

The Five Maidens



**FROG GOD
GAMES**

Where you can be the fire, not the flies!

By Elizabeth
Chai Praditkul



**Swords
& Wizardry**

the Five Maidens

By Elizabeth Chaipraditkul

This is dedicated to all the awesome folks who've spent endless hours rolling dice, roving dungeons, and making shit up. Who've lived a thousand lives slaying goblins and scaring ghosts, wandering forests and roaming countrysides. This is for you; may this little world take you to a far off place where dreams are forged and christened in metal.

Artists: Kaos Nest, Gennifer Bone, Jenna Fowler, & Angela Rizza

Editing: Stacy Dellorfano & Leigh Tuckman

Cartography: Stacy Dellorfano

Layout: Leigh Tuckman



**FROG GOD
GAMES**

Where you can be the frog, not the flies!

A note for the Referee

Ghis adventure is split into two parts. The first part is background information on the city of Nye, and the second part is the actual adventure. Part 1 is intended to give your adventure legs and make the city of Nye come to life. Part 2 is the story, but by no means feel you need to stick to what is written here. The gods of Wrath and Chaos are going to war – anything could happen.

The city of Nye is a large sandbox that reacts to the adventurers and their actions. For each thing the players do, the city has a response. It should not be necessary to push your players in one direction or another; every group will solve the issue of the Maidens differently.

All monster stat blocks can be found at the end of this adventure, in the Appendix. We've added a few suggested maps in the encounter based on where your players decide to head to. Feel free to play with the scope and area features to make the combats more or less difficult for your players.

First time playing *Swords & Wizardry*?

Swords and Wizardry is first and foremost a roleplaying game. While details are given on how to resolve fights and charts explain what monsters you encounter, the game is based around your characters and what they would do in any given situation. There are no die rolls to tell you how you should react to a person yelling at you, or how best to negotiate with a hostile merchant. These decisions are all down to you and how you feel your character would react.

There are no bad choices in this adventure, because this story is about you and your party. Some creatures you encounter may be too powerful for you, and the art of playing is figuring out how you can escape (and maybe save some innocent bystanders in the process). Most importantly: relax, have fun, and remember that running away is always an option!



PART ONE: The City of Nye

Nye people of Nye have no words for wrath or chaos.

"The lightning swept them both into its wake, it was a fight to the death, neither survived."

"The storms played heavily in her mind, a mess of thoughts she could not control."

"That babe has a spark of thunder in him, watch him closely."

The people of Nye have no words for Wrath or Chaos, because the gods war above, and speaking their names will summon them.

Geography

Nye is a coastal city in a land covered by an ever-raging thunderstorm. The sun never shines, and growing anything is difficult. To the west of Nye there is a wide black sea, called the Obsidian Sea by the people of Nye. While the waters near the city are relatively safe, they become more and more dangerous as you travel out. It is as if there is a furious, magical force which whips the waters surrounding Nye into a frenzy.

To the east of Nye there are long, expansive plains that bear very little edible vegetation. The plains are known by the people of Nye as the Rustlozeonger (a name given to them many years ago when Nye was young). Creatures have grown and adapted to this land, but most of the people of Nye keep away. Getting lost in the plains is a death sentence. They are a dangerous place to travel, and only the Plainstrappers dare venture into them.

Nye itself is an essentially flat city, aside from a few large hills and plateaus that are devoid of buildings.

The Weather in Nye

Above Nye, two gods wage war. The battle between these two gods has turned the sky above Nye black, and thunderbolts are frequently hurled onto the city. It is a hostile place to live – not because of its people, but because the weather in Nye is an antagonist. A normal day in Nye is never certain. It is harsh, violent, and not for the weak of heart.

Nye & its People

The people of Nye are tall, athletic folk. While the people in Nye can have any skin tone, they are all notable for their black hair and light grey eyes. Nyians are commonly named after the weather conditions on the day of their birth, taking one of their parent's first name as their second. For example: Storm Break,

daughter of Break Barrage, granddaughter of 'Rage Tumult.

To create your own NPC names, you can roll 2d20 and take two of the names below:

Roll	Name	Roll	Name
1	Gust	11	Rainfall
2	Drop	12	Humid
3	Typhoon	13	Tsunami
4	Monsoon	14	Earthquake
5	Fog	15	Cyclone
6	Tornado	16	Flood
7	Overcast	17	Tumult
8	Cloudy	18	Break
9	Storm	19	Barrage
10	Dark	20	Downpour

Living in an inhospitable land, surrounded on one side by the Obsidian Sea and on the other by a desolate plain, Nyians are a cunning and resourceful folk. Nothing is wasted in Nye. Fish are caught, their meat eaten, their innards processed to fertilizer, their bones made into needles, and their skin dried and made into boots.

Aside from its unnatural environment, the city of Nye has lived in relative peace. Having very little arable land but abundant violent storms has made it unattractive to invaders. When Nye has been attacked, it has always prevailed due to its inhabitants using their sixth sense for changes in weather to their advantage.

The storm above Nye does not forgive its people. Life can be taken at a moment's notice. If the gods see fit, a lightning bolt will strike down from the sky and smite a man walking to his boat – and moments later strike down his grieving child in the same place. The people of Nye never speak the names of the warring gods above, for words shape reality – and for the people of Nye, words made real are deadly.

All buildings in Nye are one to two levels tall, with flat roofs, and long metal rods protruding from the top. These rods, called bolts, conduct most of the gods' fury into the ground and away from the inhabitants. Many bolts are shaped symbolically and dedicated to family members who have died. There are no graveyards in Nye. The deceased are sent out to sea in a boat and set alight. The bolts serve as both remembrance and protection – the dead family members' spirits watching over their household.

Likewise, the streets of Nye are named for the tragedies that have befallen them. Seven Strikes Silences, Quake Boulevard, and Three Houses Burnt are not unlikely names in Nye.

DREAMS

The people of Nye do not dream and they do not find this odd, because most have never left their homeland. The ability to dream has been absent in Nyians since the Maiden was split into five separate parts. If players bring up dreaming with the people of Nye, they will not understand what they are talking about. When a Nyian goes to bed, they simply enter a dark, uninterrupted sleep till waking.

If players explain dreams to someone from Nye, they will think that the person is talking about a vision, like one you can receive from a god. The Nyian will be unable to understand what the person is talking about, because they have never experienced a dream. As a Referee it is unnecessary to explain this to your players, they will either discover this or not, but it doesn't have a bearing on the completion of the adventure.

WORDS

Words have meaning in Nye. Nyians may seem very sullen at times because they do not throw around words easily. All Nyians believe words have power – magic. There are two unspoken, forbidden words in Nye. These are: wrath & chaos. The locals believe if someone says these words, there is a large chance that they will summon the god's anger in some way.

While playing, if someone says wrath or chaos, not only will NPCs who are from Nye react in fear and anger, but you should roll 1d6 and describe the following:

1. A lightning bolt snakes down from the sky and does 1d6 damage to the person who said the word.
2. The winds pick up and buffet anyone standing in the area. Make a saving throw or be knocked down.
3. 1d4 shockbeasts appear and attack (found in the appendix).
4. There is a horrid laughter heard in the wind. The party should make a saving throw versus magic or be thrown into a magical laughing fit that lasts for 1d4 minutes.
5. A loud thunderclap sounds through the area. The party should make a saving throw or be deafened for 1d4 rounds as there is a painful ringing in their ears.
6. A reprieve, the gods did not hear the person... this time.

CUSTOMS AND TRADITIONS

When someone dies because of the weather conditions in Nye, their body is sent out to sea, set alight and watched by loved ones until the fire dies. Their spirit is then released to the storm and, the people of Nye believe, the bolts adorning their roofs call the spirit home. Each time the spirit-filled bolt deflects the gods' anger into the ground, they gain peace knowing that they have had vengeance on the greedy ones who stole their life too soon.

When someone dies of natural causes, they are also sent to sea, but there is a day of remembrance and feasting with them. Their bodies are placed in a chair of honour and families drink and toast to the spirit still within their loved ones. Having survived for so many years in Nye, when the bodies are sent to the ocean and their fire extinguished, no bolt is made for the deceased, because all their business on this earth is finished.

There is no such thing as marriage in Nye. While many

groupings of people stay together for their entire lives, there is no formal ceremony to commemorate this. For lovers who wish to declare their relationships, utterly, a small ceremony is performed. At night the lovers wade into the Obsidian Ocean and take one another's hands. They promise themselves to each other under the storm and within the darkness. When they come out of the water the lovers are bonded. No announcement is made, no party is thrown, no other people are told. This is a promise they have only among themselves. (Though this doesn't stop many parents in Nye from making an especially grand dinner the night after for 'no particular reason').

When a building is destroyed in Nye it is celebrated and the road it is attached to is renamed. While this happens once or twice a year, it is not a time for the people of Nye to mourn. The gods are vain and angry, but the people of Nye are strong. To weep openly for a loss of life or a destroyed possession taken by the storm means a loss of *thuul*, confidence in yourself and your fellow people.

LAW

Do not take what is not yours. All is sacred.

Do not speak the name of the gods, lest you call them.

There are two very simple laws in Nye (stated above) and there are no judges, no juries, and no executioners. You are never innocent or guilty.

There is only the Maidens.

Five Maidens stand inside the Temple in Nye. Five stone women placed upon meter-high pedestals staring down at all who enter their domain. Above them, through the open roof in their round home, the sky bubbles and crackles with anger.

If someone breaks a law in Nye, they are brought by the city guard and priests before the Maidens. They are made to kneel on the frigid, grey stone floor in front of Eldest Sister, the Stone Maiden said to have been created first. The priests then close the temple doors and wait. When the day is over they open the temple doors and if the person is still there, they are forgiven and released back into the city. If a salt wind kisses the priest's lips and the room is empty, then the Maidens have passed their judgement and there is nothing more to say.

TRADE

Nye is a coastal city and gets most of its bounty from the sea. If players wish to buy anything in the city it will more than likely come from there. There is not an abundance of fresh water in Nye, even rainwater carries a salty taste, tainted by the sea. Therefore, people drink a very thin ale called saltgrog which is made from seawater. Saltgrog tastes like a thin, salty beer and is safe to drink.

Anything the players want to buy should be re-flavoured to fit Nye. For example:

- Leather armour > Fishskin armour
- Flail > Shark's teeth flail
- Mirror > Pearled shell
- Water skin > Skin of saltgrog

Special Items Sold in Nye

Item	Cost	Description
Alluring Tackles	10 gp	When these tackles are used in a body of water containing fish, they are guaranteed to catch something.
Fishskin Raincoat	20 gp	This raincoat is a dull grey color until it is touched by water, when it becomes a beautiful chromatic coat. It keeps the wearer dry, and also functions as a leather body piece.
Fishskin Cap	5 gp	As above, but as a cap.
Plankwalkers	200 gp	These boots have such a grip, they make the wearer immune to being pushed on any wood surface.
Saltgrog	2 cp	This grog is made with a good helping of seawater, which gives it a distinctly salty aftertaste. Nyians hold yearly competitions to see who can create and withstand the saltiest grog.
Fishjerky	1 cp	Oddly delicious and filling, fishjerky is a main food staple in Nye.
Scrap Armor	75 gp	Offering the same protection as chainmail, but weighing half the weight, this armor is popular with the plainstrappers of Nye.
Scrap Shield	15 gp	As above, but as a shield.
Waterproof Ink	5 gp	No matter how much water spills on this ink, it will not run.
Waterproof Paper	1 gp per sheet	Prized by Magic-Users everywhere, this local, non-magical paper is able to stay dry in even the stormiest conditions.

The Maidens & the Gods

Children learn the story of the Maidens and the gods from an early age, and it is an easy one for all of Nye to recall. This is not the true story of the Maidens, as the players will learn through the adventure, but it is what everyone in Nye believes. The gods have ever been greedy and antagonistic, and this story explains why.

The Maidens have always been a part of Nye. It is said that there were once five sisters who lived on the coast of the city. Their mother died birthing the youngest of them and their father was swallowed by the sea. They lived in the time before the eternal storm and all was good.

The Maidens made nets for the fishermen at the coast. Each day they would sit outside their hut singing and plying their trade. People would come from far and wide, saying it was for the sisters' nets, when really they wished to hear their beautiful voices.

One day the youngest sister challenged the middle sister, "Sing a song to the sea my sister, sing with me and we shall see who can sing the loudest! If you do not sing with me, then it is because you are ashamed and I will forever be the best!"

The middle sister, bored, with nothing to do and not happy to let her sister outshine her, agreed. They walked to the sea and began to sing, and with each note that left their lips they sung louder and louder. As their voices began to echo across the water, it awoke their eldest sister still in bed. She heard her sisters singing and ran out of the house.

By the time she reached the sea, her sister's voices carried far and wide, so loud they could not hear their sister shouting, telling them to be quiet.

At that very moment the sea began to bubble and moan. From the waters rose two figures awoken by the maidens' singing. Hovering above the water, they bade the sisters to continue singing, enjoying the beautiful notes the sisters sung. The eldest sister joined her two siblings in the song and the two other sisters shortly followed. The maidens sang until the light of the sun left the earth and their voices were hoarse, but still the greedy gods wanted more.

The eldest sister stopped her song and asked the gods, "Please, give my sisters and I a moment to rest, for we are weary."

Both gods said no, and demanded they continue to sing.

The eldest sister, who was keen of wit, saw how tired her sisters were and quickly thought of a plan, "But most honoured visitors we have not yet heard you sing and surely two voices from down below are much grander than anything us mere mortals could do."

The eldest sister appealed to the gods' vanity and they agreed to sing for them, but only if afterwards the sisters would judge a winner.

