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Sweet Dreams in Wiskfold

(an Adventure Module for 4-5 Characters Level 1 - 2)

An Australian Tournament Level Adventure

by Keith Done and Angela Caffery

FOE



Sweet Dreams in Ashfold



This product makes use of the Pathfinder RPG Core Rulebook. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com

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Keith Done is the founding member of 'Friends of Eldoria' (FOE). FOE contributors write material for the rich world of Eldoria, originally created by Keith over 30 years ago. Keith Done worked for Auran Pty Ltd (an Australian PC Games Development company) for several years and has had a number of modules and game resources previously published including the Encyclopedia Eldoria, Shades of Grey, Guardian and Mindbane. He has just released an updated **Encyclopedia Eldoria 2nd Edition** and the new **Reliquarium Eldoria**, a book totally devoted to the religions of Eldoria. He has also just completed "The Muddy Boots Inn", a module for the Eldorian 'Interesting Inns' series and he is busily doing a makeover of his classic Australian tournament modules from the 1980's, including "Blade" and "Last Blood".

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Keith Done has published a wealth of information on his fantasy role setting of Eldoria on Drive Thru RPG, however there are many elements of his world that will never be featured as part of his mainstream reference books and modules; secrets of Eldoria that are the realm of the GM only. These are scheduled for limited release on the Patreon site so that as few players as possible can easily find out about some of the more hidden realms, unknown histories and truths about this fascinating world.

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Sweet Dreams in Ashfold

About this Publication

"It's early and we should be out and about but I just can't keep my eyes open any longer"

"Sweet Dreams in Ashfold" was originally designed for the Briscon Games Convention 1990 as a competitive RPG Tournament and was completely revised for the Maryborough Fraserpop 2018 Cultural Festival. It's a low level game that has an emphasis on mystery and deduction and requires the players to come up with an innovative plan to take down the monster hiding in the isolated village of Ashfold. The creature (known as a Mistweaver) is creating a magical Mist that puts most people to sleep at sundown and also forms a compulsion in the minds of the villagers to prevent them wandering away from the village. The monster has a clutch of eggs that are due to hatch very soon and the locals are going to be their food source! The adult Mistweaver is a formidable foe and is unlikely to be defeated in direct combat so it's up to the players to use their ingenuity to defeat the creature.

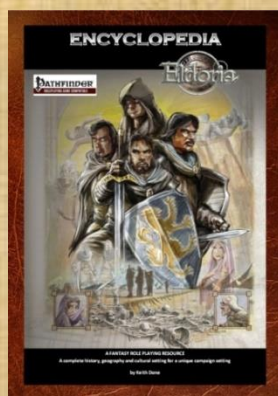
"Sweet Dreams in Ashfold" is one of the most simple, yet memorable games I have designed and players and GMs alike never fail to enjoy unravelling the mystery of Ashfold's 'sleeping sickness', the challenge of fighting the monster and the interactions with the NPCs, especially the goblin Makaar (who went on to guest star in a campaign that I ran). I hope you are entertained by this adventure as much as the many players who have enjoyed it over the past 35 years.

Keith Done July 2018

(PS: the resemblance of the monster and its babies to the creatures out of the *Alien* franchise is purely intentional!)

The Setting

This resource has been written for the fantasy world of Eldoria and throughout the text there are explanations for terms specific to that campaign setting. However if you want to use it in your own campaign, the details and statistics can be very easily changed to suit the world you are playing in. If you find the world of Eldoria intriguing, more information can be found in the ***Encyclopedia Eldoria 2nd Edition*** and the ***Reliquarium Eldoria***.





TIME IN ELDORIA

The Eldorian concept of a day (for most of the population) begins at dawn. All measurement of the passage of time for any particular day revolves around the rising of the sun. A day is divided into 'watches' which roughly equates to one hour.

As early as 900R the Rhenfarans devised means of keeping time, using tapers that burnt at a set rate. Eventually water clocks, sundials and mechanical clocks were introduced by the Maritaani.

The year is divided into Marches, and Days.

The Marches in order are:

The Holy March

March of Water

March of Gold

March of Earth

March of Light

March of Fire

March of Life

March of Air

March of Shadows

Each March has three Spans of 13 days plus an additional Festival Day that coincides with the full moon.

For more detailed information on time see the *Encyclopedia Eldoria*, available on drivethrurpg.com

Sweet Dreams in Ashfold

Getting Started

This Adventure Module is designed for 4-5 1st – 2nd Level Pathfinder Characters, so if you want to play this with higher level players you will need to make adjustments to the content (e.g. increase the CR of the Mistweaver Beast or the number of Hatchlings encountered).

To prepare, you should read through the entire module and familiarise yourself with the NPCs, the pre-programmed events and the suggestions on how the game should play out. The main object of the scenario is to destroy the Mistweaver, however the creature is very dangerous in close combat and has ways of escaping and rapidly healing itself, only to return and attack the players later. They need to come up with a clever plan to destroy the creature and not just resort to hack and slash. There are several options open to them and plot elements have been included to help them achieve this goal (e.g. the averaach at the site of the meteorite strike, the semi-collapsed building and the bloodberries, which are toxic to the Mistweaver).

Note that you can never predict how a party will deal with any given scenario. Although there is a schedule of plot-related events provided, these may change depending upon the actual events that unfold in your game and you, as GM, may need to reinvent the plot to deal with each specific situation. Use the book as a guide and try to get your players on the track of the storyline; but be aware this is not critical – above all, give your players an enjoyable adventure!

Provide the players with the following introduction (over the page) or your own introduction if better suited to your campaign.



Sweet Dreams in Ashfold

Players' Introduction

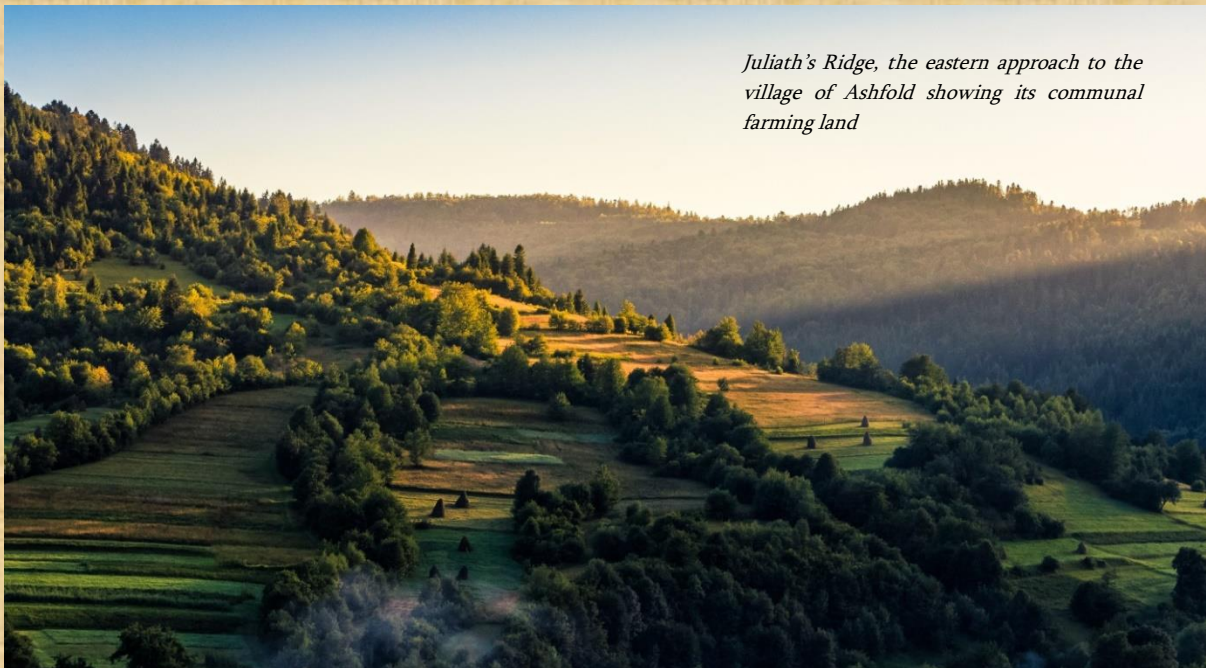
Kyander, the Elder of the remote village of Ashfold, has requested the assistance of the Protector of Darringmoor and you have been charged with the task. Just before the winter harvest a star fell from the heavens over Ashfold and struck down a few miles east of the village. It set the dense forests ablaze and, although Ashfold was not at threat from the forest fire, the tremor caused by the meteor shook the buildings of the village and severely damaged the winter store-house, a large stone structure located at the heart of Ashfold. This is where the locals stored their produce for sale in the markets of Darringmoor in the spring. The foundations of the store-house were compromised and the building threatened to collapse on the nearby Ormocean chapel. It has been temporarily stabilized with beams to shore up the leaning walls.

Before winter set in, the Elder's son, Kyron, made the seven day journey to the city Darringmoor in order to petition the Protector for funds and tradesmen to repair the damage to the winter-store. The Protector was too busy to see Kyron due to urgent councils taking place regarding the threat of war with the neighbouring country of Sard. But Kyron was persistent and decided to stay in Darringmoor when the snows set in and take his case to the Ormocean priesthood, as the Ormocean chapel in Ashfold was in danger of being destroyed if the winter-store collapsed on it..

Eventually Kyron's determination has paid off and the Ormocean priesthood has arranged for you and your companions to travel to Ashfold with the Elder's son and assess the damage before the Church commits funds.

Sounds like a mundane task but it should offer a time for some relaxation away from the demands of city life and the chance to sample a few cups of "Ashfold Sweet", the local mead. What could possibly go wrong in an out of the way sleepy community like Ashfold?

Adventure awaits...



Juliath's Ridge, the eastern approach to the village of Ashfold showing its communal farming land

GM's Background

On the 10th Day of the March of Air, a meteor fell from the heavens above the countryside of Eastern Elkia and struck the forested hills about a mile south of the village of Ashfold.

The woods were set on fire and an earth tremor rocked the area. The fire did not spread far and was brought under control by the locals. The main damage was suffered as a result of the earth tremor. The majority of the buildings in Ashfold were damaged and in particular the village winter store-house.

The village Elder, Kyander, ruled that the store-house was 'out of bounds' due to its size and the fragile condition of the building after the tremor; the main supports were extensively damaged and the whole structure leaned to one side, threatening to collapse on the Ormocean chapel. The food and goods usually kept in the store-house were moved to rooms in "The Honey on the Hive", the village inn, and the walls of the store-house were shored up as a temporary measure. Later, at a gathering in the Ashfold chapel, it was agreed that Kyander's son, Kyron would journey to Darringmoor to petition the Protector for funds to repair the store-house.

Meanwhile something sinister was happening deep below the waters of the Blackduck Pond on the outskirts of Ashfold. The earth tremor had breached an ancient underground cavern where a nest of strange eggs were stored. The large eggs had been laid thousands of years ago by a race of savage creatures long since extinct. Two of the eggs floated upward through the cold waters of the pond and were caught in the pull of the underground stream that empties from Blackduck Pond into the fast flowing aquifer beneath the village.

By chance, the two eggs were caught in the bucket of a well, owned by Vallan Spindlethrift, a local merchant known for the production of Ashfold Sweet, a mead that is a favourite at tables of the wealthy in the city of Darringmoor. Spindlethrift, ever a greedy and secretive person thought the eggs an oddity that may have some value to scholars or arcane lore-masters and he put them aside in his basement. His brother, Vonn, was the owner of a curio shop in Darringmoor and Spindlethrift packaged one of the eggs in a small empty keg of Ashfold Sweet and paid a villager, Griff Wyster to deliver it to his brother, with a letter explaining how he had found it. He would discuss the matter in depth with Vonn when he made his annual trip to the city to sell Ashfold Sweet to local lords and upmarket inns before the winter set in.

So the remaining egg was left in the basement and Spindlethrift all but forgot about it, while he busily organized the crafting and filling of Ashfold Sweet kegs to take to his distributors in Darringmoor. Having been rescued from the chill waters of Blackduck Pond, the egg's leathery skin began to dry out and the fluids inside began to form a Hatchling. On the 5th Day of the March of Shadows Kyron bade everyone farewell and headed off to Darringmoor to seek an audience with the Protector.

Two days later, Spindlethrift was loading up his wagon in the early hours of the morning. He had told Kyander that he was taking mead to the city and would be staying with his brother; he would not return to Ashfold until after the winter snow had thawed. The merchant locked up all the doors of his distillery except for that of the stables and while harnessing his draft horse to the wagon, he remembered the egg in the basement. He made his way down to where he had left it only to find the egg had hatched. There, Spindlethrift met his end. The savage Hatchling attacked him, leaping from behind some old pots. Some days later, after killing and feeding off the merchant, the creature eventually made its way upstairs where it attacked and fed on the draft horse.

On the 12th day of the March of Shadows, the Hatchling escaped from the Ashfold Sweet distillery by breaking through the rear window. It stole into the woods and it fed off rabbits and other small creatures until the 20th day of Shadows, when it began its metamorphosis into its adult form. The creature spun a cocoon in the trees west of Ashfold and slowly changed over the next 10 days.

Meanwhile, Kyron, who had reached Darringmoor, was having a hard time gaining the ear of the Protector but, as luck would have it; he chanced upon Rhenwynn, a Cleric of the Ormocean Church who sometimes gave advice to the Protector. Kyron told him of the damage to the village caused by the falling star and the Cleric told Kyron he would personally speak to the Protector on his behalf.

And in Ashfold, something terrible clawed its way out of the cocoon in the woods.

The full-grown creature (a Mistweaver) was a large amphibian and headed to Blackduck Pond in the dead of night where it entered the waters and vanished into the depths. Its purpose in returning to the pond was twofold. Firstly, it wished to retrieve more eggs from the underwater cache and secondly, it began to ooze chemical secretions from its skin. These secretions reacted with the waters and became a dense Mist that rolled silently over the village of Ashfold. Each day the creature generated more and more Mist. By day, it was invisible but by night it became obvious as a Mist, swirling about Ashfold and its surrounding woods.

The Mist had a curious effect upon the inhabitants of Ashfold; principally it caused the villagers (and all small to medium sized mammals) to go into a comatose sleep at sundown. Every evening, people would become drowsy and head off to bed early and fall into a deep sleep. This happened gradually and no-one thought that anything was amiss. They blamed the colder nights, hard work and 'crisp' air for their sleepiness. The village basically became an 'early to bed – early to rise' community. The other effect of the Mist was more subtle. It caused a compulsion whereby people wanted to 'stay' in the area.

This was an evolutionary trait designed to ensure that a ready food source was available for its young when they hatched. Anyone who wandered about a mile from the village suffered a compulsion to go back home. Excuses included things like 'I forgot my money pouch' or 'I'd better head back or I'll miss my dinner'. If people fought the urge to return to Ashfold, they would become violently ill, the effect increasing as they continued to move away from the village.



ASHFOLD SWEET

Ashfold Sweet is a fine mead that is well-liked in the city of Darringmoor. Using crystal clear local water, this brew's flavour is derived from its signature honey bouquet; Its honey being sourced from hives maintained just to the north of Blackduck Pond.

The mead is distilled by a man called Vallan Spindlethrift, whose family has made "Ashfold Sweet" for centuries, keeping its recipe a closely guarded secret.

It has a sweet, caramel taste with a hint of flower nectar and is recognised by its deep amber colour. Ashfold Sweet is stocked in most well-to-do inns in the region and it is frequently served at the tables of many wealthy nobles.

The mead has a high alcoholic content with two versions produced; one of a slightly inferior grade that is stored and shipped in barrels and a higher quality version (called Ashfold Gold) which is sold in a black clay bottle. Both feature the device of a beehive being Spindlethrift's logo.



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By new-year on the 40th Day of Shadows, the Creature had rescued 20 eggs from the pond and stored them in a nest in Spindlethrift's basement. It was awaiting their hatching around the 20th Holy Day.

The Mistweaver spent most of its time during the day deep in Blackduck Pond. It lay dormant generating the Mist. At night it stalked the woods looking for food and visited the nest in the basement by means of the well to check on the eggs. It fed on local game, although it has recently slain humans for food. The following activities have occurred over winter:

1. 2nd Holy Day. Five Hatchlings emerged early from their eggs. The creatures made their way, unseen, into the woods.
 - . One has fed sufficiently to begin the change to adulthood and has spun itself a cocoon in the north-west of the woods.
 - . Two others have wandered the woods preying on small game.
 - . The other pair has returned to the basement of the still-house and are holed up there. The Mistweaver, acting as a surrogate 'mother', brings them food.
2. 15thth Holy Day. The Mistweaver killed Stinley, a member of a band of thieves who are trapped in the area by the Mist. The unfortunate victim was relieving himself in the Shallowtrout Stream, near Potter's Cave. The rest of the band heard the commotion but when they reached the area there was no sign of anything except blood and footprints. The thieves think it was a bear (as they saw a black bear in the woods the next day).
2. 16thth Holy Day. The creature killed and devoured a tinker who had stopped to gather honeyberries in a clearing off the Juliath's Ridge road. It attacked the tinker's wagon and he fled into the woods only to be caught and killed by the Mistweaver close by. The horse that pulled the wagon escaped and has been wandering the forests about Ashfold since then.
4. 17thth Holy Day. A local potter was taken by the creature at a cave located to the east of the village, where the Blackduck Stream emerges. He was attacked when gathering clay in the cave, while waiting to rendezvous with his secret lover Coronia. Coronia wants to organise a search for him, but is afraid that questions would be raised that would get back to her husband Loran.

Three hours before sundown on the 18thth Holy Day, the players arrive on the outskirts of the village. They approach along the south trail in the company of Kyron.

The remaining 15 eggs that are in the basement of the still-house are due to hatch 15 minutes before sundown on the 20th Holy Day. This exact time can be adjusted to add excitement to the game if the GM desires.

The Mistweaver adult will arrive that morning to care for them and when sundown comes and the villagers go to sleep, it will lead them out of the basement of the distillery to feast upon the unfortunates.

Adventure awaits....

Ashfold Village

Overview

Ashfold is a small village located in the Protectorate of Ainslyn, some 170 miles south east of the city of Darringmoor in the country of Elkia. The main community dwells at the summit of a steep rise of land called Juliath's Ridge. Besides the village proper, there are a number of small farmsteads and homes located to the east along the ridge. The region is thickly forested, with the predominant trees being pine and spruce, with an undergrowth of ferns and bracken growing waist high in many places. The immediate area around Ashfold is hilly, with numerous gullies formed by large moss covered rock outcrops.

The central village consists of a number of communal buildings and residences; these communal buildings being an Ormocean chapel, the "Honey of the Hive" Inn and a large winter store-house. There are also several family dwellings. Nearby is the Blackduck Pond, a large pool of deep water, into which falls a fast-flowing stream. A waterwheel has been constructed at the base of the spill and is used to grind Ashfold's barley crop. The water from the Blackduck Pond escapes via an underground channel that flows east beneath Ashfold and emerges in a small cave. From there it becomes the Shallowtrout Stream, a series of rapids that descend the long slow rise of Juliath's Ridge.

Ashfold is largely self-sufficient. The main fields on its eastern slopes grow a bountiful harvest of barley and a number of smaller plots grow a diverse range of root vegetables. A small herd of sheep and goats are maintained by farm-houses located along the lower slopes of Juliath's Ridge and the village houses grow berries in their gardens, including strawberries, honeyberries and bloodberries. The woodland to the north and west of Blackduck Pond are known for their edible mushrooms and honeybees, with several hives being maintained by a local apiarist.

The principal export of Ashfold is a fine mead called "Ashfold Sweet". The mead is popular throughout the region and is sold in sizeable quantities each year at the winter markets in the city of Darringmoor. "Ashfold Sweet" is distilled by a merchant by the name of Vallan Spindlethrift. Besides the distillation of the mead itself, Spindlethrift employs locals to make pottery bottles and small wooden kegs to store "Ashfold Sweet". Once a year, just before winter, he makes a journey to Darringmoor by cart, laden with the year's produce, and sells this in the city market. Spindlethrift then stays with his brother Vonn, until the winter snows have cleared.



HONEYBERRIES

Honeyberries are a gold coloured berry with fruit the size of grapes. They grow throughout Eldoria but mainly in regions north of the Sea of Souls. They are very sweet and are often used in making preserves and pastries, as well as for glazes on roasted meats. In Elkia, honeyberries are used to sweeten beverages, such as Taak.

BLOODBERRIES

Bloodberries are a rare variety of berry that are prolific in the Ashfold area. The bloodberry bush is a small plant that grows along the southern borders of Llan and throughout the Elkian peninsula. It is an evergreen perennial growing 1–2 feet in height and producing a bright dark-red, ellipsoid berry. Flowering and berry maturation occur most of the year but the biggest crops occur in the March of Light. During the March of Shadows and the Holy March there are little or no berries to be found. Bloodberries have a distinct flavour; tart and lemon-like, with a salty aftertaste. They are an acquired taste, popular with the gentry in Elkia, much like anchovies are not enjoyed by everyone.

The berries are nutritious and have been known to have been used by some Esmian healers in regional areas. The fruit is said to strengthen immunity in sickly patients. However, its health-giving benefits are hotly debated amongst the clergy.

Vallan Spindlethrift has been experimenting with a new variety of his mead that incorporates the flavour of Bloodberries. This is called Ashfold Royal.

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(1) The Honey of the Hive Inn

GM Note: Refer to the Ashfold Village Map on page 44. A snapshot of each NPC is provided in the location text. It lists Sex, Age, Character Class, Level, Alignment and Hit Points. Full NPC Statistics are provided for key characters in the Major NPC Section on page 47.



This is a white washed, quaint three-storey inn. It is constructed from stone and wood and features a roof of shingle tiles. The faded sign over the entrance bears a painting of a bee hive, the honey dripping into a goblet.

The common room is very cosy, decked out with polished pine wall panels and various brass plaques and ornaments. A fireplace crackles and beside the hearth is a basket of neatly cut wood. There are six trestle tables in the common room and five comfortable cushioned chairs set up around the fireplace.

The second floor has four guest rooms, however since the damage to the village store-house these rooms have been filled with various boxes, crates and sacks containing the produce of the village.

The Glowinn family, who own the inn, have their private living quarters on the third floor.

NPCs usually frequenting the inn include:

Master Glowinn Trapper (the Inn-Keeper) Male 49, Commoner (Profession: Barkeep) Lv1 LG hp5

Glowinn is of medium height, with a heavy build. He is balding with red, curly hair and a salt and pepper beard. He usually wears an ochre shirt and breeches with a striped grey woollen scarf. When working the tables he has a yellow apron around his ample waist. Master Glowinn is 45 years old.

