missed. I do not know what they said, for they spoke in some strange language, different from the one the guards speak.

Q: Who / what is Malit?

A: Malit used to be a peaceful denizen of the forest – a werebear who used to protect the Yaara. He disappeared a few years back, and we feared he had been killed. Recently, with the appearance of the two strange women he returned, but he was changed. He now revels in destruction, and we may need to find a way to stop him if he does not refrain himself.

Q: Where is Malit now?

He is still in the Yaara. My master is keeping an eye on him.

Q: What do you want / need from us?

A: It is forbidden for us to enter the cave, but we need someone to find and stop the creature that tried to devour the sun before it spreads its evil throughout the Yaara.

If the PCs ask Morlin about monetary compensation, he looks at them very strangely. This is a concept that is foreign to him, being a forest-bound creature following the druidic path. Once money is explained to him, he explains that he has none, and does not know how to get any, but he pledges to help the PCs in the future to the best of his ability.

At this point the PCs have two options; either they refuse to help Morlin, and the adventure ends right here, or they accompany him back to the Yaara to help search out and destroy the strange creature that tried to eat the sun.

Once the PCs decide to help Morlin, he whirls around and begins the journey back to the Yaara. If the PCs are in need of purchasing anything from Rakesh, Morlin tries to talk them out of it before they head into the city, but does wait, if a little impatiently, for them if they do.

Rakesh is a city of decent size, but it still has limitations. The PCs can purchase whatever they have access for, up to a value of 3,000gp.

2: SUNSET

Having agreed to help out Morlin with his plight, the PCs begins the three day journey back to the Yaara, to a point where Morlin can show them the entrance to the cavern leading down to Re'Mar.

The PCs may want to magically speed up the voyage, but Morlin is not willing to travel with them that way, because of a lack of both trust and understanding in the magicks involved. He has some difficulty in explaining the location to the PCs, because he knows it by some of the local landmarks and less by any sort of actual description.

The PCs are free to leave Morlin and travel to the location and search for themselves, and if asked, Morlin tries his best to give them his most accurate description.

The nearest town to the location is called Gallam, still in the sheikdom of Elisam. Once there, it takes a DC 25 Knowledge (Geography) check to find the location, based on the description given to them by Morlin. Conversely, if the PCs decide to begin their own search, it takes a DC 20 Survival check made once an hour, to find and keep on the trail of the hole.

The first day of travel ends as the PCs reach a small farmstead outside of Rakesh. The Halfling family that lives on, and runs, the farmstead offers the PCs a place to stay for the night, and tells them of some of the rumors floating around the nation.

The family knows nothing of the troubles happening around the Yaara, nor Isis and Galastard or their plans, but they promise to keep their eyes and ears open.

As the mid-day sun reaches its zenith, you begin to make your way away from Rakesh, and begin the journey towards the Yaara Woods. With Morlin in the lead, you leave behind the comforts of the big city, and head off into the wilds of Elisam.

As you begin your trek, you follow along the well-worn path that serves as the main road to and from the city. Within the span of an hour of travel, the road has disappeared, and you find yourself on a

small path with the occasional rut from a passing wagon.

The day is clear and bright, and with the exception of a pair of farmers on their way towards Rakesh, the road has been empty. Looking around, it almost appears as if you are traveling through the plains more than through the verdant farmlands of some of the other sheikdoms.

Morlin, your guide, is relatively quiet throughout the journey. The only conversation that he tries to make is to point out the occasional plant or animal, or special landmark of the sheikdom.

By late afternoon, you see the first traces of a farmstead in the distance, and it appears to be in the direction you are heading. Just before dinnertime, you make your way to the heart of the farmstead, and see a few small children working and playing in the fields.

As you get closer, you see that they are not children, but Halflings. They are a little suspicious to see you, but when the older looking ones lay eyes on Morlin, they relax, at least a little.

Once the PCs arrive at the Tuskabubble farmstead, it is two of the children who first spot the group, and call over the parents. The parents know Morlin, and since they do speak Elven, they can communicate with the centaur in a manner that makes him more comfortable.

The family is very friendly, and even though they have had a son disappear a few years ago, they are full of life and vigor, and are more than happy to share their meager meal with the PCs. This is to illustrate how difficult things are in this poor sheikdom, but that the spirit of the Four Feet of the Dragon continues above all else.

As you get closer, the four Halflings all stand together, the picture of the happy family. The one that appears to be the father stands up, sweat beating down his sun-kissed face, and speaks to Morlin in a strange tongue.

The father, Roscoe, is actually speaking in Elven, and is simply greeting Morlin. Anyone who speaks Elven understands the greeting. Morlin, in turn, returns the greeting.

From this point forward, this encounter can be taken as fast or as slow as need be. The Halflings are very friendly, and speaks pleasantly to the PCs, about most anything that the PCs want to. The Halflings also relay some information about the happenings in the Nation. If the players are keen on roleplaying, this is a good

opportunity. If not, most of the social interaction can be skipped.

Looking towards your group, the eldest looking Halfling brushes some of the dirt off his cloths, and addresses you.

"Greetings, any friends of Morlin I will gladly call a friend of mine as well. My name is Roscoe Tuskabubble. I am the patriarch of this farmstead." Pointing to an attractive female Halfling, and then to the oldest and then to progressively younger girls he continues. "This is my wife Amaryllis, and my daughters Cora and Jillian."

"Welcome to our home. We are just about to finish for the day, and we would be honored if you would join us for dinner. We would love to hear some of the comings and going throughout the Nation."

"If it is alright with you, around the back of the house, there is a large table, with more than enough chairs. Please make yourselves comfortable, we'll be along shortly."

Speaking once again to Morlin in the same, strange tongue, it seems that Roscoe goes into a similar speech, as Morlin nods and begins to make his way around to the back of the farmhouse.

It takes a little over an hour before the Tuskabubble family joins you, and Roscoe keeps your company while Amaryllis cooks up a delicious, but small, meal. The food is good, although it seems that it was meant for far fewer people.

As dinner comes to a close, and the sun dips almost completely below the horizon, Amaryllis takes the girls into the house, leaving Roscoe to entertain you, which he does with glee.

The conversation goes from topic to topic, with very little problem. As the stars begin to twinkle in the evening sky, and the conversation continues, it seems that there is more to the small farmer than meets the eye.

At this point, Roscoe feels very comfortable with the PCs, and he is willing to share some of the most recent news with the PCs. Have the players roll a Gather Information check, and the stories that Roscoe tells them is based on the DC that they achieve. There is no limit to the number of assists that can be offered.

The missing child, Milo, will be brought back in a later part of this series, hence the information given here.

DC 5 – There have been numerous troop movements in the sheikdom over the past few months, most likely a

result of the rebels. Most of us farmers are behind not only His Exalted Splendor, but Sheik Sami el Falel as well.

DC 10 – Things are hard on the farm ever since my son, Milo, disappeared a few years ago. We all still miss him very much.

DC 12 – There are rumors out of Gallam that two strange women had been seen coming in and out of the city a few months back.

DC 15 – There was some trouble in the North, in the city of Twallish, where some strange things are happening to the land around the city.

DC 20 – Milo disappeared a few years ago, around the same time that the Prince Wazool Qharan and that teacher's daughter were taken from Sefmur.

DC 25 – The disease surrounding Twallish seems mostly contained, but a cure for the scorched earth has not yet been found.

DC 30 – The two women seen in Gallam appeared out of nowhere, and went to bed one night, and were never seen again. It seems strange as the young, beautiful Baklunish woman enticed nearly everyone they encountered, but the other one never showed her face.

Once the PCs have had their full of dinner and conversation, the night is bright and clear. Roscoe wishes the PCs a good night, and offer the warmth of his barn for the night.

3: GALLAM

Having spent the night on the Tuskabubble farmstead, the PCs awaken to the sounds of the four family members hard at work in the fields. The PCs are on their own for breakfast, as the family is unable to afford feeding so many more mouths, but Morlin tries and find some food for the party as they make their way further along, towards the Yaara Woods.

Morlin tries and get the PCs started relatively early in the day, and he explains that they will not make it to the Yaara Woods by sundown if they do not leave by sunup. Even if he is confident in his master's abilities, Morlin is worried about him and wants to reach him as soon as possible.

The trip shows the PCs much of the countryside of Elisam, and the edge of the Yaara Woods. The trip is pretty much uneventful; passing by two small farmsteads, meeting a few of the poor locals, and noting the condition of the sheikdom as a whole.

As the sun crests the horizon, the sounds of the family hard at work, back in the fields to prepare for the day rouses you from a comfortable sleep. Rubbing the sleep from your eyes, you gather yourselves, and your gear, thank the Tuskabubble family for last night, and begin to make your way towards the Yaara Woods.

A little less than an hour after leaving the farmstead, Morlin is able to gather enough fresh water, as well as some nuts, berries and small fruit to feed each of you a small breakfast.

As the day progresses, and the sun rises to its zenith by mid-day, you have passed by two more farmsteads, neither of which seemed to be that large, nor would they seem to produce much food on the arid soil that they inhabit.

The people of the sheikdom are friendly, and warm hearted, even though they have little in material possessions. Many of them thought that you were an entourage of nobles by your fancy dress and quality weaponry.

Most of the folk of the sheikdom are very spiritual, taking to heart the teachings of Al'Akbar and the Four Feet of the Dragon. This is evident by the generosity that they offered when they had almost nothing for themselves, and in how important the concepts of family and piety are.

Gallam, a small village of 800 souls, is very quiet. The population is made up of a few local farmers, a number of woodsmen and foresters, clergy and military personnel, and merchants – all spread out over the town locale and some of the surrounding area.

Most of the locals have decided to stay indoors, with the spring rains falling, and Morlin is in a rush to be out of the city. He is anxious to lead the PCs to the site of the “Thing that tried to eat the Sun”.

Once out of Gallam, it is about two more hours until the PCs are led to a clearing, where the entrance to the buried city of Re'Mar is located.

As the hours pass by, and the morning leads to mid-day, you come around the far southern edge of the Yaara. Morlin points out the location of another two farmsteads where he knows a few more of the locals.

Almost a part of the Yaara itself, a tall wooden fence appears off to your left, on the outskirts of the forest. Morlin heads off towards it, without hesitation. This must be Gallam.

Gallam has a small market, in the center of town, and even with the falling rain, is still the busiest part of the village. The PCs can buy whatever they have access for (provided it is allowed in Tusmit) while in Gallam, up to maximum item cost of 200 gp.

There is not a large amount of detail given about Gallam, as it is not pertinent to the adventure. Allow the PCs to do whatever it is that they need to in the village, but try not to spend too much time on this.

There is a priest in town, if the PCs need it. He is a 3rd level cleric of Al'Akbar (Exalted Faith), so the PCs can get NPC spellcasting of cleric spells up to 2nd level – as per the rules in both the LGCS and the *Player's Handbook*.

From the market square, it is a ten minute walk to the northern gate. During that time, you pass by a fair number of military buildings and personnel, all bearing the symbol of both Tusmit and Elisam.

As you pass out of the northern gate, you see a pair of guards looking in your direction, but upon seeing Morlin, they nod at him, and pay you no more heed. There are a few loggers and foresters moving about as well, but otherwise the route into the Yaara is relatively clear.

4: FERAL SCREAMS

Morlin, who wants nothing more than to rejoin with his master, tries to hurry the PCs towards Gallam and then the Yaara Woods.

As the sun began its journey back towards the horizon, the Yaara Woods come into full view. Large, ancient trees, both hard and soft woods, are verdant and lush, full of the foliage that makes this ancient forest so vibrant.

As you make your way under the canopy of branches, the sounds of birds and small animals brings a smile to your faces, as these are the sounds of a peaceful forest, full of happy creatures, and without the troubles that seem to plague the rest of the Nation.

With the forest's edge not far away behind you, Morlin explains that it is just a few hours away, and then the "hole in the ground" where he saw the creature will come into full view.

An hour later, the birds suddenly stop chirping, the squirrels stop chattering and the small, but refreshing, wind dies down – something is definitely going on behind the green curtain of the Yaara.

You can hear muttering in a low, guttural voice, softly at first, but louder as you get nearer to the source. "Me not bad person... No, me not bad person... t'was the one who called himself Trenkat... yes, it was... and the Bride... no, please, mistress, let poor Malit go... please, no, Malit not bad person...and Whack! Whack again! Until Malit sees red, until feel rage and blood and... wait, Malit not alone anymore..." This is when you see it: a great creature, its features flowing from man to bear, sitting on a tree trunk in the middle of a small clearing. Its hands are red with blood, and at his feet is the corpse of an older centaur.

Morlin whimpers behind you: "Master..."

Malit has been driven insane by his torment at the hands of Trenkat, as well as the magical changes that he performed on him. Malit is now an almost mindless killer, hunting anything and everything that crosses his path.

At this point, have the PCs place themselves in a marching order, about 60 feet away from the spot in the small clearing where Malit is standing. A drawn map is not needed, but the starting position of everyone involved is on Map 1.

APL 2 (EL 5)

Malit: Large Human (Shapechanger); hp 45; see Appendix 1.

APL 4 (EL 7)

Malit: Large Human (Shapechanger); hp 71; see Appendix 1.