And so the god of the tempest began to sing jilting and terrible notes. With each word they sang the winds became more ferocious. The god filled with fury also began to sing and with each word from their lips the sky crackled with light and lightning struck the sandy shore. The two gods sang their song, hurling words against one another, the beach watching on in utter stillness.

When the gods had finished they looked down to see the bodies of the five maidens laying dead on the shore. The winds had buffeted them, the lightning had struck them, the waves had drowned them. The gods encased the maidens in stone and imbued the power of judgement within them. However, the Maidens were silent; they refused to pass judgement on the gods.

It was then that the argument broke out between the two gods, both believing that they were a better singer than their counterpart.

They took to the sky and they still argue today.

ROLEPLAY

A large part of this adventure is roleplay and sometimes, as a Referee, making calls on whether or not an NPC is convinced can be difficult. A game can be more fun for both players and Referee if some things are left up to chance. When your PCs have made an effort to roleplay well, but you aren't sure how an NPC would react, you can ask the players to roll 1d8 and use the table below.

We suggest using this table after there has been a bit of conversation between the PC and the NPC, allowing players time to get into the conversation. Give the players a +1/+2 on their roll for good roleplay and creative solutions.

Roll	Outcome
1	The NPC is not convinced / doesn't want to help the player; the player was not persuasive enough.
2-5	The NPC is convinced by this argument, but not by the player's story as a whole.
6-7	The NPC is convinced by the player's argument and has come to see their side of things.
8	The NPC is won over by the player (or cowed into submission). They'll do what the player asks, and try to assist however they can.

In *Swords & Wizardry*, roleplay is its own reward. It is the reason we play – to accomplish epic feats and tell cool stories with our friends. We play these characters to experience an amazing story, a dynamic world, and – let's be honest now – occasionally to bash things' skulls in with a hammer! As such, the game does not give experience point examples for good roleplay. Referees are left to decide how much experience should be awarded for roleplay.

In this adventure we suggest the following:

- 100 XP for a minor accomplishment (eg. convincing a stubborn NPC to do it your way after a good-length conversation).
- 200 XP for a major accomplishment (eg. convincing a hostile NPC to stand down instead of attack).
- 400 XP for an epic accomplishment (eg. rallying the lazy guards of the city to fight against an oncoming horde)

If you are using this chart in another game, at higher levels the amount of experience a person should receive should be upped, especially for epic accomplishments. The higher level you become, the more epic your accomplishments will be and the XP received should reflect that. Logically, characters of higher levels can still gain lower amounts of experience for easier feats of roleplay (and vice versa); it just depends what they are doing. So, for example, an epic level 17 dwarf can still get a cool 60 xp for convincing a stubborn farmer to allow him to hide in his shed (after agreeing to help him with his harvest of course).

Below is a chart detailing how many experience points a character should get for a roleplay feat based on level. We've listed what would be expected at each tier in order for players to receive XP. To apply this to your game, take the lowest level your game is made for (rounding up), then apply that tier of XP as a 'minor' roleplay feat, the following tier as a 'major', and the third as an 'epic' feat. So, if your adventure was for level 7-10, the XP would be: 400/minor, 800/major, and 1600/epic.

We suggest awarding experience at the end of the adventure, because roleplay deeds are always in flux. For example, a party may have convinced a number of stubborn NPCs to help them. However, if in the end it resulted in saving a city, it would then warrant a higher tier of experience points. As always, use common sense. The rules here are guidelines – throw out or change the rules you don't like.

Level	XP	Epic Feat
1-2	30	Mundane feats that required some effort.
3-4	100	Simple feats.
5-6	200	Complicated feats, intense conversations.
7-8	400	Difficult feats that require multiple conversations.
9-10	800	Feats that most likely required a quest to complete properly.
11-12	1600	Feats that required the plying of favors, questing, and a silver tongue to complete.
13-14	2300	Feats resulting in some sort of enlightenment.
15+	3000	A feat so epic there will likely be a song written about it by the bards.

The Adventure History & Synopsis

Many years ago, before anyone in Nye can remember, in a time lost to time there were three gods who ruled over Nye – Wrath, Chaos, and Dream. Dream was the eldest and most powerful of all the gods, she kept her siblings in check. One day Wrath and Chaos teamed up against their sibling, attacking her and shattering her psyche. To contain her power and silence her song (dreams), they encased her shattered selves in stone.

When Dream fell to the earth, the people of Nye found her in five pieces: the Maidens. Thinking the Maidens were a present from the gods, the Nyians built them a tower and began to worship them. With Dream gone, Wrath and Chaos went to war, blocking the sun from Nye and turning the skyline into an eternal thunderstorm.

Centuries later, during a battle between Wrath and Chaos, a piece of Chaos shattered and fell to earth. Struck by a moment's fancy Chaos decided to fall upon one of the Maidens. This awoke the Maiden, and she set out through the city.

This is where the players come in. The Maiden is furious and still shattered. The city of Nye is suffering from her fury and no one knows why. People are suffering from a 'sleeping sickness' and the justice system in Nye has broken down, because one of the stone Maidens is missing. The players are asked to investigate this issue and resolve it before the city consumes itself.

Through their investigations the players will find out that the Maiden has made her way to the tower on the sea, where she used to rule with her siblings. There they will meet the Maiden and the Shard of Chaos.

The players can then decide whether or not they want to help the Maiden. Once they have decided they must fight their way through the city, which has essentially turned into a large dungeon.

When the players arrive at the Temple they can attempt to either encase the Maiden or free the other Maidens, thus solving the issue in Nye.



PART TWO: The Adventure

PRELUDE: The Loss of a Maiden

The prelude of this adventure, before players get their mission, is meant as a roleplay experience. As a Referee you are encouraged to make up NPCs and fun things for your players to see during this time. If you don't feel like doing this or if your party prefers not to roleplay, you can skip these moments and move the story along.

Optional: The prelude starts the players on a ship to Nye, but you could always choose to start your players in the city already. Maybe they are inhabitants of Nye and have heard of trouble brewing, or even experienced the chaos for themselves. It's up to you!

The players are traveling on a ship named the One's Reward, captained by a native of Nye, 'Soon Strike, referred to her shipmates as Capt'n M. The captain is a skilled sailor and is one of the few people who can navigate the ocean that borders Nye. The storm above can pick up at a moment's notice, and without a keen wit it is impossible to navigate.

Murmurs of thunder break through dull grey clouds overshadowing a black sea. Each day of travel on the water is marked by the darkening of the sea into inky black and the promise of thunderstorms. A call for adventurers went far and wide. There were promises of gold and riches, yet few answered the call and fewer returned. The land of Nye is a barren, dark place and there are rumours of creeping madness inflicted upon the city.

This is a good time for the players to introduce themselves.

While approaching Nye, the winds died down on the edge of the Obsidian Sea and the One's Reward came to a standstill for a week. At the end of the week, food supplies were running low, but the captain refused to let her crew get oars out and row. "The storm has stopped to laugh at us, don't you see the clouds you fools? I'd sooner slit your throats then let you row. We'll bide our time 'til the tempest pokes the whirlwind, and then we will have our wind. It is only a day or so now." And only a day it was, when the storm began and the wind picked up from nowhere.

Passing a looming tower that stands alone roughly a mile off the port of Nye, the One's Reward docks in the murky waters of the port. Captain 'Soon Strike thanks the adventurers for their patronage and motions towards the city.

"That's where the priests will meet you."

She points towards a large temple, a structure that towers over all the low houses and other structures.

"Just a tip, because you've all grown on me," she winks. "Listen to what the priests say – you wouldn't want to anger the mouthpieces of the Maidens."

The players can now make their way to the Temple of the Maidens. If the party doesn't know anything about Nye, this would be a good time to give them some information on the city.

During this time the adventurers may opt to go to one of the various stores or markets in town to shop. This is no problem. However, the items in the list below are very expensive and rare in Nye:

- Any meat that isn't fish
- Animal leather
- Clean, non-salty water

* * * * *

The Temple of the Maidens is surrounded by a tall, wrought iron fence bent into different flowing shapes and symbols. The temple is a wonder to behold. A single staircase leads to a landing three stories high, the white stone stairs cutting through the rock the temple is built on. The temple itself is built from a smooth, black stone carved with all manner of beast and man. Atop the building sit five tall, metal pillars that stretch to the sky.

When the party ascends the staircase, they are greeted by two guards and one priest, who are standing in front of the doors of the temple. The Priest's name is Arcus Winds. Arcus is a tall, lanky man, dressed in dark blue robes, wearing a metal diadem with two symbols on his forehead. He will inquire why the party is there. When they explain that they have answered the request for help, he will breathe a sigh of relief and escort the adventurers into the temple.

* * * * *

Entering the temple, there is a plain stone antechamber. To either side there are two wooden doors, and directly to the back of this room there is a pair of gigantic metal gates. Arcus leads the adventurers through the metal gates to a large, circular room with no roof. The air is heavy with the smell of incense. At the center of the room are five pillars placed in a half-circle. Each pillar has a large statue of a woman standing atop it, save the pillar in the

* * * * *

center. Each woman appears different in clothing and hairstyle, yet there is a familial resemblance between them.

A priestess is praying in front of the empty pillar, and she startles when the adventurers enter. Once they get closer to the pillar, the adventurers can see that it is cracked and scorched. Arcus tells the priestess why the players are here, and she introduces herself as Pulse Storm. Pulse tells the players why her order has sent out a call for help, and what they need the players to do:

- She gives them information about the Maidens (found on page 5 - the story she tells is the legend she has grown up with, **not** the truth of what is happening, which she does not know).
- A month ago one of the Maidens went missing. The priests heard a loud crack of thunder in the middle of the night. When they rushed to the Maiden's chamber, the gate to the main room was open and Eldest Sister was gone.
- Now, there is no way to judge the breaking of laws in Nye – they have put suspected criminals in front of the Maidens, but the Maidens have judged them all to be not guilty – even a man who was seen by a crowd killing his neighbour. This has never happened before. The Maidens are just.
- Also, strange things have been happening around the city:
 - People have been seeing odd creatures at night and there have been an increase in murders. The Priests suspect these creatures have been drawn

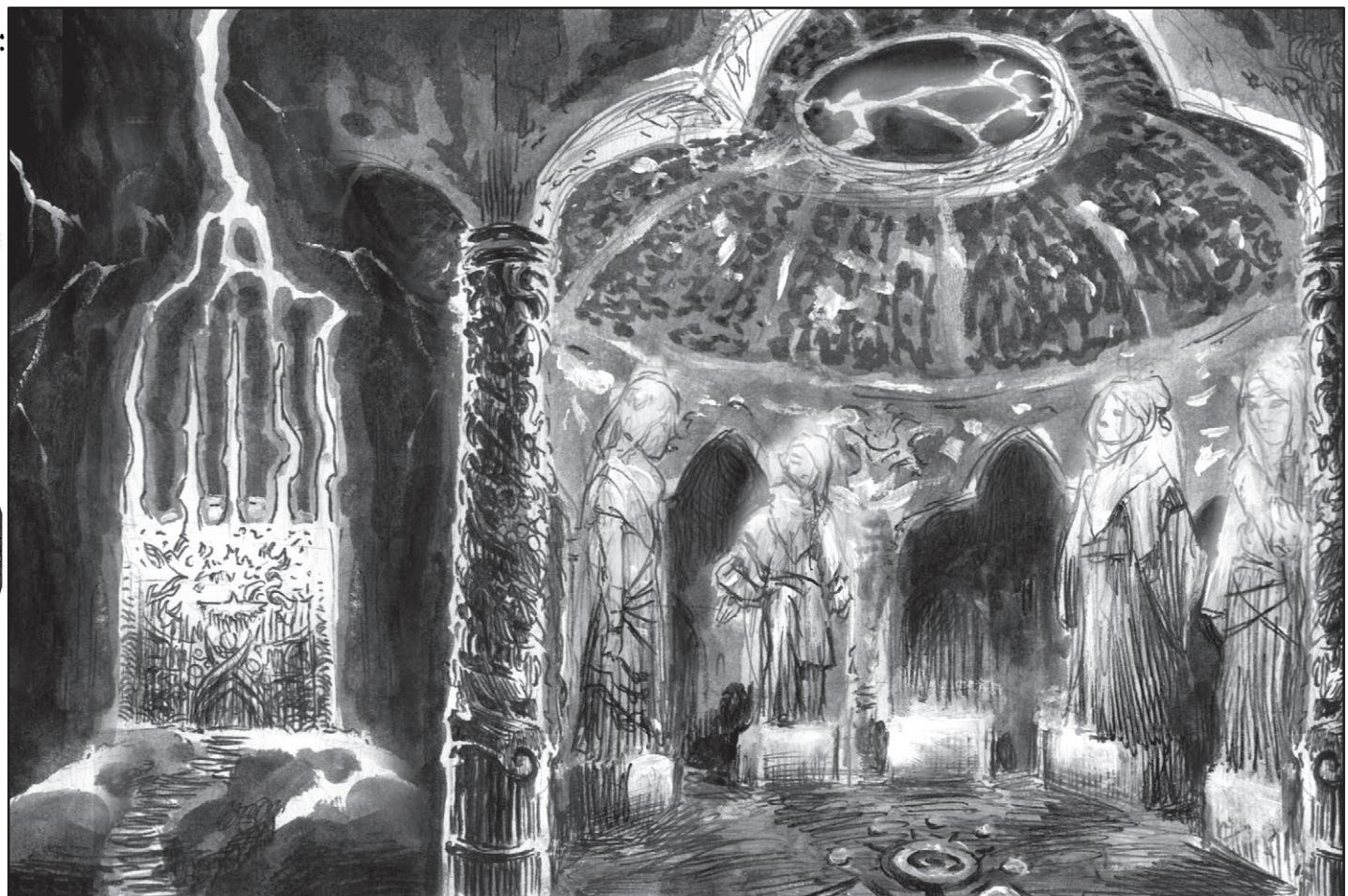
into the city from the plains, but this is odd because they never ventured into the city before.

