

Acts and Scenes of Vestiges

Act 1: Hounded

Scene 1: A shadow in the forest

The PCs are running through the forest with a creature hot on their heels. Due to the sloping, uneven ground littered with dead branches and rocks, they are at risk of losing their footing.

Scene 2: A shelter

As the PCs emerge from the forest into the foothills of the mountains, the rain intensifies. The only shelter seems to be a small plateau accessible through a narrow path.

Scene 3: The wolves

As evening begins, the group will have to face another threat: famished wolves approach their camp and encircle the PCs, preventing any escape.

Act 2: The bowels of the earth

Scene 1: The underground lake

In the middle of their battle against the wolves, a landslide occurs, throwing the PCs into an underground lake. The icy water puts them at risk of falling ill and will remind the PC following the arc of Guilt of unpleasant memories.

Scene 2: In the depths

The path the group follows quickly intersects with others, resulting in a sort of natural labyrinth.

Optional Scene: The mutant creatures

If the Leader decides to use this supernatural option, some of the amphibians living in the depths have been contaminated by fossil Flux and their morphology has changed.

Scene 3: The vision

As the group is resting (or at any other time the Leader deems appropriate), the PC with the highest score in Empathy or the one with the narrative arc of Guilt dozes off and receives a terrifying vision: a huge silvery snake that chases them and threatens to eat them whole.

Scene 4: The sanctuary

The PCs are attracted by a glimmer ahead that seems to suggest that an exit is near. They will find a fissure two yards deep, leading into a dome-like cavern about ten yards in diameter. The walls have been smoothed and adorned with paintings. In the center, a simple stone slab stands. The room is littered with debris, and morning light filters from a small corridor. This Scene features several key items of great importance to the remainder of the campaign: a stone slab with a round mark, an ancient fresco, and a talisman of the White Rose.

Act 3: Back to the surface

As they step outside, the PCs can see that the storm is over. However, a chilling mist still clings to the valley, hampering visibility. The group's journey through the bowels of the mountain has taken them several hours away from Dearg. Fortunately, they will find shelter in a fortified farm some distance away.

Optional scene: The beast

If the Leader feels that the atmosphere is suitable for an action scene, the end of the scenario can feature the return of the beast that had been chasing the PCs at the beginning of the adventure. The nature of this threat is at the Leader's discretion.

Acts and Scenes of The Refugees

Act 1: Sense and Mercy

Scene 1: Dearg's Council

As the scenario begins, the sun has barely started to rise over Dearg. The PCs, along with other members of the community, have gathered in the local village hall. There has been a fire in Fearil, and Dearg's council must decide what to do: send help to their neighbors or shore up their defenses?

Scene 2: A Man Alone, Naggard and Starving

The council adjourns in the late morning. In the evening, a first refugee by the name of Galleg reaches the gates of Dearg. He is in poor condition, both physically and psychologically, and claims to have seen huge, wolf-like Feondas invade Fearil.

Scene 3: Threefold Grievances and Grudges

The next morning, three young refugees, each around ten years of age, reach Dearg: Lirs, Kavan, and Codros. Their courage and determination are met with admiration. Their version of the attack is much different from Galleg's: according to them, bandits, then scavengers, attacked the village. The three children have been contaminated with a dangerous rage, but at this moment of the story, the PCs have no way of discerning it.

Scene 4: Coward!

As soon as the three survivors see Galleg, they howl in rage and attempt to lunge at him. If they are questioned about this outburst of wrath, they will explain that Ansailéir Arl, as well as many warriors (including Kavan's father and Codros's older brother) died because of the hunter. According to them, he fled at a pivotal point of the battle, and his cowardice caused the deaths of the fighters who had planned to destroy the enraged beasts with fire.

Scene 5: Galleg's Madness

Galleg is proving more and more agitated, claiming that Dearg will be next. After what has happened in Fearil, the hunter is a broken man, the victim of hallucinations where he sees the causes of his village's destruction in the darkness. If they prove tactful and patient enough, the PCs will be able to bring some lucidity back to Galleg and to make him confess that he fled during the attack, thus confirming that he was responsible for the deaths of several persons.