APL 6 (EL 9)

Malit: Large Human (Shapechanger); hp 96; see Appendix 1.

APL 8 (EL 11)

Malit: Large Human (Shapechanger); hp 204; see Appendix 1.

APL 10 (EL 13)

Malit: Large Human (Shapechanger); hp 228; see Appendix 1.

APL 12 (EL 15)

Malit: Large Human (Shapechanger); hp 312; see Appendix 1.

Tactics (All APL): Malit is a near mindless killer, who does not stop until there is nothing left to kill, or he, himself, is dead. He charges the closest person, working his way through everyone until the party is completely

dead at his feet. He fights to the death, never running or cowering, unless magically compelled to do so. At APL 2 and 4 he is an afflicted lycanthrope and doesn't start out Shapechanged. At APL 6 and up he is a natural lycanthrope and starts the combat in hybrid form

Tactics (APL 2): He has not mastered his Shapechange ability, he will be attacking the PCs with a Sharp rock at hand treated as an improvised weapon.

Tactics (APL 4): He has +1 in his control shape skill and he needs a 15, he will attempt a couple times to Shapechange as a standard action.

Tactics (APL 6): From this APL and up Malit is a natural werebear and not an afflicted lycanthrope. He can change effortlessly at will and the battle starts with him in hybrid form. Malit is using a medium-sized greatsword as a large creature, and thus gets -4 to hit.

Tactics (APL 8): Malit had a Large Greatsword made out for him.

Tactics (APL 10 and 12): Thanks to Trenkat, Malit has been altered with a few permanent spells, in particular, *bull's strength*, *cat's grace*, *bear's endurance* and *mage armor*.

Development (All APLs): No matter what, Morlin does not take part in this combat, even if the PCs seek him out. He tends to his fallen friend, and leaves the PCs to deal with Malit. This is not out of disrespect for the PCs, in any sense. It is out of panic for his fellow tribesman and mentor. He is not a participant, nor is he considered in the Encounter Level. He helps the PCs heal after the combat, and, in the event of a Total Party Kill, he will be there to allow the PCs to be recovered, if they so choose.

With the death of his master, Morlin falls into a bit of depression. He is much more withdrawn, and far less talkative than he has been in the past. Without considering the time, or the needs of the PCs, he begins gathering wood to create a funeral pyre for his fallen tribesman, and for Malit.

Morlin sets to work, gathering a large pile of wood from the floor of the Yaara. After half an hour of collecting, he piles it up, creating a funeral pyre, upon which he lays the bodies of the fallen centaur, as well as the body of Malit.

Lighting the pyre ablaze, he speaks a few solemn words, and stands reverently as the two spirits make their way to a better place, rising with the smoke towards the heavens. Looking up, you cannot help but notice the clouds moving in.

By midnight, the sky begins to open, and a mild rain begins, but gathers in strength as the night makes its journey to morning.

Apart from the inclement weather, the night passes uneventfully.

5: INTO THE DARK

The PCs spend a wet day making their way towards their destination

The journey inside the Yaara Woods goes on without meeting another living creature, as the rain begins to fall harder as the day goes on.

The morning breaks gray and wet, as the rain from the previous night continues without pause. The Yaara is far quieter than the night before, as the birds and other small creatures try to find a place to hide from the falling rain.

Heading back into the woods, Morlin continues to lead you forward, but a look of trepidation has covered his face.

After several hours of silent travel, Morlin suddenly stops. The forest has opened up, revealing a clearing, where the ground is gray, and almost lifeless. There are small, unhealthy looking scrubs, and a few patches of weeds around the edges, but little else seems to have survived here.

Morlin looks at each of you in turn, a sad look upon his face. He takes a deep breath to steady his visibly shaken nerves, and speaks to you, his voice low, and with a seriousness that you have not heard since the gates at Rakesh.

Again, Morlin speaks to the PCs in whichever language they were able to understand previously – or he gives them a moment to cast any spells to aid in the conversation. As a worst-case scenario, he simply points in the direction that he wants the PCs to go in.

“My friends, we are at the location that I told you about the other day – the site of great evil. It is forbidden for me to go any farther, the hole in the ground is just over that way. I shall wait for you here, for three days”, says Morlin pointing off to the north.

“If, at the end of that time, you do not return, I shall fear the worst, and go in search of others to look for you, and help stop whatever evil lurks down there.”

“May Skerrit watch over you, and bring you back safely.” With that, Morlin bows his head towards you,

and moves back to the safety of the trees a few feet away. It seems as though your path is now set.

If the PCs are uncertain about whom Skerrit is, they can attempt a DC 20 Knowledge (Religion) check, to know that he is the lesser deity of the centaurs, as well as of nature.

The way forward to the opening is a short, straightforward path to the north. As long as the PCs dally at the edge of the woods, they have no trouble finding their way.

Any PCs who try to use the Track feat to see what has passed by here find that a few normal animals (deer, wolves, squirrels, etc...) have skittered around the area for the past few days, including this very morning, but none have come within 100 feet of the opening, with one exception. There are very faint (DC 20 Survival check) tracks of some small arachnids about two days ago, which traveled to the edge of the hole and then disappeared.

The spiders did not disappear, but traveled down the threads of their webs, but those webs were destroyed in the rains of the previous few hours. The ettercaps that accompanied the spiders have been down in the hole for a few days, so their tracks are completely gone.

It should be mid-afternoon when the PCs stand before a large hole in the floor of the clearing, the rain still falling around them. In order to help Morlin, they must make their way down the hole, and into the long lost village of Re'Mar.

Unfortunately, a small group of monstrous spiders, and an ettercap, have discovered that this hole makes a nice, dry lair to wait out the storm. The PCs must deal with these creatures in order to make their way to the village.

Once the PCs make their way down the wet slope, there are no light sources at all, but the light shining down the tunnel is enough light for the ettercap or anyone else with low-light vision. Past the first opening, the PCs need to supply their own light sources.

There is no food or water to be found down here, so if the PCs wish to sleep once they have defeated the spiders, they must supply these things themselves, as well.

After a few minutes of walking in the direction Morlin pointed to, you make your way through the gray patch of land; the silence and lack of foliage is very depressing, and it also leads your mind to wonder what could be killing the forest, and those that live here. Before long your eyes spot the object of

your search – a large hole in the center of the ground you tread upon.

Cautiously making your way closer, you edge forward in the gray mud surrounding the opening; small sucking sounds can be heard as you pull your feet up from the muck. The falling rain is annoying, but does little to distract you from your goal.

At this point, allow the PCs a moment to prepare themselves.

There is nothing special about the opening, it really is just a hole in the ground, but one that leads to the buried village of Re'Mar. The mud aboveground does not hamper movement, nor does it account for any penalty to Move Silently checks, but it should add a slight mood for the PCs.

The opening is a 20-ft. diameter hole. The hole drops straight down 40 feet, and while the edges are slightly muddy, the PCs have no added difficulty using it as a support to lower themselves down. The use of ropes, spells, or anything else that the PCs can think of should be given the proper time to try out. The PCs should use this opportunity to help themselves, and worry about mounts or animal companions as a secondary recourse. If the PCs do not have the appropriate gear, they have the time to head back to Gallam in order to purchase their goods.

As the PCs enter the tunnel, they find themselves on a downward angle, roughly 30° down, and heading almost due east. The ruined village is about a 15 minute walk, somewhere near the further edge of the Yaara, as you approach the hamlet of Shin.

Because of the terrain in the tunnel, movement for mounts is halved (see below), and there is a risk of them hurting themselves. For every 5 minutes of travel (3 checks to be exact) the mount must make a DC 15 Reflex save or be caught on the rocks, suffering 1d6 points of non-lethal damage.

Getting right up to the edge of the hole, you peer down into the growing darkness. The light from the rainy sky does little to illuminate the hole, but from your angle, it appears that the muddy tunnel heads downwards, and off to the right. It appears that if you are to help Morlin, the next step will be into this opening.

Peering closer, you notice that there is a drop, about forty feet straight down. The mud clings to the edges of the hole, and there are the beginnings of a few small pools of water forming at the bottom.

There are no lights in this tunnel, except for those that the PCs bring with them. In addition, about 100 feet away from the opening, the ground becomes much rockier, providing difficult terrain for the PCs to move through. From that point on, the PCs can no longer run or charge and all land-based movement are halved. Flying or Incorporeal creatures do not suffer from this penalty.

The tunnel is indeed quite large, measuring roughly 60 feet from side-to-side, and with a height of about 40 feet.

Once you have made your way safely to the bottom of the opening, there is little light down here. The clouds above keep most of the sunlight at bay, and the small pools of water reflect what little light there is in strange patterns.

The walls of the passage seem very old, and completely natural – no hand carved any of this. The rocks beneath your feet shift slightly as you look around, taking notice of the lack of options for a direction to travel, only a single passage leading off to the East.

The tunnel is roughly 60 feet wide, and reaching a height of 40 feet in most places. The rough stone is at least protection from the rain outside, but the enveloping darkness may not be a fair trade.

Once the PCs are ready, they walk down the tunnel, towards the location on the map for Encounter 5. Once the PCs have traveled 100 feet, they reach the location marked with the “X”, and the fun begins.

As you make your way down the tunnel, the rocks beneath your feet begin to cause you some minor problems, as the difficulty of the terrain slows down your speed. Careful not to twist your ankles, you continue down the passage, cautious with your movements.

The spiders at location “A” on the maps are lying in wait on the ceiling of the tunnel, on their webs. They have taken a 20 on a Hide check, with an additional +5 bonus (due to the poor lighting conditions) in order to wait for food to come along. Have the PCs roll Spot checks in order to see if they can see the hidden spiders in the shadows along the tunnels roof.

The ettercap is working on making a web trap at location “B”, and is in plain sight when the PCs reach location “X”. It calls to its pets to come and feast when the PCs arrive. These creatures are all very hungry, and will fight until the end, or until their meal is ready to be devoured.

At APL 2, the ettercap does not engage the PCs, and flees as soon as the first monstrous spider falls.

Making your way down the dry tunnel is a slow process, but one that seems to be your only course. After a few moments, there appears to be strands of old webbing here and there along the upper edges of the walls around you.

As you continue along your way, you notice a strange sight before your very eyes. A strange combination of a man and a spider stands in the middle of the tunnel, creating a web that fills the opening, making it nearly impossible for anything to continue along in the direction you are moving in. A stray stone shifts under your foot, alerting the creature to your presence.

It turns its head towards you, and you get a glimpse of just how ugly this thing is. In a voice that sounds as repulsive as this thing looks, it calls out in a broken version of Common "Come my petsss . . . Dinner has brought itssself."

With a look of pure maliciousness, the creature lumbers towards you.

APL 2 (EL 3)

Medium Monstrous Spiders (3): Medium Vermin; hp 11, 12, 13; see *Monster Manual*/page 288-289.

APL 4 (EL 5)

Ettercap: Medium Aberration; hp 27; see *Monster Manual*/page 106.

Large Monstrous Spiders (2): Large Vermin; hp 22, 25; see *Monster Manual*/page 288-289.

APL 6 (EL 7)

Ettercap: Medium Aberration; hp 27; see *Monster Manual*/page 106.

Large Fiendish Monstrous Spiders (3): Large Vermin; hp 30, 34, 38; see Appendix 1.

APL 8 (EL 9)

Ettercap: Medium Aberration; hp 27; see *Monster Manual*/page 106.

Huge Monstrous Spiders (4): Huge Vermin; hp 52, 55, 58, 61; see *Monster Manual*/page 288-289.

APL 10 (EL 11)

Advanced Ettercap: Large Aberration; hp 84; see Appendix 1

Huge Fiendish Monstrous Spiders (3): Huge Vermin; hp 61, 69, 77; see Appendix 1.

APL 12 (EL 13)

Advanced Half-Fiendish Ettercap (2): Large Aberration; hp 93, 95; see Appendix 1

Advanced Huge Fiendish Monstrous Spiders (4): Huge Vermin; hp 82, 93, 104, 115; see Appendix 1.

Once the PCs have dealt with the ettercaps and their pets, they can easily deal with the web that is across the passage before continuing along to Re'Mar and the "thing that tried to eat the Sun".

The remainder of the journey goes on without incident

With the fall of the last of the arachnids, the path is almost clear to continue. Removing the web covering the opening is an easy task, and with that obstacle gone, the darkness before you must lead to the creature that has so terrified Morlin and his kin.

At this point, the PCs must supply their own light source, as there is nothing down here for the PCs to use for illumination.

With a little bit of light to help guide your way, you head off down the damp, stony passageway, on your way to find whatever it is that has caused so much terror in such a short period of time. The rocks beneath your feet continually shift, making the voyage quite a bit slower than you would be happy with, but moving cautiously, you make relatively good time.

After a few hours of travel in the dark corridor, with no signs of anything, the flicker from your lights reveal that the passageway ahead of you changes. It appears that the passage leads to a buried village, lost long ago to time.

6: RE'MAR

The PCs have made their way to Re'Mar, and the trouble is just about to start. The will-o-wisp that has resided there for the past millennium has been plotting a way to find more nourishment to slate its ever growing hunger.

The village, like the passage leading to it is completely without any source of illumination. The PCs need to provide their own light sources. In addition, due to the devastation caused by the earthquake a thousand years earlier, the entire area is covered with more loose rubble, making everything difficult terrain (except that ground movement is at the normal rate – but no running or charging).