- Many people have fallen sick from a “sleeping sickness” that gives them terrible visions as they sleep.
- Each day the Maiden has been gone, these problems have been increasing.
- The priests are too busy dealing with the crimes being committed, and need the players to figure out where the Maiden is and put a stop to the strange occurrences around the city. Right now, the city's very small jail is overflowing with people. Normally, justice does not wait in Nye.

The priests are willing to pay the players 200 gp per person, plus a sum of gold for each monster they see put down while investigating. They will pay up to 300 additional gp depending on how many monsters the party encounters as ‘danger pay’. The priests also give each of the players a holy symbol of the Maidens to prove to the citizens that they are working for the temple.

The priests name two occurrences of strange happenings around the city they have not been able to investigate yet. The two places the players can begin their investigation are:

- In the far east of the city, there is an old man who is claiming to have a part of the missing Maiden.
- According to the hospital the priests run at the base of the temple, ever since the Maiden went missing, many people have been going insane.



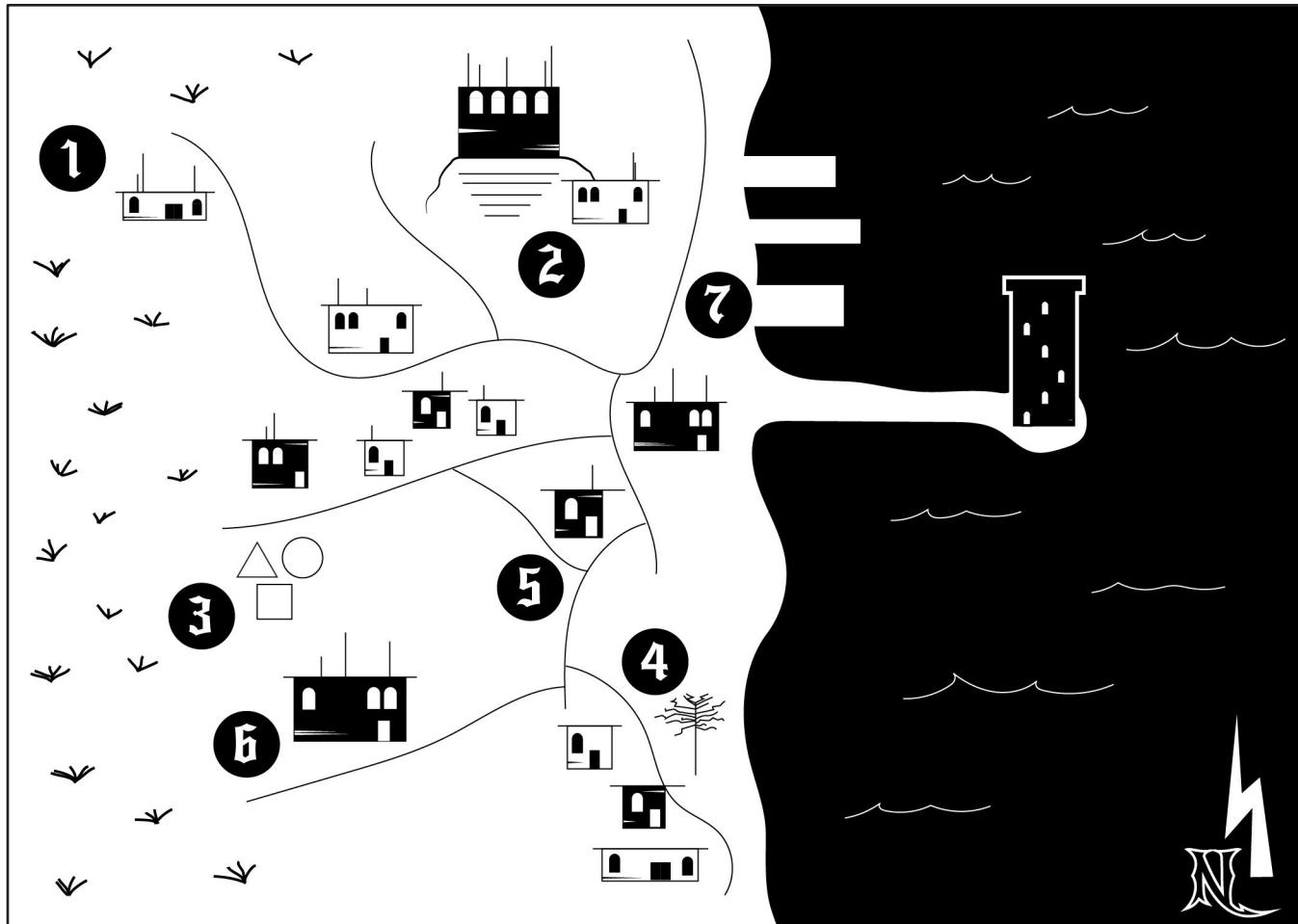
Act 1: The Investigation

To start the investigation, the adventurers will more than likely go to one of the two encounters named by the priests. Each encounter offers different clues as to where else the players should investigate.

OPTIONAL: The players can also decide to just investigate Nye however they like. If this is the case, use the attached map as you would for a dungeon, with each road the party takes leading them to a different location.

The locations offer different information points for the players, so they can find out and piece together what is happening in Nye. There are seven encounters to investigate in total (or more if you make a few yourself) and players will need to investigate at least three.

Location	Quick Look
1: The Old Man's Shack	Adventurers help the old man with escaped animals, and learn of a man infected with a sleeping sickness (Location 5).
2: The Hospital	Adventurers find out that a lot of chaos is coming from the slums (Location 4), and decide whether or not to free a psychopath.
3: The Warped Playground	Adventurers fight creatures from the plains, and get a vision from a purple mist in the area. They are also directed to the docks (Location 7) by some teenagers.
4: The Bolt of the Sandwrought Slums	Adventurers may help to de-electrify a bolt in the slums, and assist a woman driven mad by the loss of her beloved.
5: The Crossroads of Burnt Hovel & Roofless Shelter	Adventurers can help a man suffering from the sleeping sickness because he stole a piece of a Maiden. They are also directed to the House of Sea Children (Location 6) by the locals.
6: The House of Sea Children	Adventurers can help children who are being fed off by planstalkers.
7: The Fisherman and His Partner (The Docks)	Adventurers can sort out a fight between two fishers. One has begun to dream and wants to be an artist, and the other wants his friend to continue being a fisher.





At each location there are also 'issues' the players may want to solve. We have given suggestions on how they might go about this, but there are no hard and fast rules. Also, some situations, while sad, may have no real solution – at least not yet. What is most important to this adventure is that players get to the heart of what is bothering Nye, otherwise all these strange occurrences will not end.

Wandering Monsters

Monsters have wandered from the plains into Nye. They have been drawn to the places where dreams are mixing with reality, and therefore there is a chance that players will encounter them when they are investigating.

Each time the players leave one location and move to the next, roll 1d6. On a one, they will encounter the following monster groups (you can roll 1d6 to decide which):

1. 3 Creeping Molds
2. 1 Vulbeast
3. 2 Slasher Swarms
4. 1d6 Striges
5. 1 Giant Sand Creeper
6. 2 Giant Sand Ticks

ACT 1: OCCURRENCES

With each new location/encounter the adventurers go to, there will be the following occurrences, no matter what they choose to investigate. Each occurrence should happen at the end of the scene the players are in (eg. after 'Ending the Encounter'). We suggest only doing one occurrence at a time, so the players can enjoy their investigation.

Occurrence 1

Lighting cracks down from the sky directly in front of the adventurers. There is another bright flash of light, but as the bolt of lightning snakes its way downwards a strong wind blows in from the East, dissipating the lightning so it never reaches the ground. On the wind there is a song, buffeted and enhanced by the gales of wind whooshing past:

*"Upon the shore our bodies washed.
Broken and battered, our mind the cost.
Shattered we were in our stone prisons.
Our psyche severed from the vision.
Then they came with their hungry hands.
They pulled our bodies from the sand."*

Occurrence 2

Once more lightning cracks down from the sky, but this time it is 1d4 bolts. Where the lightning hits the ground, floating balls of light (shockbeasts) appear and attack the party.

During this encounter, the shockbeasts will dissipate when they are at half hitpoints. Only award half experience for this encounter.

Each turn, the wind will push the players and the foes 10 feet. Roll 1d8 to determine which direction the wind is coming from – north, northeast, east, etc. At the end of each round, the wind will blow in a different direction as if magically powered.

Players & creatures may make a saving throw in order to hold their ground and not be moved.

During the fight the heavy winds will pick up once more and the players will hear another part of the song:

*"For us a great temple was made.
The memory of our tragedy began to fade.
Trapped in stone, our power lost,
Our people paying the dearest cost.
And so we sit, my sisters and I;
The time for our return is Nye.
Thunder and lightning are a fearsome foe,
But they have one true fear, and that we know."*

Accompanying this song the adventurers will get visions of the temple of the Maidens being built. They will feel great slabs of stones being pushed and pulled over a smooth floor.

Occurrence 3

After the third part of the party's investigation, winds will constantly be following them. Each player should roll 1d8. On an 8, they begin to see that there are heavy amounts of purple haze building in certain areas of the city as they walk – on a street corner, atop a market stall, etc.

A large bolt of lightning, larger and angrier than any before, cracks from the sky. But, instead of hitting the adventurers, it slams into the tower on the sea. The lightning is so bright that it illuminates the city streets and blinds everyone for a moment. The onslaught continues; another bolt of lightning slams into the tower, and another. This will continue until the players head to the tower.

After the three occurrences have happened, players may wish to continue investigating in the city. That is fine, but after each place they investigate Occurrence 3 will continue. When they decide to head to the tower in the water, proceed to "Interlude".

Troubleshooting: If the players decide they don't want to investigate anymore or have already figured out that they should go to the tower, the rest of the occurrences should happen as they travel there. If the players do not want to visit a tower being endlessly attacked by lightning, you can always give them another vision from Eldest Sister showing priests locking the doors of the tower by the sea.

ACT 1: LOCATIONS & ENCOUNTERS

Location 1: The Old Man's Shack

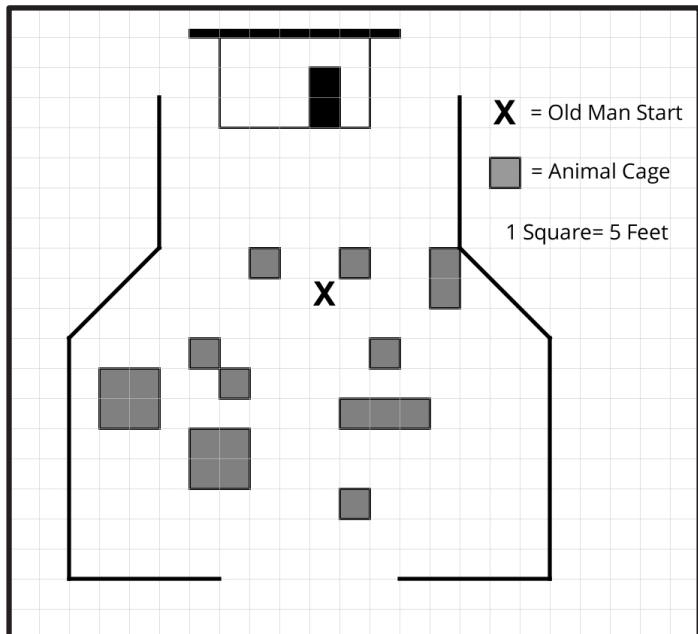
The old man, Cly Dark, lives on the edge of the Rustlozeonger that borders Nye on one side. Cly is a known plainstrapper. While Nye gets most of its bounty and edible food from the sea, there are people who make a living off traveling into the hostile plains outside of Nye and trapping animals. Plainstrappers can also head into the plains to gather what vegetation there is and bring it into the city. This is a highly dangerous, but lucrative, profession.

The yard of Cly's house is filled with traps and cages piled high on top of one another. Inside many of the cages a wide variety of animals and beasts bray, gnashing their teeth against the bars that restrain them. As the adventurers make their way deeper into the old man's yard they find him being set upon by a group of stirges. The old man calls out, "Get these damn things off me! Bash their heads in, whatever, but don't let them get away!"

The players can climb on the cages around the old man's yard to reach the stirges. The stirges are angry at the man. Before they escaped their cage, the old man had trapped them, taken their eggs, and was planning to cook them. When he reached into the cage to get one of them out, they all escaped.

The stirges will not land, and do fly-by attacks. Adventurers who climb the cages will be at the proper height to reach them in melee. Each time a player on top of a cage is attacked, they must make a saving throw to balance themselves. On a failure, after the attack they fall from the cage onto the ground, take 1d6 falling damage, and are knocked prone for one combat round. This makes the old man laugh.

After two rounds, if the stirges haven't been killed, they will try to escape.



Once the encounter is done, Cly will speak to the party. If they have killed or captured all the stirges, the old man will be happy because he can sell them and their flesh for money. If the players let some of them escape, Cly will be angry. If Cly is angry, roll 1d4 each time he responds to the players. On a 1, he will lie to the players and bend the truth. The players can try bribe the old man to tell the truth or intimidate him if they notice he is lying.