Maeralee Trapper (Glowinn's wife) Female 38, Expert (Baker) Lv1 NG hp3

Maeralee has a tall weather beaten appearance with wispy chestnut hair and a warm smile. She wears a dark maroon dress and a floral patterned apron, liberally embroidered with large bees. She is 38 years old.

Birch Trapper (eldest son) Male 20, Commoner (Profession: Farrier) Lv1 LG hp7

Birch is tall and willowy with curly brown hair and angular features. He wears short black breeches and a heavy brown wool jerkin. He is 20 years old and is the stable-hand and maintenance person.

Slarin (youngest son) Male 16, Commoner (Profession: Barkeep) Lv1 CG hp6

Slarin has short cropped blonde hair and bright green eyes. He is 16 years old and has a tanned, appearance. He is usually wearing a long black smock over a grey shirt and breeches and helps out with serving drinks when the inn is busy.

GM Note: There is no room for the players to stay at the inn due to the storage problem. Glowinn will laughingly complain about the goods stored in the guest rooms and will apologise for not having any accommodation. But the inn-keeper is happy to put players up in the chairs around the fireplace at no cost. He will provide pillows and blankets. Otherwise Kyron may be able to find lodgings in the

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homes of other villagers. Glowinn will show respect to the visitors, offering them food and drink. This is usually roast lamb served with Ashfold Sweet. Glowinn closes the inn shortly after sun-down although guests may stay up late in the common room.

Maeralee is often cleaning or cooking meals for the inn guests. Birch looks after the horses and cuts wood for the fire. Slarin is usually helping indoors at the bar or in the kitchen.

(2) The Winter Store-house

This is a three-storey structure with stone and wooden walls and plain wooden floors. It has a high peaked thatched roof. Well...it used to have a roof. Since the meteor hit last year it has been in a state of disrepair. Its western walls lean precariously to one side and the second floor and several interior support posts have collapsed, causing half of the roof to cave in. The rest of the stone walls are badly cracked.

Fallen wood from the interior of the store-house has been removed and used to shore up the western wall. A brightly painted sign at the front of the store reads, "Keep Out – on the authority of the village elder".

GM Note: *This building is badly damaged and will collapse if any major damage is inflicted on its structure. Any hp damage totalling 30 points or more will cause the building to fall down; the west wall will fall on the nearby chapel and its structural connecting beams will drag the rest of the walls and roof down about its existing floor-space. Damage to anyone inside the building if it collapses is 3d20 damage (a successful REF save at DC20 will halve this).*

An assessment of repairs required to fix the store-house will ascertain that it would be cheaper to pull the building down and rebuild it at a cost of 1,800gp.

(3) The Ormocean Chapel

This is a small stone chapel dedicated to the supreme deity of Good, the God Ormocea. It has a main entrance on its north facing and a side door on its east side. The chapel has a small steeple in which is housed a large brass bell, used to summon parishioners to services. There is a well-kept cemetery in a cleared space of land to the west of the chapel.





ORMOCEA God of Law

The essential doctrine of the Ormocean church is one of creating an ordered society, by the introduction of its complex code of edicts, as laid out in the First Book of Law. The edicts of the church promote moral values of obedience to superiors, so long as those superiors act within the defensible confines of Ormocean Law. The church promotes an attitude of compassion in most of its affairs but will readily adopt a strict and unrelenting composure with those who transgress the law and refuse to seek absolution.

All Ormocean priests wear vestments that are a light grey in color. A novice's attire is quite plain, consisting of a woolen alb and cincture of brass links. When ordained as a priest, the alb has white leather trim about the shoulders, sleeves and hem.

The holy symbol of the Ormocean church is an amulet, commonly made of brass and inscribed with the Kiir (a rune that depicts balance) or a picture of a set of scales. Senior members of the clergy often have silver or gold holy symbols.

Ormocea created two Uushai, the twins Maedrannis and Maedrah. Maedrannis appears as a middle-aged angel, robed in white. He is epitome of righteousness and will not tolerate injustice or the breaking of the Laws of Ormocea. Maedrah, his sister, is more chaotic in nature and is prone to 'bending' the Law in order to achieve a result, so long as the cause is not aligned to evil. The two Uushai represent the balance that is associated with their deity. They are the 'yin and yang' of Ormocea.

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The main doors provide direct access to the nave. The floors are polished hardwood and there are wooden pews arrayed in two rows that seat 50 people comfortably. Along the walls are free-standing candle-holders and a wooden frame holding wooden blocks inscribed with numerals. These are used to post the current date.

The altar consists of a painted wooden statue of Ormocea standing on a low bench. It is flanked by smaller statues of the twins Maedrannis and Maedrah, semi-divine servants of the God. Behind the altar is a stained-glass window depicting the Kiir, a stylised balance that is the holy symbol of Ormocea. A set of wooden stairs provides access to the steeple.

GM Note: Large services are usually held outside the chapel beside the Blackduck Pond (weather permitting) as the building is rather small and the congregation has outgrown it. Ormilon, the previous local priest, passed away last year and he used to hold services on the ground floor of the winter store-house, where there was plenty of room. This is another reason why the people of Ashfold want the damaged store-house rebuilt as soon as possible. The chapel is currently maintained by Viridian Rhenmarden, who was the acolyte to Ormilon. She has taken over priest's duties until a replacement is appointed.



Sweet Dreams in Ashfold

Virdian Rhenmarden Female 18, Cleric of Ormocea (Knowledge: Religion) Lv1 LG hp 9

Virdian is a small woman with pale blonde hair. She is sensitive to the cold and tends to wear voluminous clothing and a scarf even on warmer days. She has nervous disposition and gets tongue-tied easily. This is due to being elevated to the position of acting priest and Justicator; a role she lacks confidence for (although she is actually quite good at it).

Virdian can often be found tidying up the chapel or learning her sermons there but she does not reside there; she has a cottage just south of the chapel.

(4) Spindlethrift's Distillery

This building is made of rough cut stone and wood and features red-painted window shutters and a high roof made of wooden shingles. It appears to be locked up with stout padlocks on the doors.

GM Note: If a circuit is made of the building players may find that:

- (a) the large doors which open into the stables are not locked (Perception Check DC12).
- (b) The shutters on the window at the rear of the building are broken with a small hole punched in the wooden slats (Perception Check DC12).
- (c) There are small footprints in the earth under the window shutters (Perception Check DC20). These are from the Hatchling that escaped the building and lead into the north woods where it has formed a cocoon in a tree (refer Regional Locations on page 45). The prints have been badly eroded by snow over the past March and are difficult to follow. It requires a Survival Check of DC30 to follow the tracks to the dead Hatchling, which is likely to be beyond the skills of the players. However, the NPC goblin, Makaar, may be able to follow the tracks.



(4a) The Office

This room has an old pine desk located in the SE corner. It is covered with papers and leather bound ledgers. Above it, on a wooden shelf are more ledgers, similar to the ones on the desk. There is a large wooden table in the centre of the room, surrounded by four chairs. Standing on the table is a pottery bottle labelled Ashfold Royal, surrounded by four shot glasses.

A fireplace occupies the middle of the W wall. There is a small wooden chest to its right and a box of split wood to the left; an iron poker and tongs rests against the box. Thick beeswax candles have been melted onto the mantle over the fire.

Besides the entry door there is another door in the S wall.

GM Note: The papers and ledgers are all current documents and records relating to Spindlethrift's business. They include invoices, purchase orders, wage records of locals who work for him etc. The ledgers on the shelf contain similar documents covering a period of ten years. A recent letter from Vonn Spindlethrift is slotted between two of the ledgers on the shelf. It was received on the day before Vallan Spindlethrift was due to leave for Darringmoor. The letter discusses the egg that was sent to his brother in Darringmoor (see Vonn's Letter in the Players' Handouts section on page 73).

Sweet Dreams in Ashfold

Ashfold Royal is a new variety of mead that Spindlethrift has recently perfected. Its sweetness is set against the tartness of the bloodberries, which are part of the new recipe. Two glasses of this per day will offset the effects of the Mist.

The chest by the fireplace is locked (Disable Device DC25); the key is on the body of Vallan Spindlethrift in the basement (4f). The chest contains:

3 x good padlocks and keys

A seal bearing the Ashfold Sweet logo and a tin of sealing wax

A cash box containing 26sp and 80cp

The deeds of ownership of the building and Spindlethrift's licence to trade as vintner

(4b)The Mead Room

It is quite cold in the room. It contains three old work benches running N-S, each laden with all manner of large urns, jars and bottles used in the fermentation process of making mead. Along the S wall is another long workbench crammed with all kinds of constituents and implements used in the process; there are pots of honey, cloth bags of yeast, packets of herbs and spices, metal funnels, stirrers and measuring cups.

A small round table stands in the middle of the area. It is piled up with empty Ashfold Sweet kegs and reams of roughly made paper labels bearing the Ashfold Sweet logo. An overturned bucket lies next to the table along with a large, stiff brush. A pool of dried glue extends from the bucket.

A set of stone steps descends to a basement in the W. Wooden doors are in the N, S and E walls. The E door is ajar.

GM Note: *There are small tracks that start in the glue and lead to the work bench on the S wall (Perception DC 20 to notice or DC15 if actively searching). There is a small hole in the window shutter where a Hatchling broke out a March ago (A cold breeze blows in from outside).*

(4c)The Cart Room

This room appears to be a stable. There is a stall for a horse in the SE corner and a pile of kegs of Ashfold Sweet next to it. A pitch-fork hangs on some nails on the wall next to the interior door; a pile of hay is close by. A four-wheeled cart dominates the centre of the room, with leather traces and harnesses trailing away to an indistinct pile of debris on the floor. The cart is loaded up with kegs.

The room is dark; the only light coming through cracks in the double doors. These are positioned in the N wall. The doors have a chain and a stout padlock in place. There is an unpleasant smell in the air.



Sweet Dreams in Ashfold

GM Note: The padlock is not closed so the main doors are unlocked. The unpleasant smell comes from the skin and bone remains of a dead horse that lies on the floor at the front of the cart. It was killed by a Hatchling and later creatures that have emerged in the distillery have been feeding on it for several weeks. Dried blood has pooled on the floor and has been spattered across the nearby doors. If anyone tries to determine the cause of death of the horse, a successful Perception Check at DC20 will reveal an uneven hole about the size of a plum has been driven through the horse's skull. Inside the cart, next to the kegs is a duffle bag. It holds Spindlethrift's travelling gear; two bottles of "Ashfold Royal", five changes of clothing, a shaving cup and soap, a cut-throat razor, a hairbrush and a purse of 200gp.

(4d)Basement Storage Area

The steps from (4c) lead down to this long narrow passageway. Both walls are lined with large barrels of mead. There is an open arched portal at the end of the main area that leads to a sharp turn to the right. There are a few unlit lanterns hanging on the walls.

GM Note: The sharp turn leads to the door to the main workroom in the basement. The door is open and there are traces of slime left by the Mistweaver around the doorway (Perception Check DC15 to notice).

(4e)Basement Workroom

This area is much larger and appears to be devoted to coopering; in particular the making of the barrels and kegs for Ashfold Sweet. There is a large workbench on the E wall, on which sits cut wood. Above this hangs all manner of carpentry tools. Close by are two saw-horses and a cooper's anvil. Larger lengths of wood are stacked against the N wall. Barrels are piled head high against the W wall, next to an open door that provides access to a narrow hallway. Beside the barrels are a small square table and two chairs. A small wooden chest sits on the table. The area along the S wall is occupied by a small, rudimentary printing press and piles of Ashfold Sweet labels.

GM Note: The barrels stacked up against the W wall conceal a niche in which there is a fifteen Mistweaver eggs. Long leathery strips and pools of slime are also amongst the intact eggs. The intact eggs look similar to footballs and are a dark purple in colour. These eggs have been moved here by the Mistweaver from Blackduck Pond. Five have hatched early; the rest will hatch just after sundown, on the 20th Holy Day.

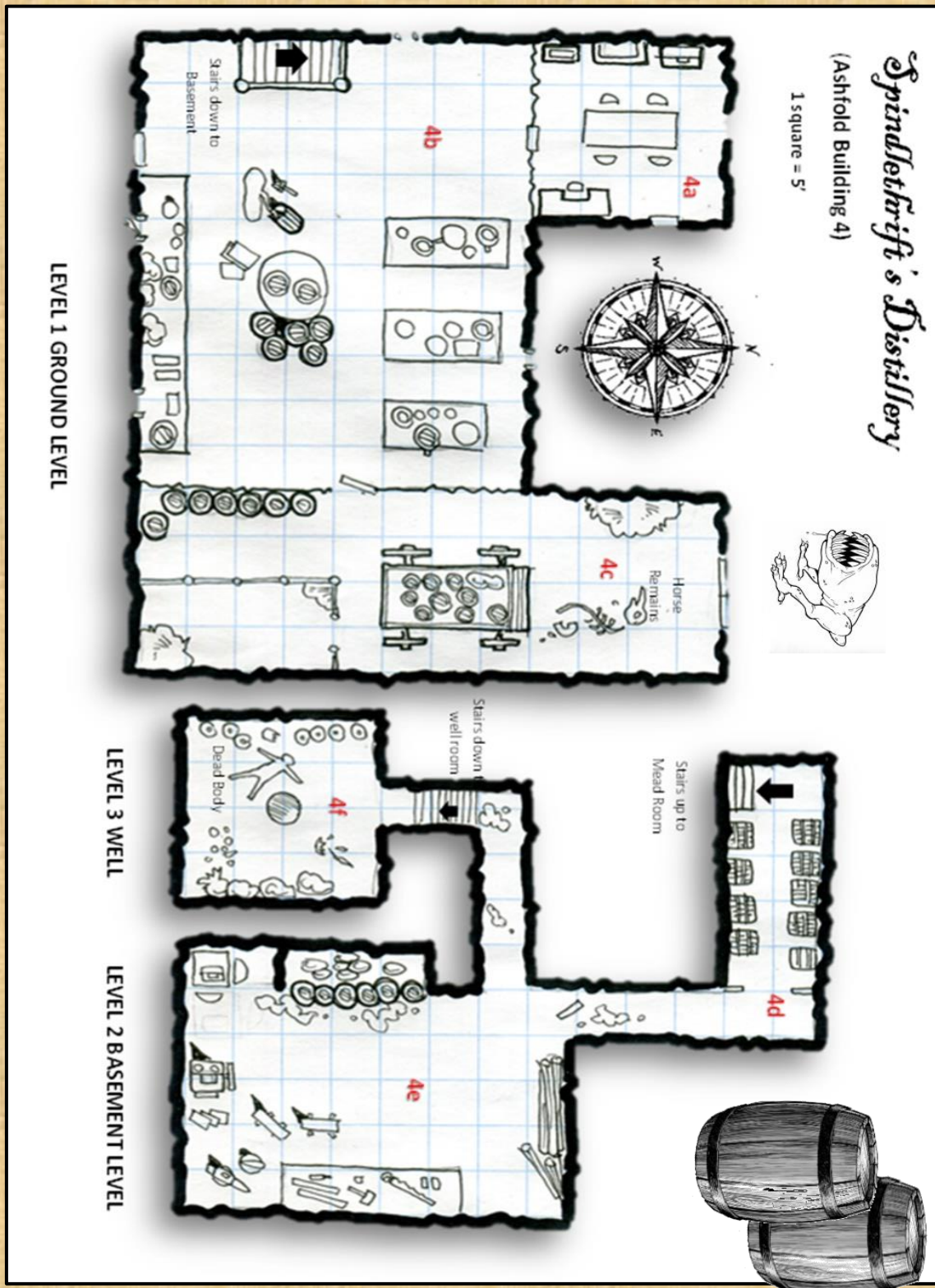
The chest of the table is locked (DC20 Disable Device). The keys are on Spindlethrift's body in the Well Room (4f). It contains:

- A leather pouch holding three large sapphires (each worth 2d6 x 100gp)
- Six silver goblets
- A scroll case which holds the secret recipes for Ashfold Sweet and Ashfold Gold and a recipe for a new mead called Ashfold Royal

Two of the Hatchlings that emerged early are hiding behind the large woodpile. They are wary of people and prefer to attack solitary targets. The chance of the Hatchlings initiating a surprise attack is based on 100% - 20% for every person present in the workroom. The check is made every 3 rounds. If the woodpile is searched, the Hatchlings will automatically attack.

A successful Perception Check at DC15 will reveal slimy deposits on the barrels along the W wall.

A successful Perception Check at DC20 will detect a bad odour coming from the hallway that runs W from the workroom.



Sweet Dreams in Ashfold

(4f) Basement Well

A rotten stench lingers in the hallway which runs W until it reaches a left turn where steps descend sharply to a small room.

GM Note: *A Perception Check of DC 12 will discover more slime trails in much greater abundance. Also a Perception Check DC 20 will discover a large webbed footprint of a bipedal creature in the slime pooled on the floor just before the stairs.*

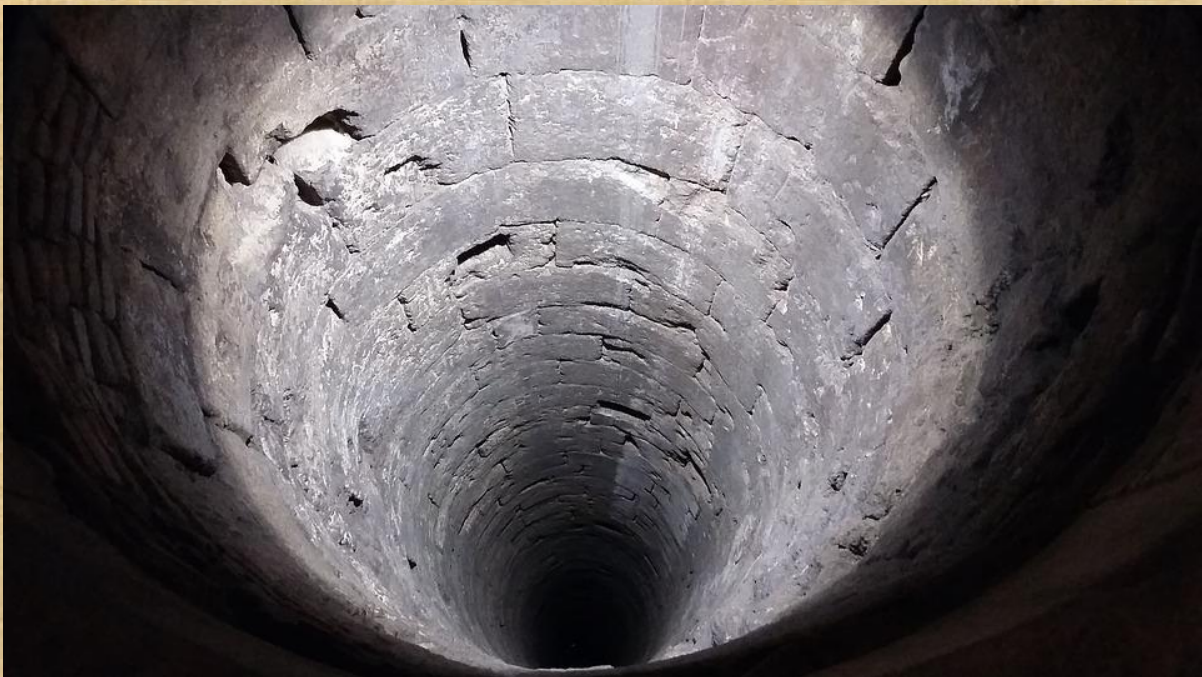
A 5' wide shaft is positioned in the centre of the room with a bucket and windlass fixed over the shaft. The bucket is raised. More slime is evident around the edge of the well. Fully laden hessian stacks are piled up along the E wall. Some have been rent open and root vegetables such as potatoes, jeffa roots, onions and carrots are spilled across the floor. A broken cart wheel stands against the S wall and a number of stoneware pots are stacked against the W Wall. Some have been overturned and broken and the smell of cinnamon lingers in the air. But this is not sufficient to mask the putrid smell coming from a pile of grisly remains that lie on the floor.

The corpse is that of Vallan Spindlethrift; a portly male in his fifties with a balding head. It has been badly mutilated and large pieces of his flesh have been removed and consumed. He wears the tattered remains of a merchant's tunic and a belt with a ring of keys attached. Beside the corpse are the remains of a leathery object (like a deflated football).

GM Note: *There are three keys on Spindlethrift that open the following - Key #1 All padlocked external doors, Key #2 The Chest in the Office (4a); and Key #3 The Chest in the Workroom (4e)'*

The pots contain a variety of spices used in making the mead including cinnamon, cloves, nutmeg, powdered bloodberries and dried honeyberries. The sacks contain more of the variety of vegetables that have spilled across the floor (none have been touched as the Mistweaver and Hatchlings are carnivores).

The leathery object is an opened Mistweaver egg.



Sweet Dreams in Ashfold

The Mistweaver visits the basement of the distillery once per day around dawn and may be encountered here in the area at that time (GM's discretion). If the players investigate the well they will find that it descends to an underground stream that connects the Blackduck Pond to Potter's Cave, east of Ashfold. The stream is fast flowing and there are no airspaces. Anyone trying to navigate the stream requires some form of magical breathing. If players drop the bucket or other objects into the well there is a 20% chance of attracting the Mistweaver. It will emerge from the well to attack but will retreat if it takes more than 25 points of damage.

(5) Kyander's Residence



This is a two storey ivy covered cottage owned by Kyander Thorn, the village Elder. It is a pleasant home, cluttered with all manner of crafts, including wooden statuettes, colourful pottery (the work of Griff Wyster) and wall hangings. Downstairs is divided into a living area, a library and a sizeable kitchen, while upstairs are bed rooms for the Thorn family, who include:

Kyander Thorn (the Elder) *Male 82, Expert (Knowledge: Agriculture) Lv2 LG hp7*

Kyander is old and stooped and walks with the aid of a staff. He is a figure of authority and will not tolerate unruly behaviour. He has recently received a letter from the courier Gilrand, addressed to Spindlethrift, which Kyander is holding (unopened) for the merchant's return from Darringmoor (see Player Handout on page 69). Kyander's wife, Neesa, died of Halocean Fever eight years ago.

Kyron Thorn (Kyander's eldest son) *Male 45, Commoner (Profession: Farmer) Lv2 LG hp 15*

Kyron is a hardy, bearded man of 45 years. He is a persistent negotiator but otherwise an amiable, friendly person. The players would have travelled to Ashfold in his company.