A few of the buildings did indeed survive the earthquake, and subsequent burial of the hamlet, with

enough of the structure somewhat intact enough for the PCs to do a little extra investigating. There is nothing left for the PCs to find, but the PCs should begin to feel just how creepy this place is, with the shadows playing tricks on their minds and fears.

Allow the PCs as much free reign to wander about as they please, searching whichever of the buildings they want to, in the order that they would like, but try not to spend too much time on this. At the earliest chance, have the PCs move close to the abandoned well (location “D”) and bringing forth the will-’o-wisp.

The PCs arrive on the map for this encounter 20 feet south of location “B”. The chamber is large enough to encompass an entire buried village, with the ceiling roughly 90 feet above the heads of the PCs.

A little less than a hundred feet ahead, the tunnel seems to widen up, revealing a large chamber. Other than the sounds of the loose rubble beneath your feet, and the beating of your own hearts, there is no sound, and the darkness seems to grow more intense ahead.

Taking a quick look around, you notice that the walls of the chamber stretch out to your left and right, but you cannot see either the far back wall, nor is the ceiling visible.

Looking to your left, a curious sight strikes your sensibilities. It appears that there is a building, ancient and crumbling, standing about 20 feet to the north.

The PCs might try to use a few skills to try to learn anything that they can about the history of Re’Mar. This is an exceptionally difficult task, as there is little of the written history that survived the village’s disappearance, and most of the oral history was never spoken of – out of fear of having the curse that befell the village happen somewhere else.

The PCs can try to learn what then can with either a Knowledge (History), Bardic Knowledge or Lore check:

DC 35 – they remember stories of an ancient village, which suffered some ancient curse, and was lost to the forest that is now in its place – the Yaara.

DC 40 - they recall tales of the ur-Flan of the village slaughtering each other, supposedly at the hands of one of the Reaper’s minions, and other rumors that it was Beory, herself, that buried the village, but none of this can be confirmed.

DC above 40 - they learn that it was a creature sent by Nerull that drove the inhabitants crazy, and they slaughtered each other, and that the village is cursed, and probably still carries the taint of the Reaper.

Location “A” – Temple of Beory

This is the location of one of the biggest tragedies. The spiritual leader of the village of Re’Mar, a cleric of Beory, who first witnessed the coming of the will-’o-wisp and tried to keep the peace in town, finally succumbed to the evil. Turning against her faith, she desecrated the temple, and joined in the insane killings of the rest of the village, and was finally destroyed by those who she has spent so many years helping.

With the falling of Re’Mar, the temple was hit hardest. The walls are all crumbling, and the altar, which is little more than a crumbling pillar of stone, bears the symbol of the “Skull and Scythe” of Nerull, covering the “Green Disk” of Beory. These two symbols can be identified with a successful DC 10 Knowledge (religion) check.

As to the actual building, most of the front (southern wall) of the building has fallen, as has the entire western wall, and the southeast corner. Only parts of the back wall remain, the sections close to where the altar lie near.

The pillar of rock that once was the altar has crumbled into serious disrepair, from the bottom up. Unlike everything else in this place, there are a few small tangles of undergrowth that almost seem to be pulling the desecrated item back into the ground from where it came from.

If the PCs search the altar, and succeed on a DC 15 Search check, they find the remains of an ancient journal, one that once belonged to the Priestess of Beory who cared for the village, where only the last few months of entries are still somewhat intact. They paint a grisly image of the last few months of life in Re’Mar, and it gives the PCs a small clue as to what they might face in the coming future. If the PCs succeed on the check, give them **Player Handout 1**.

Location “B” – Ifran’s Homestead

The southern wall of this small building is the only one that remains nearly intact. The other walls are all crumbling, and the roof has long since collapsed. There is little left of this place, but there are a few ancient tools that the PCs can use to get a fix on just how old this place is.

With a successful DC 30 Appraise check, the PCs determine that the tools are more than a thousand years old. With a check of DC 35 or higher, the PCs also learn that these items are from the ur-Flan time period, and that they were primarily used as farming tools. They are not worth anything, as they are so old, but it gives the PCs a sense of the timeline and how old the village is, and

to illustrate the connection that this place has had to Re'Moran (from TUS3-02 *Rise of the ur-Flan*).

Location “C” – Iqbal’s Homestead

On this side of town, the devastation is just as bad as it was on the western side of town. Like Ifran’s homestead, there are signs of an ancient battle that was waged here, but the building has taken less abuse than some of the others, and it seems that many of the dead were killed here, as there are more traces of battle here than any other place in town.

While the ceiling is gone, most of the walls have only crumbled slightly from the top down, and the door is completely gone. With a successful DC 15 Knowledge (Architecture and Engineering), the PCs determine that the building predates the Baklunish occupation of the land. With a check of DC 20 or better, the design is Flan in nature, with the style dating back over a millennium.

If the PCs attempt a Knowledge (History), Bardic Knowledge or Lore check, they learn recall a few small pieces of information, but very small pieces of incomplete stories.

DC 25 – There is a gap in the history of this location. Nobody recalls the planting of the Yaara woods, or when it happened.

DC 30 – There are stories of a village that used to be here, almost 1,500 years ago, but right where the Yaara stands now. No mention of when the forest overtook the village is remembered.

DC 35 – The tiny village that stands here was lost to time, and was never known for anything, other than disappearing.

DC 40 – Rumors from neighboring villages tell stories of murder and destruction here, but nothing concrete was ever recorded, probably out of fear.

DC 45 – From the beginning, it was rumored that this was the sight of a battle between the gods, but those stories were pure speculation, out of ignorance and fear.

Location “D” – Town Well

This is the site of the troubles for this village. The will-o-wisp came here and filled the village with negative emotions. The deaths caused here were a direct result of this creature, and it has remained here, waiting for more emotions to feast upon.

The creature is waiting for anything to come by so that it can begin to cause havoc once more, and feast on the despair and terror of whoever foolishly passes by.

The local denizens of this cave, (bats, rats and other natural creatures, as well as magical beasts such as bulettes, ankhegs, and the like) have all but disappeared, leaving the will-o-wisp to run free, but nothing has come by until Isis Kahlid and Galastard inadvertently awoke the creature, after a thousand year of slumber.

Once the PCs begin to investigate the town, the creature takes notice, but it does not act until the first PC passes with 50 feet of the well. At that point, the creature springs fourth and attempts to destroy everything that it sees.

APL 2 (EL 4)

Dire Bat (2): Large Animal; hp 30, 34; see *Monster Manual* page 62.

APL 4 (EL 6)

Will-‘O’Wisp: Small Aberration; hp 40; see *Monster Manual* page 255.

APL 6 (EL 8)

Advanced Shadow Will-‘O’Wisp: Small Aberration; hp 68; see Appendix 1.

APL 8 (EL 10)

Advanced Half-Air Elemental Shadow Will-‘O’Wisp: Small Outsider; hp 81; see Appendix 1.

APL 10 (EL 12)

Advanced Half-Air Elemental Shadow Will-‘O’Wisp: Small Outsider; hp 105; see Appendix 1.

APL 12 (EL 14)

Advanced Half-Air Elemental Shadow Will-‘O’Wisp: Small Outsider; hp 129; see Appendix 1.

Tactics: If the PCs come close to the well, but not within the 50 feet, and then continue along their way, searching the rest of the ruins, have the creature roll a Listen check to see if it “hears” the PCs. If it does, then the creature begins casting *Elemental Swarm*. Have the PCs decide just how much time is spent searching to determine how many elemental creatures, and of which size, are there with the will-o-wisp for the combat.

Development (APL 2 ONLY): The will-o-wisp that destroyed the citizens of Re’Mar is too powerful a creature for the PCs at APL 2. For this reason, the creature here has died of old age, never awakening. In its place, some of the normal denizens of the cave have begun to return, and the PCs awake a pair of dire bats who have made this place their home. They react at almost the same point as the will-o-wisp (40 ft. from the

well), and fight until the end, or until they are feasting on the PCs.

With the death of the will-o-wisp, the curse upon Re'Mar can finally be lifted, and the PCs can now make their way back out, and to meet up with Morlin to tell him of their success. There is nothing else to be found in the abandoned village, but the PCs are free to search around if they so choose.

Once back above ground, the PCs find Morlin waiting for them, and once the PCs explain what has happened he is thrilled, and offers them his thanks, and friendship.

Making your way back through the damp tunnels, you head back to the surface, confident in your victory. Upon reaching the cloudy sky once more, it is easy to find Morlin, who is waiting patiently for your group.

After recounting your story to Morlin, his face brightens up with each word, and when you finally tell him that the creature is no more, his face beams in a wide smile.

With all of his heart, Morlin thanks each of you in turn, asking Skerrit to bless you all for your good deeds. He speaks a few strange words, and produces a grand feast of nuts, berries, fresh fruits and vegetables, and gallons of fresh water, and raises a toast to your brave deeds.

When the celebrating ends, he thanks you all once again, and tells you that if ever you need his help in the future, call on him and he will come to your aid.

CONCLUSION

The PCs have a glimpse of the future from a young maiden who finds the faith of the "Lady of Fate". This is a teaser for the next chapter of the story, and a small reminder of the good that the PCs have just accomplished.

It has been a few months since you saved the Yaara Woods from the terrible creature that lived buried in the hamlet underneath the forest. A young maiden from the village of Gallam strolls out of the northern gate, into those very woods.

The soft ground beneath her feet is lush as the newly grown grass, soft and verdant, cushions her every step. The birds are singing their beautiful song in the early autumn morning.

The young woman stops after a few minutes, and settles down on the lush grass, lying down so that she faces the blue sky, staring up at the passing clouds.

Falling into a light sleep, the woman is overcome with a strange dream, somewhat of a premonition, but certainly this must be the words of "The Lady of Fate".

The young lass looks upon a far away city, filled with a teeming bazaar, and more people than she could count. The dizzying array of sounds, smells and colors assault the senses of the simple country girl.

She spies a well-groomed Baklunish man, surrounded by a large number of well armed men surrounding him on nearly all sides. He passes by a few of the colorful stalls, and after battling down an old woman on the price of a few pieces of fruit, he moves on to the next stall.

After passing through a few more stalls, the man finally makes his way towards a large home near the edge of town. The man allows a few of the guards to lead him into the house, leaving half of them out front to keep watch on the situation.

A few moments later, a terrified scream can be heard, and out of the second story window flies the Baklunish man, landing with a dull thud, as his bodily fluids all pour out into the street, dead.

The woman awakens with a start, unsure of what all of this means, but sure that it holds dangerous tidings for the future.

The End . . . For Now.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 4

Defeating Malit

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

APL 10 390 XP

APL 12 450 XP

Encounter 5

Defeating the spiders and ettercaps

APL 2 90 XP

APL 4 150 XP

APL 6 210 XP

APL 8 270 XP

APL 10 330 XP

APL 12 390 XP

Encounter 6

Defeating the will-o'-wisp

APL 2 120 XP

APL 4 180 XP

APL 6 240 XP

APL 8 300 XP

APL 10 360 XP

APL 12 420 XP

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 90 XP

APL 4 135 XP

APL 6 180 XP

APL 8 225 XP

APL 10 270 XP

APL 12 316 XP

Total Possible Experience

APL 2 450 XP

APL 4 670 XP

APL 6 900 XP

APL 8 1,125 XP

APL 10 1,350 XP

APL 12 1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items. Do not list a category if the PCs find no treasure belonging to it. For example if the PCs find no coins or gems do not list "Coin" in the treasure summary. To calculate the amount of gold each PC gets from selling an item divide its full market price by 12.

Encounter 4

APL 2: L: 0 gp; C: 34 gp; M: *dusty rose ioun stone* (416 gp).

APL 4: L: 0 gp; C: 38 gp; M: *+1 huge greatsword* (196 gp), *dusty rose ioun stone* (416 gp).

APL 6: L: 0 gp; C: 37 gp; M: *+1 huge adamantine greatsword* (446 gp), *dusty rose ioun stone* (416 gp).

APL 8: L: 0 gp; C: 105 gp; M: *+1 huge vicious adamantine greatsword* (779 gp), *dusty rose ioun stone* (416 gp).

APL 10: L: 0 gp; C: 105 gp; M: *+2 huge vicious adamantine greatsword* (1,779 gp), *dusty rose ioun stone* (416 gp).

APL 12: L: 0 gp; C: 1,105 gp; M: *+2 huge vicious adamantine greatsword* (1,779 gp), *dusty rose ioun stone* (416 gp).

APL 12: L: 0 gp; C: 71 gp; M: *+2 huge vicious adamantine greatsword* (1,779 gp), *dusty rose ioun stone* (416 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 0 gp; C: 34 gp; M: *dusty rose ioun stone* (416 gp).

APL 4: L: 0 gp; C: 38 gp; M: *+1 huge greatsword* (196 gp), *dusty rose ioun stone* (416 gp).

APL 6: L: 0 gp; C: 37 gp; M: *+1 huge adamantine greatsword* (446 gp), *dusty rose ioun stone* (416 gp).