Cly has the following information about the maiden:

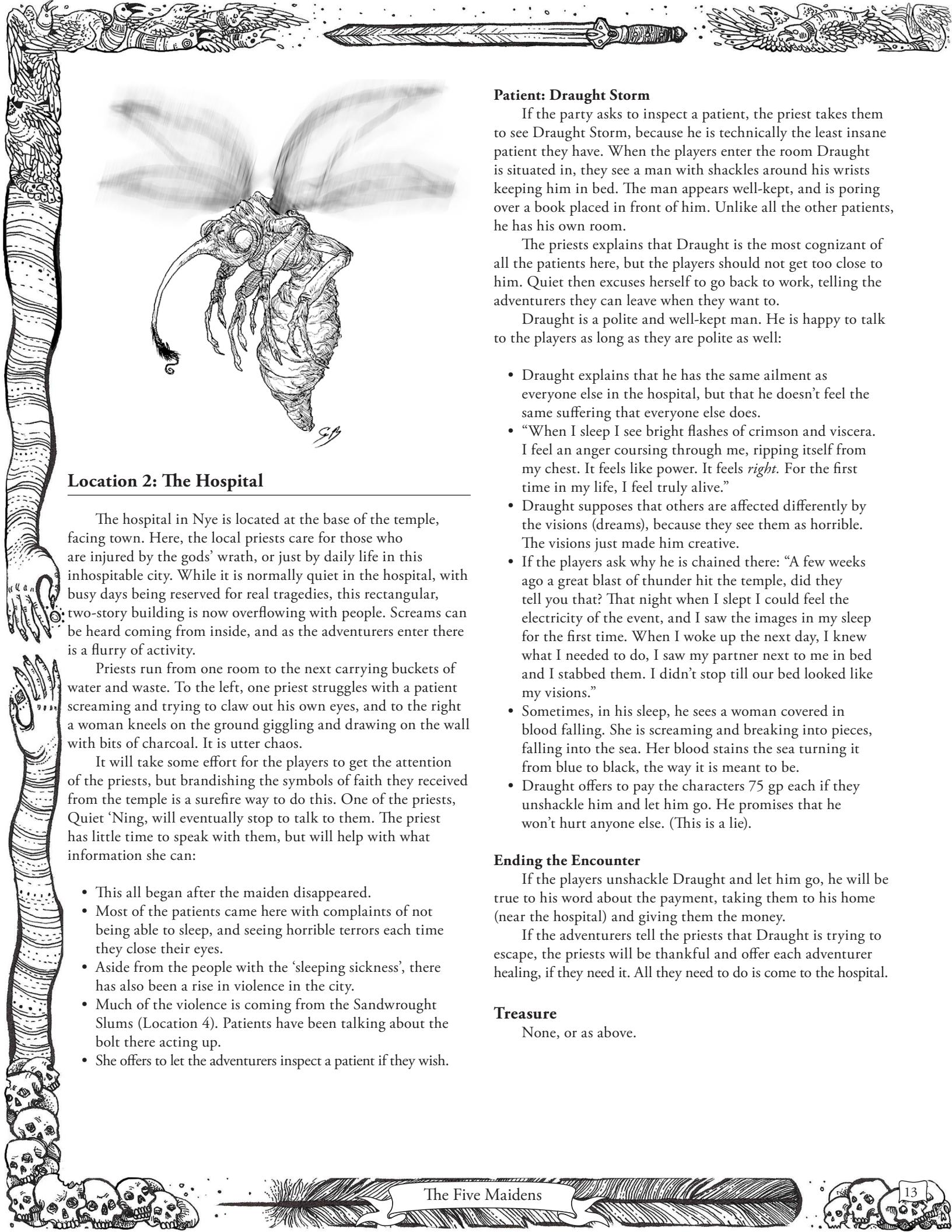
- The old man has just come back from a trapping trip. He had contacted the priests a couple of weeks ago: "Those lazy, pious types – just sending someone around whenever they have the time, eh?"
- A few weeks ago he was contacted by a merchant he normally sells animals to. The merchant said he had something interesting to sell him – a real piece of one of the Maidens.
- Objects like these are good luck charms sold all over Nye, all of them are fake.
- The merchant told him that this item was real and he offered to sell it to the old man, to give him luck on the plains.
- The old man didn't want anything to do with it because it is against the law in Nye to take another's property. He's pretty sure that includes someone's body part (even if they are stone). However, the old man did agree to see the item, because he was interested to see it for himself.
- He went to see the item: "It just looked like a normal stone finger – anything you could get off a street corner in Nye. I told Flurry he was an idiot! But then he told me a story that was so ridiculous, I had to believe it. He told me that the night the lightning hit the temple he was late getting home, and he saw it all happening as he was packing up his stall. An hour or so later, once all his packing was done, what does he see but a big woman made all of stone walking through the market square! Her face was all cracked up, and pieces were falling off her as she walked. She looked really tired, and was walking the direction of the sea. She looked sad, like as if she was gonna throw herself in when she got there! My friend tried to hide from the woman, but she saw him and turned towards him. She pointed her finger and... it just fell off! Like it fell off right there! She started laughing, as if she thought falling apart was funny or something, and then kept walking."
- He gives the player the name of his friend (Flurry 'Pour) and the location (Location 5) of where his market stall is, if they want to speak to him.

Ending the Encounter

When the encounter is done, the old man will tell the party to get off his property and he will go back to his business.

Treasure

None.



Patient: Draught Storm

If the party asks to inspect a patient, the priest takes them to see Draught Storm, because he is technically the least insane patient they have. When the players enter the room Draught is situated in, they see a man with shackles around his wrists keeping him in bed. The man appears well-kept, and is poring over a book placed in front of him. Unlike all the other patients, he has his own room.

The priest explains that Draught is the most cognizant of all the patients here, but the players should not get too close to him. Quiet then excuses herself to go back to work, telling the adventurers they can leave when they want to.

Draught is a polite and well-kept man. He is happy to talk to the players as long as they are polite as well:

- Draught explains that he has the same ailment as everyone else in the hospital, but that he doesn't feel the same suffering that everyone else does.
- "When I sleep I see bright flashes of crimson and viscera. I feel an anger coursing through me, ripping itself from my chest. It feels like power. It feels *right*. For the first time in my life, I feel truly alive."
- Draught supposes that others are affected differently by the visions (dreams), because they see them as horrible. The visions just made him creative.
- If the players ask why he is chained there: "A few weeks ago a great blast of thunder hit the temple, did they tell you that? That night when I slept I could feel the electricity of the event, and I saw the images in my sleep for the first time. When I woke up the next day, I knew what I needed to do, I saw my partner next to me in bed and I stabbed them. I didn't stop till our bed looked like my visions."
- Sometimes, in his sleep, he sees a woman covered in blood falling. She is screaming and breaking into pieces, falling into the sea. Her blood stains the sea turning it from blue to black, the way it is meant to be.
- Draught offers to pay the characters 75 gp each if they unshackle him and let him go. He promises that he won't hurt anyone else. (This is a lie).

Ending the Encounter

If the players unshackle Draught and let him go, he will be true to his word about the payment, taking them to his home (near the hospital) and giving them the money.

If the adventurers tell the priests that Draught is trying to escape, the priests will be thankful and offer each adventurer healing, if they need it. All they need to do is come to the hospital.

Treasure

None, or as above.

Location 2: The Hospital

The hospital in Nye is located at the base of the temple, facing town. Here, the local priests care for those who are injured by the gods' wrath, or just by daily life in this inhospitable city. While it is normally quiet in the hospital, with busy days being reserved for real tragedies, this rectangular, two-story building is now overflowing with people. Screams can be heard coming from inside, and as the adventurers enter there is a flurry of activity.

Priests run from one room to the next carrying buckets of water and waste. To the left, one priest struggles with a patient screaming and trying to claw out his own eyes, and to the right a woman kneels on the ground giggling and drawing on the wall with bits of charcoal. It is utter chaos.

It will take some effort for the players to get the attention of the priests, but brandishing the symbols of faith they received from the temple is a surefire way to do this. One of the priests, Quiet 'Ning, will eventually stop to talk to them. The priest has little time to speak with them, but will help with what information she can:

- This all began after the maiden disappeared.
- Most of the patients came here with complaints of not being able to sleep, and seeing horrible terrors each time they close their eyes.
- Aside from the people with the 'sleeping sickness', there has also been a rise in violence in the city.
- Much of the violence is coming from the Sandwrought Slums (Location 4). Patients have been talking about the bolt there acting up.
- She offers to let the adventurers inspect a patient if they wish.

Location 3: The Warped Playground

Entering the playground, the sky crackles and hisses with anger. Four large bolts stand – one on each corner of the grounds, far from any playing equipment. The bolts tower over the playground and a few of the houses nearby as well. There are various pieces of play equipment at the center of the grounds, all of them seeming to have once been made out of wood. A roughly hewn seesaw, a set of climbing bars, and a large climbing structure with nets all look to have the structure of wood, but on closer inspection it appears as if concrete has been poured over them, encasing them in stone. Right above the large climbing structure there is a light, purple mist. It pulsates and hums.

As the players approach the playground, they will notice they are not the only ones drawn there. Sand apes hang from the large structure, trying to climb up the stones and to touch the swirling purple mist, only to be shocked with electricity that forces them to back away. Around the jungle gym hang clothing, baskets, and other items the apes pilfered on their way from the plains to the playground.

When the players enter the playground, the sand apes will bare their teeth and pound their chests. If the players continue to advance, the sand apes will attack. Use 1d4 + 1 sand apes. The sand apes are cowardly bullies. If over half of their fellow apes are killed, the rest will most likely make a run for it.

Once the players have cleared the apes out of the area, they can investigate the purple glowing haze. There are languid, moving objects within the purple haze, but it is difficult to tell from far away what they might be.

The haze has a 10-foot aura that affects all creatures standing directly inside of it. Creatures who stand inside the aura should make a saving throw vs. spells. If the characters fail, they will start to suffer from waking dreams of horrible moments in their lives. Players being affected by this should explain what they are seeing in detail and how they would react to it. They take 1d4 damage as their mind becomes wracked by painful living dreams.

Players who are not affected by the aura can try to snap the others out of it. Players who make a strong appeal to the affected characters grant them another saving throw with a +2. Any characters with a magical sense will know the aura will most likely get stronger the closer they are to it.

Once players are able to climb up the structure and take a look into the purple haze they get the following vision:

"Within the purple haze you see a landscape that warps and bends. Creatures stalk endless glittering plains, braying and clashing against one another. A brightly coloured castle floats by, and you see gnome-like creatures dancing off in the distance. In the centre of this chaos you see four women frozen in time. They are surrounded by a heavy mist. Thunder and lightning provide the bars to a cage that is trapping them. Each woman's face is twisted in a soundless scream. One of the women stares intently at you – her eyes dig into you, filled with frustration and violence. At once you hear her scream, a trapped, choked, hoarse cry – it flings you back into reality."

At this point any players experiencing the vision should make a saving throw as they are pushed away from the climbing structure. Players who fail fall and take 1d4 damage. Players

who have not experienced the vision can try to assist their fallen party members if they wish.

Ending the Encounter

When the encounter is over, the party will notice a group of teenagers standing at the edge of the playground watching the entire scene. They went over to the playground during the combat, after hearing sounds of the fight. The teenagers don't know anything about the playground being turned to stone. They normally hang out here at night and a couple of weeks ago when they got there it was turned to stone. They have heard of other strange going-ons in town. Namely, one of their neighbours is suffering from the sleeping sickness (Location 7), but she seems to really be taking it well.

Treasure

The apes have stolen interesting baubles from the stalls and homes they passed on the way to the playground. There are items on the apes equal to the number of players. Referees may allow their players to randomly roll for items from the 'Special Items Sold In Nye' list (see page 5).

Location 4: The Bolt of the Sandwrought Slums

The Sandwrought Slums is located to the far east of the city along the beach. Rather than actual structures, the slums are made up of mostly tents and makeshift wooden shacks.

The farthest edges of the slums are dangerously bordering the sea, with the damp sides of the wooden shacks being kissed by the ebb and flow of high tide. The highest structure here is a large, metal rod that stretches to the sky. Welded onto the rod are bent pieces of metal – cutlery, jewelry, and nails. This is the bolt of the Sandwrought Slums, and it crackles and snaps with electric energy.

While the adventurers may not be overly wealthy, they possess more money than anyone in the slums will ever likely see in their lifetime. Roll 1d6 when the players enter the slums. On a 1-2, they will be attacked by 1d6 Nyian Bandits. If they are not attacked entering the slums, roll again when they leave. If the players are leaving and were nice to the inhabitants of the slums, Nyian Bandits will only attack on a 1.

When the players enter the slums, it is not difficult to find the only bolt in the area. It is an eight-meter-tall metal pole stuck into the ground. Small bits and bobs of metal are welded onto the bolt, giving it large and bulbous proportions. The people of the slums communally use this bolt, unable to afford a real bolt made by a metal worker. When a loved one dies, they take something metal from their home and weld it onto the bolt.

When the players approach the bolt, they will see that in front of the tall pole there is a small pile of metal and a pregnant woman kneeling in front of the pole with her head in her hands, her shoulders heaving. There is also a small group of people standing around the pole.

If the players ask the people standing around, they are willing to talk, but will react better to someone who is dressed plainly:

- The woman's name is Tor' Lightfall. She lost her partner a few days ago in a lightning strike, but has not been able to add a piece of metal to the bolt to call his spirit back to her.
 - She was always a solemn, quiet, woman. No one really knew why her partner Cyclone liked her. He was a really funny/loud guy.
- The bolt in Sandwrought has been electrified for some days, and it damages anyone who touches it.
- The electricity in the bolt is attracted to pieces of metal near it and shocks people (if they touch it).
- "The bolt is hungry with the greed of the gods!" Fearing the bolt would be a danger to the community, a few people tried to move the bolt out of the center. It resulted in them all being shocked and one being put in critical condition, but a few people noted that it seemed to quiet the bolt for a while.