Jalanda Thorn (Kyron's wife) *Female 35, Expert (Knowledge: Apiarist) Lv1 LG hp8*

Jalanda is an attractive middle-aged woman with red hair. She is quietly spoken and a good cook and seamstress. She is an expert on bees and helps old Fynnley who maintains hives in the woods close to Ashfold.

Saradella Thorn (Kyron and Jalanda's daughter) *Female 15, Commoner (Bluff) Lv1 CG hp4*

Sardella is pretty with high cheek-bones, a shapely figure, and blonde hair. She is the most desired young woman in the village and knows it. She continually flirts with young men, much to the concern of her parents. In the adventure, she will be attracted to the male player character with the highest CHA score and will seek to have that person go on a picnic with her. She is 15 years old.



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Wyndll Saxwood (Jalanda's younger Sister) *Female 22, Oracle (Knowledge: Nature) Lv1 LN hp8*

Wyndll is 22 years old and has dark hair and pale skin and is often ill. She is mute and also has the condition known as dysgraphia (whereby she finds it difficult to write). She spends a great deal of time sketching pictures of the local area and people of Ashfold.

Old Ilsa has recently been bringing Wyndll a herbal tonic infused with bloodberry juice. Drinking this has made Wyndll become immune to the effects of the Mistweaver. Wyndll is a talented artist and her drawings are posted on the walls of her bedroom. Most of these are scenes of the local region and people from Ashfold but there are some other more disturbing sketches amongst them, including the Mistweaver and Hatchlings (Wyndll is an Oracle and dreams scenes of the future).

(6) The Smithy



This dwelling has a forge attached to one side with a small chimney for the blacksmith's furnace. The cottage is kept tidy and is decorated in dark wood. The forge houses an anvil and trough of water and a table full of smithy tools, moulds and various shaped dollies for shaping metal.

The village smith and his family dwell here with Nichra, the smith's young apprentice:

Loran 'Smudge' Rhallin *Male 38, Fighter (Craft: Blacksmith) Lv2 N hp21*

Smudge (so named because he always seems to have soot somewhere on him) is a strong, short man with jet black hair and a full beard. He is prone to angry outbursts and has been banned from the "Honey on the Hive" for a March for causing a fight when he was drunk. Loran once served in the Elkian army and still keeps his short-sword and studded leather armour in a chest by the forge.



Smudge Rhallin is prone to angry outbursts and is known as a bully

Coronia (Smudge's wife) *Female 25, Commoner (Craft: seamstress) Lv1 NG hp6*

Coronia is a sad looking woman with medium brown hair. She is often bullied by Loran and has been having a secret affair with the potter, Griff. They were planning to run away together the day before the player's arrival in Ashfold but Griff was killed by the Mistweaver in Potter's Cave.

Larnas (the son of Loran and Corona) *Male 15, Commoner (Intimidate) Lv1 CN hp9*

Larnas is a big brutish boy who is his father's pride and joy. He picks on the village children and anyone whom he perceives as his rival for the attention of Saradella Thorn, whom he worships.

Nichra Trune (the apprentice) *Male 16, Commoner (Craft: Blacksmith) Lv1 LG hp6*

Nichra is a thin, brown-haired young man with a fledgling beard. He was apprenticed to Loran by the guild in Darringmoor two years ago and has been working for Loran since then. He is a capable blacksmith and Loran has a certain respect for him. This causes friction with Larnas who is jealous and looking for any opportunity to fight Nichra.

(7) The Potter



This is a small two-storey wooden cottage, the home of Griff and Carillana Wyster. A sign displaying a dragon peeping out of a pot is featured on the door. This is Griff Wyster's personal sigil.

Downstairs is a pottery workshop, complete with a wheel and a kiln. The floor is covered with clay-stained sheets; completed and half completed pots are everywhere. A long workbench holds numerous tools (such as needles, wires and fettling implements. It also holds scores of jars and bags and a large mortar and pestle. A stone, water-filled trough sits next to the kiln. Although there are some beautifully rendered pottery jars and urns, the produce is mainly stock standard unadorned honey pots.

Stairs ascend to the living area on the upper floor, which houses a bedroom, kitchen and lounge. The upper floor is decorated with many examples of Griff Wyster's more artistic pots.

GM Note: *The jars and bags on the lower floor contain various powdered glazes and pigments used by Griff in making his pottery. The kiln is built into the wall and has doors opening inside the cottage and to the outside, allowing wood to be placed in the kiln from a pile kept next to the building. Griff likes to make artistic creations but Carillana is focussed on the business side of things and insists he concentrates on honey-pots (they have an established market for these both in Ashfold and Darringmoor).*



Carillana helps out with making rudimentary honey pots in order to turn a profit but she lacks her husband Griff's artistic talents

Griff Wyster (the Potter) *Male 23, Expert (Pottery) Lv1 NG hp8*

Griff is 23 years old and is a talented Potter. He is of medium build and has long blonde hair usually kept back in a pony-tail. Griff reluctantly agreed to an arranged marriage two years ago and has been unhappy ever since. In this adventure Griff has been killed by the Mistweaver a day prior to the arrival of the players.

Carillana Wyster (Griff's wife) *Female 20, Commoner (Pottery) Lv1 N hp6*

Carillana is an attractive, small woman with a sharp tongue. She knows the perfect insult for the right occasion and is never afraid to speak out loud. She is solely interested in business and making enough money from Griff's pottery to get them out of Ashfold, as she hates the rural life.

Sweet Dreams in Ashfold

(8) Old Ilsa's House



This cottage is a one-storey with a high thatched roof of straw. Inside is a single room that is cluttered with all manner of bric-a-brac, sitting on the floor, tables and shelves. Ilsa is a dab hand at crafts and cooking. She loves to make preserves and pickles and there are pots and jars of her produce all over the place. A 'forest' of

cheesecloth bags hang from the rafters, holding fresh fruit, vegetables and berries to be used in Ilsa's cooking. Boxes of empty pots (seconds from Griff) are stacked in one corner next to another overlaid table crammed with pots and pans and other kitchenware.

There is a stone fireplace and oven set in one wall, with a water-trough beside it. An old bunk bed is pushed into a corner, upon which are piled clothing. Three cats are curled up on the bed.

GM Note: *Many of the cheesecloth bags hanging from the ceilings hold bloodberries. Ilsa loves the taste of the fruit and is always making bloodberry jam. There are 30 jars of the jam on shelves about the place.*

Bloodberries can give some people insomnia and Ilsa, who is always sampling her jam, is often up late at night, cooking. As a consequence she is aware of something that comes out at night in the Mist and roams around the village. She thinks it's a bear and that it ate 'Cheeky', one of her cats. Nobody listens much to Ilsa and she will only volunteer her stories if asked directly.

Ilsa Muggan Female 88, Commoner (Craft: Cooking) Lv1NG HP4

Ilsa is very old and can be incoherent, often going off on a tangent about recipes and cooking. She needs to be steered back to the subject of her conversation several times. Ilsa is very friendly and will want to have any visitors sit down and have a slice of bloodberry pie with a hot cup of Taak.



TAAK A beverage

Taak is a powdered seed, red in colour. It is added to boiling water to make a popular beverage that is served in most countries across Eldoria. It tastes similar to a bitter coffee with an after taste of peppermint.

Taak is grown throughout the southern lands of Eldoria, mainly in Rhenfara and Maritaan, although crops have recently been established in southern Elkia, near Zarramoor. The beverage is most popular in Elkia where its consumption is equal to that of ale. Elkins sweeten their Taak with honeyberries, while most other regions prefer not to do so, as they believe the essential mint flavour is masked by the honeyberries.

In Rhenfara Taak is consumed at several Druidical rituals and is considered a blessed drink. As a consequence, the Rhenfaran people observe a traditional Taak ceremony when the beverage is consumed with a formal meal. In this ceremony, the Taak seeds are ground freshly in a consecrated bowl and each person who is to drink the Taak dips his finger in the raw seeds and tastes it, offering praise to the God Ulliah.

The Taak is brewed in a ceremonial copper pot fixed with a spout for pouring.



For more details see
Encyclopedia Eldoria 2nd Edition

(9) Virdian's House



This single-storey house was owned by the Ormocean priest, Ormilon, who passed away last year. It is now occupied by Ormilon's acolyte, Virdian. The main room consists of a lounge/kitchen area with three comfortable chairs surrounding a low polished wood table. A brass balance sits on the table along with a large beeswax candle in a silver holder. There is a bookcase against the W wall in which is kept the Three Books of Law and the 366 volumes of additional statutes and precedents associated with the main books. On the E Wall are two large tapestries either side of a fireplace. They depict Ormocea casting the Goddess Sirrith into the prison of Shadowland.

Two doors run off from the main room:

(9a) Virdian's room

This is a neat, tidily kept small room with a single plain bed and nightstand. There is chest at the end of the bed and a wash-tub positioned against the E wall.

GM Note: *The chest contains three changes of female commoner's clothing and two changes of Ormocean clerical robes. There is a large key that opens the chapel (3). There is also a small wooden box with a silver Ormocean holy symbol inside and a pouch of 25gp.*

There is a wash bowl and jug on the night-stand along with a brush and small vial of perfume.

Beneath the pillow on the bed is a silk handkerchief, embroidered with the letter V and a small blue stone. This is a magical Awakening Stone (see Arcana Section on page arcana).

(9b) Ormilon's Room

This room was used by the deceased priest. It has a four poster bed, a large writing table and chair, a wardrobe and a small altar with a bronze figure of Ormocea, flanked by smaller effigies of Esmia and Siritar. There is also a bed-stand next to the four-poster. On it stands a decorative oil lamp and a book ("Birds of East Elkia). A gold holy symbol on a leather cord acts as a bookmark.

There is a fireplace set in the W wall.

GM Note: *The wardrobe contains four changes of senior clerical clothing in its upright section and two changes of aristocratic clothing in the drawers. There is a gold box in the drawers inside of which, is a bottle of Holy Water (a blue liquid) and a bottle of Cure Serous Wounds potion (a red liquid).*



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(10) Blackduck Pond

The village is positioned close to a large pond, named Blackduck after the black-feathered ducks which breed in the area during spring. The pond is fed by a stream from the W shore, opposite the village, where a mill is located.

Thick reeds surround the pond and a small coracle is moored to the E bank.

GM Note: *The coracle holds a single oar and a fishing line and crayfish pot.*

The pond is over 500' deep and the water is very cold. The outflow from the pond is via an underwater stream that flows due east and exits inside Potter's Cave, about a mile from Ashfold village.

The Mistweaver spends most of the daylight hours about 50' down in the pond, secreting chemicals into the water that creates the Mist which is permeating the air across the region. It does not want its presence discovered and only tends to surface after the Mist rises at sundown.

If players spend time poking about in the reeds they will find large webbed footprints of the Mistweaver and the remains of 'Cheeky', Old Ilsa's cat.



(11) The Mill

On the opposite side of the pond to the village is a small wooden mill with a water-wheel. It sits beneath a sharp rise of land. A small waterfall (only 5' in height) spills from this land into the pond below and powers the wheel on the mill.

GM Note: *This is a communal mill, used to grind the grain harvest of Ashfold. Inside is the gear mechanism and grinding stones and a small desk and chair and a row of ledgers. The rest of the mill is taken up with sacks of barley, piles of empty sacks and some of the other produce that is usually kept in the winter store-house. The ledgers contain a record of the grain that has been processed at the mill and who is owed what from sales of the barley in Darringmoor.*

The mill is locked when not in use and Kyander the Elder has the key.

Sweet Dreams in Ashfold



Other Residences

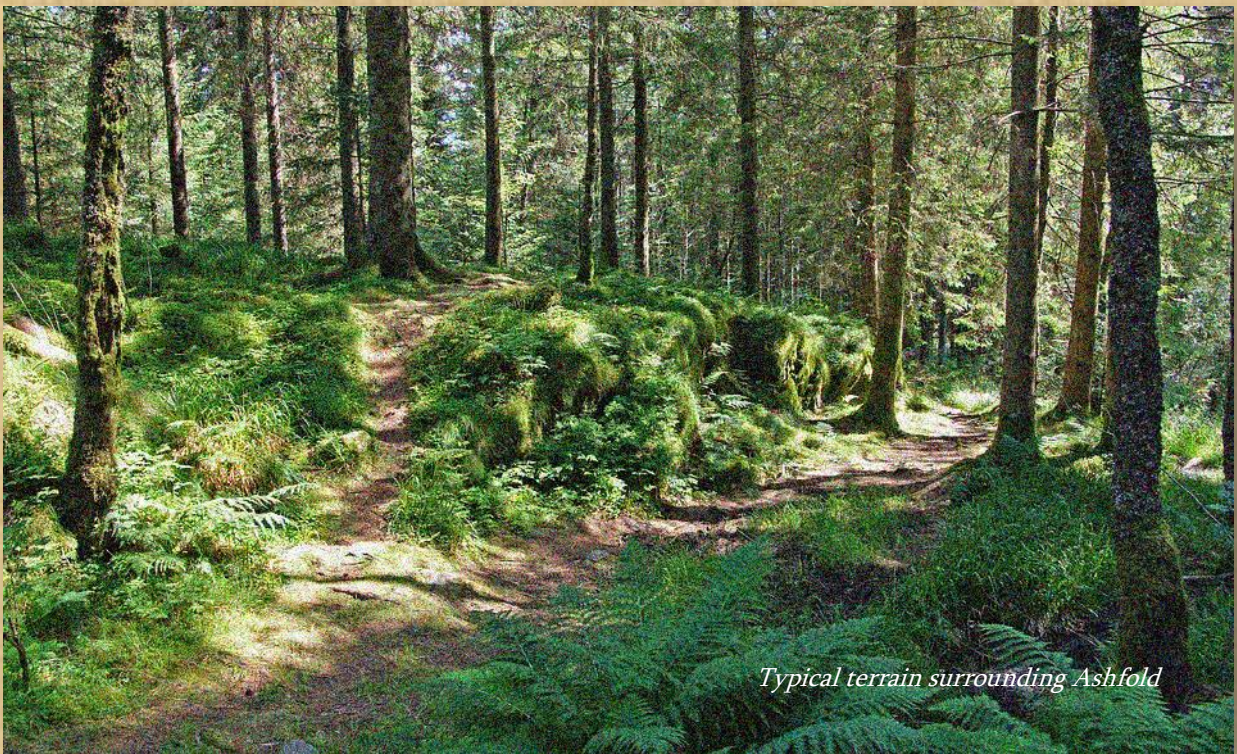
There are many other cottages in the village in which families live. Only the buildings and people who the players are likely to interact with have been detailed. The other residences will basically be small single-storey thatched cottages with 1-3 rooms, housing up to 6 members of a family group. Feel free to modify descriptions and create other NPCs.

Ashfold Surrounds

Overview

This section deals with locations outside of Ashfold, within a mile of the main village. This is the area affected by the Mistweaver's Mist and therefore the adventure is likely to be limited to this region. Overall the terrain is heavily forested with many gullies formed by moss-covered rocky outcrops. The ground is hidden by dense carpet of ferns that grow waist high in places. The land slopes upward from east to west with a well-maintained road providing an approach to the main village through the cleared land along Juliath's Ridge. Besides this road there are several smaller trails that lead through the woods.

The dominant wildlife in Ashfold's forests includes badgers and a small herd of deer. Otters can often be seen in the Blackduck Stream but do not venture as far down as the pond. Sometimes black bears come looking for honeyberries here. The famous Ashfold Blackducks migrate to the area in springtime. Four years ago the region was troubled by a grizzly bear but the beast has not been seen for a long time.



Typical terrain surrounding Ashfold

Sweet Dreams in Ashfold

Weather

The time of year in this module is late winter. The heavy snows have ended and the thaw set in a few weeks ago. There are still a few patches of snow on the ground, especially in the deeper parts of the forest. It is sunny but the air is still brisk with the mean temperature being 15 degrees C, dropping to 0 degrees C at night. During the time that the players adventure in the village the weather will remain fine with small falls of light snow at night; nothing sufficient to cause large drifts.

Random Encounters

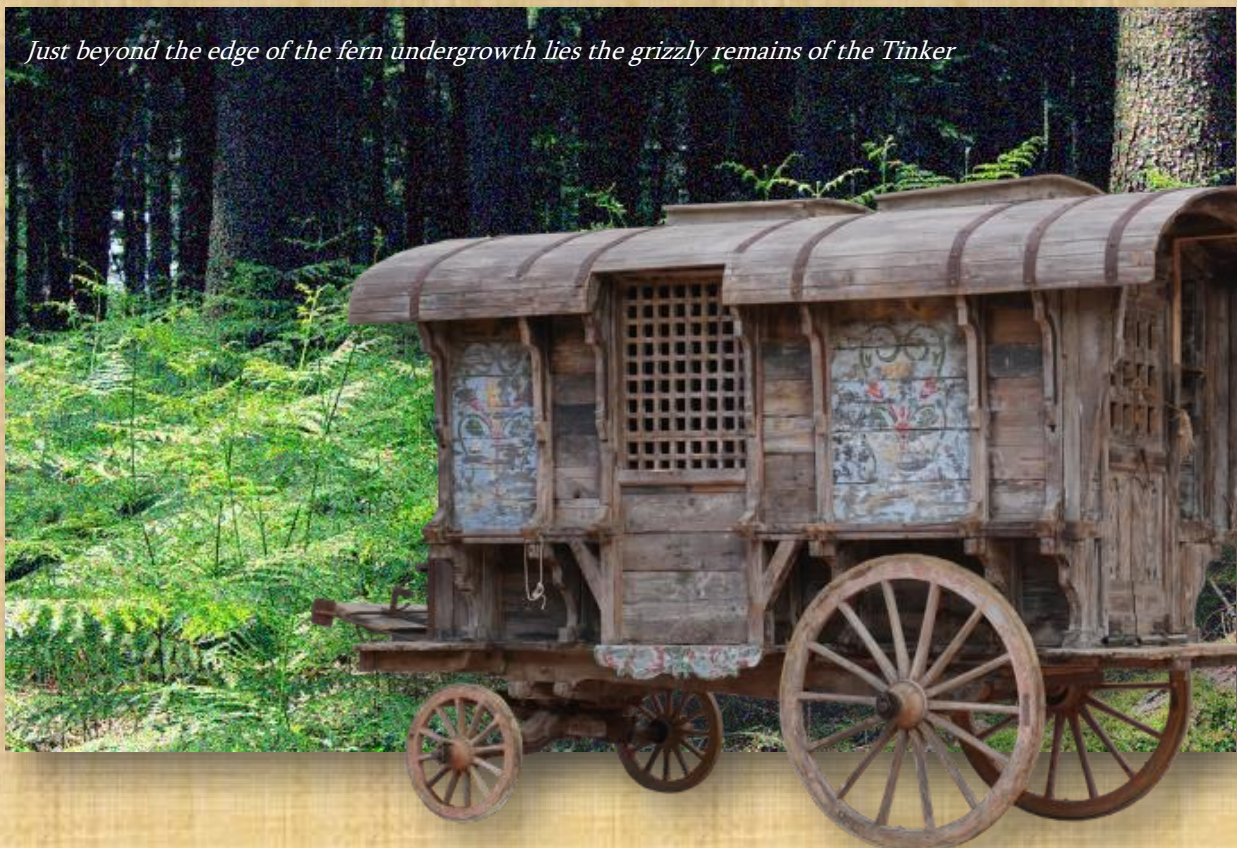
Every **hour** that the players spend out in the woods (at least 50 yards away from Ashfold village or the farms of Juliath's Ridge) check for random encounters on the table provided on page 42. Encounters during daylight hours occur on a roll of 20 on a d20; at night the chance is increased to 19-20. Note that normal animals that are found at night will be asleep.

(1)Bandit Camp

In a gully just off the road is a basic camp. There is a small fire surrounded by bundles of blankets and a rude shelter made of branches and ferns, which has been built against a large rock.

GM Note: *The camp was set up originally by a band of five men who were travelling through the region looking for work. They were penniless and were begging around the "Honey on the Hive" and this caused some fights. In the end Kyander had the village Blacksmith, Loran, gather a group of locals and drove the group out of Ashfold, down the road along Juliath's Ridge. However, the five vagabonds had spent sufficient time in the village that they were affected by the Mist and found reasons to remain in the area. Typically, "How dare those yokels move us on...we'll show 'em!"*

They have been living rough for a few weeks, sneaking about the forests and stealing food and warm clothing from outlying farm houses. Four days ago one of the group a man called Stinley) was taken



Sweet Dreams in Ashfold

by the Mistweaver near Potter's Cave. They heard the scream but there was no body, just blood.

They suspect it was a bear and the remaining four men are now scared, very hungry and desperate. They will ambush the players when their party begins the ascent of Juliath's Ridge along the road (refer Running the Adventure on page 37 and the Major NPC section on page 47 for details on Lokaar and his associates).

(2)The Tinker's Wagon

There is a small trail that goes off the main road for about 50 yards to a clearing in the woods. Honeyberry bushes grow all around the edge of the clearing and inside it is a large wagon, similar to a gypsy caravan. Emblazoned on the wagon in bright green letters are the words, "Trillip the Tinker". There is no sign of the owner of the wagon or the horse that may have pulled it.

One side of the wagon has been smashed open and miscellaneous items and goods are spread all about the clearing. They include pots and pans, sacks of grain, small hand mirrors, bone combs, silver necklaces, bottles of perfume, coloured ribbons, fancy vests and skirts, jars of preserves, balls of wool and baskets of fresh honeyberries.

GM Note: *A travelling tinker named Gyass Trillip spent a few days in Ashfold selling his wares and succumbed to the Mist while he was there. He left a few days ago but the compulsion to remain in the area took hold and Gyass pulled into the clearing off the road. He had spent some time in the company of Master Glowinn at "The Honey and Hive" and Glowinn had told him of the excellent honeyberries that grow in the clearing. The compulsion to stay in Ashfold kicked in so Gyass convinced himself to gather some berries...then to make some Taak...then to count his inventory...then it was nearly dark – so he may as well wait till the morning before heading off.*

That night he was unlucky and the Mistweaver discovered his camp attacked and feasted off him; it also took pieces of Gyass to the distillery to feed the Hatchlings. After the creature attacked his wagon, Gyass ran into the woods but the Mistweaver caught him and brought him down about 50' from the clearing. His horse was grazing and it panicked and broke its tether and fled into the forest.