Optional scene: Dearg's Council

This optional scene can be played at any moment of the scenario, but the later the better. Several of Dearg's inhabitants propose holding a council to resolve the conflict between Galleg and the three boys before one of them snaps and blood is spilled. The PCs can obviously attend and share what they have learned. Despite the persistent doubts regarding the veracity of the four persons' testimonies, it is finally decided that Galleg will be banished from the village. If Galleg confessed, it will be very hard to change the council's mind in that regard. Afterward, the three boys will try to sneak out of the village to murder Galleg.

Act 2: Spreading Contamination

Scene 1: Boundless Violence

Several times, the trio of children's behavior will prove exceedingly violent and wrathful.

Scene 2: The Rotting Tree

The centennial oak in the village square is the victim of a fungal rot that spreads from the base of its trunk. This started when one of the three young refugees urinated on the tree. Some interpret it as an omen that Dearg will soon be attacked, as Galleg claims.

Scene 3: The Enraged Dog

Pad, the dog that Galleg adopted, will be picked as a choice victim by the vindictive boys. Under the cover of night, they grab it and bite it. In the morning, the unfortunate animal is consumed by the Rage, which will lead it to act in an abnormal, violent fashion.

Scene 4: Poisoned Grain

After they have infected Dearg's sacred tree with a fungal rot, the three children have contaminated the village's grain supplies. The atmosphere in the village worsens. Anxiety and panic grow.

Act 3: Thirst for Destruction

Optional Scene: What if... the Ragers have been Quarantined or Killed?

At this stage of the scenario, the boys from Fearil may have been quarantined. Ansailéir Maorn may have decided to have them locked up in one of the woodsheds and watched by two sentries. As the third Act begins, the PCs learn that the trio has run away. What happened to their guards is up to the Leader.

Scene 1: The Fire

In the middle of the night, several fires are started in Dearg, including one in the hall that traditionally houses the council and is fortunately empty at this hour. With the fire, panic spreads through the village and the locals are instantly reminded of what happened to Fearil. The fire was started by the young refugees in the throes of the Rage.

What Truly Transpired in Fearil

The village was attacked by wolf-like and crow-like Feondas led by a fearsome creature: the Prince. Ansailéir Arl's warriors noticed that the creatures feared fire. At a crucial juncture, when the Dàmàthairs' house was besieged by the monstrous wolves, Arl ordered each fighter to hold a precise position in order to protect the inhabitants and keep the beasts in the same spot. He entrusted Galleg with the task of fetching oil and combustibles in order to burn the abominations. Scared out of his wits, the hunter pretended to obey, only to bolt into the underground passageway in the Dàmàthairs' house that led outside the village. Fearing that the wolves might go after him, he blocked the way behind him, thereby dooming the villagers, including the three boys (Lìrs, Kavan, and Codros) and Ferga, a Dàmàthair. The trio only survived due to the intervention of the terrible Crow Mantle, who spared them to make them bearers of the Rage.

The Nature of the Fearil Rage

The three young survivors have been infected with a particular form of Feond-borne affliction. Lìrs was bitten by a wolf while the other two were pecked by crows. The effects of the Rage are complex, random, and unforeseeable. It basically exacerbates one's hatred, destructive impulses, and aggressiveness in general. Unknowingly, Lìrs, Kavan, and Codros have become agents of the propagation of the Rage and contribute to spreading death and destruction through the Vale. Additionally, the Rage's effects on their minds has confused their memories, hence them claiming that Fearil was initially attacked by brigands. The game aid on page 248 details the technical aspects of the Fearil Rage.

Chronology of the Events

Here is a summary of how "The Refugees" is meant to play out:

DAY 1

Sunrise:
The council gathers.

Evening:
Galleg reaches Dearg.

DAY 2

Morning:
Three other refugees reach Dearg.

DAY 3+

The situation in Dearg worsens and the snowstorm rages on.

☉ On the first day, at sunrise, Dearg's council gathers in the village hall. Reports have come of flickering lights and wisps of smoke from the other side of the Vale. The council fears that something has happened in Fearil or that the nearby Fortress of Smiorail has been attacked. That morning, a violent snowstorm occurs and the weather is abnormally frigid.