Investigating the Bolt:

- The bolt whips and cracks with magical energy. If the players stand next to it, a bolt of lightning will peel off the pole and aim itself directly at the players.
- If a player wearing chainmail or heavier is within two meters of the bolt, they will also gain the damage stated below.
- If a player physically touches the bolt, they will take 1d2 lightning damage. The second time they will take 1d4, then 1d6, and so on as the bolt becomes 'attuned' to them.
- **Magic-Users:** The bolt has magic resistance: 45.
- **Clerics:** Will feel a sense of power in the air and a frenzied sense of chaos. It will be difficult for them to concentrate the longer they stay near the bolt. Praying to their god will help for a while, but if they are near the bolt it will try to shock them.

If the players try to talk to the woman:

- Just speaking to the woman will get no reaction from her.
- If the players touch the woman or if they use the name of her dead partner to reach out to her, the woman will react.
- When the woman reacts, in a jolt she flings her head back to the sky and lets out a deep laugh. Tears streak down her face, staining her dress, and her face twists in agony. Her laughs are wheezed and painful, but frantic.
- The woman only has a few things to say, between panicked cries and laughter.
 - "I finally understand what's so funny."
 - "Why does the laughter haunt my sleep? Why can't I sleep in darkness? All I see is moving pictures and all I hear is the punchlines to jokes I never understood. Why is that so hilarious?"
 - "I'm scared to sleep! I'll hear his laughter again!"
 - "Lone was meant to help me; he is gone, why can't I call his spirit to the bolt?"
 - "The gods punish us!"

After this investigation the players may wish to help Tor' or help fix the bolt. Tor' has been driven mad by her inability to channel her partner's spirit into the bolt and also by the sleeping sickness that is affecting everyone else. In order to help Tor', the players must fix the bolt.

There is no hard and fast way to fix the bolt. What is most important is that the players find a way to channel energy out of the bolt. They could try, for example, to place smaller metal objects around the bolt to channel its energy. In total the bolt contains 10 1d4 charges, and each will need to be funneled to the ground in order to de-electrify it. Magic-Users can try using their powers to draw out the magic, and Clerics may try to pray to their god for assistance.

Each time players attempt to perform an action to de-electrify the bolt, they should roll a saving throw. On a failure, take 1d4 damage and the bolt loses one charge. On a success, the bolt loses two charges and they are not damaged (unless that was the character's initial plan).

Ending the Encounter

Whether or not the players opt to help the slums, by asking around, they find more information about one other location. If they have fixed the bolt, it will cause Tor' to calm down slightly. She is still exhausted, but she is finally able to call her partner's spirit back to the bolt so he can be at peace.

Treasure

None.

Location 5: The Crossroads of Burnt Hovel and Roofless Shelter

Arriving at the crossroads of Burnt Hovel and Roofless Shelter, the players will find that most of the shops at this small market are closed. Only a few stalls at the edge of the crossroads are open, selling necessities such as food. For the rest, there is very little to see, aside from a small group of people who are standing outside a house.

Before starting this encounter, we suggest using the mood table below to determine the mood of each of the main NPCs in this scene (roll 1d6 and that is the mood). How the NPC's mood changes is based on how the players interact with them. We have included NPC backgrounds here so you can get a feeling of how these people would react when scared, angry, etc.

The general information provided above the NPC backgrounds is information they will share with the players if the players roleplay well. Initially, the NPCs will not want to speak with the players, and it is up to the players to get the information out of them. None of the NPCs will attack the players. Life is valued in Nye, and they know that adventurers can do some damage.

NPC Mood Table

Roll	Mood
1	Angry
2	Sad
3	Fearful
4	Relieved
5	Happy
6	Confused

Information NPCs can offer the players:

- Flurry 'Pour has been acting strange for a few weeks now – erratic, and telling everyone that he can't sleep.
- A week ago he developed a rash that looked like his skin was turning to stone. The neighbourhood has locked him in his house in fear he will infect someone else.
- Before Flurry was infected, he told people he had a real piece of a Maiden. No one believed him.
- Now everyone thinks he is being punished for what he took. They quote the only two laws in Nye, as set down by the Maidens.
- The neighbourhood did not want to risk taking Flurry to the hospital, because even though he is an idiot, they don't want for him to get in trouble with the priests for taking a piece of a Maiden.

NPC Background: Rain Blackcloud

Rain is a tall, middle-aged woman. Rain has known Flurry since they were kids and their families have always been friends. While Rain and Flurry were close when they were children, in later years they grew apart. Rain met her partner and Flurry focused on his business. It turns out that Rain's partner's business was sometimes in direct competition with Flurry's, but the two never fought about it.

NPC Background: Ty' Drizzle & 'Fall Thunder

Ty' was a miserable child and some say that he is also a miserable adult. The only one who truly makes him light up is his partner 'Fall. Together, they raise their two children in Nye. Ty'

has been known to rip people off from time to time in his sales, but 'Fall always makes it right. If 'Fall notices Ty' doing this, 'Fall will always find the person who was shorted and give them an extra piece of fish or some new tackles for their lines.

NPC Background: Stormy Drizzle

Stormy is a plainstrapper, but she lives in the city to help her brother and his partner with their kids. Stormy is a large, strong woman. As a child she was teased by the other children, her brother included, for being bigger than everyone else. Flurry was one of the only people who was nice to her. Now that they have both grown up, Stormy has remained friends with Flurry and always given his market stall the first pick of anything she caught.

Inside Flurry's house

Once the players gain entrance to Flurry's house, they will see that his small, one-room house does not boast of much wealth, and it is obvious he lives alone. Flurry is lying in the back of the room, breathing shallow breaths. His entire left arm appears to be made up of stone, and the stone is cracking and falling apart.

Flurry has no energy to lie or verbally fight the players. If they say they are here to help him, he will give all the information he has over willingly. If they don't offer to help him, he will ask them to, but even if they refuse he will still give over the following information:

- Flurry tells them the same tale that the old man told in Location 1. If players haven't visited the old man yet, the story can be found there.
- After his friend refused to buy the piece of the Maiden, Flurry decided that he needed some good luck anyway and kept it.
- But from the moment he had the item, it gave him horrid pictures in his sleep. "I am constantly seeing a large battle. I see a woman being hit and then she is falling to the ground. I feel as if I am the woman and people are pulling me apart, grabbing pieces of me, and I am so very sad. Then everything goes black and I feel nothing. I feel empty and that feeling is so much worse than anything I experienced before."
- Flurry's skin turning to stone happened soon after he decided to keep the finger. At first, it was just a rough patch on his skin, but now it's spread over his arm, moving towards his heart. Each time he moves, it cracks the stone skin and causes him a lot of pain.
- Before he became bedridden, a boy from the orphanage who worked at his stall told him the kids at the orphanage have seen the Maiden too, and they were seeing lovely images in their sleep.

If the players ask to see the finger, Flurry will direct them to a spot under one of the floorboards where he has the finger wrapped in a piece of cloth. Magic-Users will be able to identify the finger as a magic item that allows the user to cast Stone to Flesh with 2 out of 3 charges left. Flurry did not know how to use this item; in fact he didn't know he was using it at all, and therefore inflicted this horrible state on himself.

Ending the Encounter

The players can opt to use the Maiden's Finger on Flurry again to heal him. If they do, he gives them the item, saying, "I never want to see that thing again!" He also offers a few other items to show his gratitude. If they don't help him he wants to keep it to see if there is someone who can help. Players with Thieving Skills can make a Delicate Tasks roll to see if they can steal the item from Flurry (or any other item on the

Treasure list, for that matter). If they fail, Flurry will start yelling for help and the crowd outside will try to stop the players and call the priests.

Treasure

Maiden's Finger, fishskin boots

Location 6: The House of Sea Children

What are sea children? It is said many years ago, when Nye was not yet acclimatised to the gods warring above, and when the people of Nye were feeling the loss of their sun keenly, children were abandoned next to the ocean. When couples had children that were unwanted, they would leave them on the beaches at low tide and at high tide the waters would claim them. The orphanage was begun by a group of people who wanted to save these children. Nowadays, while the orphanage still carries its traditional name, it is mostly a place for children orphaned by tragedies in Nye.

Coming up to the House of Sea Children, all is totally silent. Toys are left uninterrupted on the ground, and a wooden seesaw has stood untouched for days. Entering the orphanage Cool Undercurrent, one of the caretakers of the children, greets the adventurers. He explains that they have a problem with the children sleeping – all the kids want to do nowadays is sleep.

The one-story orphanage has a large main room which serves as an entrance, but also a communal room. To each side of the large room there are two wings which make up the sleeping rooms for all the children. Directly behind the main room there is a workshop where some of the older children make clothing for the inhabitants of Nye. In the main room there is a group of adults sitting around a table playing a card game. Next to them is a little girl eating a bowl of mashed fish.

Speaking to the caretakers and Windy

The caretakers can offer the following information about what is affecting the children:

- For a few weeks the children have come down with a kind of illness... Or at least they want to spend a lot of time in bed.
- One night all the kids woke at once, all of them were screaming about seeing a beautiful woman with cracks in her skin in their sleep. Some of the children say they heard her singing a song. All the children were terrified.
- The kids only wake to eat and then they want to go back to bed, all of them are really sluggish.
- The children have told the caretakers that when they sleep they see images and hear sounds that aren't really there.
- Other strange things have been happening in town as well. A playground that the caretakers sometimes take the children to has been turned entirely to stone and they heard of a stone statue appearing in a market square overnight.

The caretakers also allow the players to speak to the little girl, Windy, if they wish. Windy has this information to offer:

- She likes bed time now, it is really fun!
- When she goes to bed she travels to a land really far away, with green everywhere and horses with horns. Her mom is also there; it turns out her mom is a princess.
- Each kid goes to a different place when they sleep.
- If the players ask if she can remember anything the woman

was singing, Windy will recite what she knows, stamping her feet on the floor, clapping her hands and singing, *"Five we were, my sisters and I. Five we were in the sky. Over our brothers and sisters we ruled. Our voice to soothe, our voice to cool. A sibling with a wrath so great. No peace their violence could abate. Anger to destroy fueled by fire. Chaos was the other's only desire. Broken we fell to the ground. Sleep deafened by the sound."*

- After Windy finishes the song, the caretakers scold her. She is never to say the two forbidden words (wrath & chaos). It will summon the god's anger.

Investigating the orphanage

If the adventurers offer to help rouse some of the children, or help the orphanage, the caretakers offer to show the adventurers where the children sleep so they can investigate further. When the party is investigating the bedroom, if they get close to one of the beds where a child is sleeping they will see the outline of long, spindly humanoid creatures standing over the sleeping child. These creatures have distended mouths that seem to be harvesting something from the children.

When the monsters are noticed by the players, they will attack. The monsters are Plainstalkers, creatures who normally live on the outskirts of Nye, but who have been tempted into the city because people have started dreaming again. Normally, plainstalkers cause people to go insane so they can feed off their delusions. People beginning to dream is like an open buffet for them.

Use 1d4+1 Plainstalkers (young). If you roll a 1 for the amount of monsters, reroll.

During the fight the children will not wake up voluntarily. They are enjoying their dreams and being fed off by the plainstalker has weakened them. Since this is an enclosed space, the players must make sure not to harm the children while they sleep, or try to rouse them to get them out of the room.

Therefore, all plainstalkers benefit from cover and the players get a -1 to attack rolls (assuming you have players who don't want to kill a bunch of kids). Adventurers can easily fit next to the beds; this does not hamper their movement, and they can stand in squares with beds on them. If the players decide they want to risk hurting the kids, they do not have the -1 penalty to attack, but on a botch they hit a child. Each child has 1HD -2 (minimum of 1).

If a player spends their turn trying to wake one of the children, have them play this out, and roll 1d6. Players who do this well get a +1 to their roll.

- 1: The child is too weak and does not wake.
- 2-3: The child wakes, but they are frightened and hide against the wall (out of the way of combat).
- 4-5: The child wakes and follows the adventurer's instructions.
- 6: The child wakes and rouses a friend in the bed next to them, both following the adventurer's instructions.

Ending the Encounter

Killing the plainstalkers will solve the children sleeping so much, because they are no longer weakened.

Treasure

If the players completed the encounter without harming any children: The caretakers give each of the players a fishscale raincoat they make at the orphanage. If the players completed the encounter and children were harmed: The caretakers give them nothing and are wrapped up in grieving the child(ren) they lost.

Location 7: The Fisherman and His Partner (The Docks)

On the shores of Nye there is an expansive dock that stretches far along the coastline. Located directly North of the slums, the dock provides much of the food the people of Nye eat. On one of the many fishing boats that dot the docks, the Death Wish, there is a man standing on the bow of the boat massaging his temples. In the middle of the boat there is a woman with a bucket of black paint. She is painting figures and symbols on the cabin of the boat.

When the players approach, the man will notice them and call out, noticing that the party does not look to be from Nye. When the players explain they have heard there was an issue here or someone with sleeping sickness, the man will give them the following information:

- The man's name is Hurricane and his partner's name is Tornado (Tor).
- They've been business partners ever since they got out of school and have always wanted to own a fishing boat.
- While they were out on the water a week or so ago, Tornado began to complain. She said she could not sleep and when she tried, she saw horrible images.
- After a few days, they decided to go back to shore, because her symptoms were getting worse.
- Finally, on their last day of sailing, Tornado's sickness broke, or something like that. She told Hurricane she had come to accept her sickness and she was OK. They decided to dock anyway to visit their families.
- Since they have docked, Tornado has been talking about quitting the fishing business; all she wants to do is paint.
- Hurricane feels she isn't thinking straight because she is sick. They both need this income to support their families and he can't sail without her; it is too dangerous to go alone.
- He asks the players if they can talk some sense into her.

The players can go speak to Tornado if they wish. She is totally enrapt with her painting, but when they approach she will look up and speak to them.