If the camp is searched allow 1d4 rolls on the Mundane Items Table (available from Drivethrurpg) to identify any other items of interest. Also, a successful Perception Check at DC20 will discover a small wooden chest hidden under nearby ferns. It contains 10gp, 25sp and 60c. If players explore the terrain immediately outside the clearing they will find the grizzly remains of the tinker. He has been completely gutted and has a look of utter horror on his face.

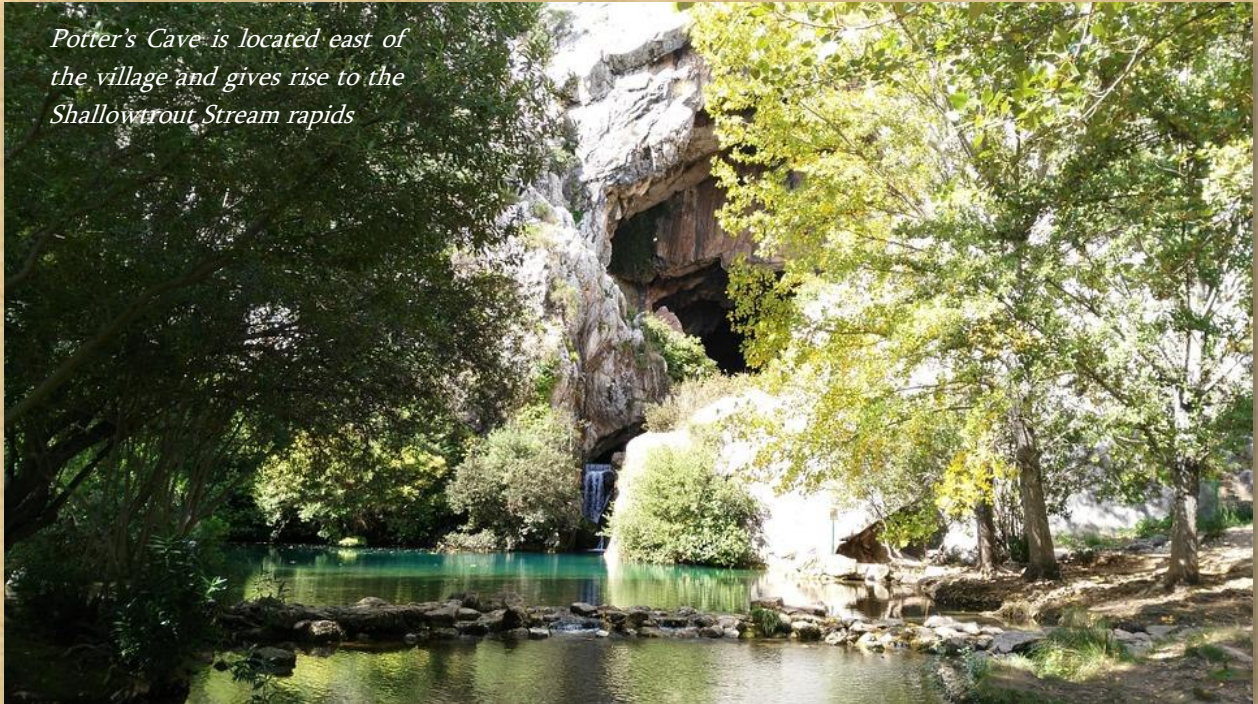
Inside the wagon is a shambles. It contains a basic living space with a bunk bed, small fixed table and chest of drawers. They have all been badly damaged and, in addition to more of the items from outside the wagon, there are also scattered clothing, broken dishes and cups.

3) Potter's Cave

This is a cave that exists in a sharp rise of land in a clearing to the east of the village. It is located at the beginning of a steep rocky defile into which the *Shallowtrout Stream* descends through a series of rapids. The cave is not very large; it has a ceiling of about 20' and plunges about 80' into the cliff-side. Moss grows here and there on the rocks. Its floor is covered in a shallow pool of clear water that is formed from a small but powerful waterfall, gushing from a narrow outlet in the rock wall at the back of the cave. The pool inside the cave is only ankle deep and the water emerges from the cave to form the rapids known as the Shallowtrout. There is a muddy embankment around the pool that is wide enough to walk on.

Sweet Dreams in Ashfold

Potter's Cave is located east of the village and gives rise to the Shallowtrout Stream rapids



GM Note: A successful Perception Check at DC 12 will reveal:

Broken barrel staves littering the muddy banks of the cave pool. This was old rubbish thrown down the well be Spindlethrift, in the past.

A large leather bag with a carrying strap partially filled with clay wrapped in rag, along with 3x changes of clothing and a pouch of 10gp. The muddy banks here are a good source of high-quality clay that Griff Wyster collected to make his best pots. A trowel rests nearby, next to a recent series of diggings.

Liacca Moss is growing on the rocks (see Arcana Section on page 58). Only characters with a skill rank of 4+ in Heal, Knowledge Nature or Profession: Herbalism can locate the Liacca (1d6 doses).

A secondary Perception Check at DC 18 made by anyone standing in the pool will find a golden gleam amongst the pebbles beneath the water. They will discover it is a gold ring – resting on the finger of a severed hand!

The hand is that of Griff Wyster who was attacked by the Mistweaver and dragged up into the underground stream behind the waterfall. The ring features an effigy of the dragon peeping out of a pot (Griff's sigil).

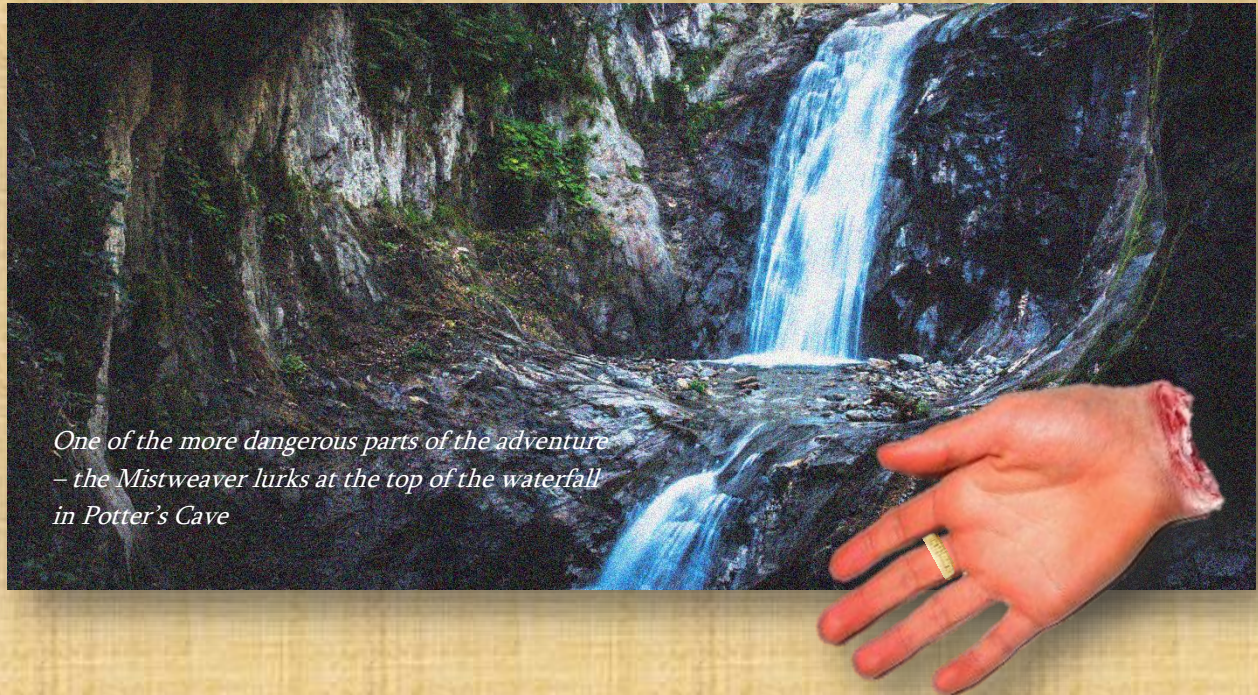
There is a set encounter at the cave. If players clamber up the rocks to the waterfall it is assumed that the Mistweaver is currently lurking there. The waterfall can be accessed by climbing some rocks but the pressure of water gushing from the tunnel is so great that it is impossible for a creature with STR less than 20 to move against the flow.

It will make a surprise attack to ensnare someone in its tentacles and drag them into the underground tunnel. The GM should initiate a CMB attack to grab the unfortunate victim. Unless that person can break the hold or the party can inflict 15+ points of damage on the tentacles in a single round, the seized victim will be dragged away, drowned and eaten.

Sweet Dreams in Ashfold

The Mistweaver will not exit the safety of the underground stream and the players will only see its tentacles and a brief glimpse of its size, but not enough for a good description.

The cave is very near the boundary of the Mistweaver's Binding Effect. If players stray a few hundred feet down the Shallowtrout Stream anyone who is subject to the compulsion to return to Ashfold may want to do so (refer Beastiary section on page 63).



(4)The Dead Hatchling

A dead Hatchling lies in the undergrowth just south of Ashfold. It only died a few days ago after consuming a badger that regularly eats bloodberries.

GM Note: *The area has a high concentration of bloodberries growing here and several yellow ribbons have been tied to branches of trees by Ilsa to remind her where she has sown bloodberry seeds in the past. The trail of tracks (which start outside the back of the distillery) lead here.*

(5)The Old Cocoon

Strung between two pine trees situated 10' apart are the silvery strands; the remnants from a cocoon that the adult Mistweaver hatched from. The main sack of the cocoon is spread across the forest floor underneath the mass of strands connected to the trees.

(6) Meteorite Strike

South west of the village is a small hillock. Trees on the site have been blasted outward and broken into splinters. The forest for a few 100' around is burned; the trees charred but still living. At the top of the hill is a crater, some 10 yards across and 10' deep. The ground is blackened inside the large hole.

GM Note: *This is where the meteorite fell before winter resulting in the tremors that wrecked the winter-store and released the first of the Mistweaver eggs from its underwater cache beneath Blackduck Pond. At the epicentre of the crater, buried just beneath the ground is a shard of ruby averaach (see Arcana Section on page 59). There are also small flecks of averaach peppered around*

Sweet Dreams in Ashfold

the sides of the crater. They will ignite if magical fields come near them, emitting a harmless but noticeable flash of red light. Anyone with Spellcraft will recognise the avaraach for what it is on a DC Check of 15

The shard buried at the heart of the crater is of exceptional size and very dangerous but hopefully players will see the warning signs before approaching it with active spells or magic items. If it can be secured, the avaraach can be a most effective weapon against the Mistweaver.



(7)Makaar's Camp

Hidden within a circle of moss-covered boulders is an encampment, consisting of the remains of a campfire, a bundle of blankets, a water-skin, a cooking pot, a pottery bowl and several satchels and backpacks. Nearby is the sleeping form of a child. His head is pillowed on a rolled up suit of leather armour. A brass helmet and light crossbow rests beside him.

GM: Note: *This is the camp of Makaar, a goblin, who is potentially an important ally for the players. He was secretly passing through the region on his own and camped in the woods. He was initially affected by the Mistweaver Mist and spent a great deal of time stealing food from the locals to survive. However, he has recently become immune to the Mist (refer notes on Makaar in the NPC section on page 47). Makaar is aware of the activity of the Hatchlings and the adult Mistweaver but will not initially offer this information. If he is treated well and fed he will mention the creatures in conversation (GMs discretion).*

The goblin will initially appear as a child in the shadows of the boulders; allow a Perception Check at DC15 to identify the creature as a goblin. If encountered he will try to flee but will surrender if surrounded or threatened by missile fire.

Maakar is usually active around the village at night, pilfering food and 'shiny things'. He returns to the camp at sunrise and sleeps here till mid-afternoon. He is a skilled tracker and knows the location of the dead Hatchling (4) and the New Cocoon (8). He has seen the Hatchlings wandering the wood and the 'big one' and steers clear of them.

The water-skin is full of gravy (a particular favourite of Makaar. The satchels are stuffed full of silver cups, small statuettes, gold coins and various odds and ends Makaar thinks are valuable.

Sweet Dreams in Ashfold

Makaar the goblin has a great insight on the goings-on in the village of Ashfold



One satchel is full of bloodberries. In addition, allow 6 rolls on the Mundane Items table.

Makaar (the Goblin) Male 40, Ranger Lv2 (Survival) CN HP17

Makaar is a gangly, short creature with a sinister grin. He is not brave but is essentially good-hearted, provided he is treated well and regularly fed. He is a survivor above all else. Makaar is always hungry and has a particular fondness for gravy. He will also claim to be royalty; the deposed King of a goblin clan from the mountains

He is dressed in ragged clothing when not suited up in his leather armour. He is armed with a scimitar and light crossbow.

(8)The New Cocoon

There is a picturesque glade in the NW woods, formed by a circle of beech trees. Bluebells and snapdragons grow in abundance and bees drone about the area looking for nectar. A large sack of silvery material hangs suspended between two trees, attached by a number of lengths of sticky rope-like tendrils.

GM Note: *This glade is frequented by the NPC Saradella who has her dalliances with local boys here. She will attempt to take the male NPC with the highest CHA score to this place no later than the 3rd day of the adventure. She has not been here since late autumn.*

One of the escaped Hatchlings has spun a cocoon here and is currently half-formed as a Mistweaver. It is similar to the old cocoon (5). Close inspection of the cocoon (Perception DC15) will reveal that something occasionally sloshes around inside, making the 'sack' pulsate. If the cocoon is attacked or damaged in any way, the semi-formed creature and its embryonic fluid will spill out. Read the following:

"The silver sack tears open and a dark orange liquid gushes out, steaming on the cold earth. A truly horrific sight befalls you as a large reptilian head full of cruel gnashing fangs, lunges forth, dragging behind it ropes of internal organs and rudimentary limbs".

If the players are within 5', when the sack bursts open, the malformed creature will try to inflict a bite attack at -2 attack bonus. A successful hit delivers 1d12 points of damage. After the creature's initial attacks it will flail around on the ground unable to do anything else and will die in 4 rounds. Treat its AC as 10 and hp as 15.

(9)The Bee-Keeper

In a wide clearing off the trail, just north of the village is a small shack with twenty wooden bee-hives positioned in alcoves along a rough cut stone wall that stands nearby.

GM Note: The shack is used by an old recluse named Fynnley who maintains the hives and collects honey for Kyander Thorn, the village Elder. Jalanda Thorn is the local expert on the bees and often visits Fynnley to help with collecting the honey. She brings him fresh baked scones and honeyberries and they share a cup of Taak. Fynnley was also visited from time to time by Griff the potter, who dropped off pots (paid for by Kyander Thorn) for 'bottling' the honey.

If the hives are attacked or mistreated in any way, the bees will swarm for 6+2d6 rounds unless Fynnley's smoke censer is used to calm them (see Bee Swarm in the Beastiary Section on page 63).

Inside Fynnley's shack is a small straw bed and blankets, a table and two chairs and a small cupboard. Beneath the bed is a battered leather footlocker. Honey pots are stacked all around the walls along with a box full of cloths and twine to seal them. Inside the cupboard is his bee-keeping equipment:

- A heavy coat with cord fastenings at the wrists and ankles
- A wide brimmed hat draped with a fine fishing net
- Leather gauntlets
- A metal censer on a chain
- A wooden box containing tinder, a flint and a quantity of a slow burning moss that produces a lot of smoke



The footlocker contains personal clothing, a pipe and tobacco, a cutthroat razor and a sealed jug of Northland apricot brandy. He also has a bundle of silvery strands from the old cocoon that he has discovered a few days ago in the woods. He has been meaning to show Jalanda them to see if she knows what they are.

Fynnley Rhunstar Male 62, Commoner Lv1 (Profession: Apiarist) LN hp6

Fynnley is an old man with long grey hair and a goatee beard. He is usually pottering about the hives with his bee-keeping gear or making a pot of taak on a campfire outside of his

shack. His eyesight is fading and he often has a pain in his back. He doesn't open up to strangers easily but if asked questions and pressed for information, allow players talking to Fynnley a Diplomacy Check at DC15 (he starts as indifferent). If they succeed he becomes friendly and will engage more actively in conversation. He will talk about the following:

- A new variety of yellow-throated warbler has arrived early in the woods – they have a higher pitched shriek (this is the call of the Hatchlings Fynnley has Mistaken for birds).
- He's been keeping an eye on the hives because a young lad from the village has been stealing honey and got stung yesterday. The honey thief was Makaar the goblin.

Fynnley will only show the players the strands from the cocoon if one of them appears to be scholarly. He will be prepared to show them where they came from if they wait until he clears the honey out of five hives (it will take about one hour).

Sweet Dreams in Ashfold

(10) Juliath's Ridge

The eastern approach to Ashfold is via a gently sloping ridge where Ashfold's barley fields and vegetable plots are maintained. Much of the land is fenced to keep Ashfold's small herd of dairy cattle, sheep and goats out of the pastures. Several separate farmsteads occupy the land on the ridge and the main road into the village ascends its north side.

(11) Ashfold Village

Ashfold village is fully detailed on pages 12-27.



The farmlands extending across Juliath's Ridge showing the main road into Ashfold in the foreground

Running the Adventure

This section is a *guideline* for running the adventure. As you can never predict what a role-playing group will do to the plot, we emphasise that this section simply talks about how the adventure usually unfolded during playtesting and, like any good GM, it will be up to you to deal with how your players interact with events. In the end, you are just trying to give them an enjoyable and memorable game. There is a lot of material for you to play with and, if they stray from the path outlined below, don't worry, as every game is different! Use the NPCs to help get them back on the track at discovering what is happening in Ashfold and finding the resources to deal with the Mistweaver and the Hatchlings. Remember the Mistweaver is a fearsome and cunning opponent and it will take brains and a little brawn to overcome the creature!

DAY 1 (18th Holy Day)

The Bandit Attack

The players will arrive in the company of Kyron, approaching along the road from the east to begin the ascent of Juliath's Ridge. It will be shortly after midday. Before they can reach any of the farms along the ridge they will encounter Lokaar and his men who will ambush them from the nearby woods.

The bandits have been trapped in the region for several weeks by the effects of the Mistweaver and have been cast out of the village for making trouble. They have been thieving food and clothing from farms and hiding out in the forest. Lokaar is using the excuse that there is likely to be a fortune hidden in the chapel, in order to convince himself and his friends of the reason why they have not moved on. Still he thinks there is something wrong in Ashfold but he can't put his finger on what it might be.

Lokaar will bravely accost the players while the other bandits hide in the bushes some 30' off the road. He will attempt to bluff the party that he is the head of a band of ten merciless men who are in the woods and all have crossbows pointed at the party. If they give up their valuables (and any food) they can be on their way.

GM Note: Allow a Perception Check at DC20 to spot any of the men hiding in the tree-line.

If Lokaar's bluff is called, he will whistle and Tarril will step forth and brandish his bow. If the players still refuse to surrender Lokaar will whistle a second time and all his men will all emerge from cover. Brillit and Tripper will make fearsome war-whoops and charge the players while Trillip will remain and give covering fire.

The bandits are briefly detailed here and fully detailed in the NPC section on page 57).



*Lokaar, the leader of
the bandit group*



JUSTICATORS

Administrators of the Law

Followers of the Ormocean Order of Justicators administer the law throughout the many Human countries that have adopted the Ormocean legal system after being conquered or becoming an ally of the Sardellan Empire. Although Justicators are usually devotees of the Ormocean church there are many secular Justicators in countries where the faith is not as strong, but Ormocean Law is still the accepted means of dealing with disputes.

As acolytes, Justicators study law under the tutelage of senior clerics until obtaining an acceptable level of competency; they are then given a posting to maintain the law in a designated community, usually within an Ormocean Protectorate. They are responsible for arbitrating a wide range of claims and grievances, ranging from mercantile transactions to petty theft.

Their decision on any issue is final unless an affected party opts to have the dispute taken to an Ormocean Audit (a higher court). In doing so, the person who requested an Audit hearing had better be sure of their case as they can be served with large fines and even imprisonment for wasting the time of the court.

Justicators do not handle matters that involve the loss of life. In these cases, they will undertake an initial investigation and detain any necessary suspects, but this information is automatically handed over to an Audit to preside over. Justicators usually work hand-in-hand with the local militia or town guard in order to make arrests.

Virdain is the acting Justicator of Ashfold.

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Lokaar Thatch (the Leader) *Male 50, Commoner Lv2 (Bluff) N hp15*

A lanky white-haired man dressed in a mish-mash of clothing that he stole from one of the farms. Lokaar is a charmer and prone to exaggeration. He is armed with a dagger.

Brillit *Male 30, Commoner Lv1 (Handle Animal) LN hp2*

Brillit is a red headed man who wears a beaten up wide-brimmed hat and makeshift warm clothing. He is suffering from borderline pneumonia. Brillit fights with a club (branch).

Tarril *Male 40, Commoner Lv1 (Perform: Pipes) N hp6*

Tarril is an older man with a balding pate and weather-beaten appearance. He wears a mud-stained coat and will surrender if challenged. He is armed with a stolen short-bow and six arrows.

Tripper *Male 14, Commoner Lv1 (Sleight of Hand) CG hp4*

Tripper is a street urchin from Darringmoor whom Lokaar has taken under his wing. He is a bony youth with an unruly mop of auburn hair and big brown eyes. He has a snickering laugh and enjoys all of Lokaar's witticisms. Tripper is armed with a trowel (1d3 damage).

Lokaar and his associates are used to picking on weaker opponents and, if any of them goes into negative hit points the others will surrender. Tarill, if not engaged in close combat at this time will flee into the woods. If the players go after him they will lose him in the terrain but will hear a yell somewhere off in the woods.

If the players search the immediate area they will eventually find poor Tarill's body about 100 yards from the road lying in the ferns. He is dead and covered in blood – his face torn away by a Hatchling. The Hatchling is lurking nearby beneath the fern canopy. After a while, it will scurry away and players may see some movement of the ferns in the undergrowth (Perception DC20) 50 yards away. It will be too difficult to pursue as the ferns give it total cover from missile fire and it can out-pace the players. If they decide to track it, note that the Survival DC Check is 21 (hard ground and small creature).

The Hatchling will gradually move to the location of the new cocoon (8) and, as it is quicker than the players, they must make a Survival Check each hour they are following it until it rests at the cocoon. Lokaar and the remaining bandits will be surly and uncooperative but will ask about food (it's their rights as prisoners!). It is obvious that they are unshaved, unclean, undernourished and dressed in makeshift clothes. If they are treated reasonably well (i.e. they are not beaten or threatened with violence) they will begin to offer conversation that will include:

Their fifth companion, Stinley, was taken by a bear near Potter's Cave a few days ago (though none of them actually saw this – just the evidence of violence).