☉ In the evening of the same day, a wounded refugee named Galleg reaches Dearg's gate. His tale starts a commotion in the community. In truth, he is half-mad and suffers from hallucinations that make him see strange, alien shapes.

☉ The following morning, three other refugees make it to the village: three children who were training to become warriors in Fearil. They tried to fight the assailing "horde," to no avail. Their version of the attack is different from Galleg's and it portrays him as a traitor.

☉ Incidents occur in Dearg. The three children from Fearil accuse Galleg and brand him as a coward.

☉ Things get sourer: the food stock is poisoned, the centennial tree in the center of the village becomes diseased, and an enraged dog attacks the inhabitants.

☉ Another snowstorm rages. The village is isolated. Whoever tries to leave is exposed to the full force of the blizzard. The Rage of the three children grows worse. At the peak of their madness, the young survivors set fires, spreading chaos and death.

Optional Scene: A Grim Confrontation

If this fits the kind of atmosphere that the Leader is after, the trio's guilt can be revealed in a brutal, horrific fashion. When the PCs get into the house where the Fearil boys are kept, they find the body of the Dàmàthair charged with their care. Outside, the fire rages in Dearg. The three children show themselves and gloat, leaving no doubt as to their guilt.

Scene 2: Murderous Rage

The three boys have completely succumbed to the illness they are the victims of. They have sunk into a murderous rage and fight everyone they meet tooth and nail (literally), which also bears the risk of spreading the Rage they bear.

Acts and Scenes of Fearil's Ruins

Act 1: A Ravaged Village

Scene 1: Onward to Fearil

Provided the PCs have properly geared up and are moving at a good pace, it will take them at least a day to cross the Vale and get to Fearil from Dearn. They have been provided with a cart filled with provisions and pulled by a Caernide.

Scene 2: Reaching the Village

As they reach the outskirts of the village, the PCs will notice that the palisades are standing and the gates are shut (they have been closed by the survivors). From their vantage point, they can see no signs of life. Entering the village, either by scaling the walls or through one of the evacuation tunnels, will present no difficulty.

Scene 3: Death and Desolation

Once they are inside the village, the PCs face a scene of desolation. Several adjoining houses have burned, their walls and roofs partially collapsed. The aftermath of death and violence is everywhere in this grim tableau covered by an immaculate layer of snow. If the PCs investigate the place, they will find the bodies of bandits and villagers. Some have been pierced with arrows or melee weapons, others have been bitten. Very observant PCs (Very Difficult (20) Perception (Observation) check) might notice peculiar piles of a mud-like substance, the remains of dead Feondas.

Scene 4: The Village Hall

The PCs will eventually notice a sign of activity: wisps of smoke start drifting from the chimney of the village hall, a massive house whose doors and windows have been boarded up. This building houses a large group of survivors protected by Dàmàthair Madenn: about thirty children, ten adults, and five elders.

Optional Scene: Escorting the Survivors to Dearn

The PCs may take it upon themselves to see the survivors safely to Dearn. According to the Dàmàthair, they only need an escort as far as the river; the rest of the way should be clear. The PC following the arc of Love will be reluctant to double back since they still haven't found Céline.

Scene 5: A Sanctuary of the Temple

As they explore the village, the PCs will discover a house on which Hexcels have been painted. It currently houses a dozen survivors, including vector Jaber and his adept, Urvan. Against all odds, it is a place of calm and contemplation; the shutters have been reinforced and barred, and in the candlelit room, the PCs can see grave, tired faces. An unending murmur of prayers contributes to the refuge's mystical atmosphere. These survivors will share important information with the PCs, including how Céline was seen running toward the Fortress of Smiorail with a group of other inhabitants.

Act 2: The Fortress of Smiorail

Scene 1: First Impressions

As the party reaches the Fortress, they will see that the drawbridge has been lowered. Once inside, they may notice furtive figures on the parapets with a successful Complicated (14) Perception (Awareness) check. These are the two remaining Black Feathers, Rajen and Algwich, who prefer to steer clear of the newcomers.

Scene 2: The Main Courtyard

The main courtyard is connected to the locations used by the soldiers. An imposing staircase leads to the keep's double doors, which are currently half-open. On their threshold lies the body of a bandit, torn apart by something inhuman. The bodies of three villagers killed by the bandits can also be found in the courtyard.