APL 8: L: 0 gp; C: 105 gp; M: *+1 huge vicious adamantine greatsword* (779 gp), *dusty rose ioun stone* (416 gp).

APL 10: L: 0 gp; C: 105 gp; M: *+2 huge vicious adamantine greatsword* (1,779 gp), *dusty rose ioun stone* (416 gp).

APL 12: L: 0 gp; C: 1,105 gp; M: *+2 huge vicious adamantine greatsword* (1,779 gp), *dusty rose ioun stone* (416 gp).

a first level barbarian. This does not stack if you have levels of barbarian already.

Gratitude of the centaurs: For helping them clear the evil from the Yaara Woods, you have their eternal friendship. This counts as a Social Influence Point.

ADVENTURE RECORD ITEMS

If you are bitten by the werebear you receive the following AR item:

Feral Touch: You have the animal's blood boiling in your veins. At any time in the future when you are under the night sky and the moon can be seen you may expend this one time to enter a state exactly like a barbarian's rage per

APPENDIX 1: NPCs AND CREATURES

ALL APLS

MORLIN

CR 4

Male Centaur druid 1

NG Large Monstrous Humanoid

Init +7; **Senses** Listen +9, Spot +9, Low Light vision, Darkvision

Languages Sylvan, Elven, Common

AC 14, touch 11, flat-footed 12

(-1 Size, +3 natural, +2 Dex)

hp 38 (5d8+10)

Fort +5, **Ref** +6, **Will** +8

Speed 50 ft. (10 squares)

Melee Scimitar +6 (1d8+3 18-20/x2)

Ranged Composite Longbow +5 (2d6+3/x3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Druid Spells Prepared (CL 1st) DC 12 + Spell level:

1st – *cure light wounds, speak with animals*

0th – *cure minor wounds, know direction, purify food and drink*

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 15, Cha 11

Feats Track, Endurance

Skills Handle Animal +5, Swim +8, Listen +9, Spot +9, Knowledge Nature +9

Possessions Composite (+3) Longbow, Scimitar

4: FERAL SCREAMS

MALICE CR 2

Male Afflicted Werebear (Only in Human Form)

barbarian 1

CN Medium Human (Shapechanger)

Init +0; **Senses** Listen +3, Spot +4, Scent

Languages Common

AC 12, touch 10, flat-footed 12

(+2 natural)

hp 52 (7d8+38)

Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)

Melee Pointy Rock +3 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options Power Attack

Special Actions Rage 1/Day

Abilities Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 12

Feats Endurance, Iron Will (b), Multiattack, Power Attack, Run, Track (b)

Skills Handle Animal +3*, Swim +1, Listen +3, Spot +4, Control Shape +1

Possessions Pointy Rock

Lycanthropic Empathy (Ex): In any form, Lycanthropes can communicate and empathize with Animals or Dire Animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Low-Light Vision (Ex): A Lycanthrope has low-light vision in any form.

Scent (Ex): A Lycanthrope has Scent in any form.

4: FERAL SCREAMS**MALICE****CR 4****HUMAN FORM**

Male Afflicted Werebear barbarian 1

CN Medium Human (Shapechanger)

Init +0; **Senses** Listen +3, Spot +4, Scent**Languages** Common**AC** 12, touch 10, flat-footed 12
(+2 natural)**hp** 52 (1d12+6d8+38)**Fort** +9, **Ref** +5, **Will** +4**Speed** 40 ft. (8 squares)**Melee** Pointy Rock +3 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options****Special Actions** Rage 1/Day**Abilities** Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 12**Feats** Endurance, Iron Will (b), Multiattack, Power Attack, Run, Track (b)**Skills** Handle Animal +3*, Swim +1, Listen +3, Spot +4, Control Shape +1**Possessions** Pointy Rock**HYBRID FORM**

Male Afflicted Werebear barbarian 1

CN Large Human (Shapechanger)

Init +0; **Senses** Listen +3, Spot +4, Scent**Languages** Common**AC** 13, touch 11, flat-footed 12
(+2 natural, +1 Dex)**hp** 56 (1d12+6d8+38); DR 5/Silver**Fort** +9, **Ref** +5, **Will** +4**Speed** 40 ft. (8 squares)**Melee** Pointy Rock +10 (1d6+15) and Bite +12
(1d8+5+curse of Lycanthropy) or 2 Claws + 14
(1d6+10) and Bite + 12 (1d8+5+curse of
Lycanthropy)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +5; **Grp** +7**Special Actions** Rage 1/Day**Abilities** Str 31, Dex 13, Con 22, Int 10, Wis 10, Cha 12**Feats** Endurance, Iron Will (b), Multiattack, Power Attack, Run, Track (b)**Skills** Handle Animal +3*, Swim +1, Listen +3, Spot +4, Control Shape +1**Possessions** Pointy Rock**Alternate Form (Su):** An afflicted werebear can assume the form of a brown bear or a bear-humanoid hybrid if he succeeds at a DC 15 Change Form as a standard action that does not provoke attacks of

opportunity. This check can be attempted multiple times.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Improved Grab (Ex):** This werebear will fight with his pointy rock. If that weapon is lost it will attack with claws but he will not willingly drop it. If the werebear hits with a claw attack it can attempt to start a grapple as a free action without provoking an attack of opportunity.**Lycanthropic Empathy (Ex):** In any form, Lycanthropes can communicate and empathize with Animals or Dire Animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".**Low-Light Vision (Ex):** A Lycanthrope has low-light vision in any form.**Scent (Ex):** A Lycanthrope has Scent in any form.

4: FERAL SCREAMS**MALICE****CR 6****HYBRID FORM**

Male Werebear barbarian 2

CN Large Human (Shapechanger)

Init +0; **Senses** Listen +3, Spot +4, Scent, Low Light Vision**Languages** Common**AC** 13, touch 10, flat-footed 12
(+2 natural, +1 Dex)**hp** 56 (1d12+6d8+38); **DR** 10/Silver**Fort** +10, **Ref** +5, **Will** +4**Speed** 40 ft. (8 squares)**Melee** +1 *adamantine greatsword* +13/+7 (2d6+17)
and bite +14 (1d8+5+curse of Lycanthropy)
or 2 claws + 16 (1d6+11) and bite + 14
(1d8+5+curse of Lycanthropy)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +7**Special Actions** Rage 1/Day, Fast Movement,
Uncanny Dodge**Abilities** Str 32, Dex 13, Con 22, Int 10, Wis 10, Cha 12**Feats** Endurance, Iron Will (b), Multiattack, Power
Attack, Run, Track (b)**Skills** Handle Animal +3*, Swim +1, Listen +3, Spot
+4, Control Shape +1**Possessions** Medium-Sized +1 *adamantine
greatsword***Alternate Form (Su):** This werebear starts the battle
in his alternate hybrid form and won't change back by
his own will.**Curse of Lycanthropy (Su):** Any humanoid or giant
hit by a werebear's bite attack in animal or hybrid form
must succeed on a DC 15 Fortitude save or contract
lycanthropy.**Improved Grab (Ex):** This werebear will fight with his
greatsword. If that weapon is lost, it will attack with
claws but he will not willingly drop it. If the werebear
hits with a claw attack it can attempt to start a grapple
as a free action without provoking an attack of
opportunity.**Lycanthropic Empathy (Ex):** In any form,
Lycanthropes can communicate and empathize with
Animals or Dire Animals of their animal form. This
gives them a +4 racial bonus on checks when
influencing the animal's attitude and allows the
communication of simple concepts and (if the animal
is friendly) commands, such as "friend", "foe", "flee",
and "attack".**Low-Light Vision (Ex):** A Lycanthrope has low-light
vision in any form.**Scent (Ex):** A Lycanthrope has Scent in any form.**5: INTO THE DARK****LARGE FIENDISH MONSTROUS SPIDER CR 3**

NE Large Magical Beast

Init +3; **Senses** Spot +12, Tremorsense 60ft,
Darkvision**Languages** Infernal**AC** 14, touch 12, flat-footed 11
(+2 natural, +3 Dex, -1 size)**hp** 30 (4d10+4); **DR** 5/Magic**Fort** +5, **Ref** +7, **Will** +1**Resistance** Cold and Fire 5, Spell Resistance 9**Speed** 30 ft. (8 squares), Climb 20**Melee** Bite +5 (1d8+3 + poison)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +10**Special Actions** Web**Abilities** Str 15, Dex 17, Con 12, Int 3, Wis 10, Cha 2**Skills** Jump +12, Spot +12, Climb +11, Hide +3**Poison (Ex):** This spider has a poisonous bite. The
initial and secondary damage is 1d6 Str and the
DC to avoid each instance is 13**Smite Good (Su):** Once per day, the creature can
make a normal melee attack to deal 4 extra points
of damage against a Good foe.**Tremorsense (Ex):** A Monstrous Spider can detect
and pinpoint any creature or object within 60 feet in
contact with the ground, or within any range in contact
with the spider's web.**Skills (Ex):** Monstrous Spiders have a +4 racial
bonus on Hide and Spot checks and a +8 racial bonus
on Climb checks. A Monstrous Spider can always
choose to take 10 on Climb checks, even if rushed or
threatened. Monstrous Spiders can use either their
Strength or Dexterity modifier for Climb checks,
whichever is higher.*Hunting Spiders have a +10 racial bonus on Jump
checks and a +8 racial bonus on Spot checks.**6: RE'MAR****ADVANCED SHADOW* WILL-'O-WISP CR 6**

CE Small Aberration

Init +14; **Senses** Spot +4, Darkvision 60ft, Low Light
Vision**Languages** Infernal**AC** 30, touch 30, flat-footed 20
(+9 Deflection, +10 Dex, +1 size)**hp** 68 (13d8); **Fast Healing** 2**Fort** +6, **Ref** +16, **Will** +13

Evasion, Immunity to Magic

Speed Fly 75 ft. (15 squares) Perfect
Melee Shock +19 touch (2d8 electricity)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +0
SQ Natural Invisibility, Shadow Blend, +2 Luck bonus to saves

Abilities Str 1 Dex 30, Con 10, Int 15, Wis 16, Cha 12
Skills: Bluff +13, Diplomacy +3, Disguise +1 (+3 when acting), Intimidate +3, Listen +19, Search +17, Spot +19
Feats: Alertness, Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse^B.

Immunity to Magic (Ex): A will-o-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): When startled or frightened will-o'-wisp can extinguish its glow effectively becoming invisible as the spell.

Shadow Blend (Su): In any conditions other than full daylight, a Shadow creature can disappear into the shadows, giving it total concealment. Artificial illuminations, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

* see Appendix 2: New Rules Items

4: FERAL SCREAMS**MALICE****CR 11****HYBRID FORM**

Male Werebear Barbarian 5

CN Large Human (Shapechanger)

Init +2; **Senses** Listen +3, Spot +4, Scent, Low Light Vision**Languages** Common**AC** 18, touch 11, flat-footed 16

(+7 natural, +2 Dex, -1 Size)

hp 137 (5d12+6d8+66); **DR** 10/Silver**Fort** +15, **Ref** +8, **Will** +5**Speed** 40 ft. (8 squares)**Melee** +1 *large adamantine greatsword* +20/+15 (3d6+17) and **Bite** +17 (1d8+5+curse of Lycanthropy)or 2 **Claws** + 19 (1d6+11) and **Bite** + 17

(1d8+5+curse of Lycanthropy)

Space 10 ft.; **Reach** 10 ft.**Base Atk** +9; **Grp** +24**Special Actions** Rage 2/Day, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +1**Abilities** Str 32, Dex 15, Con 22, Int 10, Wis 10, Cha 12**Feats** Endurance, Iron Will (b), Multiattack, Power Attack, Run, Track (b), Cleave**Skills** Handle Animal +3*, Swim +1, Listen +3, Spot +4, Control Shape +1**Possessions** Large-Sized +1 *adamantine greatsword***Alternate Form (Su):** This werebear starts the battle in his alternate hybrid form and won't change back by his own will.**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Improved Grab (Ex):** This werebear will fight with his greatsword. If that weapon is lost, it will attack with claws but he will not willingly drop it. If the werebear hits with a claw attack it can attempt to start a grapple as a free action without provoking an attack of opportunity.**Lycanthropic Empathy (Ex):** In any form, Lycanthropes can communicate and empathize with Animals or Dire Animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".**6: RE'MAR****ADVANCED HALF-AIR ELEMENTAL* SHADOW*****WILL-O'-WISP CR 10**

CE Small Outsider

Init +15; **Senses** Spot +4, Darkvision 60ft, Low Light Vision**Languages** Infernal**AC** 32, touch 31, flat-footed 22

(+9 Deflection, +11 Dex, +1 size)

hp 68 (13d8+13); **Fast Healing** 2**Fort** +11, **Ref** +21, **Will** +14

Evasion, Immunity to Magic

Speed Fly 75 ft. (15 squares) **Perfect****Melee** Shock +24 touch (2d8 electricity)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +4**SQ** Natural Invisibility, Shadow Blend, +2 Luck bonus to saves, Outsider traits**Abilities** Str 1 Dex 32, Con 12, Int 17, Wis 18, Cha 14**Skills:** Bluff +14, Diplomacy +4, Disguise +2 (+4 when acting), Intimidate +4, Listen +20, Search +18, Spot +20**Feats:** Alertness, Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse^B.**Spell-Like Abilities (Su)** 1/day: *air walk*, *chain lightning* (dc 19), *control weather*, *control winds*, *gaseous form*, *obscuring mist*, *wind wall*. caster level 13th**Immunity to Magic (Ex):** A will-o-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.**Natural Invisibility (Ex):** When startled or frightened will-o'-wisp can extinguish its glow effectively becoming invisible as the spell.**Shadow Blend (Su):** In any conditions other than full daylight, a Shadow creature can disappear into the shadows, giving it total concealment. Artificial illuminations, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