Sweet Dreams in Ashfold

- There is a rumour about a fortune in gold hidden away in the chapel in Ashfold (false).
- The Lord Protector's messenger arrived in the village this morning riding in along the Juliath's Ridge road (true)

Insert these items of information into other parts of conversation on how hard a time they have been having looking for work and how uncharitable the villagers are.

Kyron will suggest that the bandits be incarcerated in the mill-house in Ashfold so that the Justicator can make a ruling about them.

Meeting the Locals

Kyron will bring the players up to the village and they will attract a lot of attention from people along the way. Kyron will take them to his home (village building 5) and after greeting his wife he will ascertain that Kyander is at the "Honey on the Hive" chairing a meeting. The players will visit the inn and spend time talking to the locals and dealing with the issue of the bandits if they have been taken prisoner (most of the major NPCs of the village will be present) .

- **Master Glowinn**, the inn-keeper will offer his downstairs lounge as a place to stay ("The Honey on the Hive" has no spare rooms as most of the goods from the winter store are occupying all the floor space.
- **The Ormocean acolyte, Virdian**, will introduce herself and suggest the players use her house; she can have a bed temporarily set up in the chapel for herself.
- **Saradella** will drop in with a message for Kyander that his dinner will be ready soon. She will make eye contact with the male player character with the highest CHA score. She will make small talk and ask if the person is free for a picnic tomorrow afternoon. She will do this privately, away from earshot of Kyander or Kyron.
- The players will most likely have a brief look at the damaged winter-store and arrange accommodation for the night.

The players may engage with **Gilrand**, the Protector's courier who is sitting by the fire reading a book and sipping on a mug of mead. He is well-dressed, with a linen shirt that is embroidered with decorative gold thread, black trousers and high doeskin boots. He keeps a leather satchel and a rapier close by his side at all times. Gilrand will not actively seek to talk to the party but will be polite if they are introduced to him. He is bombastic and full of self-importance and comes across as rude and arrogant at times. If he feels anyone has insulted him he will be quick to challenge them to a duel.

Gilrand will be staying at the inn on the night of the 18th Holy Day, his excuse being that his horse, Champion, has thrown a shoe. The stable-hand can't fix this until tomorrow morning. Birch, the farrier, is perplexed because Champion is fine and does not need a new shoe. He will simply remove the good one and replace it again.



Sweet Dreams in Ashfold

Time for Bed

When the sun sets a Mist will begin to arise across the village and most people will start making plans for bed, as the Mistweaver's spell falls over Ashfold. Some of the villagers will obviously appear tired (yawning and rubbing their eyes). Within an hour after sundown the majority of villagers would have retired for the evening. The only ones still active are old Ilsa and Wyndll, who have been consuming bloodberries recently.

The Mistweaver will not be active in the village that night. Ilsa will be baking bloodberry pies and Wyndll will be up sketching, so lamplight will be evident from their windows. Makaar the goblin is aware of the presence of the Mistweaver and, because it is not active, he will creep about the village and steal one of Ilsa's pies as it cools on her windowsill.

Check for the Mist Effect on the Players

About 4 hours after sundown get the players to make a Fort Check against the effects of the Mist. **Say this is to see how tired they are because of their long day's journey to Ashfold.** Regardless of what the rolls are, modify the results as follows:

- **If all players make a successful roll** the player with the lowest save is considered to have failed.
- **If no players make a successful roll** the player with the highest save is considered to have saved.

Describe to players who succumb to the Mist that they feel very tired and need some sleep. If they resist refer to the Beastiary section for the effects of the Mist.

DAY 2 (19th Holy Day)

The next day the players are free to do what they want but this should include an assessment of the damage to the winter store-house. Kyander and Kyron will seek the players out to get this task started. It will take about 2-3 hours.

If players think that there is something odd about how everyone seems to be going to sleep in the village and questions the locals, nobody seems to think anything is out of place. It is going to take some hard evidence to convince the villagers that something is amiss in Ashfold.

Also try to include the following during the daylight hours of Day 2:

- (1) The NPC Gilrand will appear outside the Honey on the Hive stables grooming his horse Champion. He will be highly vocal, criticising the quality of the work done by Birch on re-shoeing his horse. This is because Gilrand's subconscious is looking for ways not to leave Ashfold. After a while he will depart riding full-flight east down Juliath's Ridge Road.
- (2) Saradella will continue to pester the male player with the highest CHA score to have a picnic in the woods. She even has a picnic basket all prepared and will coyly make romantic allusions to the target player. If she is successful she will take the player to her favourite woodland glade (regional location 8).
- (3) The NPC Coronia will approach the players privately to seek their aid. She was going to leave the village with her lover Griff the day before the players arrived. They were to meet in secret on the trail near Potter's Cave, but Griff never turned up and has been missing since then. Griff had told his wife Carillana that he was making a journey to Darringmoor for an interview for a position as a potter in the city and he would be away a week. In reality Griff

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had already secured a position in the Llanish city of Quorull and he and Coronia were indeed going to Darringmoor, but then taking a ship north to Quorull. Coronia is worried that her husband Loran has found out about her relationship with Griff and done him harm. She cannot go to other people in Ashfold because, if Loran does not know of the affair with Griff, he certainly will know once the story gets out.

- (4) Gilrand returns after midday saying that his courier pouch that contains important items of correspondence is missing. He will begin a search of the Honey and Hive, accusing people of stealing the pouch (which is sitting in his saddle bags on Champion). Unless this is discovered by the players, Birch will find them just before sundown and hand them over to the group. He will tell them that the courier pouch fell out of the saddlebags when he was tending to Champion. Birch did not want to hand them over to Gilrand because he is afraid that he may accuse him of stealing them.

If the courier pouch is returned to Gilrand he will reluctantly apologise and will stay overnight again and leave in the morning. The Mist will roll in that evening as usual and there are several events that can be introduced that night:

- (a) Makaar (if still undiscovered) will break into the Honey on the Hive and drink an entire bottle of Ashfold Sweet. He will be discovered drunk and stained with vomit, sleeping by the fire where he has stolen blankets from anyone who is also sleeping in the lounge area.
- (b) Wyndll will seek out the players if she can see them from her bedroom window and try to communicate with them about her recent reoccurring nightmare. She will show them her writings from her dream journal and implore them to do something. She is most distraught.
- (c) Ilsa's cottage will be attacked by the Mistweaver as it tries to grab her at her window when she is leaving pies on the sill. It breaks down a wall in its attempt to grab her. Ilsa, in a wild bid to save herself throws pots, jars, kitchen implements and sacks of vegetables and bloodberries at the creature. A few jars of bloodberry jam break open and its contact with the Mistweaver causes it excruciating pain. It retreats to Blackduck Pond to heal the damage. Ilsa does not know why the creature fled, but it is evident that there are pools of bloodberry jam all over the place that the players may discover. If anyone tracks the retreat of the Mistweaver to the pond there is a chance of noticing a trail of bloodberry jam droplets (DC 18 Perception Check).



QUORULL A City of Llan

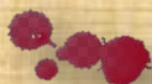
Quorull is a merchant city on the coast of Llan, a country which borders Elkia and Sard. This city is Llan's largest port and is located at the mouth of the Drissada River on the shores of the Greater Inner Sea.

Quorull is an important centre of commerce and culture and attracts artisans from all over the north, who find work with the Guilds. Vessels from the great mercantile city-state of Tempest berth here regularly and Y'siran traders from the distant south of Eldoria have been known to make direct crossings of the Passage of Thungar to ply their trade in Quorull. It is the capitol of Llan, and is a small city by comparison with other Llanish and foreign cities.

The original city of Quorull was razed in the Great Civil War of 600R and it stood in ruins for centuries until the Guilds rebuilt it after they came to power in the 16th century R. As most industry had relocated to the southern towns of Slaarn and Tokia over the intervening years, Quorull remained a small metropolis where the Guilds based themselves; a place of wealth and splendour with magnificent architecture, exemplified by its great indoor theatre, the Hall of Tiers.

Read more in the FOE publication, **Quorull: City of the Guilds**, at

<http://www.drivethrurpg.com/product/219427/Quorull-City-of-Guilds>



Sweet Dreams in Ashfold

DAY 3 (20th Holy Day – the Last Day)

- (a) At sunrise, the eggs in the basement will begin to hatch and the baby Mistweavers will emerge in the basement of Spindlethrift's Distillery. The adult Mistweaver will enter the basement from the well and care for them.
- (b) Unless otherwise aware that the villagers are in imminent danger, Gilrand will leave again but be back by midday (his excuse being he forgot to buy a few bottles of Ashfold Sweet for a friend of his).
- (c) Unless the villagers are aware of the dangers facing them and she has not convinced a player to accompany her on a picnic, Saradella will invite Larnas to a rendezvous in the glade where the new cocoon is located. Larnas will break the cocoon open and will be killed by the half-formed creature before it dies. Saradella will run screaming back to Ashfold to tell her story.
- (d) An hour after sundown, unless already discovered, the Mistweaver will shepherd the Hatchlings out of the backdoor of the Distillery and will smash in doors around the village so that the young can feast.

d20 Roll	Encounter Type	Notes
1-5	Rabbits ❶	(3d4) Init+3/AC15/hp3/Speed 50/ Melee: bite-2 (1d3 -4)
6-7	Badgers ❶	(1d6) Init+1/AC13/hp9/Speed 30/Melee: bite+1 (1d3) claws+1 (1d2) <i>Bloodrage</i>
8-9	Deer ❶	(1d12) Init+2/AC14/hp11/Speed 40/Melee: gore+2 (1d6+1) hooves-3 (1d4)
10-11	Otters	1d6) Init+3/AC14/hp4/Speed 20 Swim 30/Melee: bite+5 (1d3-4)
12-13	The Tinker's Horse ❷	(1) Init+4/AC15/hp19/Speed 50/Melee: bite+5 (1d4+5) hooves+0 (1d6+2)
14-16	Black Bear	(1) Init+3/AC17 hp32/Speed 30/Melee: bite +6 (1d4+3) claws +6 (1d4+3) <i>Grab</i>
17-19	Hatchling	See Bestiary
20	Mistweaver	See Bestiary (not encountered by the players if more than 100 yards from water)

❶ These animals will usually try to flee during daylight hours and will be asleep at night

❷ The Tinker's Horse will be friendly if met during the day and asleep at night

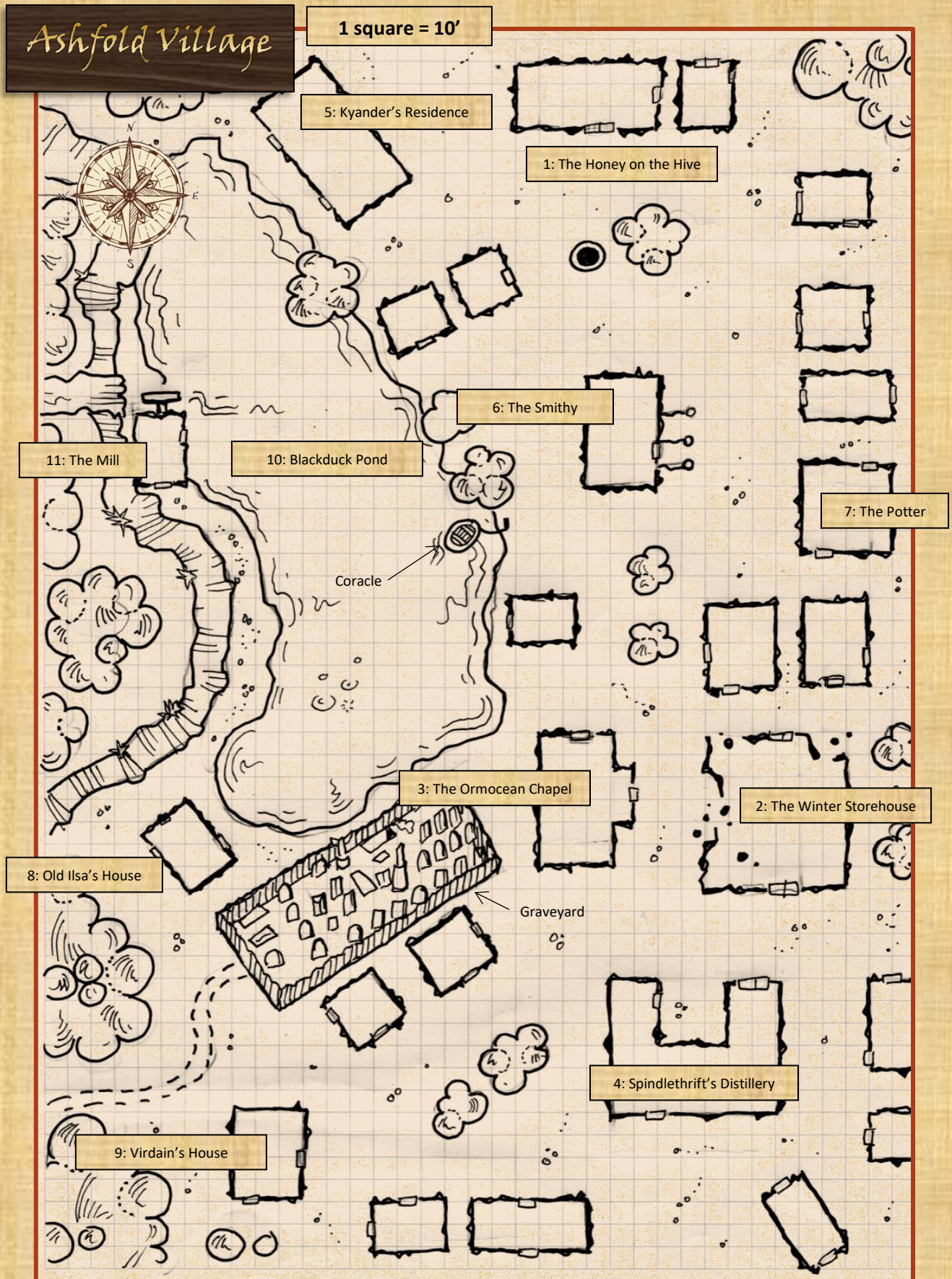


Sweet Dreams in Ashfold

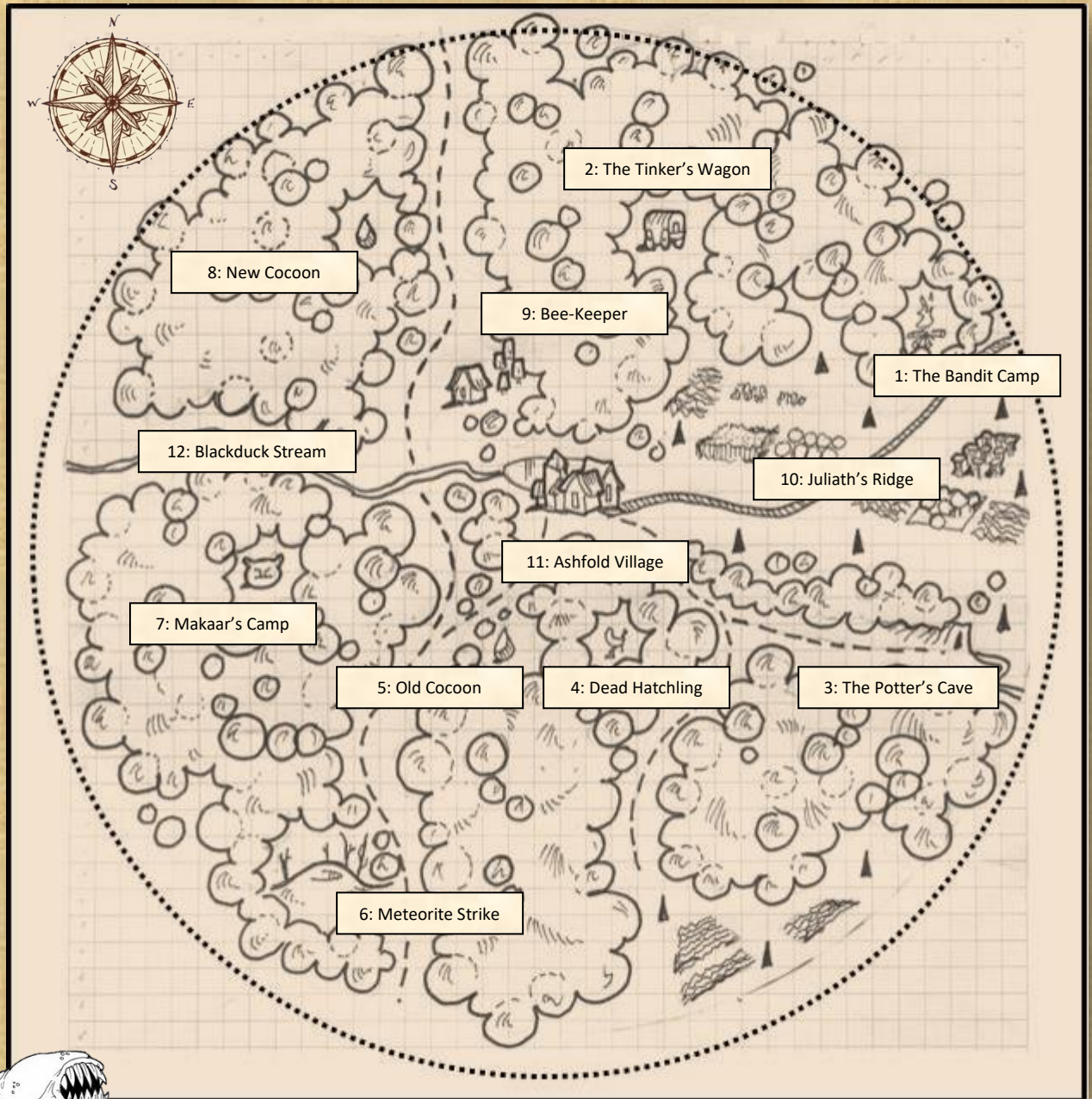
Ashfold Maps



Sweet Dreams in Ashfold



Sweet Dreams in Ashfold



Ashfold Regional Map

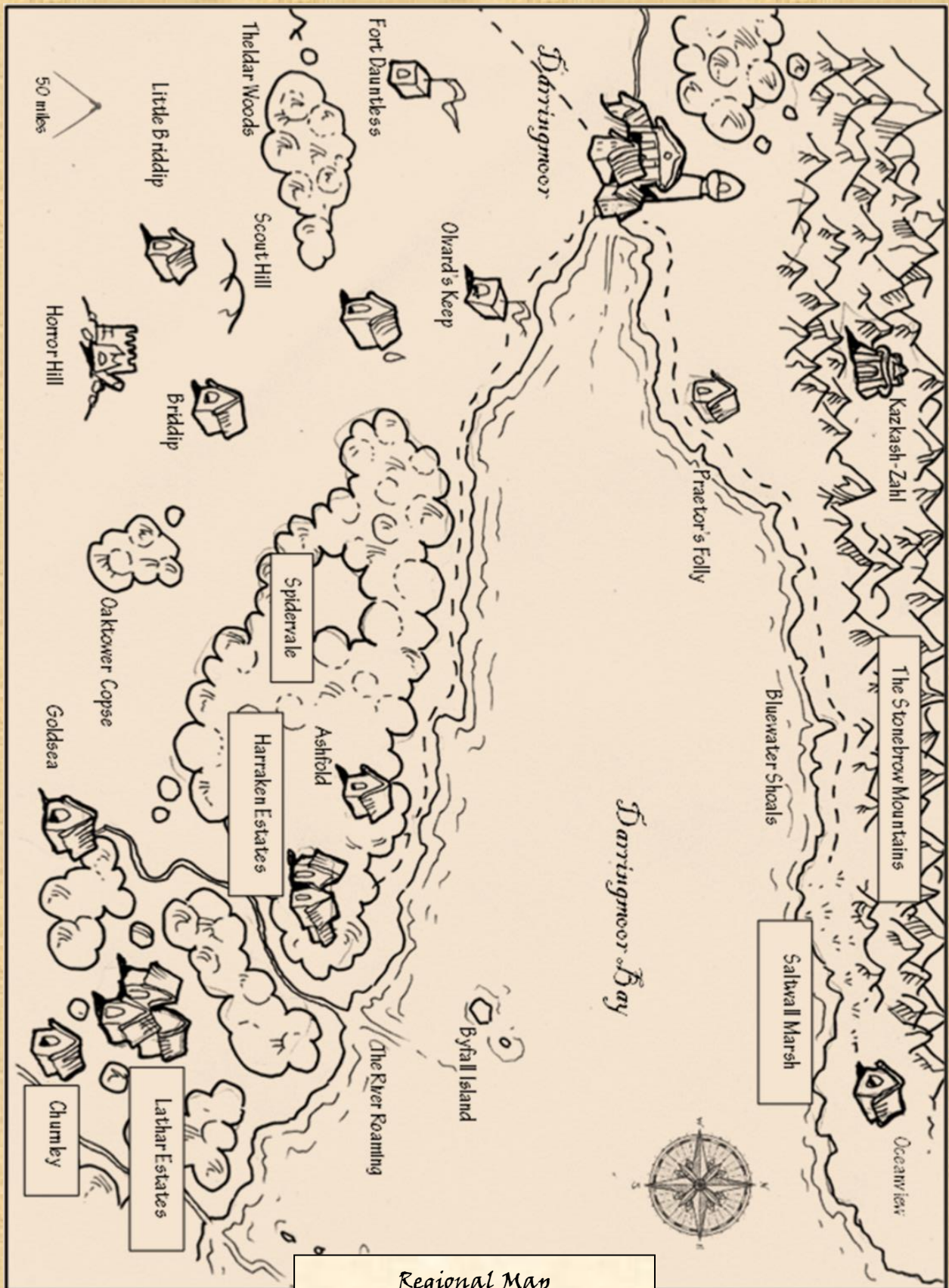
1 square = 100 yard

..... Boundary of the Mistweaver's Mist effects



Farms (typically a central farmhouse and barn that supports 6+1d10 people)





Sweet Dreams in Ashfold

NPCs of Ashfold



MAJOR NPCs

These are NPCs who are likely to interact with the players and provide vital information for the plotline or lend them aid if the going gets tough



MAKAAR (Goblin Ranger)

CR1

"I will be your bestest friend if you gives us some of that gravy"

Goblin Ranger 2 CN small humanoid Init +3; Senses Darkvision 60; Perception +7

Defense

AC 17, Touch 14, flat footed 14 (Studded Leather, Shield, none)
(+3 Dex, +1 size, +2 armour, +1 shield)

hp 17 (0d8+2d10+2); Fort +3, Ref +6, Will +2

Saves Fort +3, Ref +6, Will +2

Offense

Speed 30 **Melee** Single Attack Scimitar +3 (1d6) or Crossbow, light +7 (1d4) Full Attack Scimitar +3 (1d6) or Crossbow, light +5/5 (1d4) range 30

Space 5ft.; Reach 5 **Special Attacks** Favoured Enemy (+2 attack Humans (only) +2 damage. Number of Favoured enemies = 1; +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Favoured Enemy

Statistics

Str 11, Dex 17, Con 11, Int 11, Wis 12, Cha 10

Base Attack 2 CMB 1; CMD 14

Feats Rapid Shot: Gain extra ranged attack all attacks at -2, Armour Prof Light, Armour Prof Medium, Martial Weap Prof, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Weapon Focus (Ranged): +1 attack rolls

Skills Climb 3, Craft Bowyer 4, Handle Animal 2, Heal 6, Intimidate -2, Know Dungeon 0, Know Geography 4, Know Nature 4, Perception 7, Ride 7, Stealth 15, Survival 7, Swim 1, Languages Sardellan (Common), Gobylnkind

Special Abilities

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

Wild Empathy Makaar can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. Makaar rolls 1d20 and adds his level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

Persona

Race: Male Goblin **Hair:** none **Eyes:** Green **Build:** wiry **Age:** 50

Makaar is a gangly, short goblin with a sinister grin. He is not brave and is essentially good-hearted, provided he is treated well and regularly fed. He is a survivor above all else. He is dressed in ragged clothing when not suited up in his studded leather armour. He is armed with a scimitar and light crossbow. He loves Human food, especially gravy and Ilsa's bloodberry pies. If treated well and given food (which he will often ask for) he will provide assistance to the players. He knows the whereabouts of the old and new cocoons and that the Mistweaver visits Ashfold just before dawn.