Scene 3: The Barracks

About a dozen survivors have been spared by the Black Feathers and locked up inside a small room. Céline is not among them, but the villagers will tell the PCs that bandits came and dragged her into the keep.

Scene 4: The Keep

Most of the keep has fallen into disuse. The bandits had set up camp on the ground floor, which is now a scene of carnage. The place is littered with a dozen bodies, ripped apart and partly devoured. The PCs will find a sole survivor, Mara, who is clearly in shock and completely mute. In a room next to the ground floor's main room, a stairway leads to the prisons. The upper floors house Argan's apartments, which the bandits have rifled through. However, a thorough

search will turn up the keys to the prison and the square tower, as well as a cryptic marble slab and a miniature gargoyle leading to Argan's secret room.

Optional Scene: Mara's Testimony

Mara saw the Feondas and her testimony could reveal much to the PCs, but she has been the victim of a Putrid Wolf's mesmerizing gaze, which has left her in a daze. There are two ways Mara can recover: wait a month for the bewolfment to subside—she will have no memory of the scene, however—or use hypnosis on her. She will say that she was with two other women, Céliane and Néiline, who were carried away by the half-man, half-crow creature that led the Feondas horde.

Scene 5: The Prisons

There are only two prisoners: Meraz, a convict, and Abbie, a Reizhite mercenary. Speaking with the prisoners will reveal some of Argan's sinister secrets.

Scene 6: The Square Tower

The square tower is accessible through the main courtyard, but the PCs will need the keys from Argan's apartments to get inside. Only the tower's ground floor is still in use, ser-

ving as a storage room. The upper floors have partly collapsed and have since been sealed off. The room contains plenty of very diverse supplies, part of which Argan bought from the Black Feathers. Of note, the PCs will find a Magientist Fire hose that they can use during the scenario's final battle.

Scene 7: Evan

The PCs will encounter Evan, a resident of Fearil who came here looking for his little brother and was grievously injured by the Black Feathers. He will tell the PCs about another group of survivors who have settled in the forest.

Scene 8: The Puzzle

Argan's secret room is protected by a puzzle. To solve it, the PCs will need the marble slab and the miniature gargoyle from Argan's apartments (see Scene 4: The Keep).

Scene 9: The Secret Room

Here, in addition to some valuables, the PCs will find several documents through which they will learn more about the illness Argan is suffering from.

Act 3: One Thin Hope

Scene 1: Waiting

Once they are done exploring Smiorail, the PCs can look for the survivors who have settled in the forest. This will be facilitated by Jagu, who promised to come back to the Fortress to get Evan.

Scene 2: The Oracle

When the first Feond attack occurred, Dàmàthair Jana fled the village through one of the escape tunnels. Along with about twenty survivors, she hid in a natural cave not far from Fearil's old mill; the very same one where Aline and Mael Mac Govrian died. Jana was infected with the Feond Rage, but she survived and miraculously developed several powers. Her followers have taken to calling her the Oracle. The PCs will also find Feust the Alienist among the refugees. Thanks to several clues, the PCs will be able to guess where Céliane and Néiline have been taken.

Scene 3: Finding the Feond Lair

Thanks to the spiritual connection between herself and the Feondas, Dàmàthair Jana was able to find what she believes is the Feondas' lair. Along with one of her followers, she went there and discovered a boggy area that had grown around a towering tree, the sight of which filled her with ab-

ject terror. This bog is very new, and actually did not exist a mere few months ago; anyone who knows the Vale well can vouch for that fact. It was born from a mysterious process, and is the lair from which Feondas emerge every night to wreak havoc on the Vale's communities.

Scene 4: The Bog

The bog the Feondas are emerging from is about two hours away from Jana's encampment. The PCs will be advised to go there during the daytime, when the Putrid Wolves are dormant deep within the bog, only waking up at sundown. Venturing there after sunset would be madness. Even a single Wolf is a powerful enemy; going against a whole pack would spell the party's doom. However, the PCs can be told (or reminded) that fire is an efficient weapon against the beasts.