* see Appendix 2: New Rules Items

4: FERAL SCREAMS

MALICE

CR 13

HYBRID FORM

Male Werebear barbarian 7

CN Large Human (Shapechanger)

Init +5; **Senses** Listen +3, Spot +4, Scent, Low Light Vision

Languages Common

AC 25, touch 14, flat-footed 20

(+7 natural, +5 Dex, -1 Size, +4 armor)

hp 198 (7d12+6d8+104); **DR** 10/Silver, **DR** 2/-

Fort +18, **Ref** +12, **Will** +6

Speed 40 ft. (8 squares)

Melee +1 *large vicious adamantite greatsword*

+24/+19/+14 (3d6+20 + 2d6 vicious) and Bite +19
(1d8+5+curse of Lycanthropy)

or 2 Claws + 21 (1d6+11) and Bite + 19

(1d8+5+curse of Lycanthropy)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +26

Special Actions Rage 2/Day, Uncanny Dodge,
Improved Uncanny Dodge, Trap Sense +2

Abilities Str 36, Dex 20, Con 26, Int 10, Wis 10, Cha 12

Feats Endurance, Iron Will (b), Multiattack, Power Attack, Run, Track (b), Cleave, Improved Resilience

Skills Handle Animal +3*, Swim +1, Listen +3, Spot +4, Control Shape +1

Possessions Large-Sized +1 *vicious adamantite greatsword*

Alternate Form (Su): This werebear starts the battle in his alternate hybrid form and won't change back by his own will.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): This werebear will fight with his greatsword. If that weapon is lost, it will attack with claws but he will not willingly drop it. If the werebear hits with a claw attack it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Lycanthropic Empathy (Ex): In any form, Lycanthropes can communicate and empathize with Animals or Dire Animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Low-Light Vision (Ex): A Lycanthrope has low-light vision in any form.

Scent (Ex): A Lycanthrope has Scent in any form.

5: INTO THE DARK

ADVANCED ETTERCAP

CR 4

NE Large Aberration

Init +2; **Senses** Listen +8, Spot +9

Languages Common, Infernal

AC 15, touch 11, flat-footed 13

(+4 natural, +2 Dex, -1 size)

hp 84 (9d8+36)

Fort +10, **Ref** +5, **Will** +8

Speed 30 ft. (8 squares), Climb 30ft

Melee Bite +11 (2d6+6 + poison) and 2 Claw +9
Melee (1d4+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +16

Special Actions Web

Abilities Str 22, Dex 15, Con 18, Int 6, Wis 15, Cha 8

Feats Ability Focus (Poison), Great Fortitude,
Improved Natural Armor, Multiattack.

Skills Climb +14, Craft (Trapmaking) +8, Hide +4,
Listen +8, Spot +9

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based, and includes a +2 racial bonus.

Web (Ex): An Ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a DC 18 Escape Artist check or burst the web with a DC 22 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness of 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures, but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0m and takes double damage from fire.

An Ettercap can move across its own web at its Climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (Trapmaking) Hide, and Spot checks. They have a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

HUGE FIENDISH MONSTROUS SPIDER

CR 7

NE Huge Magical Beast

Init +3; **Senses** Spot +12, Tremorsense 60ft, Darkvision

Languages Infernal

AC 14, touch 12, flat-footed 11

(+2 natural, +3 Dex, -1 size)

hp 61 (8d10+16); **DR** 5/Magic

Fort +8, **Ref** +9, **Will** +2

Resistance Cold and Fire 10, Spell Resistance 13

Speed 30 ft. (8 squares), Climb 20ft

Melee Bite +11 (2d6+6 + poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +20

Special Actions Web, Smite Good

Abilities Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2

Skills Jump +14, Spot +14, Climb +12, Hide -1

Poison (Ex): This spider has a poisonous bite. The initial and secondary damage is 1d8 Str and the DC to avoid each is 16

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal 10 extra points of damage on a Good foe.

Tremorsense (Ex): A Monstrous Spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's web.

Skills (Ex): Monstrous Spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A Monstrous Spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous Spiders can use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

*Hunting Spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks.

Speed Fly 75 ft. (15 squares) Perfect

Melee Shock +28 touch (2d8 electricity)

Space 5 ft.; **Reach** 5 ft.

Base Atk +17; **Grp** +8

SQ Natural Invisibility, Shadow Blend, +2 Luck bonus to saves, Outsider traits

Abilities Str 1 Dex 32, Con 12, Int 18, Wis 18, Cha 14

Skills: Bluff +14, Diplomacy +4, Disguise +2 (+4 when acting), Intimidate +4, Listen +20, Search +18, Spot +20

Feats: Alertness, Blind-Fight, Dodge, Empower Spell-like Ability (*chain lightning*), Flyby Attack, Improved Initiative, Weapon Finesse^B.

Spell-Like Abilities (Su) 1/day: *air walk*, *chain lightning* (dc 20), *control weather*, *control winds*, *elemental swarm* (air elementals only), *gaseous form*, *obscuring mist*, *whirlwind*, *wind wall*. Caster level 17th

Immunity to Magic (Ex): A will-o-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): When startled or frightened will-o'-wisp can extinguish its glow effectively becoming invisible as the spell.

Shadow Blend (Su): In any conditions other than full daylight, a Shadow creature can disappear into the shadows, giving it total concealment. Artificial illuminations, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

* see Appendix 2: New Rules Items

6: RE'MAR

ADVANCED HALF-AIR ELEMENTAL* SHADOW*

WILL-'O-WISP CR 12

CE Small Outsider

Init +15; **Senses** Spot +4, Darkvision 60ft, Low Light Vision

Languages Infernal

AC 32, touch 31, flat-footed 22

(+9 Deflection, +11 Dex, +1 size)

hp 105 (17d8+17); **Fast Healing** 4

Fort +11, **Ref** +21, **Will** +14

Evasion, Immunity to Magic

4: FERAL SCREAMS

Malice CR 15

HYBRID FORM

Male Werebear barbarian 9

CN Large Human (Shapechanger)

Init +5; **Senses** Listen +3, Spot +4, Scent, Low Light Vision

Languages Common

AC 25, touch 14, flat-footed 20

(+7 natural, +5 Dex, -1 Size, +4 armor)

hp 226 (9d12+6d8+116); **DR** 10/Silver, **DR** 2/-

Fort +19, **Ref** +13, **Will** +7

Speed 40 ft. (8 squares)

Melee +1 *large vicious adamantite greatsword*
+26/+21/+16 (3d6+20 + 2d6 vicious) and Bite +21
(1d8+5+curse of Lycanthropy)

or 2 Claws + 23 (1d6+11) and Bite + 21

(1d8+5+curse of Lycanthropy)

Space 10 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +28

Special Actions Rage 3/Day, Uncanny Dodge,
Improved Uncanny Dodge, Trap Sense +3

Abilities Str 36, Dex 20, Con 26, Int 10, Wis 10, Cha 12

Feats Endurance, Iron Will (b), Multiattack, Power Attack, Run, Track (b), Improved Resilience, Improved Sunder, Combat Brute*

Skills Handle Animal +3*, Swim +1, Listen +3, Spot +4, Control Shape +1

Possessions Large-Sized +1 *vicious adamantite greatsword*

Alternate Form (Su): This werebear starts the battle in his alternate hybrid form and won't change back by his own will.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): This werebear will fight with his greatsword. If that weapon is lost, it will attack with claws but he will not willingly drop it. If the werebear hits with a claw attack it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Lycanthropic Empathy (Ex): In any form, Lycanthropes can communicate and empathize with Animals or Dire Animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Low-Light Vision (Ex): A Lycanthrope has low-light vision in any form.

Scent (Ex): A Lycanthrope has Scent in any form.

* see Appendix 2: New Rules Items

5: INTO THE DARK

Advanced Huge Fiendish Monstrous Spider CR 8

NE Huge Magical Beast

Init +3; **Senses** Listen +8, Spot +9, Low Light Vision, Darkvision 60ft, Tremorsense 60 ft.

Languages Common, Infernal

AC 16, touch 11, flat-footed 13

(+5 natural, +3 Dex, -2 size)

hp 82 (11d10+22) **DR** 5/Magic

Fort +9, **Ref** +10, **Will** +3

Resistance Cold and Fire 10, Spell Resistance 13

Speed 30 ft. (6 squares), Climb 20ft

Melee Bite +10 (2d6+6 + poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +20

Special Actions Web, Smite Good

Abilities Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2

Feats Ability Focus (Poison), Great Fortitude, Improved Natural Armor, Multiattack.

Skills Climb +20, Craft (Trapmaking) +10, Hide +10, Listen +8, Spot +9

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based, and includes a +2 racial bonus.

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal 9 extra damage

Spell-like Abilities (Sp): 3/Day: *Darkness*, *Poison* (DC 14); 1/Day: *Contagion* (DC 13), *Desecrate*, *Unholy Blight* (DC 14).

Web (Ex): An Ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a DC 18 Escape Artist check or burst the web with a DC 22 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness of 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures, but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though

by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0 and takes double damage from fire.

An Ettercap can move across its own web at its Climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (Trapmaking) Hide, and Spot checks. They have a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

illuminations, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

* see Appendix 2: New Rules Items

6: RE'MAR

ADVANCED HALF-AIR ELEMENTAL * SHADOW*

WILL-O-WISP CR 14

CE Small Outsider

Init +15; **Senses** Spot +4, Darkvision 60ft, Low Light Vision

Languages Infernal

AC 32, touch 31, flat-footed 22

(+9 Deflection, +11 Dex, +1 size)

hp 129 (21d8+21); Fast Healing 6

Fort +15, **Ref** +25, **Will** +17

Evasion, Immunity to Magic

Speed Fly 75 ft. (15 squares) Perfect

Melee Shock +32 touch (2d8 electricity)

Space 5 ft.; **Reach** 5 ft.

Base Atk +21; **Grp** +8

SQ Natural Invisibility, Shadow Blend, +2 Luck bonus to saves, Outsider traits

Abilities Str 1 Dex 33, Con 12, Int 18, Wis 18, Cha 14

Skills: Bluff +14, Diplomacy +4, Disguise +2 (+4 when acting), Intimidate +4, Listen +20, Search +18, Spot +20

Feats: Alertness, Blind-Fight, Dodge, *Empower Spell-like Ability (chain lightning)*, Flyby Attack, Improved Initiative, Skill Focus (Move Silently), Weapon Finesse^B.

Spell-Like Abilities (Su) 1/day: *air walk*, *chain lightning* (dc 20), *control weather*, *control winds*, *elemental swarm* (air elementals only), *gaseous form*, *obscuring mist*, *whirlwind*, *wind wall*. Caster level 17th

Immunity to Magic (Ex): A will-o-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): When startled or frightened will-o'-wisp can extinguish its glow effectively becoming invisible as the spell.

Shadow Blend (Su): In any conditions other than full daylight, a Shadow creature can disappear into the shadows, giving it total concealment. Artificial

APPENDIX 2: NEW RULES ITEMS

Shadow Creature, as presented in *Lords of Madness*

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Prime Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive creatures and spookier than their material counterparts.

Shadow creatures are not to be confused with Shadows (undead creatures that dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that plane (such as the Shadow Mastiff) and therefore do not follow this template.

Creating a Shadow Creature

“Shadow” is a template that can be added to any corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, Undead or Vermin (referred to hereafter as the base creature).

Size and Type: Animals or Vermin with this template become Magical Beasts, but otherwise the creature type is unchanged. Shadow creatures encountered on the Material Plane have the extraplanar subtype and are native to the Plane of Shadow.

Speed: As base creature x 1 1/2.

Special Qualities: A Shadow creature retains all of the special qualities of the base creature, and also gains the following:

- Resistance to Cold equal to 5 + 1 per Hit Dice, to a maximum of 15.
- Darkvision out to 60 feet.
- Low-Light Vision
- *Shadow Blend (Su)*: In any conditions other than full daylight, a Shadow creature can disappear into the shadows, giving it total concealment. Artificial illuminations, even a *Light* or *Continual Flame* spell, does not negate this ability, but a *Daylight* spell will.

Shadow creatures also have one additional special ability for every 4 Hit Dice they possess (minimum of one additional ability) chosen from the following list.

- +2 Luck bonus on all saving throws.
- *Cause Fear (Sp)*: 1/day. Caster level 5th. The save DC is Charisma-Based.
- Damage Reduction 5/Magic.
- Evasion, as the Rogue class feature.
- Fast Healing 2.
- *Mirror Image (Sp)*: 1/day. Caster level 5th.
- *Plane Shift (Sp)*: 1/day, to or from the Plane of Shadows only. Caster level 15th.

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as the base creature. Shadow creatures gain a +6 racial bonus on Move Silently checks.