GILRAND (Aristocrat: Protector of Darringmoor's Messenger)

CR1

"Good sir, my honour has been slighted and I demand your apology"

Human Male Aristocrat 2 LN (Adventurer) Init +7; Senses; Perception +1

Defense

AC 15, **Touch** 13, **flat footed** 12 (Leather, Shield, none) (+3 Dex, +2 armour)

hp 11 (0d8+2d6+2);

Saves Fort +0, Ref +3, Will +3

Offense

Speed 30 **Melee** Single Attack Rapier +4 (1d6+3/18-20x2) Full Attack Rapier +4 (1d6+3/18-20) **Space** 5ft.; **Reach** 5

Special Attacks

Duellist In a one on one fight a duellist gains a +2 circumstance bonus against their opponent once they acquire an understanding of their fighting style. They can also limit their damage choosing what damage is inflicted (e.g. if they score 6 points of damage they can reduce this to anything within the range of 1-6. However, if a critical is scored ALL FULL damage is applied. To acquire an understanding of an opponent's fighting style a duellist must make a successful Perception check at DC16. This roll can be made each round immediately after the opponent makes an attack. Once successful, the duellist can use their bonuses against that opponent at any time in the future providing that opponent has not acquired any additional martial skills, feats or improvements to existing martial skills or feats. Typically a duellist will fight defensively until they gain the advantage this way.

Statistics

Str 15, **Dex** 16, **Con** 11, **Int** 12, **Wis** 11, **Cha** 9

Base Attack 1 **CMB** 3; **CMD** 16

Feats Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Improved Initiative: +4 Initiative checks, Martial Weap Prof, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties, Weapon Focus Rapier: +1 to attack rolls

Skills Appraise 5, Bluff 3, Diplomacy 3, Disguise -1, Handle Animal -1, Intimidate -1, Know Arcana 5, Know Arch & Eng 1, Know Geography 5, Know Nobility 5, Linguistics 1, Perception 1, Perform Oratory -1, Ride 8, Sense Motive 4, Survival 4, Swim 6, Languages Common

Persona

Race: Human **Nelendai** **Hair:** short, black: **Build:** slight **Age:** 23

Gilrand is the Protector of Darringmoor's Messenger. He is a somewhat foppish and bombastic character, with short black hair and delicate features. He speaks crisply using overbearing flowery phrases. He is usually dressed in immaculate courtly clothes consisting of finely cut breeches and high doe-skin boots with a shirt of fine linen and a warm red fur trimmed cloak. Gilrand is carrying communiques to the Lord Protector in the capitol of Denhaven. The parchments are kept in a leather document pouch bearing the Protector's seal – a balance above and eagle bearing a sword below. The pouch is usually with Gilrand who will not declare the contents of his messages. In fact he does not know what is in the parchments and is sworn under oath not to read them. Gillrand's foppish nature hides his skilful ability with the rapier. He is a master at duelling, with his sword.

Equipment: Money purse with 10 gp and 3gp, rapierrd (masterwork +1); courier satchel with documents for the Lord Protector, silver hip flask, horse called "Champion".



Sweet Dreams in Ashfold

KYANDER THORN (Expert: Village Elder)

CRO.5



"Welcome to Ashfold and tell me of your journey upon the road"

Human Male Expert 2 LG (Farmer) Init -1; **Senses**; Perception +5

Defense

AC 9, Touch 9, flat footed 9 (No Armour, Shield, none) (-1 Dex)

hp 7 (0d8+2d8+4+2); **Saves**: Fort -2, Ref -1, Will +4

Offense

Speed 30 **Melee** Single Attack Dagger +1 (1d4/19-20) Full Attack Dagger +1 (1d4/19-20) **Space** 5ft.; **Reach** 5

Statistics

Str 10, **Dex** 9, **Con** 7, **Int** 12, **Wis** 12, **Cha** 15 **Base Attack** 1 **CMB** 1; **CMD** 10

Feats Animal Affinity: +2 Handle Animal +2 Ride, Armour Prof Light, Persuasive: +2 Diplomacy +2 Intimidate, Simple Weapon Proficiency **Skills** Climb 5, Diplomacy 4, Handle Animal 9, Heal 6, Intimidate 4, Know Geography 5, Know Local 5, Know Nature 6, Perception 5, Profession Farmer 6, Ride 5, Survival 6 **Languages** Sardellan (Common)

Persona

Race: Human Tarkian **Hair**: white, long **Eyes**: pale blue **Build**: stooped **Age**: 82

Kyander is very old and knowledgeable about the local area. He commands the respect of all villagers and is very interested in news from afar and will want to engage the players in long conversations

KYRON THORN (Commoner: Kyander's Son)

CRO.6



"I just can't believe such a tale...sorry I'll need more proof than that!"

Human Male Commoner 2 LG (Farm worker) Init +1; **Senses**; Perception +0

AC 12, Touch 12, flat footed 10 (No Armour, Shield, none) (+1 Dex, +1 feats)

hp 15 (0d8+2d6+4+2);

Defense

Saves Fort +2, Ref +1, Will +0

Offense

Speed 30 **Melee** Single Attack Quarterstaff +3 (1d6+3) Full Attack Quarterstaff +3 (1d6+3) **Space** 5ft.; **Reach** 5

Statistics

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 11, **Cha** 11

Base Attack 1 **CMB** 3; **CMD** 15

Feats Animal Affinity: +2 Handle Animal +2 Ride, Dodge: Add 1 to AC **Skills** Climb 6, Craft Wood Working 4, Handle Animal 7, Perform Sing 0, Profession Farmer 5, Ride 3 **Languages** Sardellan (Common), Uushai

Persona

Race: Human Tarkian/Nelendai **Hair**: red, curly **Eyes**: Blue **Build**: heavy **Age**: 45

Kyron is a diligent worker and a natural leader; he is being groomed to take over the position of village Elder. He has a dogged personality and will pursue an argument relentlessly. He will readily help the players if they ask him but he will need hard evidence to be convinced there is something amiss in his peaceful home of Ashfold.

SARADELLA (Commoner: Kyron's Daughter)

CR0.3

"Oh please come on a picnic with me...you are so cute and I am so bored"

Human Female Commoner 1 CG (Seamstress) Init 0; **Senses**; Perception +1

Defense

AC 10, Touch 10, flat footed 10 (No Armour, Shield, none) **hp** 4 (0d8+1d6+1);
Saves Fort +0, Ref +0, Will -1

Offense

Speed 30 **Melee** Single Attack No Melee -1 (-1) Full Attack No Melee -1 (-1)
Space 5ft.; **Reach** 5

Statistics

Str 9, **Dex** 11, **Con** 10, **Int** 10, **Wis** 9, **Cha** 16

Base Attack 0 **CMB** -1; **CMD** 9

Feats Acrobatic: +2 bonus on Acrobatics checks, Alertness: +2 Perception +2 Sense motive **Skills** Acrobatics 2, Climb 3, Craft Seamstress 4, Ride 2, Know Edible Fungi 0, Know Local Woods 4, Perception 1, Bluff 3, Profession Cook -1, Sense Motive 1 **Languages** Sardellan (Common)

Persona

Race: Human Tarkian/Nelendai **Hair:** blonde, straight **Build:** light **Age:** 15

Saradella is the most attractive young girl in the village and uses her looks to manipulate people into getting what she wants. She flirts with the young men of the village, but holds all of them in contempt. In the adventure she will try and get the player with the highest CHA score to take her on a picnic.



WYNDLL SAXTON (Oracle: Kyron's Sister-in-Law)

CR0.5

“👁️👂👃👄👅👆👇👈👉👊👋👌👍👎👏👐👑👒👓👔👕👖👗👘👙👚👛👜👝👞👟👠👡👢👣👤👥👦👧👨👩👪👫👬👭👮👯👰👱👲👳👴👵👶👷👸👹👺👻👼👽👾👿👽👾👿”

Human Female Oracle 1 LN (Mystery Nature Deaf) Init 0 **Senses**: Perception +0

Defense

AC 12, Touch 12, flat footed 10 (No Armour, Shield, none) (+2 Dex)
hp 8 (0d8+1d8+-1+1); **Saves**: Fort -1, Ref +0, Will +3

Offense

Speed 30 **Melee** Single Attack Dagger +0 (1d4/19-20)
Full Attack Dagger +0 (1d4/19-20) **Space** 5ft.; **Reach** 5

Statistics

Str 11, **Dex** 11, **Con** 8, **Int** 16, **Wis** 13, **Cha** 15

Base Attack 0 **CMB** 0; **CMD** 12

Feats Natures Whispers (Ex): You have become so attuned to the whispers of the natural world, from the croaking of frogs to the groaning of great boulders, that your surroundings constantly keep you preternaturally aware of danger. You may add your Charisma modifier, instead of your Dexterity modifier, to your Armor Class and CMD. Any condition that would cause you to lose your Dexterity modifier to your Armor Class instead causes you to lose your Charisma modifier to your Armor Class., Armour Prof Light, Armour Prof Medium, Deft Hands: +2 sleight of hand and rope use, Shield Proficiency: can use shields, Simple Weapon Proficiency, Skill Focus (Perform):+3 Perform Art



Sweet Dreams in Ashfold

Skills Diplomacy 6, Heal 5, Know History (Sardellan Empire) 7, Know Nature 4, Perform Art 6, Profession Scribe 2, Sense Motive 5, Sleight of Hand 2, Spellcraft 7, Use Rope 2

Languages Sardellan (Common)

Spells

Oracle Spells CL 1 Concentration 3

Level 0 (4) DC 12 *Purify Food and Drink* (Transmutation) X 1; *Light* (Evocation) X 1; *Mending* (Transmutation) X 1; *Vigour* (Psionic) X 1

Level 1 (4) DC 13 *Bless*(Enchantment) X 1; *Read Weather* (Divination) X 1

Special Abilities

Mute (Curse)

You cannot speak other than to make unrecognizable sounds or communication through snapping fingers, or clapping. .At 5th level, you receive a +3 competence bonus on Perception to all sound based checks. At 10th level, you gain you receive a +3 competence bonus on Sense Motive checks. At 15th level, you gain a +3 competence bonus to all Concentration Checks.

Persona

Race: Human Nelendai **Hair:** black, straight **Eyes:** brown **Build:** tall **Age:** 22

Wyndll is mute and also suffers from dysgraphia; an inability to write. She is the sister of Jalanda Thorn and came to live with the Thorn family in Ashfold to flee persecution by the Ormocean Church in Darringmoor, who suspected that her oracular powers may have demonic origins. She has become a withdrawn person who is nervous about revealing her abilities to those outside of her immediate family, lest she be persecuted once more.

Although she is usually patient when trying to communicate with others, she can get excitable and frantic when explaining something of utmost importance and will stamp her feet and slap her head in frustration, rolling her eyes at the players attempts to guess what she means.

Wyndll has long dark hair and pale skin and is often ill. This is due to a near-fatal bout of Halocean fever that she contracted as a child. This left her permanently weakened and triggered her mute condition and dysgraphia. It also brought about her oracular abilities as well. In winter she suffers from the cold and Old Ilsa has been bringing her a herbal tonic during the past two Marches to improve her health. The tonic has a high bloodberry content and this has made Wyndll immune to the effects of the Mist.

Wyndll sometimes has dreams that are portents of the future, although they do not always come to pass. She is a talented artist and keeps sketches of things she sees in her dreams in a journal by her bed-side. She has seen the Mistweaver and Hatchlings in her dreams and lately, she has been waking up after being shaken by a recurring nightmare. She has written about this in her journal (see Player Handouts on page 69).

Wyndll is often up late at night, unable to sleep. She believes that something is wrong in Ashfold; she has been unable to waken members of her family at times. She has also spied the goblin Makaar from her bedroom window, but has been unable to articulate this to anyone. She is worried about her recurring nightmare but hesitant to tell anyone. Unless the players have already encountered Wyndll, she will not seek them out until the night of the 19th (Day 2) and only if it is possible to see them at night from her window. She will show them her latest entries in her journal. Note that there are drawings of the Mistweaver and Hatchlings buried deeper in the book (and on her wall in her bedroom). She is only focussed on her nightmare and will not show these pictures, although the players may want to look through the book. It will contain sketches of landscapes, people of the village and the Mistweaver and Hatchlings.

Wyndll communicates through drawings. but despite her dysgraphia she can write words (which she does in her journal) and if given sufficient time. It will usually take her 5 minutes to write each word.

LORAN (Smudge) RHALLIN (Fighter: The Blacksmith)

CR 1

"Just shut up and give me a drink!!"

Human Male Fighter 2 CN Init +1; **Senses**; Perception +0

Defense

AC 14, Touch 12, flat footed 13 (Leather, Shield, light wooden) (+1 Dex, +2 armour, +1 feats) **hp** 21 (0d8+2d10+4+2); **Saves**: Fort +5, Ref +1, Will +0

Offense

Speed 30 **Melee** Single Attack Sword, short +5 (1d6+2/19-20)
Full Attack Sword, Short +5 (1d6+2/19-20) **Space** 5ft.; **Reach** 5

Statistics

Str 15, **Dex** 13, **Con** 14, **Int** 12, **Wis** 11, **Cha** 9 **Base Attack** 2 **CMB** 4; **CMD** 16

Feats Dodge: Add 1 to AC, *Power Attack*, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, *Cleave*, Martial Weapon Prof, Shield Prof, Simple Weapon Prof, Tower Shield Prof, Weapon Focus: +1

Skills Climb 6, Craft Blacksmith 3, Handle Animal -1, Intimidate 4, Perception 0, Ride 6, Survival 0, Swim 0

Languages Sardellan (Common)

Persona

Race: Human Akalastian **Hair**: dark brown, straight **Eyes**: grey **Build**: solid **Age**: 38

In his youth, Loran was a cavalryman in the Elkian army who saw limited action against Sardian patrols along the border in the Porgruu Bogs. Fifteen years ago he settled down to earn a living as a blacksmith in Ashfold and soon after arriving in the village he married a local girl, Coronía.

For many years he has been unsettled and unhappy in his work. He began to drink too much at the Honey on the Hive and often got into fist fights with other locals. He is currently banned from drinking at the inn. He also took out his aggression on Coronía, both verbally and physically. He kept his **sword and armour** when he left the army and sometimes gets them out of storage to clean while he daydreams of the camaraderie of his time serving in the military.

Recently, He has been troubled by his behaviour and genuinely wants to make amends with his wife and start afresh. He confided to the acting village priestess, Virdian about his behaviour and she talked him through things and gave him advice on how to control his anger. He has been feeling much better about things and has been planning to surprise Coronía on her birthday on the 20th Holy Day. He purchased a silver torc and a bottle of *Ellytinkin* perfume he recently purchased from Trillip the Tinker. These are gifts for Cpronía and are hidden in a secret cache in his anvil. He knows nothing about Coronía's affair with Griff Wyster.

If asked to give aid to the players, Loran will not hesitate to do so and will look forward to a bit of action.



CORONIA RHALLIN (Commoner: Wife of Loran 'Smudge' Rhallin)

CRO.3



"I need yor help to find Griff...I'm so worried"

Human Female Commoner 1 NG (skill points 4) Seamstress Init +1;
Senses; Perception +-1

Defense

AC 11, **Touch** 12, **flat footed** 10 (No Armour, Shield, none) (+2 Dex)

Offense

hp 6 (0d8+1d6+1); **Saves:** Fort +0, Ref +1, Will -1

Speed 30 **Melee** Single Attack No Melee -1 (1d8-1) **Full Attack** No Melee -1 (1d8-1) **Space** 5ft.; **Reach** 5

Statistics

Str 9, **Dex** 12, **Con** 11, **Int** 12, **Wis** 8, **Cha** 13 **Base Attack** 0 **CMB** -1; **CMD** 10

Feats Persuasive: +2 Diplomacy, +2 Intimidate, Skill Focus (Bluff): +3 Bluff

Skills Bluff 8, Craft Seamstress 5, Diplomacy 3, Gather Information 5, Diplomacy 3, Know Local 1, Perception -1, Sense Motive 3, Ride 1, Swim -1

Languages Sardellan (Common)

Persona

Race: Human Tarkian Hair: brown, medium length **Eyes:** green **Build:** average **Age:** 25

Coronia has been in an unhappy marriage with the blacksmith Loran Rhallin for many years. Rhallin is often drunk and has anger issues from his days in the military. He sometimes takes this out on Coronía. She is a good-natured, shy woman who sees the best in people (though this has been challenged by Loran's treatment of her).

A year ago she began a secret affair with the young potter, Griff Wyster, who is in a loveless union with the ambitious Carillana. The two would meet in the woodlands near Potter's Cave, where Griff would often go to gather clay. They spent numerous interludes in the glades beside the Shallowtrout Stream where they gradually made plans to escape their circumstances and leave Ashfold together.

Griff managed to find a patron for his craft in the distant city of Quorull and on the morning of the 17th the pair were to depart the village in secret and travel to Darringmoor to catch a ship for Quorull. Griff had told his wife Carrilana that the Guilds were interviewing for positions for potters in Darringmoor and she was happy for him to go as she hates Ashfold and wants to move to the city.

Coronia planned to meet with Griff at their usual spot near Potter's Cav, but when she turned up, Griff wasn't there. Coronía waited for an hour and called his name, even shouting out at the mouth of Potter's Cave (although she did not go in). She returned to Ashfold a few hours later and was queried by Loran about her absence (she said she had been helping a farmer's wife with her stitching of a quilt).

Loran has been acting suspiciously happy and there has been no sign of Griff Wyster. Now Coronía has become worried and thinks Loran may have something to do with it. She has no proof that Loran knows about the relationship with Griff and if she went to the other villagers for help that would certainly reveal the affair. She has been beside herself with conflicting emotions – has Griff been killed by Loran; did Griff simply get cold feet and run off to Quorull on his own?

On the 19th she will approach the players covertly and see if they will help her locate the whereabouts of Griff but will explain the need for secrecy.

VIRDIAN RHENMARDEN: Cleric of Ormocea

CR 0.5

"Hmmm...that will probably work but may I suggest an alternative"

Human Female Cleric 1 LG (Domains Law and Good) Init +1; **Senses**; Perception +2

Defense

AC 11, **Touch** 11, **flat footed** 10 (No Armour, Shield, none) (+1 Dex) **hp** 9

(0d8+1d8+1) **Saves**: Fort +2, Ref +1, Will +4

Speed 30 **Melee** Single Attack Dagger +0 (1d4/19-20) Full Attack Dagger +0 (1d4/19-20) **Space** 5ft.; **Reach** 5

Offense

Special Attacks *Channel Energy* 3+ CHA mod / day in 30ft burst. DC 10 + 1/2 level + CHA mod, number of d6 = 1

Statistics

Str 10, **Dex** 12, **Con** 11, **Int** 16, **Wis** 15, **Cha** 10

Base Attack 0 **CMB** 0; **CMD** 11

Feats Armour Prof Light, Armour Prof Medium, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Skill Focus (Heal): +3 Heal, Skill Focus (Know Religion): +3 Know Religion

Skills Appraise 3, Diplomacy 4, Heal 9, Know Religion 10, Linguistics 7, Perception 2, Perform Oratory 1, Sense Motive 6, Spellcraft 3

Languages Sardellan (Common), Uushai, Classical Sardellan, Elven

Spells

Cleric Spells CL 1 Concentration 3

Level 0 (3) DC 12 *Light* (Evocation) X 1; *Mending* (Transmutation) X 1; *Stabilize* (Conjuration) X 1

Level 1 (3) DC 13 *Bless*(Enchantment) X 1; *Cure Light Wounds* (Conjuration) X 1; *Protection from Evil* (Abjuration) X 1

Special Abilities

Aura of deity; *Touch of Good* (Sp) Standard action, bonus to attack, skill, ability, save for 1 round. Per day = 3+WIS mod. Bonus = + 1; *Touch of Law* (Sp) Standard action treat attack, skill, ability and save rolls as 11 for 1 round. Per day = 3+WIS mod

Persona

Race: Human Female Khalasian **Hair**: blonde, straight **Eyes**: hazel **Build**: slight **Age**: 18

The acolyte Virdian Rhenmarden has been acting as the priest and Justicator of Ashfold since her master Ormilon died a few Marches ago. She is a quiet person who is unsure of herself, though she really has an excellent grasp on the Ormocean religion and its associated laws. She will always respect elders and will listen to the opinion of others, even if she thinks they are wrong. She will passively try to persuade others to her opinion. While Ormilon was a stickler for the letter of the law, Virdian has a more compassionate nature and is willing to bend the rules.