Scene 5: The Ancient Sanctuary

Based on the testimonies of Kadec and Mara (see Scene 2: Céliane's Fate), the PCs can get a vague idea of where Céliane and Néiline have been taken: somewhere uphill from Smiorail, in the area of the Pass of Lantrecht that leads to Gwidre. There, the PCs will have to deal with a possessed Néiline and a guardian Feond. They will find Céliane unharmed but comatose.

Chronology of Fearil's Ruins

Here is a chronology of the events leading up to the scenario "Fearil's Ruins." It begins with Argan leaving Smiorail, proceeds with the events running parallel to the scenario "The Refugees," and summarizes what has been taking place in Fearil before the PCs reach the village.

A few days before the attack	Day 1	Day 2	Day 3	Day 4	Day 5
Argan departs	Fire in Fearil	Second Feond attack Galeg reaches Dearg	A trio of refugees reaches Dearg Evan's rash decision The Black Feathers attack Fearil The Black Feathers attack Smiorail Third Feond attack	"The Refugees" reaches its Epilogue Fourth Feond Attack: assault on Smiorail	The PCs reach Fearil Deceptive calm

~ A few days before the attack ~

⊕ **Argan departs.** Argan suddenly decides to journey to the Vale of Thoir, land of the Gwidrite lord Mac Snòr. He leaves with an escort of two Hilderin knights and six soldiers, leaving the fortress all but empty. His comrades in arms suspect that something is wrong, but Argan pretends that the trip is of a political nature, since Mac Snòr's lands are right next to the Talkéride border. The true reason for this hasty departure is that the knight has been feeling increasingly uneasy as the illness that plagues him has seemingly gotten worse with every passing day. Argan can indistinctly feel the presence of the Prince—in his nightmares in particular—and the imminence of the Feond attacks. The inner struggle he has grappled with for years has reduced him to a state of exhaustion that borders on lunacy, and he has pinned his last hopes on Mac Snòr.

~ Day of the attack (Day 1) ~

⊕ **Fire in Fearil.** It is on this day that the first Feondas attack occurs. In an attempt to repel the beasts, the villagers use fire, and amidst the chaos of fighting the community's main stock of dry wood catches fire soon after nightfall. The fire starts spreading to the closest buildings, but is quickly extinguished. However, it has been seen from Dearg. About fifteen villagers, including Céliane, make it out of the village and run to the Fortress of Smiorail for protection. Galleg the hunter flees toward Dearg. Behind him he blocks the tunnel in the Dàmàthairs' house that leads out of the village, dooming many other villagers, including Dàmàthair Ferga.

~ The day after the first attack (Day 2) ~

⊕ **Second Feond attack.** A group of survivors leave the village and hide in the forest. The party is led by Dàmàthair Jana, hereafter called the Oracle, who has acquired the ability to sense the presence of Feondas.

⊕ **Galeg reaches Dearg.** After an arduous trek through the Vale in the middle of a snowstorm, Galleg reaches Dearg. He is exhausted and traumatized by what he has just experienced, compounded by the fact that his cowardice resulted in many deaths.

~ Two days after the first attack (Day 3) ~

⊕ **A trio of refugees reaches Dearg.** Unfortunately, these three boys from Fearil have been infected with a strange illness by the Feondas.

⊕ **Evan's rash decision.** In Fearil, a young hunter named Evan decides to leave for Smiorail by himself in order to find his little brother, Nep.

⊕ **The Black Feathers attack Fearil.** Soon after Evan has left, Fearil is attacked by the Black Feathers gang, led by their leader Rajen. As misfortune would have it, on their way, they cross paths with Sorven, a man from Fearil sent to warn Dearg, and murder him. Argan's agreement with the Black Feathers stated that the latter were supposed to leave Fearil alone, but Rajen has gotten tired of his grudging "partnership" with the

knight. Since the Vale of Dearg no longer holds any interest to him, he raids the village, intent on leaving this region once and for all. His men are frightened of going to a place where Feondas may be lurking, but they obey their leader.

⌘ **The Black Feathers attack Smiorail.** Not satisfied with only Fearil, the twenty brigands and their leader sneak into the Fortress that stands all but abandoned. They pose as survivors from the village and take the soldiers by surprise. Only Dallan, a soldier, and Varek, the castellan, make it out and run for Fearil.