Tornado has the following information for the players:

- Tornado was hauling in the nets around a week ago. She was looking at the black tower in the sea. It always reminded her of home and, it helped with being out on the boat for so long.
- While she was looking at the tower, her mind started to wander and think of horrible things – blood and monsters. She woke up to find that she had fallen asleep and lost the net she was hauling in.
- Over the next few days, these pictures in her sleep got worse. She was seeing horrible things, and flashes of vibrant colour she was not used to.
- However, Tornado has never been a person to let bad situations get the best of her. One night, while she was sleeping, she decided to embrace the pictures rather than trying to run from them.
- What she saw was still horrible, but it was better than seeing nothing while she slept.

- The pictures awoke a creativity in her that she never knew she had, and now all she wants to do is paint. Fishing doesn't interest her anymore. She wants to pursue her new passion.
- Tornado asks the players to convince Hurricane to let her go, and get a new partner. Hurricane is Tor's best friend and she doesn't want their friendship to end with this.

Convincing Tornado

The players can try to convince Tornado that she shouldn't pursue painting and should continue working with Hurricane on the boat. They can do this either by telling her to completely give it up (if players go this route they get a -1 to convincing her), or to do it in moderation. Most logical arguments will work with Tornado as she is a level-headed woman and has a high sense of duty. Hurricane is the more emotional of the two, and discussions they have had about this have ended in arguments. The only thing that won't work with Tornado is intimidation. We suggest allowing multiple players convince her, as she isn't just going to take the word of one person. Players who use examples from their own backstories get a +1 to convincing her.

Convincing Hurricane

The players can try to convince Hurricane that he should let Tornado pursue a creative career. Arguments that appeal to Hurricane's emotions will work best. One thing that will not work with Hurricane is sarcasm and general rudeness; this will make him angry, giving the players a -1 to convincing him. We suggest allowing multiple players convince him, as Hurricane feels like he is losing his best friend and needs support. Players who use examples from their own backstories get a +1 to convincing him.

Coming to a compromise

Players may wish to come to a compromise between the two parties; this is fine and players should figure out what this should be. The main thing the players will have to contend with is Tornado coolly pushing her best friend's buttons, and Hurricane reacting badly.

Ending the Encounter

Once the players have resolved the issue with Tornado and Hurricane, they will tell the players of another weird going on they heard of in the city (pick one the players have not gone to yet), and give the players some items to thank them for helping out. It's possible that the players don't help the situation and the friends remain estranged. In that case they will ask/tell the players to leave, giving them information on other odd things they have heard, but giving them no reward for helping.

Treasure

Box of alluring tackles and sturdy nets (nets equal to 50gp).

INTERLUDE

The players' investigations will lead them to the tower on the sea. The tall obsidian-coloured tower is surrounded on all sides by water and the only way to enter it is by a thin, 20-foot-wide bridge that stretches across the sea. The bridge is held up by a piece of land that juts from the water directly beneath it. The bridge is almost a mile long.

Arriving at the bridge, the winds that have been following the players violently rip themselves away and rush down the walkway. In a huge gale the wind blows into the sky buffeting against the lightning. Rain pours down and the fight between the lightning and the wind continues. Slowly the wind gains the upper hand whipping itself around the lightning and dissipating it. Silent for now, the sky continues to bubble with darkness and light.

Arriving at the tower, the players see two dead priests who had been standing guard. A few glimmering potions have fallen from their bags. Each potion restores a person's health if they rest for 30 minutes. The priests have been electrocuted, probably during the first lightning strike. The huge obsidian door to the tower stands open, inviting the players inside.

Entering the tower, the players come into a large black foyer. To the left of the players is a tall staircase that winds itself along the walls of the tower, spiraling so far upwards that it is difficult to see the end of it. On the far back wall there are three symbols embroidered on ancient banners.

When the players ascend the staircase, they will eventually arrive on the top (and only) floor of the tower. The room is a round throne room with a domed roof. At the end of the room, atop a platform, there are three chairs. The chair situated slightly higher than the other two is decorated with wispy stone engravings, finer and more detailed than anything that can be found in Nye. A woman sits in the chair.

The woman seems to be around seven feet tall. She's wearing a simple, white dress. She has jet black hair and deep black skin. The only interruption to the smoothness of her skin is several large patches of grey stone. Deep cracks run down her arm, and it looks as if the bottom of her dress and her feet have been dipped in concrete. Her chest moves up and down slowly, in shallow pained breaths. Her eyes are tinged with fury and black tears.

As the players approach, a person jumps out from behind the throne. They have wild, white hair and a wry smile on their face. There is a weapon strapped to their back, which resembles one of the symbols on the first floor. This person is a Shard of Chaos.

The gods in Nye can shatter. This is best resembled by the Maidens, who were once the Goddess of Dreams, who was shattered by her siblings and trapped in stone. This Shard of Chaos broke off and fell to earth after a battle between Chaos and Wrath.

Having fallen to earth and with no motivation (except utter chaos), the Shard decided it was a good idea to fall on a Maiden and wake their sister up. Broken apart from their full self, the Shard of Chaos is much weaker, but still a foe too formidable for the players. The PCs should get a sense of ancient power from the Shard.

When the players address the small pieces of two gods, the Shard of Chaos will speak to them and explain the situation. The Shard of Chaos is slick, witty, and carefree. They will not react to player's emotions. If the players are rude, they'll ignore

it. If the players are kind, they won't get it. The Shard is utterly indifferent to humanoid emotion. They can offer the following information to the players:

- Once upon a time, Chaos and their sibling Wrath decided to rebel against their sister Dream.
- Chaos wanted to see what would happen and goaded Wrath to take power.
- Before Dream fell they had all balanced each other. Wrath gave the people of Nye the power to fight and protect themselves. Dream gave the people of Nye rest and creativity. Chaos (according to the Shard) made sure they had fun.
- Wrath and Chaos shattered their sister in the sky and she fell to earth in five parts. Wrath trapped her shattered selves in stone and then sealed them with the symbols of Wrath and Chaos so that the Maidens were trapped.
- Unable to agree on who should be in charge, Wrath and Chaos turned their backs on Nye and went to war in the sky.
- A side effect of Dream being encased was that the people of Nye became unable to dream.
- Their ever-dutiful sister still served the people of Nye by presiding over the guilty and innocent.
- Chaos was injured in a recent fight with Wrath and a shard of them fell to the ground. They decided to fall onto one of the Maidens. "Why?... Why not?"
- Wrath is not happy about the Shard of Chaos doing this and has been attacking them and the awoken Maiden. Wrath has also noticed the player's investigations. The Maiden has been protecting them, as she can, but it has left her weakened.



Chaos will allow the players to speak to the Maiden if they wish. While they do, the Shard walks up the wall and begins to pace back and forth on the dome.

When approached, the Maiden grabs the armrests of her throne, her eyes tinged with black, and bares her teeth. The room darkens and a purple mist begins to float in. The player's minds are transported to a land of bending nightmares and a thick haze. The Maiden stands in the middle of this land, with four female statues behind her. As the winds howl, anger pours from her very being. The players may ask her questions, for now.

The Maiden, Eldest Sister, will not speak to the players directly, but when they ask her questions they will feel her replies in dreams and visions flashing before them. The Maiden can offer the following information:

- She has awoken and she is angry. She wants to be whole again.
- The nature of her being, even partially awoken, allows the people of Nye to dream again. The people dream only nightmares. If she must suffer, so must they.
- **Special:** If the players ask the Maiden why the sea children are not having nightmares, it is because she is just and will not punish children.
- Eldest Sister tells the players she wants them to break the other Maidens free so she can be whole again.
- She has been protecting the party (with her winds), because she is too weak to free the other Maidens herself. The symbols carved on the other Maidens prevent her from touching them. She asked the Shard of Chaos to remove them, and the Shard agreed, but then changed their mind and now refuses.

When the players have asked all their questions to Eldest Sister, they will realize that they are still in the throne room and have just experienced a vision. The Maiden then slumps over and passes out. The Shard of Chaos comments, "Well, that really took it out of her. So much for our protection in this tower. I wonder how long it will take Wrath to figure this out? I hope I am keeping them busy. By the sounds of it I am, for now." They shrug and continue to pace.

It is likely the players will want to head back to the temple to speak to the priests and priestesses. This is not necessary, because after seeing the huge lightning attack on the tower, Arcus and Pulse made their way over to see what was going on. Players will descend the stairs to see them there looking over their dead colleagues. Arcus and Pulse have the following opinions:

- They are utterly shocked about what the players tell them, but they take what the players are saying at face value. The priests have seen too many horrible things over the past days to doubt them.
- The sleeping sickness is a horrible thing and Nye has no justice system. The priests want the players to find a way to trap the Maiden once more. They don't want to make the other gods angry; they just want things to be how they were before.

If the players convince the priests to go upstairs, the priests will see nothing there. The players will still see the Shard and the Maiden. The Shard will be laughing at them delighting in the utter confusion of the priests. The Shard will refuse to let themselves and the Maiden be seen or heard while the priests are there, because the confusion it causes is too much fun.

The players now have a decision to make – what they want to do next. Ultimately, this is up to the players, and there are no right or wrong decisions. As a Referee, it is most important for you to define one thing: Whether the players will be angering Wrath or Chaos by their actions. This will decide what happens to the city of Nye in the following section.

- The players will anger Wrath if they decide to free the Maidens.
- The players will anger Chaos if they decide to trap the Maidens once more.

Some things to consider:

- The Shard wants them to release the rest of the Maidens. They decided to free them on a purely random decision, but now they are sticking with it.
- When the players have made their decision, the Shard will decide it is time to rejoin the rest of themselves. They tell the players, "We'll be watching." And then they disappear in a clap of thunder.
- Any Magic-User or religious character can figure out that by putting the Maiden totally in stone (by coffin, cement, etc.) and sealing it with the holy symbol the priests wear should re-encase the Maiden once more. They will need to do this at the temple, drawing power from the other symbols already inscribed on the other Maidens.
- Arcus and Pulse can suggest using one of the coffins in the temple.
- During this time, if the players decide they want to help free the Maidens, they can try to convince the priests to come over to their way of thinking. In order to do this, the players should address the three largest concerns the priests have: angering the gods who trapped the Maidens, how justice would work in Nye after the Maidens are freed, and the sleeping sickness.

Allow the players to discuss what they want to do. This ultimately comes down to a moral decision, and it might split the party on what to do. However, there is only one Maiden, and the players will need to decide what they want to do together. When the players have made their decision, they can begin the next part of the adventure.

DO MORE THAN LIKELY, we have not covered all the options here that the players will think of. What is most important is to determine who the players are angering with their actions, and that will decide the cityscape for the next act.

ACT 2: DREAM BACKLASH

By choosing one way or the other, the players will anger the god of either Wrath or Chaos. When the players decide to help one side or the other, the gods will go to war once more. Their fight is furious and intense. One god fights to distract the other long enough for the party to accomplish their task, while the other god fights to survive and hinder the party. This violent battle spills over Nye, turning it into a battleground attacked by a raging storm, thunder, and lightning. As the gods' battle intensifies, it rips open tears from the nightmares the Maiden brought to Nye, and the players must battle through Nye from the tower to the temple.

Each encounter area is left blank for you to fill with monsters from the chart below. Roll 2d8 for each encounter and add the corresponding monsters. These creatures will fall from the sky, slither from the cracks of houses, or come tearing around corners and throw themselves at the players. If there are no monsters meant for an encounter, it will say so in the encounter description.

Some of the monsters may be sent from the god who the players 'backed'. These monsters have gone insane and tear through the city uncontrolled as their master battles above.

Monsters

Roll	Monsters
2	1d4 Creeping Mold
3	1d2 Flash Wolf
4	1d2 Flesh Worm
5	1 Giant Sand Creeper
6	1d4 Giant Sand Ticks
7	1d3 Slasher Swarm
8	1d3 Sand Ape
9	1 Slasher Swarm + 2 Sand Ghosts (hidden around the encounter)
10	1 Shockbeast
11	1 Unnamed Beast
12	1 Vulbeast
13	1d3 Whirlwind (small)
14	1d3 +1 Whirlwind (large)
15	1d4 Plainstalker (young)
16	1 Plainstalker (mature)

CARRYING THE MAIDEN

No matter what option the players choose, Eldest Sister will be too weak to either fight or go with them. This means the players will have to carry her. Eldest Sister weighs around 200 lbs and is bulky. Industrious players may attempt to find scraps of wood and cloth to make a gurney to carry her.