Although not very brave, she will still help the players if she becomes convinced that the villagers are in peril.

On the first day of the adventure she will offer her house to the players if there is no better option put forth. She will relocate to the chapel



OLD ILSA MUGGAN (Commoner: Herbalist)

CR 0.3



"Speaking of things in the woods, have you tried my bloodberry tonic?"

Human Female Commoner 1 NG Init -1; Senses; Perception +7

Defense

AC 9, Touch 9, flat footed 9 (No Armour, Shield, none) (-1 Dex) hp 4 (0d8+1d6+1);

Saves: Fort +0, Ref -1, Will +3

Offense

Speed 30 Melee Single Attack No Melee -3 (-3) Full Attack No Melee -3 (-3)

Space 5ft.; Reach 5

Statistics

Str 5, Dex 8, Con 11, Int 15, Wis 16, Cha 10 Base Attack 0 CMB -3; CMD 6

Feats Skill Focus (Craft Herbalism): +3 Craft Herbalism, Throw Anything

Skills Bluff 4, Craft 6, Craft Herbalism 5, , Know Nature 3, Perception 7, Profession Cook 4, Ride -1, Swim -3

Languages Sardellan (Common)

Persona

Race: Human Female Nelendai Hair: grey, thinning Eyes: grey Build: small Age: 88

Ilsa is the oldest person in the village and is still pretty fit considering her age. She is knowledgeable concerning plants that grow around Ashfold and people come to Ilsa for her healing remedies. She swears by the restorative properties of the bloodberry, which grows in abundance in the woods nearby, though few people are prepared to try either her bloodberry elixirs or her bloodberry pies and jams. This is because bloodberries have an extremely tart and salty flavour and are an acquired taste, however Old Ilsa loves them and is always tasting her concoctions to make sure she has the balance right. As a result she is immune to the Mist.

One of the side-effects of bloodberries is mild insomnia, so Ilsa is often up late at night cooking and brewing health tonics of all varieties. Her senses are still keen so she hears things in the night, such as high-pitched bird-calls and sounds of someone (or something) swimming in Bladuck Pond just before dawn. Unfortunately the Mist is too thick to see anything and when she calls out, everything goes quiet.

She has also seen a 'little fellow' skulking around who she is sure has stolen a few of her pies when she has left them to cool on the window-sill. Then there is the 'big thing' that sometimes wanders around the village (again shrouded by the Mist) but she knows it's out there. It's probably the damn grizzly that scared everyone fifteen years ago!

Ilsa loves a good conversation and will offer players Taak and bloodberry pie if they visit her cottage. She will politely listen to people, but always wants to steer the conversation onto cooking and herbalism. In order to extract any information from her players will need to continually repeat their questions.

GM Note: If players take a bite of bloodberry pie tell them it tastes like the bitterest lemon ever that has also been liberally salted. Ask them if they are going to eat a whole slice. If they do they are immune to the effects of the Mist for a designated time (see Mistweaver Mist Effects on Page 63).

During the night of the 19th Old Ilsa's house will be subject to an attack by the adult Mistweaver (see Running the Adventure Section on page 37)

MINOR NPCs

These are NPCs who may interact with the players but it is **unlikely** they will want to provide them with aid when the going gets tough

THE BANDITS

Lokaar Thatch



"Hand over your valuables and be on our way...we'll start with that loaf of bread"

Human Male Commoner 2 N Init +1; **Senses**; Perception +3 **hp** 15 (0d8+2d6+4+2), **Speed** 30 **AC** 11, **Touch** 11, flat footed 10 (No Armour, Shield, none) (+1 Dex) **Melee Base Attack** 1 **CMB** 3; **CMD** 14, Single Attack Dagger +3 (1d4+2/19-20) **Space** 5ft.; **Reach** 5 **Saves** Fort +2, Ref +1, Will -1 **Str** 15, **Dex** 13, **Con** 14, **Int** 13, **Wis** 8, **Cha** 11

Skills: Bluff 3, Climb 6, Craft 5, Bluff 2, Handle Animal 5, Intimidate 2, Perception 3, Profession Cobbler 4, Ride 1, Swim 2 **Feats**: Intimidating Prowess, Skill Focus (Bluff);

Languages Sardellan (Common)

Race: Human Male Khalastian **Hair**: white, long **Eyes**: brown **Build**: medium **Age**: 50

A lanky white-haired man dressed in a mish-mash of clothing that he stole from one of the farms. Lokaar is a charmer and prone to exaggeration. He is armed with a dagger. He and his associates have lost their jobs in Darringmoor and were looking for employment in the regions before becoming trapped in Ashfold.

Brillit Harper



"Now don't you (koff) make me go and use (koff-koff) this thing on you!"

Human Male Commoner 1 LN Init +0; **Senses**; Perception +0 **hp** 2 (0d8+1d6+-2+1) **Speed** 30 **AC** 10, **Touch** 10, flat footed 10 (No Armour, Shield, none) **Melee Base Attack** 0 **CMB** 1; **CMD** 11, Single Attack Club +1 (1d6+1) (1d6+1); **Space** 5ft.; **Reach** 5 **Saves** Fort -2, Ref +0, Will +0 **Str** 13, **Dex** 11, **Con** 6*, **Int** 10, **Wis** 10, **Cha** 9

Skills Climb 5, Craft Rope Making 0, Craft Wood Working 1, Handle Animal 5, Perform Sing -1, Profession Carpenter 4, Ride 2 **Feats**: Animal Affinity, Skill Focus (Woodwork); **Languages**

Sardellan (Common) * Brillit's Con score is usually 10 but the indicated level of 6 reflects his current condition

Race: Human Male Tarkian **Hair**: brown, long **Eyes**: brown **Build**: heavy **Age**: 30

Brillit is a bearded man with red hair. He wears a tattered hood and cloak procured from a farm. Brillit fights with a club (branch). He is suffering from borderline pneumonia and though he looks imposing his heart is not in the fight.

Tarril Morlon



"Oh no we're in trouble now! We are in so much trouble...I'm scarpering!"

Human Male Commoner level 1N **hp** 5 (0d8+1d6+1+1) Init 0 **Senses**: Perception +0 **Speed** 30 **AC** 11, **Touch** 10, flat footed 11 (Padded, Shield, none) (+1 armour) **Melee Base Attack** 0 **CMB** 0; **CMD** 10, Single Attack No Melee +0 Shortbow +0 (1d6 X3) range 70; **Space** 5ft.; **Reach** 5 **Saves** Fort +1, Ref +0, Will +0 **Str** 10, **Dex** 11, **Con** 12, **Int** 12, **Wis** 11, **Cha** 9

Skills Climb 4, Craft leather goods 5, Perform Pipes 3, Perception 0, Profession Tanner 0, Ride 0, Survival 1, Swim 0

Feats: Agile Manoeuvres, Rapid Reload; **Languages** Common

Race: Human Male Tarkian **Hair**: brown, balding **Eyes**: brown **Build**: medium **Age**: 42

Tarril is an older man with a balding pate and weather-beaten appearance. He is rugged up in a muddy brown coat. Tarril has a nervous disposition and will surrender if challenged in melee. He is armed with a stolen short-bow and six arrows. In the adventure, when the bandits are beaten, Tarril will flee into the forest, but will be taken down and killed by a Hatchling approximately 100 yards into the forest.

Sweet Dreams in Ashfold

Tripper



"Git 'im Lokaar...git 'im good! Yuk-yuk-yuk...you're sooo cool Lokaar!"

Human Commoner 1CG **hp** 4 (0d8+1d6+1) **Init** +7; **Senses** Perception -1 **Speed** 30 **AC** 13, **Touch** 13, **flat footed** 10 (No Armour, Shield, none) (+3 Dex) **Melee Base Attack** 0 **CMB** 0; **CMD** 13, **Single Attack No Melee** +0 **Space** 5ft.; **Reach** 5 **Saves** Fort +0, Ref +3, Will -1 **Str** 10, **Dex** 17, **Con** 10, **Int** 10, **Wis** 8, **Cha** 10 **Skills** Acrobatics 5, **Climb** 4, , **Perception** -1, , **Ride** 3, **Sleight of Hand** 4, **Stealth** 4, **Swim** 0 **Feats**: Acrobatic, Improved Initiative; **Languages** Sardellan (Common)

Race: Human Male Nelendai **Hair**: auburn, shoulder-length **Eyes**: big brown **Build**: light **Age**: 14

Tripper is a street urchin from Darringmoor whom Lokaar has taken under his wing. He is a bony youth with an unruly mop of blonde hair and big brown eyes. He has a snickering laugh and enjoys all of Lokaar's witticisms. Tripper is armed with a trowel (treat as a dagger 1d3 damage).

GENERIC VILLAGERS

Human Commoner 1 LG **Init**: 0; **Senses** Perception **hp** 5 (0d8+1d6+1+1) **Speed** 30 **AC** 10, **Touch** 10, **flat footed** 10 (No Armour, Shield, none) **Melee Base Attack** 0 **CMB** 0; **CMD** 10, **Single Attack No Melee** +0; **Space** 5ft.; **Reach** 5 **Saves** Fort +1, Ref +0, Will +0 **Str** 10, **Dex** 11, **Con** 12, **Int** 12, **Wis** 10, **Cha** 10

Skills **Climb** 4, **Craft** (Various) 5, **Handle Animal** 4, **Perception** 0, **Profession** 3, **Profession** (Various) 4, **Ride** 0, **Swim** 0 **Feats**: Cooperative Crafting, Skill Focus (Profession); **Languages** Sardellan (Common)

There are 150 villagers in Ashfold (including the farms on Juliath's Ridge). Use the generic statistics (above) to represent anyone who has not been presented in detail, making changes as desired.

Also refer to the Quick Reference NPC Chart on page 74)



ARCANA

Awakening Stone (a Charm)



Aura feint enchantment; CL 3rd; **Weight** one-tenth of a lb; **Market Price** 1 gp

GM Note: An Awakening Stone is a Charm and can only be crafted by a Priath Cleric under normal circumstances

Description

An Awakening Stone is an Eldoian Charm that allows its user to have a refreshing night's rest and to wake up at a specific time.

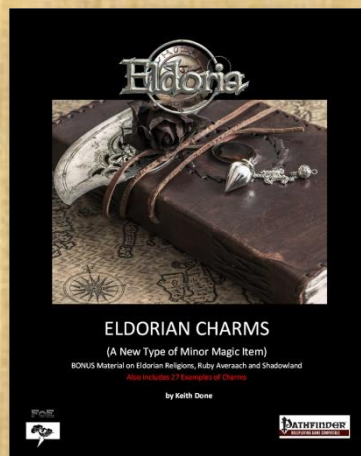
The stone is keyed to the time of day that it was completed and blessed by a Seervati of Priath. Thus, there can be many types of this Charm, each set for different times. It is triggered if the owner puts it within 1' of their head before sleeping. The user will achieve rest as though sleeping in a comfortable bed. They automatically awaken at the pre-designated time that the Stone was keyed for when it was created (providing a minimum of 4 hours sleep was achieved).

Construction

Spellcraft; Craft Wondrous Item; Bless; semi-precious stone; Cost 5sp

GM Note: Charms are a new form of low-level magic item, triggered by faith and made by the religions of Eldoria. The full details of how they function can be found in the publication "Eldorian Charms". It contains 27 fully detailed Charms, including the Awakening Stone. Available online at:

http://www.drivethrurpg.com/product/205202/Eldorian-Charms?src=hottest_filtered



PRIATH

God Dreams and Time

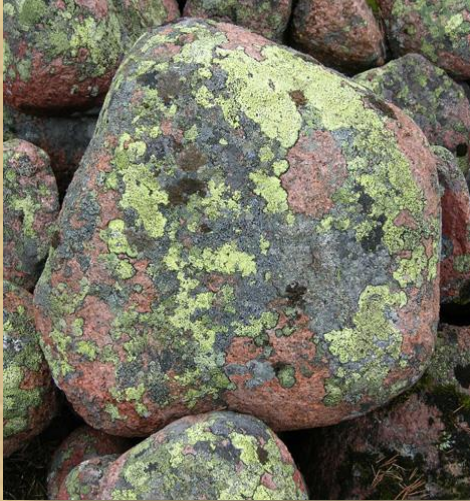
The secretive cult of Priath survived relatively intact from Pre-Redemption times and most of its gospel, texts and histories (contained within a book called "The Apocalypse Tome") remain true to the doctrine that was preached when the Gods still walked in the world. The Tome is restricted and can only be viewed by the eyes of the cult's most senior and trusted priests.

Priath governs Noktaurus, the Dreamscape, a realm that mortals enter when they release their Par, the unconscious part of their mind. The Par perceives realities not normally visible or accessible to the waking mind. Most people only have limited access to regions within the Dreamscape but those who discipline themselves according to the teachings of the cult, are able to open doors to the greater part of the Dreamscape and eventually find the Hall of Forever, where Priath dwells.

Priath is also the Lord of Time. It is whispered that some priests of Priath have mastered the ability to move backward in the flow of time. This breaks one of the fundamental laws laid down by Ormocea; the practice of visiting the past poses a threat to the very fabric of existence. To alter the past causes unforeseen consequences to the prime reality. However, Priath cultists have learned to carefully interact with the past, and act as observers, being careful not to interfere with the timeflow.



Sweet Dreams in Ashfold



Liacca Moss (a curative)

Liacca is a pale green colored mould that grows on trees and rocks in most temperate zones in Eldoria, so long as the conditions are conducive to shade. After it is scraped from a tree, the mould turns pale ochre in color. Mixed with boiling water, the resulting liquor tastes like aniseed and leaves the tongue numb for several hours.

In modern Eldoria, any character with 3 ranks of Survival or Knowledge: Nature will know about Liacca and will actively look for mould growths on trees when adventuring in the wild, in order to brew a pint or two for safe-keeping.

Type: Restorative Drug (Plant), imbibed/Save: Fortitude DC 15. Onset: 1 hour/Frequency: 1/hour for 1 hour

Initial Effect: 1d2 restoration of positive hit point damage (Liacca never restores negative hit point damage). Drinking multiple doses, within a 24 hour period does not provide any extra healing.

Secondary Effect: Drinking Liacca daily will also restore an additional 1 hit point gained by natural healing.

Side Effect: Drinking Liacca causes immediate drowsiness and characters must make Fortitude Check to avoid falling asleep within 10+1d10 minutes of imbibing a Liacca brew. This lasts 2+2d6 hours and is not magical; affected characters can be awakened, but if not physically animated, they must make a new save every 30 minutes during the period that the Liacca is active. Persons who remain awake, under the influence of Liacca, receive the Fatigued condition.

Cure: The recommended antidote for the soporific effect of Liacca is several strong mugs of Taak. This allows a Fortitude Save at DC 12. If successful, the associated side-effects of Liacca are negated.

Background: The properties of Liacca are known to have been documented by Druidical Orders existing centuries prior to the Redemption. The first general use of the mould as a healing medium began in Llan around 1900R, in the isolated forest communities of the western Highlands. It is thought that the farmers living in the Highlands were informed about the benefits of Liacca by Bloodmane tribesmen who hunted in the region in winter. The farmers distilled various health tonics from the mould and sold these to river traders. Eventually these tonics made it to the eastern cities and the Esmian Church became greatly interested in learning of the origins of these rustic medicines.

Creation: A dose of Liacca tonic is made by dicing a handful of Liacca moss and boiling it for 5-10 minutes in about a pint of water. The resulting liquor (when cool) can be drunk and starts having an effect within an hour.

Market Price: Generally Liacca is free and easy to make into an effective healing potion, but in cities and non-temperate regions, various Liacca based tonics and remedies are available for 1sp for a 2 pint bottle.



Averaach (a rare and dangerous crystal)

Averaach is a crystal that occurs throughout Eldoria as a result of periodic strikes by minute meteorites that manifest themselves for approximately two weeks during the year. At that time, the world passes through a belt of tiny asteroids and gasses and the skies flare with colorful displays and detonations. Occasionally these aerial pyrotechnics result in firestorms, whereby burning ashes are scattered over a wide area or, a rarer occurrence, a meteorite shower, is created.

Called “Daugron’s Fire” by the followers of the Goddess of Fire, most meteors burn up in the atmosphere, but those few that do manage to crash to earth explode and can create

Averaach crystals in the surrounding rock, as a result of the thermal dynamics involved during the impact. The crystals are exceedingly rare and most are no bigger than a pinhead in size, although larger specimens have been found, ranging from stones the size of pea to shards as big as a plum.

The most common type of Averaach is red in color and crystals are often mistaken for rubies. A DC Check of 20 is required by a character possessing the Skill, Profession: Jeweller, in order to differentiate between the two. Similarly, the Profession: Jeweller skill is required to identify the difference between other forms of Averaach and gem-stones they mimic.

Averaach reacts to an amplification of magic as a result of a person connecting to the Tas field to create a spell-form or to the presence of a construct imbued with powerful enchantments. The crystal seems to resonate in tune with the Tas, usually resulting in it reacting and producing a specific effect, depending on the type of crystal. Gold shields Averaach from the Tas and the crystals are usually stored in gold containers for safety.

Magic items also trigger a similar effect in Averaach. If magical spells are cast within 10’ of the crystal (or magical items with a GP value of 5000+ come within 10’), make a DC check against a base of DC12 and add/subtract the following modifiers:

- 1 For each level of the spell cast.
- 1 For every 1,000 GP worth of magical items present (round up to the nearest 1,000).
- +2 Averaach is in contact with gold (at least equal to its own size).
- +4 Averaach is totally shielded by gold (e.g. a gold coffer).

Failure to make the DC of 12 causes the specified reaction.

The effect is determined by the size of the crystal and the distance of the target from the epicenter of the. Larger pieces of Averaach may be included in a campaign at the GM’s discretion and the appropriate damage assigned according to its size.

Note that Ruby Averaach is destroyed when it reacts with the Tas. All other forms (except the pinhead size of each type) are not destroyed immediately. Each time they react with the Tas make a DC 10 check. If you fail the roll the Averaach crystal cracks and it is no longer has any effect.

Ruby Averaach has the dubious title of “Wizard’s Bane” due to its peculiar reaction to strong magical fields, which cause the crystal to react explosively if a spell is cast in close proximity to the crystal. The size and reactive properties of Ruby Averaach are detailed on the Ruby Averaach Table. An example follows:

Sweet Dreams in Ashfold

A Cleric, wearing a +1 suit of plate armor tries to use the 2nd Level Spell Shatter to destroy a Stone of Averaach. He stands 10' away and rolls 1 d20 (adding a penalty of -2 adjustment for the spell level and -2 for the armor). The number rolled is 14 but when adjusted the final result is 10, so the Averaach detonates. Being stone-sized, the damage is 2d12 and a result of 18 is rolled, The Cleric is able to make a successful REF Check at DC 18 so he only takes 9 points of damage (this is further reduced to 5, as the Cleric is 10' away from the blast).

In addition to the destructive Ruby form of Averaach, the other varieties of the crystal exist and have only recently come to the attention of the College of Arcane Science. These seem to have formed by their chance binding with certain dominant minerals present at the site of the meteor impacts. Although distinct properties have been identified, research continues into their powers and the applications that they can be put to. Other forms of Averaach are fully detailed in the **Encyclopedia Eldoria**.

Size	Effect/Damage	Save
GRAIN Pinhead (common)	No damage (the crystal consumes itself in a short burst of flame. It will inflict 1d6 subdual damage to those in direct unprotected contact with it and it may ignite a larger fire).	DC 12 Reflex Save = no damage
GEM Pea-size (uncommon)	Damage is 1d10 (less 2 points of damage for every 5' the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)
STONE Grape-size (rare)	2d12 (less 2 points of damage for every 5' the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)
SHARD Plum-size (very rare)	3d20 (less 2 points of damage for every 5' the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)



BEASTIARY SECTION

MISTWEAVER ADULT

CR 5

CE Large abomination Init +2; **Senses** blindsight 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, –1 size)

hp 55 (6d8+30); regeneration 5 (only when in contact with water) **DR** 2/magic or bloodberries

Saves Fort +11, Ref +4, Will +3

Defensive Tactics

Mistweavers are wily opponents and will remain close to watercourses or still-water sites. If they suffer 20 points of damage they will flee combat if they are able to and return to the water. Here they regenerate hp loss at a rate of 5 hp per round. Damage due to bloodberries is healed at a rate of 5hp per hour. In combat they use their terrible bite and will try and ensnare a victim in their tentacles.

Weaknesses

Bloodberry juice is highly toxic to the Mistweaver. Any pulp or juice that strikes the creature as a splash attack inflicts 1d8 points of damage (Fort save DC 20 halves damage). Weapons dipped in bloodberry pulp or juice, retain their potency for 1d4 rounds after application and inflict 1d8 damage (no saving throw).



OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +7 (1d6+4), 2 tentacles +7 (1d4+4) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks

Grab (Ex)

If a creature with this special attack hits with the indicated attack (2 tentacles must hit), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the *constrict* special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat manoeuvre checks made to start and maintain a grapple.

Sweet Dreams in Ashfold

Fast Bite (Ex)

The creature can strike with frightening speed with its razor sharp teeth. If the creature takes no move action it can reroll its initiative with a +2 bonus to use its bite attack (and only its bite attack). Its initiative is not permanently increased for future rounds (it reverts to the original initiative roll at the start of the next round. When attacking using Fast Bite its AC is reduced by 2. A target held successfully grappled is automatically hit in the next round if Fast Bite is activated.

Mist (Ex)

The creature can generate a chemical that manifests as a Mist. It can only do this if immersed in water. The chemical agent can affect a maximum area that is a 1 mile radius from the centre of the creature's location when it generates the Mist. The potency of the Mist lasts for 12+1d12 hours each day and is the equivalent of *medium fog*. It reduces visibility ranges by half, resulting in a -4 penalty on Perception checks and a -4 penalty on ranged attacks. Anyone in the area of effect of the Mist must make a Fort save at DC15. This check must be made at sundown every day that a person remains in the area of effect and at a cumulative -2 to the saving throw. If a person consumes at minimum of 5 ounces of bloodberries they will become immune to the Mist in 1+1d4 hours. This immunity lasts for 4+1d6 hours. Failure to Save results in the following two specific effects:

Sleep: At sundown, people become sleepy and will head off to bed. Players may wish to stave off the need for sleep, however, 1 hour after sundown they will become comatose and remain that way till sunrise, regardless of their actions. A player can be roused from the magical sleep but will receive a -2 to initiative and lose their DEX bonus AC until sunrise. They must roll a new saving throw every hour or fall asleep again. They can only be roused from sleep a total of three times; after that they are comatose till dawn.