⌘ **Third Feond attack.** That very evening, the already hard-pressed village faces another horde of Feondas. With the first cases of Feond Rage breaking out, the situation is more dire than ever: in addition to the monsters, the survivors have to deal with Ragers who infect their supplies and can lose control of themselves at any moment.

⌘ Fourth day (Day 4) ⌘

⌘ **"The Refugees" reaches its Epilogue.** It should be on this day that "The Refugees" ends, with the PCs neutralizing the three Ragers. The scenario may have lasted one or two extra days, in which case the residents of Fearil have been holding out against Feondas and Ragers during that time. Whatever happens, the survivors included in this scenario will always be alive when the PCs get there.

Summary of the events of the scenario "Fearil's Ruins"

In addition, here is a summary of the scenario's main events from the moment the PCs get to Fearil:

⌘ **Death and desolation.** The PCs find a deserted village bearing the scars of recent attacks. The place is littered with bodies and the few remaining survivors have holed up inside two houses. The macabre calm hanging over Fearil makes it seem like there has been a massacre, but most of the inhabitants have actually been able to save themselves by hiding or running away.

⌘ **Mysterious assailants.** The PCs find the bodies of several brigands. The corpses of certain villagers and animals show that Ragers have also wreaked havoc in Fearil. Other, subtler signs indicate that Feondas have also been at work.

⌘ **After Céliane.** The young woman is nowhere to be found, but the PCs will be able to learn that on the evening of the first attack on the village, she left with the children she was in charge of as a Dàmàthair. Dallan the soldier will mention having seen her back in Smiorail.

⌘ **Fourth Feond Attack: assault on Smiorail.** For the fourth night in a row, the Feond horde rises, this time to attack the Fortress. As the Black Feathers are debating what to do with the villagers kept prisoner inside the Fortress, the monsters, led by the Prince, overrun the citadel. Once predators, the bandits become prey. Of all the people at the brigands' camp, only three are spared by Crow Mantle: Mara is left on the spot in a catatonic state, while Céliane and Néline are taken away by the Drèin. Two Black Feathers, Rajen and Algowich, have managed to remain hidden and avoid death. The villagers—who have been kept imprisoned inside the barracks—and the bastion's prisoners are also spared, but with no one to help them, they may starve to death.

⌘ Some time later ⌘ (Day 5, "Fearil's Ruins" begins)

⌘ **The PCs reach Fearil.** On the PCs' arrival, there are only two groups of survivors left in the village. One has taken shelter inside the village hall while the other is barricaded inside a house under the protection of a vector of the Temple. All the other survivors have run away to some place or another.

⌘ **Deceptive calm.** No Feondas will attack this night. Unfortunately, this respite will be short-lived.

⌘ **A seemingly empty fortress.** Searching through the Fortress will uncover Argan's grisly secrets. The PCs will also meet a dying hunter from Fearil who will tell them about another group of survivors hidden in the forest.

⌘ **The Oracle.** The aforementioned group is led by a woman they call "the Oracle." She is able to cure the Fearil Rage and knows things about Céliane and the boggy nest that the Feondas are emerging from.

⌘ **The Feond nest.** The Characters can pinpoint the location of the Feond breeding ground and—hopefully—neutralize it.

⌘ **Find Céliane.** Céliane has been taken away by the Prince. The PCs can find her in an ancient sanctuary in Fearil's highlands.

Map of the Fortress of Smiorail

agrandi. Comme vous le savez, l'un de nos illustres

prédécesseur au poste d'architecte royal, Smiorail,

dirigea les travaux de refection et d'agrandissement. C'est en son honneur que la

- 1 Entrance
- 2 Inner courtyard
- 3 Barracks
- 4 Keep
- 5 Prisons
- 6 Square tower

Translation of the border text:
 "... Temple that all but annihilated the Mac Gorrion family, the Fortress was rebuilt and enlarged. As you know, one of your illustrious predecessors, the royal architect Smiorail, was in charge of this grand undertaking. It was in his honor that...



Plus récemment, le cadastre d'un village découvert
 appartenait à la famille de Smiorail. Les recherches
 ont permis de découvrir que le cadastre de Smiorail
 est toujours en vigueur.