The Encounters

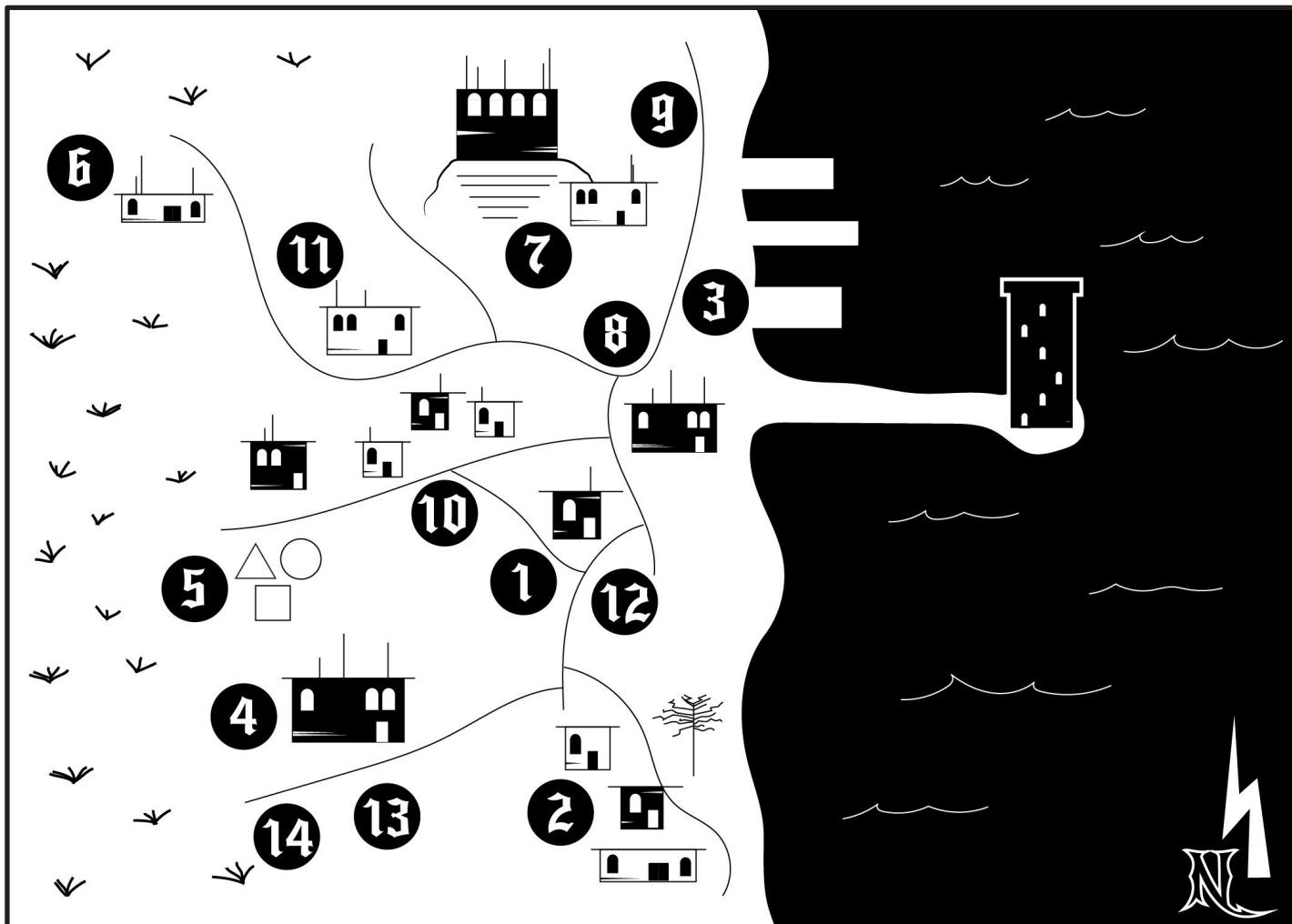
Each encounter has a secondary objective, aside from surviving and killing monsters, and this is normally saving innocent bystanders in Nye who are caught in the storm and running from creatures. Players do not *need* to save the bystanders to successfully complete the adventure, but doing so will unlock special treasure for them at the end.

Obviously, there are more streets and locations than we have set on the map of Nye. However, they are shattered, filled with monsters, chock full of fleeing people, set ablaze, etc. The areas shown on the map are the adventurers' best options for making it to the temple.

The first seven encounter locations are places the players could visit before in Act 1. These have been included because they are places of interest, and because there is a large chance the players may want to save the people they encountered before.

Chasing the tower, the clouds have spiraled into one another, forming a cone in the sky. Thunder rumbles and lightning crackles. The cone stirs, separating into two titanic figures, hurling bolts of sound and light at one another. The titans attack each other recklessly, throwing their weapons with speed and brutality and also striking the city of Nye. The south end of the city is set ablaze as the pockets of purple mist that were forming shake open, spilling monsters onto the streets...





Map Key

Location	Encounter Name
1	The Crossroads of Burnt Hovel and Roofless Shelter
2	The Sandwrought Slums
3	The Docks
4	The House of Sea Children
5	The Warped Playground
6	The Old Man's Shack
7	The Hospital
8	The Lost Fishmarket
9	Shocking Boulevard
10	Ruthless Wind Alley
11	Over the House
12	A Quiet Alley
13	An Open-Air Shrine
14	Hidden-from-Thunder Walkway

Encounter 1: The Crossroads of Burnt Hovel and Roofless Shelter

All the Nyians have turned over carts and are hiding behind market stalls from the monsters who are roaming around the small marketplace. During the encounter, if the players had positive interactions with the Nyians in the last act, they can ask the frightened merchants for help. The merchants will throw rocks and rubble at the monsters equal to $1d4$ damage per monster. Each merchant may only do this once.

Secondary objective: Saving the merchants from the monsters.

Encounter 2: The Sandwrought Slums

Amidst the shacks and tents of the slums, marauding monsters make their way through the area. The tide has picked up in ferocity, crossing the normal marker where it is safe for inhabitants to make their homes. People scramble to save what little they have while trying to hide from the monsters.

Secondary objective: Helping at least one person or family save their home from the water. If the adventurers succeed in doing so, the person/family will thank them and send them on their way, explaining that they will help organize the remaining residents and the party should continue on.

Encounter 3: The Docks

On the docks, monsters move from boat to boat looking for people to terrorise. Screams can be heard from onboard a skip at the far end of the docks. Monsters rolled for this encounter should start on the docks, except for one which will start on the boat mentioned in the secondary objective.

Special: If the players have been to this location before, they will find Hurricane & Tornado still on their boat. The two fishers will leave once the players have cleared the area of monsters.

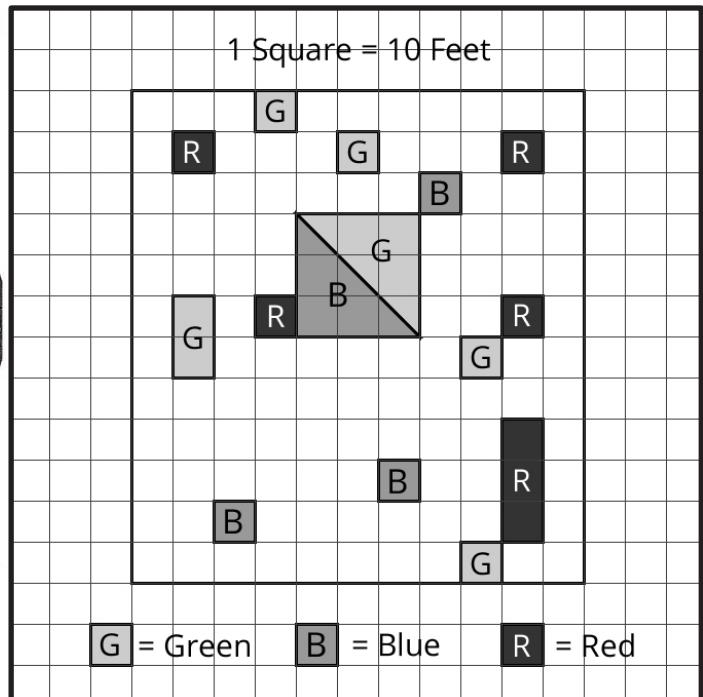
Secondary objective: On a boat at the end of the docks, there is a family who will be killed by monsters in $1d6 + 2$ rounds. The players may save the family by going to the boat and attacking the monster there, who will then focus on the players instead of the family. If the monster on the boat is left alone and not attacked, it will kill the family and then move to attack the players.

Encounter 4: The House of Sea Children

Two caretakers stand with spears, trying to fend off a group of monsters, while scared children look on behind them. The caretakers call for the players' help.

Secondary objective: Saving the children and the caretakers. If the players have been to the House of Sea Children before and helped them with the sleeping sickness, the children will enthusiastically cheer for the players as they fight the monsters. They'll exclaim things like, "Wow! Did you see that?! She is the strongest person I've ever seen!" and, "Get them, you can do it!" The first time a player fails a roll to hit a monster they may re-roll, bolstered by the children's encouraging words.

Encounter 5: The Warped Playground



There are no monsters for this encounter.

A thick, purple haze hangs in the playground and around it bits of street have fallen inwards, destroyed by lightning. Some areas of the haze glow other colors: blue, green, and red. A group of teenagers stand on a grey table in the centre of the playground and call for the players' help. "Please help us, stay..." Their voices become choked in the haze.

If the players stay on the ground, they will be choked by the purple haze and take $1d4$ acid damage per round. They must climb on the playground equipment to stay above the haze. However, some of the playground equipment is not real, but rather is made of dreamstuff. Each piece of playground equipment is wreathed in a blue, green, or red haze.

Equipment in a red haze is made of pure dreams and is not real. If a player moves to these squares, they will fall into the mist and take $1d4$ damage. Equipment in a blue haze is half-real and half-dreamstuff, so when players land on the equipment they should roll $1d6$. On an even roll the equipment is real – but on an odd roll it blinks out of reality and into a dream, causing the player to fall and take $1d4$ damage. Playground equipment in a green haze is entirely real.

Each square is ten feet and players will have to jump (or do something creative) in order to make it to each area.

Special: Halflings and dwarves will need to be carried or think of a clever way to avoid the haze, because even on playground equipment they are too short. (If more than half your party are halflings and/or dwarves, ignore this rule.)

Secondary objective: Saving the teenagers, or at least telling them which equipment is safe for them to stand on so they can escape the playground.

Encounter 6: The Old Man's Shack

The cages outside the old man's shack have all been overturned and ransacked. He lies unconscious and trapped under a set of cages, as monsters advance on the scene.

Secondary objective: Saving the old man.

Encounter 7: The Hospital

The hospital has been overrun by patients, who are being attacked by the monsters. Nurses and caretakers are trying to calm any patients they can, to keep them from running into the streets.

Secondary objective: If the players are not blocking the doorway, $1d4$ patients will try to escape the hospital during combat. They start at the end of the room (acting at the end of initiative). The nurses will call to the players and ask them to stop the patients. They do not care how the players do this, as long as it does not result in the patients' death.

Encounter 8: The Lost Fishmarket

A small fishmarket is in complete disarray, with monsters attacking the stalls. As the players approach, a merchant runs up to them and says, "Help! Please! My life's savings are in my stall, but those creatures are destroying the place!"

Secondary objective: Retrieving the merchant's money (50gp). Players may choose to steal this and lie to the merchant about it; he will be too panicked to tell.

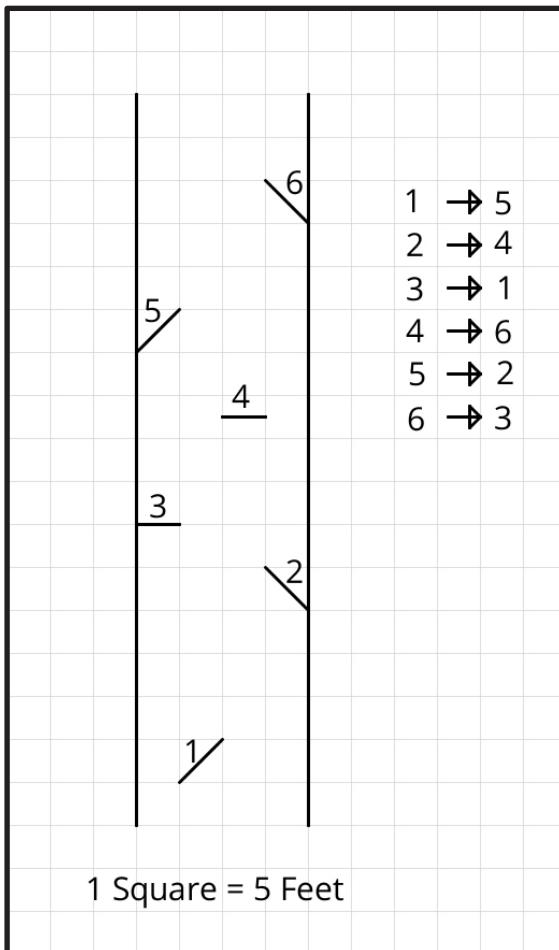
Encounter 9: Shocking Boulevard

One of the main roads in Nye, Shocking Boulevard, is lined with large bolts on each side of the street. Parts of the street have caved in, with the largest gap being 20ft wide. The players will have to make it over this gap if they wish to continue on their way.

The monsters should start combat blocking the adventurers' way, with their backs turned. They are ignoring the adventurers, because they are advancing on a family of four who are trying to make it over the gap. If the monsters are attacked, they will shift focus to the party.

Secondary objective: Keeping the family safe and helping them cross the gap.

Encounter 10: Ruthless Wind Alley



The alley is filled with invisible pockets of dreamscape. The players can run into these pockets at any moment. If players move through one of the areas with a dreamscape portal, they travel through the swirling purple dream and will exit from a linked portal, as per the diagram. The monsters in this area are also affected by the portals.

Secondary objective: If a player travels through portal 3, they will see a terrified little girl from Nye there. They should take her out of the portal. Time within the dreamscape portal is different than in reality, so the player will have enough time to speak to the girl, move around, etc. before exiting.

Encounter 11: Over the House

Dreamscape portals howling into oblivion block both sides of this house. The only viable path is to climb the roof and go over it entirely. The wall of the house is 15ft tall. The monsters start on top of the building.

Special: Loose tiles. Each time a player moves upwards on the roof, they should roll 1d4. On a 1, they slide downwards 5 feet. Each time a player moves downwards on the roof, they should roll 1d4. On a 1, they slide downwards 10 feet. If sliding causes them to fall off the roof, they should make a saving throw. On a success, they stay on the last square they were on before slipping. On a failure, they fall off the roof and take falling damage.

Secondary objective: There is a man standing on the other side of the house with a nasty head wound. He was hurt when trying to remove the bolt on his house, to save it from the monsters. He asks the players to rescue his bolt for him.

Encounter 12: A Quiet Alley

The players manage to find a quiet alley, but it is not quiet for long. At the end of the alley, the sound of crashing and smashing is heard inside a house. Monsters have broken through the front of the house, and are attacking the people inside.