Binding: Players under the spell of the Mist will find it impossible to leave Ashfold; a compulsion is on them to remain in the area, to ensure the Hatchlings of a future food source. When a player is about 1 mile from the village, they will feel the need to return (some simple excuse will manifest, such as a feeling like a beer at the inn, a sensation of having forgotten something or the overwhelming premonition that something is wrong in the village). Those who resist and still venture away from the village will become ill. Those who still wish to resist will lose 1hp per round. Upon returning to the 'safe-zone' they will regain 1hp per hour. This hp loss is best described as convulsions. Once players return to the safe-zone they will recoup 1hp every hour.

GM Note: *If a player risks 6hp damage in this manner they receive a Fort save at DC15 and, if successful, they are immediately immune to all future effects of the Mist.*

Frightful Presence (Ex)

Effect (60 ft., DC 15); **Location:** Aura.

Their terrible appearance and savagery can quail the heart of the bravest warrior. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer

Sweet Dreams in Ashfold

Blindsight (Ex)

This ability provides a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation.

STATISTICS

Str 19, **Dex** 14, **Con** 21, **Int** 10, **Wis** 9, **Cha** 3

Base Atk +4; **CMB** +10; **CMD** 22

Feats Skill Focus (Perception) **Skills** Intimidate, Perception +8

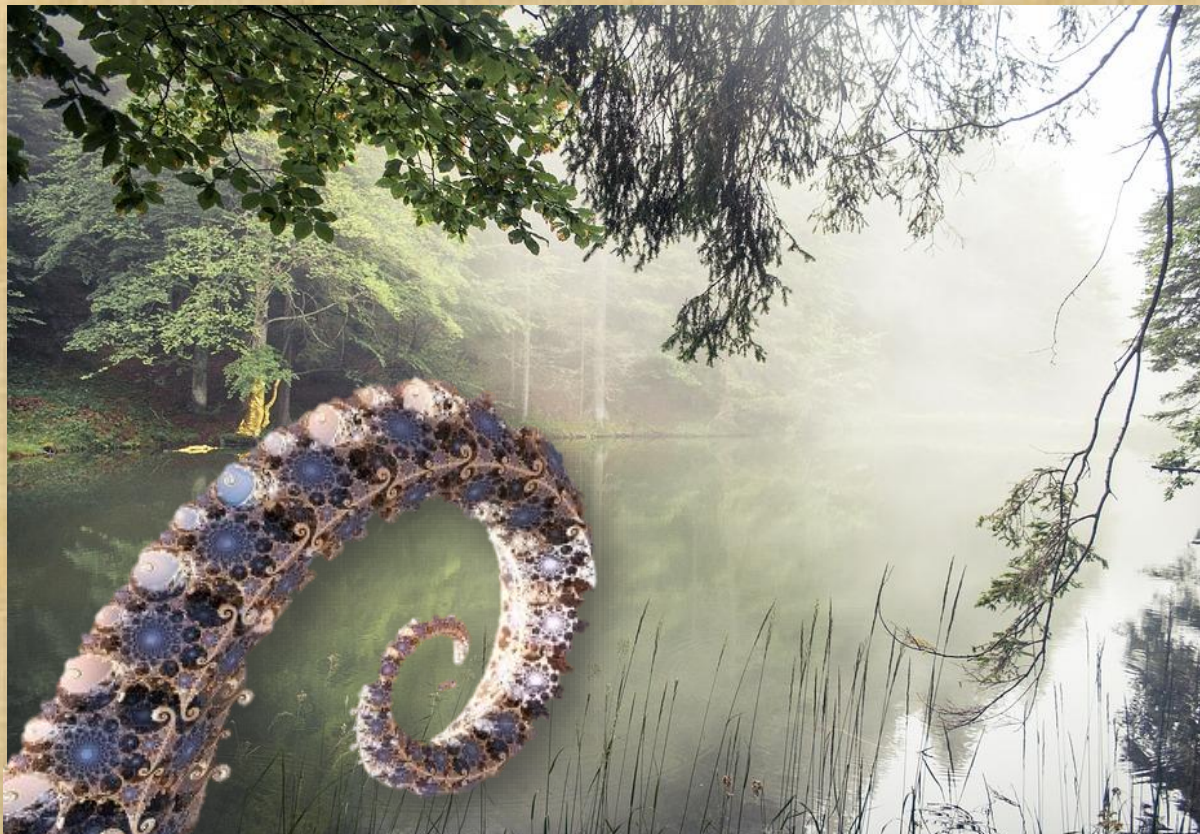
ECOLOGY

Amphibious any environment close to fresh water **Organization** solitary (1-2) **Treasure** standard

Dwelling in fresh water, Mistweavers are an ancient creature long thought extinct. They are ferocious predators with a cunning basic intelligence geared toward the survival of their species. They will secretly enter the waters in an inhabited area and 'trap' the local population so that their Hatchlings have a ready food source when they emerge. The Hatchlings are also cannibalistic and will turn on each other when they reach the adult stage unless a ready food source is available, ensuring that only the strongest survive. After they have cleaned out an area, a bonded male and female will travel via watercourses to new breeding grounds.

Mistweavers are wily opponents. They have no eyes and used echo-location (emitting a bird-like chirp. They are immune to attacks that blind or dazzle opponents and can see invisible targets and will try and ensnare a victim in their tentacles and drag them to its maw that delivers a punishing bite.

If they suffer 20 points of damage they will flee to the nearest water source in order to regenerate hit points.



MISTWEAVER HATCHLING

CR1

N Medium animal

Init +2; **Senses** blindsight; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 12 (+4 Dex, +1 natural) **hp** 9 (1d8+5)

Saves Fort +4, Ref +5, Will +1

Speed 60 ft.

OFFENSE

Melee bite +2 (1d6+3)

Special Attacks

Blinding Attack (Ex)

The creature gets two attacks per round – one on its initiative and one at the end of the round with no penalties to the attack.

Blindsight (Ex)

This ability provides a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation



STATISTICS

Str 15, **Dex** 18, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Skills Stealth +6, Jump +6

ECOLOGY

Environment Any location near a large freshwater source **Organization** solitary or pack (2–12)

Treasure none

Hatchlings are the young of the Mistweaver. They vaguely resemble a mouth of savage pointed teeth on legs. They have no eyes or tentacles. They are extremely hostile, craving food and attacking anything that they come across. Although blind, they have a keen sense of hearing with which they hunt. If a silence spell is cast they are helpless to locate prey. These creatures can leap up to 10' and will often jump at victims faces, tracking in on the voice with blinding speed. (-2 initiative). Hatchlings cannot swim.

The young Mistweavers devour food until their metabolism changes, then they spin a cocoon and after a metamorphosis of 20+1d20 days, they develop into the adult form that is more sentient. The juice of the bloodberry is poisonous to the Hatchlings. Hatchlings hit by weapons smeared with the juice or by a splash attack will sustain additional damage unless they make a Fort save at DC15. Failure results in the additional loss of 1d4 hp each round for 1d4 rounds.

BEE SWARM

CR2

N Diminutive vermin (swarm) Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size) **hp** 31 (7d8)

Saves: Fort +5, Ref +3, Will +3

Special Abilities swarm traits; Immune weapon damage

A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 Hit Points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as Disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash Weapons and many evocation spells.

Weakness

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a Gust of Wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its Hit Points exceed its nonlethal damage.

Bee swarms are susceptible to smoke. If a smoke cloud that occupies a minimum of 5 square feet is encountered by the bees they will become docile (Fort Check DC15).

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6 plus poison) **Space** 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any Creature whose space they occupy at the end of their move, with no Attack Roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no Attack Bonus given. The amount of damage a bee swarm deals is 1d6.

A bee swarm's attacks are non-magical, unless the swarm's description states otherwise. Damage Reduction sufficient to reduce a swarm attack's Damage to 0, being Incorporeal, or other special abilities usually give a creature Immunity (or at least resistance) to Damage from a swarm. Some swarms also have acid, Blood Drain, Poison, or other special attacks in addition to normal damage.



Sweet Dreams in Ashfold

Swarms do not threaten creatures, and do not make Attacks of Opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the Distraction universal Monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a Caster Level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

ABILITIES

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +11, Perception +9; Racial Modifiers +8

Poison (Ex)

Swarm—injury; save Fort DC 10; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.

ECOLOGY

Environment temperate forests

Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)

Treasure none

Description

A bee swarm is a flying mass of thousands of bees. In such large numbers, they become voracious hunters, capable of taking down medium-large creatures with their venom. The swarms are usually triggered as defence resulting from attacks on their hive and they will maintain their swarm as long as creatures are within 20' of their hive. If the attacking creature flees, the swarm will follow but will disperse in 6+2d6 rounds .



PLAYER HANDOUTS

All handouts are printed on the following pages

Handout #1 Vonn Spindlethrift's Letter

This is located in the office in Spindlethrift's Distillery.

Handout #2 Vonn Spindthrift's Second Letter

This is being kept by Kyander Thorn or delivery to Vallan Spidlethrift.

Handout #3 Wylln Saxter's Drawings

If players visit Wylln Saxter in her room show this picture – the drawings cover her wall.

Handout #4 Wylln Saxter's Dream Journal

Provide this to the players if Wynll tries to communicate her nightmares to them. This is a recent entry that she has written. It took her a long time due to her dysgraphia. Note that drawings of the Mistweaver is located earlier in her journal (you can just see them in the handout.. These were from some earlier dreams that Wynll had. She is so worked up about the reoccurring nightmare about the chapel that she will forget to show these. It's up to the players to discover them.

Handout #5 The Mistweaver Drawings

Show this to the players if they look through the rest of Wylln's Dream Journal. There are many botanical sketches and these drawings of the Mistweavers. These are also on her wall in her room if players spot them there from the handout.



1

the Curio Shoppe

Finedobjectsfromagospet

5 Baker's Square, Southgate, Darringmoor

8th of Shadows 2150R

Dear Brother,

I hope you are well and that your new concoction, "Ashfold Royal", is progressing well. Thank you for the sample bottle - I had Ellytinkin Twifirbling over for dinner and she quite liked the new blend and has promised to give it a good report in the next printing of the "Darringmoor Dart". It looks like you will have a new profitable addition to your line of meads.

I have made up the spare room and will make sure I have a supply of honeyberry pies on hand as I know they are your favourite - so much better than those awful bloodberry pastries you brought last time! I know I finished the one you gave me but I was just being polite! They tasted foul and kept me up all night!

I am expecting you around the 21st so may Siritar offer his protection on the road. Please be careful because I have heard that there have been bandits troubling tinkers and travelling folk along the roads leading into Darringmoor. Perhaps you should get that young Griff to accompany you.

He was a pleasant chap and we talked about his wonderful painted pots that he makes up there. He says that all his wife lets him make these days are pots to store honey in but he hinted that a change was coming and that he hopes to find work in Quorall.

As for that strange egg you sent with Griff, I have no idea what it is from. It's certainly not a dragon egg - those creatures are all long gone from the world and this thing you sent appears to have some potency to it. I'll try and get an appointment with the Guild of the Magi and see what they think of it! If it's valuable they will know!

See you soon,

Vonn Spindsethrift

The Curio Shoppe

Fine objects from ages past

5 Baker's Square, Southgate, Darringmoor

15th Holy Day 2150R

Dear Brother,

I was disappointed when you did not arrive and trust that some matter came up that prevented you from staying with me this winter. The local taverns have been asking after your "Ashfold Sweet shipment." I have told everyone that I suspect you were caught out by the early snow this year and that they can expect the mead to arrive as soon as the roads clear.

I am worried about you but you know that I always have. I have given this letter to the courier Gilbrand who says he has communiques to take to Denhaven as soon as winter is over. Please write me urgently to say that everything is alright so I can rest easy at night.

May Ormocea's gaze protect you.

Your Brother.

Vonn Spindsethrift

15th Holy Day

I am alone and walking in the Mist-shrouded village at night. Strange bird-like calls ring out all around her. Nobody is around and I am scared. I make my way to the chapel.

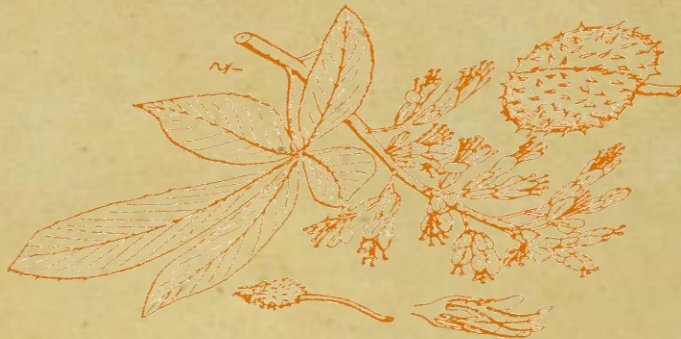
Inside is a terrible sight – all the villagers are here sitting in the pews. They are dead and covered in blood made by from savage wounds. They all rise as one and look at me accusingly. Viridian, the Ormoecean acolyte stands at the altar; she too is disfigured by violence. She points at the date holder that stands by the wall. It reads as the 20th Holy Day.

"Why didn't you speak up", Viridian says in a dull monotone.

"But I can't speak", I say, surprised at the words that come from my mouth.

Then Viridian looks upward, behind me and falls to the ground, lifeless. A shadow looms over me and I feel hot breath upon my neck. Drool spills on my shoulder. I am too afraid to turn...

I awake



5

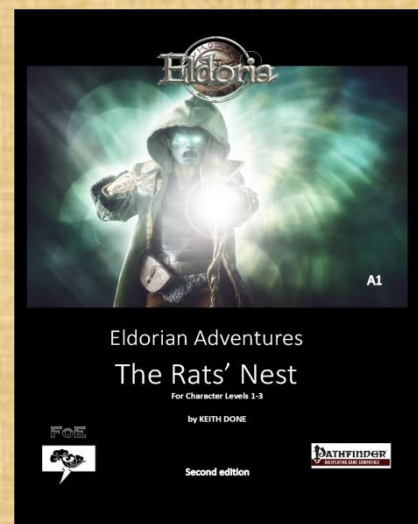
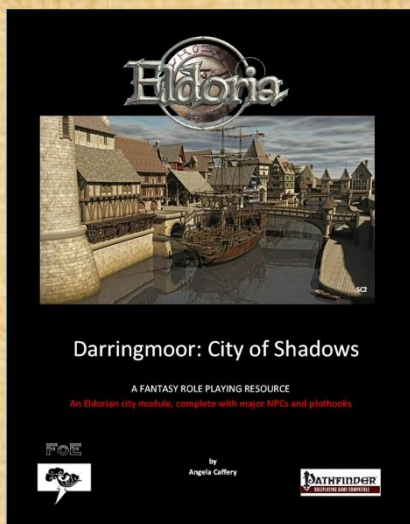
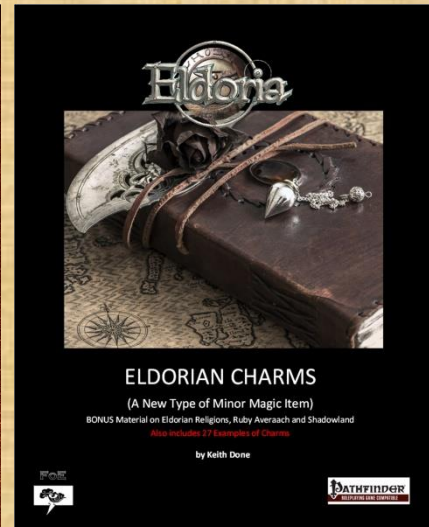
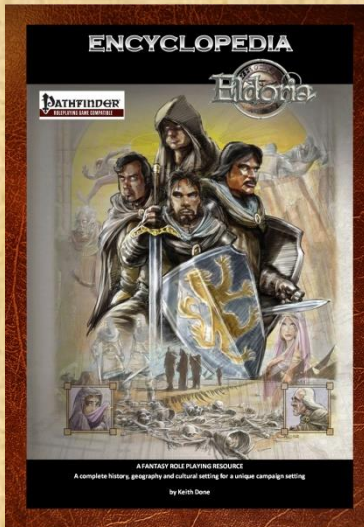
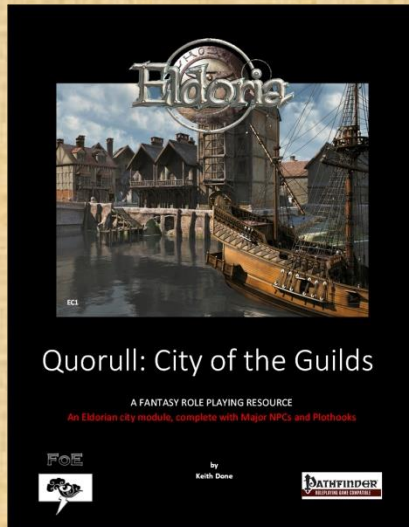


NPC Quick Reference Chart

Name	Class	Base Statistics	Usual Location	Plot Function
Birch Trapper (m)	LG Commoner 1	AC10 hp7 Melee+0	Honey on the Hive (stables)	Son of Kyrón and stable hand/farrier. He knows Gíllrand's horse is OK
Bríllit Harper (m)	LN Commoner 1	AC10 hp2 Melee+0	Juliath's Ridge Road	One of Lokaar's gang; a Bowman who is killed by a Hatchling
Carrilana Wyster (f)	N Commoner 1	AC10 hp6 Melee-1	Potter's House	Griff's wife; a calculating social climber who thinks Griff went to Darrington Moor
Coronia Rhallin (f)	NG Commoner 1	AC12 hp6 Melee-1	Blacksmith's House	Loran's wife - she is looking for her missing lover, Griff (taken by the Mistweaver)
Fynley Rhunstar (m)	LN Commoner 1	AC10 hp6 Melee-1	Beekeeper's hut	Someone is stealing honey/There are new birds in the woods
Glowinn Trapper (m)	LG Commoner 1	AC10 hp5 Melee+0	Honey on the Hive	Innkeeper can put players up in the bar-room lounge
Griff Wyster (m)	NG Expert 1	AC10 hp8 Melee+0	Potter's Cave	Griff is dead and his remains are in Potter's Cave
Isa Muggan (f)	NG Commoner 1	AC9 hp4 Melee-3	Old Isa's Cottage	Immune to the Mist/Has bloodberry supply
Jalanda Thorn (f)	LG Expert 1	AC10 hp8 Melee-1	Thorn Residence	Kyrón's wife and Fernley's friend - an expert on bees
Kyander (m)	LG Expert 2	AC9 hp7 Melee+1	Thorn Residence	Village leader/Meet and greet players
Kyrón (m)	LG Commoner 2	AC12/hp15 Melee+3	Thorn Residence	Arrives with players and may fight for them
Lamas Rhallin (m)	CN Commoner 1	AC10 hp9 Melee+1	Blacksmith's House	Loran's son; a bully who hates Nichra and is besotted by Saradella
Lokaar Thatch (m)	N Human Commoner 2	AC11 hp15 Melee+1	Juliath's Ridge Road	Bandit leader - will initiate an ambush on players
Loran Rhallin (m)	CN Fighter 2	AC12 hp21 Melee+5	Blacksmith's House	May fight for the players (has sword and leather armour)
Maeralee Trapper (f)	NG Commoner 1	AC10 hp3 Melee-1	Honey on the Hive	Innkeeper's wife and an expert baker
Makaar the Goblin (m)	Ranger	AC17 hp17 Melee+3	Makaar's Camp	A goblin who is immune to the Mist and knows about the Mistweaver
Nichra Trune (m)	LG Commoner 1	AC10 hp6 Melee+0	Blacksmith's House	The apprentice blacksmith who is well-respected by Loran
Saradella (f)	CG Commoner 1	AC10 hp4 Melee-1	Thorn Residence	Tries to get a PC to take her on a picnic
Slarin Trapper (m)	NG Commoner 1	AC10 hp6 Melee+0	Honey on the Hive	Son of Kyrón who works the bar when its busy
Tarnil Morlon (m)	N Commoner 1	AC11 hp5 Melee+0	Juliath's Ridge Road	One of Lokaar's gang; although imposing he is quite ill
Tripper (m)	CG Commoner 1	AC13 hp4 Melee+0	Juliath's Ridge Road	Bandit - teenager armed with a trowel
Viridian Rhenmanden (f)	LG Cleric 1	AC11 hp9 Melee+0	Viridian's house/Chapel	Will offer her residence as accommodation
Wyllin Saxwood (f)	LN Oracle 1	AC12 hp8 Melee+0	Thorn Residence	She has prophetic dreams and is unaffected by the Mist

Sweet Dreams in Ashfold

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Online Community Pages

There is a Facebook page '**Eldoria**' with information on this world here:

<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a '**Friends of Eldoria**' Facebook group where players can chat and find additional information:

<https://www.facebook.com/groups/358804577530186/>

Support us on Patreon and unlock the Secrets of the Vault, many unpublished secrets of Eldoria.

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Web of the Widow (Harnworld adventure) Columbia Games 2000

Shades of Gray (electronic d20 download) Auran Pty Ltd 2001

Dark Awakenings: Guardian (d20 adventure) Auran Pty Ltd 2001

Dark Awakenings: Shadowland (d20 adventure) Auran Pty Ltd 2002

Sanctuary (d20 adventure) Auran Pty Ltd 2002

Encyclopedia Eldoria (d20 campaign setting) Comstar games (2005)



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Sweet Dreams in Ashfold

Sweet Dreams in Ashfold



“(yawn) Time to turn in - folks go to their beds early in this part of the world”

Ashfold is a small, sleepy woodland village known for its wonderful mead – Ashfold Sweet. Its winter store house has been badly damaged by an earth tremor and the village Elder has petitioned the local authorities for assistance in financing its repairs. As a favour to a local lord, a band of adventurers have been tasked with travelling to Ashfold to assess the cost of rebuilding the store house – a simple job to do while in between looting dungeons for treasure!

Or so it would seem. Strange things are going on in Ashfold, with locals going missing and the weird cries of unseen creatures being heard out in the ounding woods. What turns into a simple task soon becomes a horrifying ordeal that threatens to destroy every living person in Ashfold!

A Module for 4-5 Player Levels 1-2

Sweet Dreams in Ashfold” has been written using the Pathfinder RPG but is easily adaptable to other role-playing rules systems. While this book is written as a module for a GM who is running a campaign based in Eldoria, there is nothing stopping you from transplanting any of the material contained in this book to your own alternate setting