Translation of the penciled note on the bottom left corner: "Map discovered among the belongings of a Vargul found dead near the village of Dearg. The resemblance with the Fortress of Smiorail is puzzling. Note: Sending an explorer in order to confirm our suspicions seems advisable."

Master,

My deepest apologies, but the Elarigs have refused to answer any of my questions. I was unable to get anything out of them. With their kennels close to the mines, I cannot investigate. Alban is still obsessed with books. Considering his character and how tense his relationship with his father is, it is very unlikely that he will take up the family business.

I will try to approach him and learn whatever I can from him.

I must also let you know that I have noticed an altercation between Talacien, the Magientist settled in the nearby Vale of Melwan, and the Elarigs' men who guard the mines. The Daedemorthys and his two Reizhite sellswords were sent packing. Talacien will certainly be back in earnest, as he has a royal decree that authorizes him to proceed with his research. I will do what I can to learn more.

Knight Argan,

I write to you as a friend and offer you my help.

I have heard about the ordeals you have been enduring and the illness that affects you. I cannot but strongly urge you not to put your trust in Demor-thèn and apothecaries of all kinds. What is happening to you is to be taken seriously, but is not as bad as you seem to currently believe.

We are the vassals of a different king, but we both live in remote regions that the lords of our capitals do not concern themselves with. Above all, I believe that we are neighbors and that we could support each other in good faith for our mutual benefit.

Should my proposition be of any interest to you, I invite you to visit me at the castle of Thòl.

I hope to see you soon,

Irvan Mac Snòr



Dear Friend,

I can see you are of two minds and I am not blaming you! I myself wandered in the dark for long years. I have studied several ancient manuscripts, all banned by the church of the Temple, that attest to my claims. Through the ages, many Elect like you and I were persecuted. My friend, let me tell you again that with no doubt, we are not the only ones in this situation! You are not ill, and the pain you feel is on par with the intensity of the holy powers you are the receptacle of. You have been chosen to fight a prophetic peril that threatens both of our kingdoms. Please, come to Thòl so that I can guide you through this initiatory trial. I will be looking forward to your visit,

Irvan Mac Snòr

Sir Argan,

I thank you for your letter. Here in Breac, we have never encountered a phenomenon quite like the one you describe. However, a Varigal who journeyed in Gwidre told me about a story similar to yours. According to him, a small Gwidrite village named Beag Coille disappeared following the emergence of a bog in the vale. To answer your question, yes, Gwidrites tend to attribute such phenomena to evil entities, but as a Talkéride, I do not share this interpretation. Most likely, what you are dealing with is a manifestation of Gluta, the swamp spirit. I have discussed the subject with our Demorthèn and he has confirmed this hypothesis. Among Demorthèn, this spirit is known to be perfidious and to foster the propagation of Feondas, similar to the spirits Aingeal and Sníomh. Gluta's activity follows the cycle of seasons: the bog must have taken shape in the course of fall, and once it has fully developed, it will probably remain until the end of winter. Thus, the only possible solution is to keep the residents of your vale protected until spring comes. However, I will transmit your request to the Lord of Breac.

Sédarn

My dear friend,

Good news! I think I have found the person you need. You will probably not be happy about it, but I know that so far, Magientist remedies and Demorthèn potions have been of no help. The man is a Reizhite specialist and the personal doctor of the Duchess. His name is Feust, and if you agree, he should be able to visit you in a few weeks.

I strongly advise you to give him some of your time. Even if he proves of no help, he will still be a source of news from Tulg Naomh, don't you agree?

Speaking of the city, Mac Torrach's behavior has become rather strange... During his meals, I have seen him stop eating and get lost in thought more than once. Maybe the illness in Tulg Naomh has gotten to him too? I suspect that the bard has something to do with it and I will continue to investigate the matter. However, I do not think it has anything to do with the problems you have, since I have heard no one complain of headaches like those you have described.

L.F.

Sire,

I am writing to you to inform you that I will visit you next month. Colleagues from Reizh have told me about major breakthroughs in the treatment of your condition. Rest assured we will overcome the illness you are suffering from.

Until my next visit, I encourage you to take good care of yourself.

Yours sincerely,

Doctor Feust