Feats: Same as the base creature.

Environment: Plane of Shadows

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Advancement: Same as the base creature.

Level Adjustment: Same as base creature +2.

Half Elemental, as presented in *Manual of the Planes*

Much rarer than Half-Celestials or Fiends, Half-Elementals are the result of unions between Elementals and Mortal creatures or are created by some magical infusions of Elemental power into a mortal at birth (usually through strange and often distasteful rites). Such creatures are normally left among their mortal kin, never again thought of by their otherworldly sires.

Half-Elementals often have some aspect of their Elemental nature displayed in both their appearance and their temperament.

Half-Air Elementals often have their hair blown about in mysterious breezes and a breathy voice.

Sometimes people describe them as flighty, for it's hard for them to concentrate too long on any one topic.

Half-Earth Elementals have a rocky sheen to their flesh. They are often slow to act but stubborn once committed.

Half-Fire Elementals have a reddish tint to their hair, eyes or skin. They are temperamental and quick to jump to conclusions.

Half-Water Elementals have a blue-green hue about them – either in their hair or their skin. They are usually nurturing and giving, but terrible when angered

Creating a Half-Elemental

“Half-Elemental” is a template that can be added to any corporeal creature with an Intelligence score of 4 or more, (referred to hereafter as the “base creature”). Because the Half-Elemental is still mostly flesh, it cannot be of the Elemental type. Instead, the creature's type changes to “Outsider”. It uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor improves by +1, or by +3 for Half-Earth Elementals.

Special Attacks: A Half-Elemental retains all the special attacks of the base creature. Half-Elementals with an Intelligence or Wisdom score of 8 or higher posses the following spell-like abilities, using their character level as the caster level, as specified in the table. Each ability is usable once per day.

Special Qualities: A Half-Elemental has all the special qualities of the base creature. Half-Elementals are immune to disease and effects from their own element (use cold for air) and gain a +4 racial bonus on Fortitude saves against poison.

Saves: Same as the base creature.

Abilities: Change from the base creature as follows.

Air: Str +0, Dex +2, Con +2, Int +2, Wis +2, Cha +2

Earth: Str +4, Dex -2, Con +4, Int +0, Wis +0, Cha +0

Fire: Str +0, Dex +4, Con +0, Int +2, Wis +0, Cha +2

Water: Str +2, Dex +0, Con +2, Int +2, Wis +2, Cha +2

Skills: A Half-Elemental has 8 skill points, plus its Intelligence bonus, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for

the class levels normally. Any racial bonuses that apply to the base creature apply to the Half-Elemental as well.

Feats: Half-Elementals have one feat for every four levels or the base creature's total of feats, whichever is greater.

Climate/Terrain: Same as either the base creature or the Elemental.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Alignment: Same as the base creature.

Treasure: Same as the base creature.

Advancement: Same as the base creature.

Half-Air Elemental

Level	Ability
1-2	<i>Obscuring Mist</i>
3-4	<i>Wind Wall</i>
5-6	<i>Gaseous Form</i>
7-8	<i>Air Walk</i>
9-10	<i>Control Winds</i>
11-12	<i>Chain Lightning</i>
13-14	<i>Control Weather</i>
15-16	<i>Whirlwind</i>
17-18	<i>Elemental Swarm*</i>
19+	<i>Plane Shift</i>

** Cast as an Air spell only.*

Half-Earth Elemental

Level	Ability
1-2	<i>Magic Stone</i>
3-4	<i>Soften Earth and Stone</i>
5-6	<i>Stone Shape</i>
7-8	<i>Spike Stones</i>
9-10	<i>Wall of Stone</i>
11-12	<i>Stoneskin</i>
13-14	<i>Earthquake</i>
15-16	<i>Iron Body</i>
17-18	<i>Elemental Swarm*</i>
19+	<i>Plane Shift</i>

** Cast as an Earth spell only.*

Half-Fire Elemental

Level	Ability
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1-2	<i>Burning Hands</i>
3-4	<i>Produce Flame</i>
5-6	<i>Flaming Sphere</i>
7-8	<i>Wall of Fire</i>
9-10	<i>Fire Shield</i>
11-12	<i>Fire Seeds</i>
13-14	<i>Firestorm</i>
15-16	<i>Incendiary Cloud</i>
17-18	<i>Elemental Swarm*</i>
19+	<i>Plane Shift</i>

** Cast as an Fire spell only.*

Half-Water Elemental

Level	Ability
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1-2	<i>Obscuring Mist</i>
3-4	<i>Fog Cloud</i>
5-6	<i>Water Breathing</i>
7-8	<i>Control Water</i>
9-10	<i>Ice Storm</i>
11-12	<i>Cone of Cold</i>
13-14	<i>Acid Fog</i>
15-16	<i>Horrid Wilting</i>
17-18	<i>Elemental Swarm*</i>
19+	<i>Plane Shift</i>

** Cast as a Water spell only.*

Combat Brute [Tactical], as presented in *Complete Warrior*

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against that foe. The additional attack is with the same weapon at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attack during the second round gains a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two-handed weapon, or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon, or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of her fighter bonus feats.

APPENDIX 3: THE LAW IN NORTHERN/SOUTHERN TUSMIT

Although the laws of Tusmit are supposed to be the same throughout the nation, the southern sheikdoms are much more rigorous in their following and application of the laws than the northern ones. In the sheikdoms of the north, justice is often swiftly served in the name of the True Faith and without any consultations or regards to the civil laws of the nation.

Generalities

Sentences range will vary depending on the circumstances of the offense and/or the status of the person being judged. Each week represents 1 Time Units (TU) in game play.

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the Tusmit triad at tusmittriad@yahoogroups.com.

LASHINGS

All lashings are given in public where the criminal can be showered by manure and rotting vegetables. The number of lashes given should be noted on the AR.

HORSES

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

HIGH FINES

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains (gp) per week in the mines.

Full responsibility of the law is expected and enforced by the Qadi and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defence.

THE SELF-DEFENSE CLAUSE

A clause of self-defence can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defence.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a

penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one week of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason to call upon this clause.

LEGAL AUTHORITIES

The Pasha's influence in the northern sheikdoms is rather weak and local authorities tend to interpret the laws as they see fit. Minor offenses will most often be dealt with by the Military as in the southern sheikdoms. Major offenses are usually taken care of by the local ruler or a high ranking priest of Al'Akbar. Most grievous offenses are rarely put in the hands of the Pasha since the people of the northern sheikdoms don't usually like to deal with him. In this case, a high-ranking priest of the True Faith will be entitled to judge the offense. In some cases, a person who has been wronged will take matters in his own hands without any intervention from the militia or the Church. No one will ask any questions if justice has been served in the name of the True Faith.

THE OFFENCES

Assault (Noble, Church or Ggovernment official)

Threat or use of lethal force that results in bodily harm upon a person a lawful representative of the Tusman Government, a Tusman noble or member of an organized Tusman Church.

Sentence: Confiscation of weapon used and imprisonment of up to 1 year (52 TUs).

Assault (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six weeks and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three weeks and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of four weeks and loss of seventy-five percent of property.
- Other: Fine of one and a half times the blackmail price

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Any other: Death

Spying

Any activity that results in foreign powers learning secrets or information about the nation of Tusmit.

Sentence: Death

Theft

Possession, sale, or acquisition of an object without permission.

Sentences:

- Less than 100 fountains stolen: 2d10 lashes per 25 fountains stolen.

- 100 to 500 fountains in value: Imprisonment for 1 week per 100 fountains' worth of goods, and 5d10 lashes.
- 500 fountains in value or more: Sent to the mines for 1 week per 100 fountains stolen, followed by severance of main hand.
- Horse theft: Death.

Treason

Any activity that weakens or gives an edge to a foreign power against the good of the nation of Tusmit.

Sentence: Torture and death

Vandalism

Willful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Worship of a banned religion

Holding worshiping ceremonies to gods banned in Tusmit: the Fire God, the Elder Elemental Eye, Hextor, Iuz, Pyremious, Tharizdun, Vecna

Sentence: Death.

APPENDIX 4: TEXTES EN FRANCAIS

1: SPITTING AND SNORTING

Le soleil s'est levé il y a quelques heures déjà, et la journée promet d'être une magnifique journée de printemps. Le froid de la nuit précédente a disparu, et le soleil de mi-matir est chaud et confortable sur vos visages.

La route menant à Rakesh n'est pas complètement vide, d'autres voyageurs vont dans la même direction que vous – pour la plupart, des fermiers amenant leurs produits au marché

Alors que vous être à quelques dizaines de mètres des portes de la ville, vous pouvez discerner un individu à cheval qui semblent argumenter avec les deux soldats qui montent la garde, mais il semblerait qu'aucune coup n'ait encore été échangé, même si l'individu fait souvent cabrer sa monture.

Vous rapprochant, vous voyez maintenant que ce n'est pas un individu à cheval, mais une créature mi-homme, mi-cheval – un centaure. Il a un cimenterre attaché à son flanc, et un arc composé et son carquois sur le dos.

Il semble désespéré de se faire comprendre des gardes, alternant entre deux langages, et les gardes ne semblent comprendre ni l'une ni l'autre. Le centaure commence à s'impatisier, et, vous apercevant, il s'adresse à vous d'un air suppliant dans les mêmes langages qu'il a utilisé plus tôt, dans l'espoir que vous puissiez le comprendre.

+++++

Pardonnez, je... nous – nous avons besoin de votre aide. Il y a une créature étrange qui est sorti du sol, et qui a tenté de dévorer le soleil. Nous pouvions sentir le Mal émanant de cette créature – ce n'était rien de naturel.

Je parie que ces deux femmes ont quelque chose à voir avec ça, de la même façon qu'elles ont ramené Malit, tout changé comme il est à présent. Pouvez-vous nous aider? Nous ne savons que faire, mais nous devons arrêter cette chose.

2: SUNSET

Comme le soleil approche son zénith, vous commencez à vous éloigner de Rakesh, et à vous diriger vers les Yaara Woods. Avec Morlin en tête,

vous quittez les confort de la grande ville, et vous enfoncez dans les étendues sauvages d'Elisam.

Au début de votre périple, vous suivez la route qui vous a mené à la cité. Au bout d'une heure, la route a disparue, et vous vous trouvez sur un petit sentier où l'on peut voir ici et là les traces d'une charrette.

Le jour est ensoleillé, et à l'exception d'une paire de fermiers en route pour Rakesh, la route est déserte. Regardant autour de vous, vous avez l'impression de traverser la steppe plutôt que les pâturages familiers des autres sheikdoms.

Morlin, votre guide, est plutôt silencieux durant le trajet. La seule conversation qu'il entreprend est pour vous indiquer tel plante ou tel animal, ou tel point du repère particulier au sheikdom.

Vers la fin de l'après-midi, vous apercevez les premiers signes d'une ferme à l'horizon, et elle semblerait se trouver sur votre route. Juste avant l'heure du dîner, vous traversez le centre de cette ferme et vous voyez quelques petits enfants travaillant et jouant dans les champs.

Vous rapprochant, vous voyez qu'il ne s'agit pas d'enfants, mais de Halflings. Ils sont un peu circonspects en premier, mais dès que le plus vieux d'entre eux aperçoit Morlin, ils se détendent, du moins un peu.

+++++

Les quatre halflings devant vous projettent l'image d'une famille heureuse. Celui qui semble être le père se relève, la sueur coulant dans son visage cuit par le soleil, et s'adresse à Morlin dans une langue étrangère.

+++++

Regardant en direction de votre groupe, celui qui semble le doyen des Halflings époussette un peu ses vêtements, et s'adresse à vous.

"Bienvenue, tout ami de Morlin est un ami de notre famille aussi. Je m'appelle Roscoe Tuskabubble. Je suis le patriarche de cette ferme." Pointant vers une femelle halfling à ses côtés, puis vers la plus vieille des deux fillettes et ensuite vers sa cadette, il continue. "Ceci est ma femme Amaryllys, et mes filles Cora et Jillian".

"Bienvenue dans notre demeure. Nous avons presque terminé pour la journée, et nous serions honorés si vous pouviez partager notre repas. En échange, vous nous régaleriez des nouvelles et potins du reste de la Nation."

"Si vous acceptez, derrière la maison il y a une grande table avec suffisamment de chaises. Installez-vous à vos aises, nous allons vous y rejoindre bientôt."

Parlant de nouveau à Morlin dans la même langue étrangère que tantôt, il semblerait que Roscoe lui a répété son boniment, alors que Morlin acquiesce de la tête et se dirige vers l'arrière de la maison.

Il s'écoule un peu plus d'une heure avant que la famille Tuskabubble vous rejoigne, et Roscoe vous tient compagnie pendant que Amaryllis cuisine un délicieux, mais maigre, repas. La nourriture est bonne, mais la quantité semble avoir été pensée pour beaucoup moins de convives.

Comme le repas tire à sa fin, et que le soleil tombe à l'horizon, Amaryllis emmène les fillettes dans la maison, laissant à Roscoe le soin de vous divertir, ce dont il s'acquitte avec plaisir.

La conversation passe de sujet en sujet, avec aisance. Alors que les étoiles se mettent à briller dans le ciel du soir, et que la conversation continue, il semblerait que ce petit fermier soit moins rustre qu'il n'y semblerait à première vue.

3: GALLAM

Alors que le soleil brille à l'horizon, le bruit de la famille de halflings vaquant à ses occupations journalières vous tire d'un profond sommeil. Vous ramassez votre matériel, remerciez la famille Tuskabubble pour son hospitalité, et reprenez votre périple vers les Yaara Woods.

Un peu plus d'une heure après avoir quitté la ferme, Morlin vous offre un petit déjeuner à base de noix, de baies, et d'eau fraîche.

Le jour progresse, le soleil monte vers son zénith, et vous avez déjà dépassé deux autres fermes, l'une comme l'autre pas très grande, et ne semblant pas produire beaucoup sur le sol aride où elle est installée.

Les habitants du sheikdom sont accueillants et chaleureux, même s'ils ne semblent pas avoir une abondance de possessions matérielles. Plusieurs d'entre eux vous traitent de grands seigneurs, de

par vos habits ornés et vos armes et armures de qualités.

La plupart des habitants de ce sheikdom sont très pieux, prenant à cœur les enseignements d'Al'Alkar et des Quatre Pieds du Dragon. Ceci est évident par leur générosité alors qu'ils offrent le peu dont ils disposent, et par l'important qu'il apporte à leur famille et à leur foi.

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Le temps passé, et vers le milieu de la journée vous arrivez à la pointe sud de la Yaara. Morlin pointe vers deux autres fermes dont il connaît les occupants.

Presque engoncée dans la Yaara elle-même, une haute clôture de bois apparaît sur votre gauche, à la lisière de la forêt. Morlin s'y dirige sans hésitation. Ce doit être Gallam.

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Alors que vous passez la porte nord, une paire de gardes regardent dans votre direction, mais en voyant Morlin ils ne font qu'hocher la tête et ne vous portent plus attention. Il y a aussi quelques forestiers et bûcherons qui passent par là, mais autrement la route qui mène à la Yaara est relativement déserte.

4: FERAL SCREAMS

Alors que le soleil redescend à l'horizon, vous arrivez en vue des Yaara Woods. Des arbres hauts et anciens, feuillus et conifères; tout est vert et luxuriant dans ce patriarcat des forêts.

Vous continuez votre chemin sous le feuillage de la forêt, et les sons des oiseaux et des petits animaux vous conforte le cœur, car ce sont les sons d'une forêt en paix avec elle-même, loin des troubles qui semblent hanter le reste de la Nation.

Alors que vous vous éloignez de la lisière de la forêt, Morlin vous explique que votre destination, le "trou dans le sol" d'où il a vu la créature, n'est qu'à quelques heures de marche.

Une heure plus tard, les oiseaux arrêtent soudainement de chanter, les écureuils arrêtent leur bavardage, et le vent, faible mais rafraîchissant, tombe – il se passe définitivement quelque chose dans la Yaara.

Vous pouvez entendre marmonner d'une voix basse et gutturale, faiblement d'abord, puis plus fort à mesure que vous vous rapprochez de la source. "Moi pas mauvaise personne... Non, moi pas mauvaise personne... c'était celui qui s'appelle Trenkat... oui, lui... et l'Epouse... non, pitié, maîtresse, laissez partir pauvre Malit... pitié, non, Malit pas mauvaise personne... et Whack! Whack encore! Et Malit voit rouge, et Malit sent rage et sang et... quoi, Malit plus seul maintenant..." Et vous l'apercevez: une grande créature, ses formes alternant entre homme et ours, assis sur un tronc d'arbre au milieu d'une petite clairière. Ses mains sont rouges sang, et à ses pieds se trouve le cadavre d'un vieux centaure.

Morlin gémit derrière vous: "Maître..."

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Morlin se met au travail, ramassant du bois du sol de la Yaara. Après une demi-heure de labeur, il les empile pour former un bûcher funèbre sur lequel il mets le corps du centaure ainsi que celui de Malit.

Allumant le bûcher, il prononce quelques paroles solennelles, et se tient à distance respectueuse alors que les deux âmes montent avec la fumer du brasier vers un lieu meilleur. Regardant vers le ciel, il vous semble que les nuages se massent au-dessus de vos têtes.

Vers minuit, une pluie fine se met à tomber, mais devient de plus en plus forte à mesure que la nuit laisse place au matin.

5: INTO THE DARK

Le matin arrive gris et humide, alors que la pluie qui a débuté la nuit passée continue sans relâche. La Yaara et beaucoup plus silencieuse que la nuit précédente, ses habitants préférant se cacher de la pluie.

Morlin continue de vous mener à travers les sentiers de la forêt, mais un air d'inquiétude se lit sur son visage.

Après plusieurs heures de marche silencieuse, Morlin s'arrête soudainement. La forêt s'est ouverte sur une clairière, et le sol est grisâtre et sans vie. Ca et la, de petits arbrisseaux malingres et quelques pièces de mousse, mais rien d'autre ne semble pousser ici.

Morlin vous regarde tour à tour, d'un air attristé. Il prend une profonde respiration avant de

s'adresser à vous à voix basse, avec une gravité que vous n'aviez pas vue depuis les portes de Rakesh.

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"Mes amis, nous sommes à l'endroit dont je vous ai parlé l'autre jour – l'emplacement d'un grand Mal. Il m'est interdit d'aller plus loin, le trou dans le sol n'est plus qu'à une faible distance. Je vous attendrai ici pendant trois jours", dit Morlin en pointant vers le nord.

"Si, après ce laps de temps, vous n'êtes pas de retour, je craindrai le pire et irai chercher de l'aide pour vous retrouver et pour aider à vaincre le Mal qui peut se cacher là-bas.

"Que Skerrit vous garde, et vous ramène sains et sauf". Sur ce, Morlin incline la tête vers vous, et recule vers la sécurité des arbres derrière vous. Il semblerait que votre route est maintenant tracée.

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Après quelques minutes à marcher dans la direction que Morlin vous a indiqué, vous traversez la zone de terre grisâtre; le silence et le manque de végétation est très déprimant, et entraîne votre esprit à réfléchir sur ce qui pourrait en être la cause. Bientôt vous apercevez l'objet de votre quête – un trou béant sur le sol s'ouvre devant vous.

Vous approchant avec précautions, vous patauger dans la boue grise qui entoure l'ouverture, chacun de vos pas nécessitant un effort pour l'extirper de ce cloaque. La pluie qui tombe est un embêtement de pluie, mais vous parvenez à vos fins sans trop d'encombres.

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Arrivé au bord du trou, vous regardez dans l'ombre grandissante. La lumière de ce jour gris illumine à peine l'intérieur, mais de votre angle de vue, il semblerait que ce soit le début d'un tunnel boueux qui continue sous terre. Si vous voulez aider Morlin, il semblerait que vous n'ayez d'autre choix que de la suivre.

En y regardant de plus près, vous discernez une descente à pic d'environ douze mètres. Les bords en sont boueux, et de petites flaques d'eau commencent à se former tout en bas.

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Une fois que vous avez atteint le fond de l'ouverture, il n'y a presque plus assez de lumière pour vous guider. Les nuages gris cachent le soleil,

et les flaques à vos pieds reflètent ce qui en filtrent en d'étranges motifs.

Les murs de ce passage semblent très anciens, et complètement naturels – aucune main n'a taillé ceci. Les roches sous vos pieds se déplacent légèrement tandis que vous regardez autour de vous, en vous apercevant qu'il ne semble y avoir qu'une seule issue vers l'Est.

Le tunnel est environ 18 mètres de large, et atteint une hauteur de 12 mètres par endroit. Le tunnel vous protège de la pluie, mais l'obscurité qui vous entoure n'y est peut-être pas favorable.

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Comme vous commencez votre descente dans le tunnel, les roches sous vos pieds vous causent quelques menus ennuis, alors que le terrain difficile ralentit votre progression. En ayant soin de ne pas vous tordre la cheville, vous continuez à suivre le tunnel, de manière prudente.

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Vous progressez lentement dans le tunnel, dans la seule direction qui s'offre à vous. Vous devez balayer de la main de vieilles toiles d'araignée qui couvrent le passage.

Soudainement, un étrange spectacle s'offre à vos yeux. Mi homme, mi araignée, une créature se tient au milieu du tunnel, créant une toile au travers de l'ouverture et empêchant toute possibilité de continuer votre chemin. Une pierre roule sous vos pieds, alertant la créature à votre présence.

Elle tourne son regard vers vous, et vous pouvez entrevoir la laideur de cette chose. D'une voix tout aussi repoussante que son allure, elle dit en écorchant la langue commune "Venez, mes pettits... Le dîner est arrivvvvvé."

Avec un air de pure malice, la créature s'avance à pas pesants vers vous.

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Avec la mort du dernier des arachnides, la route est presque libre. Il suffit maintenant d'enlever la toile bloquant le passage, et une fois fait, s'enfoncer dans la noirceur à la recherche de la créature qui a terrifié Morlin et son maître.

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Vous éclairant du mieux que vous pouvez, vous descendez le passage rocheux et humide qui

vous conduit vers la chose ayant causé tant de terreur en si peu de temps. Les roches sous vos pieds glissent constamment, rendant le périple plus lent que vous ne désireriez, mais, en restant prudent, vous réussissez à marcher d'un bon pas.

Après encore quelques heures de marche dans le corridor sombre, sans rencontrer quoi que ce soit, la lueur de votre éclairage révèle que le passage devant vous change – et révèle le village englouti sous la terre depuis tant d'années.

6: RE'MAR

Moins d'une trentaine de mètres devant vous, le tunnel semble s'élargir, et donne sur une large caverne. Outre le son des pierres roulant sous vos pas et le battement de votre coeur, aucune son ne vous parvient, et la noirceur semble s'épaissir devant vous.

Regardant autour de vous, vous vous rendez compte que les murs de la caverne s'étendent vers votre gauche et votre droite, mais vous ne pouvez apercevoir ni le fond de la caverne, ni son plafond.

A votre gauche, un édifice, ancien et sur le point de s'écrouler, se tient moins de 6 mètres de vous vers le nord.

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Vous remontez vers la surface à travers le tunnel humide, satisfait de votre victoire. De retour à l'air libre, vous retrouvez facilement Morlin, qui attendait patiemment votre retour.

Tandis que vous racontez votre histoire à Morlin, son visage s'anime avec chaque mot, et quand vous lui apprenez finalement que la créature est morte, son visage se fend d'un large sourire.

Morlin vous remercie tous et chacun de tout son coeur, et demande à Skerrit de vous bénir pour vos bonnes actions. Il prononce quelques mots étranges, et soudain apparaît un festin de noix, baies, fruits et légumes frais, ainsi que des gallons d'eau fraîche. Levant son verre, il porte un toast à votre victoire.

A la fin des célébrations, il vous remercie tous encore, et vous dit que si vous avez jamais besoin de son aide, que vous n'avez qu'à le demander et il va accourir.

CONCLUSION

Il s'est passé quelques mois depuis que vous avez sauvé les Yaara Woods de la terrible créature qui se cachait dans le hameau englouti sous la forêt. Une jeune fille du village de Gallam sort de la porte nord, en direction de ces bois.

Le sol sous ses pieds est vert et luxuriant, couvert d'herbe nouvelle, et coussine ses pas. Les oiseaux chantent en unisson en ce début d'automne.

La jeune fille s'arrête après quelques minutes, et s'installe sur l'herbe, se couchant pour contempler le ciel bleu et les quelques nuages qui s'y trouvent.

A moitié endormie, elle est saisie d'un étrange rêve, certains diraient une prémonition, qui semble provenir de la Déesse du Destin.

Elle regarde une cité lointaine, remplie d'un bazar grouillant, et de plus de gens qu'elle ne peut en compter. Trop de sons, d'odeurs et de couleurs pour un simple fille de la campagne.

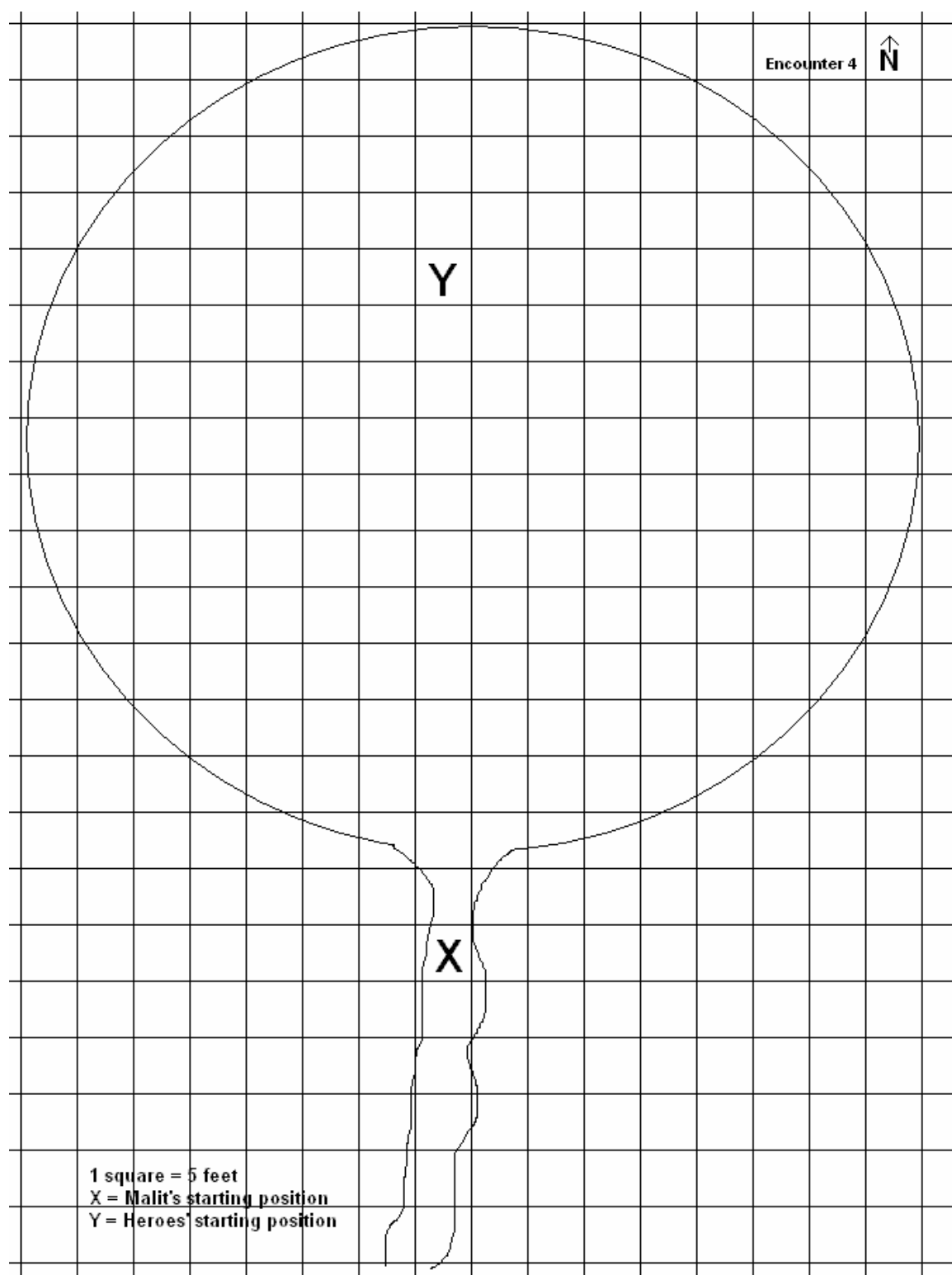
Elle aperçoit un homme baklunien bien mis, entouré d'une large escorte d'hommes en armes. Il passe près de certaines des échoppes du marché, marchandant avec une vieille femme sur le prix de quelques pièces de fruit, avant de passer à l'échoppe suivante.

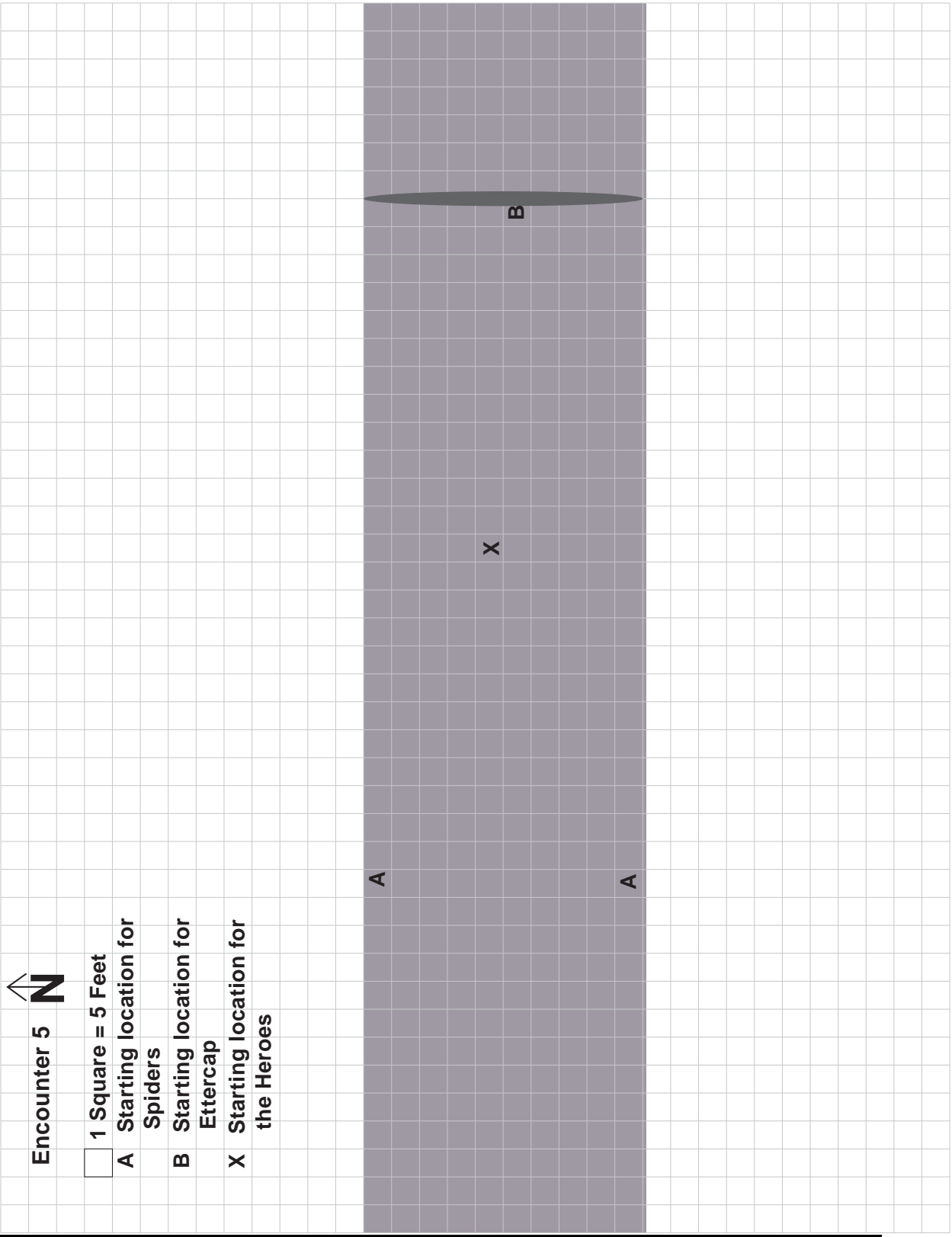
Il se dirige finalement vers une large demeure près des limites de la cité. L'homme suit quelques uns de ses gardes à l'intérieur, laissant les autres à l'extérieur monter la garde.

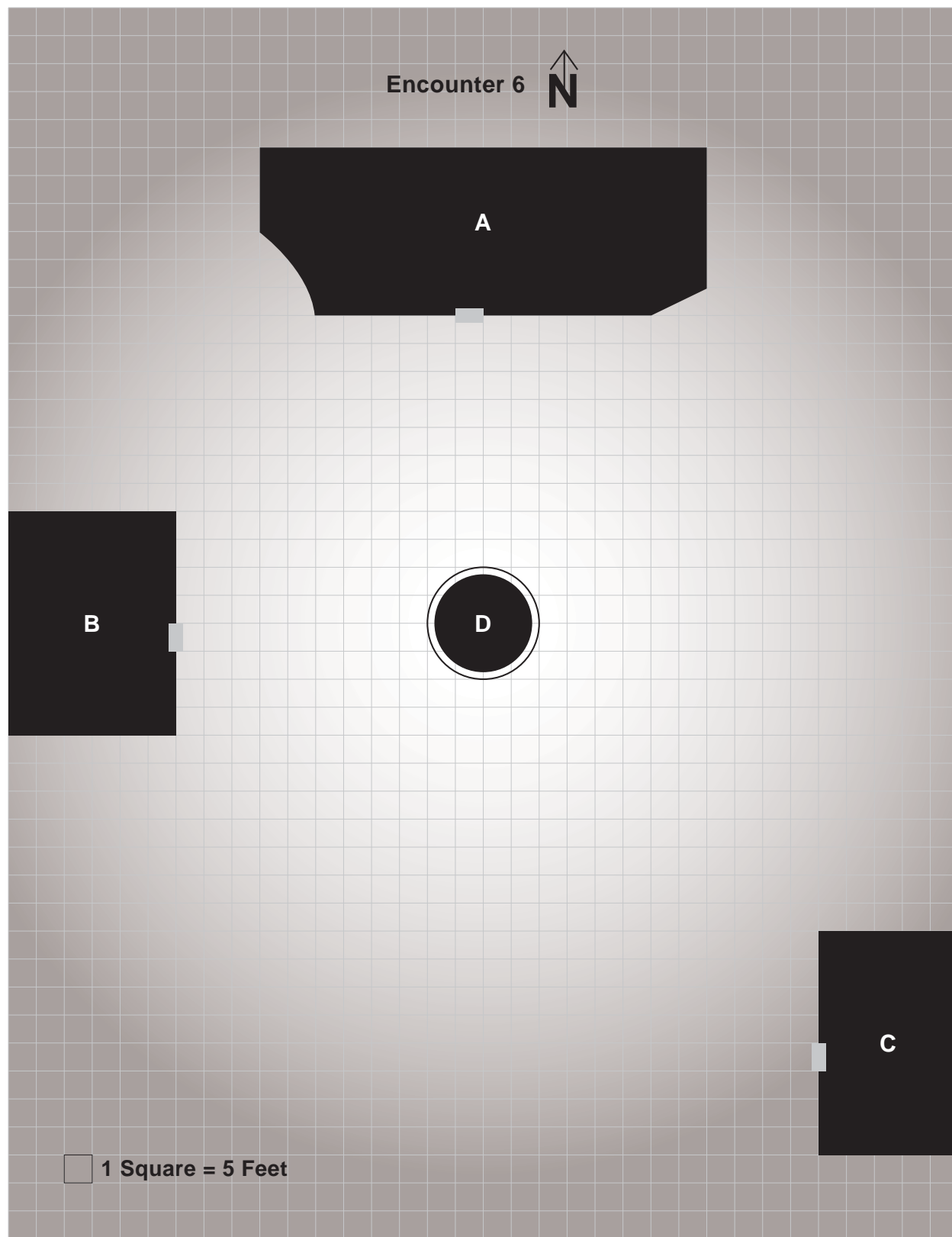
Quelques instants plus tard, un cri terrifié se fait entendre, et de la fenêtre du deuxième étage tombe l'homme baklunien, avec son sourd, mort.

La jeune fille se réveille en sursaut, ne sachant quoi penser de tout cela, mais inquiète de ce que cette vision présage de l'avenir.

La fin... pour maintenant.







PLAYER HANDOUT 1

JOURNAL ENTRIES FROM THE RUINED TEMPLE OF THE OERTH MOTHER

12 Fox, 1756 BH.

Mother Oerth, please guide me. I believe that I am beginning to loose my mind. I swear by all that you have taught that saw a strange creature of the most unholy blackness fly into town, and take up residence in the village well, but when I went looking, I saw nothing more. What is happening to me?

25 Fox, 1756 BH

Blessed Mother, I know that I am not going insane, but it is fart worse. The thing that I thought I saw, now the others are claiming to see it as well, but they are very short with each other, almost coming to blows on several occasions when they could not agree with each other as to what the thing looked like. We have never fought amongst ourselves before, and I am getting very worried about the village.

30 Fox, 1756 BH

Blessed Mother, things have reached a terrible end. There is a feeling of evil that I just cannot shake. And to make things worse, two men nearly beat each other to death this morning over who could use the well. There is something in the water, or in the well itself, that makes everyone so on edge. Please, send me your guidance as to what I should do.

18 Snake, 1756 BH

Things have taken a decided turn for the worse. The other townsfolk have started shutting themselves into their homes, fearful of friends and neighbors, and when they do go out, they arm themselves. I have tended to fewer and fewer, as they fear me as well. What is going on here?

7 Boar, 1756 BH

I cannot take it any more. They are constantly fighting, with each other. Fear, paranoia and anger run rampant. The others take to blows before even saying good morning. If something does not change soon, I am afraid the worse will happen. Is there nothing that can be done?

9 Boar, 1756 BH

The worst has come to pass. Ifran and Iqbal came to blows yet again this morning, and the day will end when I bury Ifran. Iqbal seems pleased with what he has done, and the two have been friends since childhood. Help us, please.

21 Boar, 1756 BH

Things are continuing to get out of hand. The fighting has gone on for two days now, without pause, and the townsfolk seem to revel in the death and destruction that they are causing, and the evil feeling only seems to be getting stronger. In addition, to make things worse, one of the men asked for the blessing of the Reaper when he killed his own family. Am I loosing my mind, or has the entire world gone mad? Please, help us.

25 Boar, 1756 BH

You have abandoned us, why? We gave you tributes, we gave you our love. In addition, how do you repay us . . . by letting us slaughter each other. Your lack of care for us has taught me that the Reaper is right. Take what we want, and destroy those who get in our way – and that includes you. Mother Oerth, no. Just a selfish witch spreading lies. Burn in the Nine Hells witch.

(The rest of the journal pages are stuck together with a strange brown substance.)