Secondary objective: Saving the elderly couple who live in the house.

Encounter 13: An Open-Air Shrine

An open-air shrine dedicated to the Maidens stands at the center of a square. Rubble and overturned carts are strewn across the streets, and monsters are ravaging the area. A light purple mist hangs over the shrine, whispering and singing to any who get near. The shrine is 25ft square, with a raised dais in the center. The mist lies just within the shrine.

Special: If the players are helping the Maidens, they gain a +1 to attack rolls while in the shrine square. If they player are working against the Maidens, they have a -1 to attack while in the shrine square.

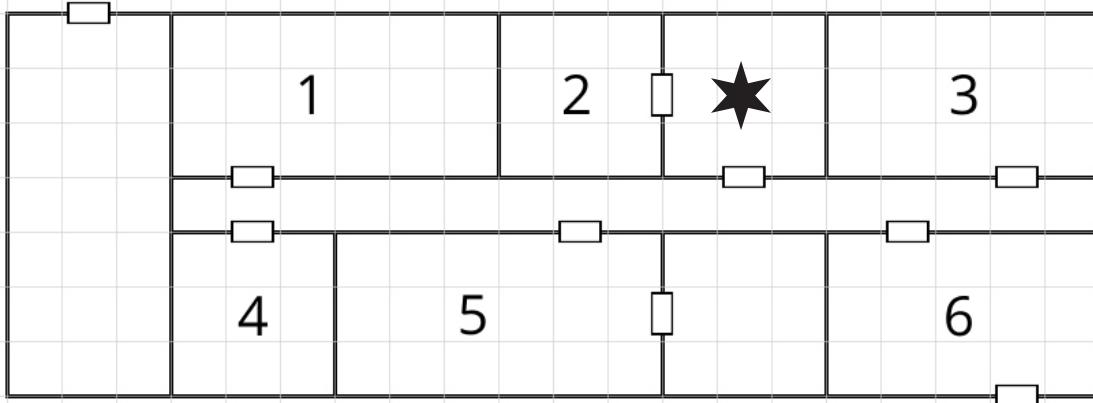
Secondary objective: A priest is hiding underneath the shrine of the Maidens. Once the monsters are gone, the priest will thank the players for the assistance.

Encounter 14: Hidden-from-Thunder Walkway

The streets outside are flooded with purple haze that choke anyone who tries to pass through it, and lightning strikes at the feet of the party. Hidden-from-Thunder walkway is a covered walkway that stretches between two rows of houses, allowing people to pass from one side to the other while ignoring the weather conditions outside. When the players enter the walkway it is eerily silent, except for a soft scratching they hear behind the doors of the houses.

Roll 1d6 per monster, and place them in the numbered houses shown below. If the door to a house with a monster in it is opened, the monster(s) within will attack.

Secondary objective: One house with no monsters (marked with a star on the map) has a man hiding in it. If his house door is opened, he will run out and thank the players.



ACT 3: THE TEMPLE

Arriving at the Temple, the players are offered a short break before entering. Depending on whether your players choose to free or encase Eldest Sister, different things may happen. Your players may prefer to do things differently than how we have described here; that is fine. As a Referee, we encourage you to make these encounters your own, and adjust them to work for your story. In any case, we suggest you use godly interference no matter how your scene plays out. This is the culmination of your players' hard work, and the climax of the story.

Option 1: Freeing the Maidens

If the players are helping the Maidens, the sound of thunder echoes around them, shaking the very floor they are standing on and causing them to lose their footing for a moment. Each player should roll 1d6 and gain the following benefit:

1. The adventurer is fully healed (including anyone who might be unconscious), or if they are a healer, all their abilities are fully restored.
2. The adventurer gains the benefits of a night's rest.
3. $3d6 \times$ number of players' worth of gold rains down from the sky.
4. Three trained shockbeasts appear, ready and waiting for the commands of the party. They will last until the conclusion of this adventure.
5. All the adventurers are granted a second turn any time during the next combat. (This benefit may only be rolled once. If rolled again, re-roll.)
6. Players can choose from options 1-5.

The players will now need to knock down the rest of the Maiden statues in order to free them. There are four statues left, and each stand on five-foot-tall, smooth, stone pedestals. The statues themselves are 6 feet tall, and each weighs around 450 lbs. When the players inspect the statues they will notice that each is freestanding, rather than attached to the pedestal they are standing on.

Players can decide how they want to topple these statues. When the players begin to try to knock the statues over, ask them to roll initiative.

The storm above becomes deathly silent. It seems as if it has broken for a moment, but the clouds become darker and darker until the sky is completely devoid of light – a night sky without stars. Then, a bright flash of lightning strikes down from the sky, with no sound of thunder following in its wake.

The lightning will hit the character with the most potential for Wrath. Give them the handout '*Congratulations! Shard of Wrath*' (see page 31).

Now the other players must, in initiative order, attempt to topple all four of the Maiden statues and destroy the symbols on them – while dealing with one of the party being possessed.

Once the players have successfully knocked down all the statues, move to *The End*.

Option 2: Encasing the Maiden

If the players are encasing the Maiden, a bolt of lightning will strike near them. It runs through the ground to their feet. They feel emboldened and strengthened by this energy. The players gain the benefits of a night's rest.

When the players decide they want to encase the Maiden once more, they must get a stone coffin from the tombs of the temple below, and carry it up to the chamber of the Maidens. Once it is there, they must place the Maiden within and seal it shut with the same symbol that is one the other four Maidens' statues. This symbol will harness the power of Wrath and Chaos to entomb Eldest Sister.

Meanwhile, the storm above heightens in its ferocity. The power that aided and followed the party through the city is now too busy to help. Upon arrival at the Temple, something stirs out of the corner of the adventurers' eyes. The Maiden, still fatigued from her earlier communication, lies with her mouth open, exhaling a thick purple fog.

Randomly select one player, and give them the handout, '*Congratulations! Waking Nightmares*' (see page 32).

Now the players must, in initiative order, attempt to get the coffin from below, place the Maiden within, and seal the coffin – while dealing with one of the party being possessed.

Once the players have successfully encased the Maiden, move on to *The End*.



The End

If the players freed the Maidens, read '*The Dreams Freed*', then move on to '*Wrap Up*'. If the players encased the Maiden, read '*A Maiden Returned*', then move on to '*Wrap Up*'.

The Dreams Freed

As the final Maiden falls to the ground with a resounding shattering sound, each statue begins to leak a thin mist. It fills the entire room in a heavy blanket of purple and black. Five figures rise from the mist, hands reaching toward the sky as the ground begins to shake. At first, there is a sound so deep it is nearly inaudible, but slowly the song of the Maidens rises higher and higher as they pull themselves from the ground. Wind sweeps through the room, and suddenly five Maidens stand in the room in front of their pedestals. Then only one, and then none.

The screaming cacophony of the Maidens – of the Goddess of Dream – rises into the air. It punches through the darkness, and in one large cloudburst the sky instantly clears to a cloudless, bright sky. The sun shines over Nye for the first time in centuries.

In the days that follow, the sleeping sickness that plagued so many Nyians dissipates and is replaced by ordinary dreams, both pleasurable and terrible.

A Maiden Returned

The Maiden is sealed with the symbol of both Wrath and Chaos. Harnessing the power of the symbols on each entombed Maiden, it glows with a bright light, crackling with power. The light whips between all the statues of Maidens, growing in luminosity to the point where it is impossible to look directly at it.

Suddenly, the light drops and the room falls silent. Five Maidens stand atop their pedestals glaring downwards. They are posed as they always were, except for the newly returned Maiden. She now stands with her head in hands, a small saltwater stream flowing through her fingers. It snakes its way down her pedestal, through the room, and out of the temple.

The sleeping sickness that plagued so many Nyians disappears overnight. The storm returns to its usual level of ferocity, and the monsters retreat. Life returns to the way it has always been in Nye.

Wrap Up

The priests thank the adventurers for assisting them, and pay them what has been promised.

If the players saved the majority of the 'bystander' groups (of the encounters they visited) in Act 2, they will be considered heroes to the people of Nye. They will gain favourable shop prices and free meals in almost any inn they go to. Furthermore, the people of Nye will present them with X (1 per player) very special rewards. Players may choose from the following rewards.

Bolt Mace / Long Sword

The bolt does 1d6 damage, plus an additional 2 magical lightning damage. Within the bolt is the spirit of a person who has died in Nye. They have decided to travel with the adventurer, because the adventurer helped the city of Nye. Sometimes, when the adventurer is sleeping, they will hear the crack of thunder followed by soft whispers.

Bolt Shield

The bolt shield is made of two pieces of metal strapped together by fishskin leather. It is strengthened by two spirits of deceased Nyians. Each time this shield is hit it has a 5% chance (1 in 20) to knock the person who hit it backwards and prone.

Bolt Scroll

This scroll possesses the knowledge of the smiths of Nye. People who read it can fuse magic with metal, using the power of its words to call spirits into metal rods. By casting this ritual over a metal object, the person has a 25% chance of catching a spirit by hitting/touching them with it. Once the scroll is used, and the smith's words are spoken, it is useless.

A Finely-Built Fishing Catamaran

Famed for their fishskin sails, a Nyian catamaran is a priceless gift for many fishermen. The sails of the catamaran will never break or tear from the wind.



Appendix: Monsters

Creeping Mold

Hit Dice: 5
Armor Class: 5 [14]
Attacks: 1d4 damage if touched
Saving Throw: 12
Special: Poisonous spores
Move: 6
Alignment: Neutrality
Challenge Level/XP: 3/60

Creeping mold begins its life as a carnivorous mold that grows on the plains surrounding Nye. Once it has digested enough victims, it is able to use their protein to grow legs – which look similar to those of its victims, but ooze a grey acid. The mold is not sentient, and has a very simple goal: to feed and grow larger. The creeping mold will simply lumber along at first, but when it is close to its victims it lunges and attempts to wrap itself around them. When it touches another creature there is a 50% chance it will release a poisonous cloud of spores (around 10 feet in diameter). Each mold has 1d6 legs, and chopping off the mold's legs will effectively render it motionless, until it can be disposed of properly.

Flash Wolf

Hit Dice: 4
Armor Class: 5 [14]
Attacks: Shock (1d6)
Saving Throw: 13
Special: Teleports, Combine
Move: 12
Alignment: Neutrality
Challenge Level/XP: 4/120

Created by the god of Wrath, flash wolves appear in an outline of bright white light. Flash wolves may teleport as a movement action; each time they teleport, the crack of thunder follows. If a flash wolf is at 25% health, it may merge with another member of its pack by teleporting into them. This new wolf has 75% hit points left, and may not merge again.

Flesh Worm

Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: 1 bite (1d10)
Saving Throw: 14
Special: Regenerates, Bile Balloon
Move: 5
Alignment: Neutrality
Challenge Level/XP: 4/120

Flesh worms are creatures akin to gigantic, seven-foot-long maggots. They use their tiny jagged mouths to bite prey and their straw-lined tongues to suck down decomposing flesh. With each successful bite, the flesh worm regenerates 2 hp. If a flesh worm is struck too hard (10 points or more of damage in one turn), it has a 25% chance of exploding. When a flesh worm explodes, it splatters everyone within 10 feet of it with acidic bile, which does 1d4 damage unless they make a saving throw.

Giant Sand Creeper

Hit Dice: 1d4 hit points
Armor Class: 7 [12]
Attacks: Bite (1d3)
Saving Throw: 18
Special: 5% are diseased
Move: 12
Alignment: Neutrality
Challenge Level/XP: A/5

Sand creepers have thousands of small, skittering legs underneath a hard outer shell. Some sand creepers (1 in 20) have the rots. The rots is a disease that causes a person to rot from the inside out while still alive. It starts with a foul-smelling breath, but as the disease progresses a person's skin becomes fragile and eventually their limbs may even fall off. One known cure for this disease is drinking the eggs of an acid bird that can be found in the plains surrounding Nye (but *Cure Disease* also works).

Giant Sand Tick

Hit Dice: 2
Armor Class: 4 [15]
Attacks: Bite (1d4)
Saving Throw: 14
Special: Drains blood
Move: 3
Alignment: Neutrality
Challenge Level/XP: 2/30

Giant ticks in the plains of Nye are slightly different than their blood-sucking cousins. Rather than simply draining a person's blood, they inject their victims with an acid that begins to liquefy their insides so the tick can drink them out of their victim. After a successful hit, the giant tick's acid does 2 damage per turn until it is removed. If the tick has removed at least half their victim's hit points in this manner, the person will need to be magically healed in order to return to full health.

Nyian Bandit

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Fishbone sword (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaos
Challenge Level/XP: 1/15

Emboldened by the disappearance of the Maiden, some of the more unsavoury people of Nye have turned the lack of law into an opportunity.

Plainstalker (young)

Hit Dice: 2
Armor Class: 3 [16]
Attacks: Jabber (1d8)
Saving Throw: 16
Special: Blend
Move: 12
Alignment: Neutrality
Challenge Level/XP: 2/30

Plainstalkers are emaciated, lanky creatures who stand on tall, spiny legs. Rather than having hands or feet, their bones simply extend to a jagged point, which is called a jabber by Nyians. Since the Plainstalker's skin is thick and lizard like, it is able to change colour to blend in with its surroundings. They have a 60 to hide in shadows.

Plainstalker (mature)

Hit Dice: 2
Armor Class: 3 [16]
Attacks: 2 Jabber (1d8)
Saving Throw: 16
Special: Blend, Hallucinogenic
Move: 12
Alignment: Neutrality
Challenge Level/XP: 4/120

Plainstalkers are emaciated, lanky creatures who stand on tall, spiny legs. Rather than having hands or feet, their bones simply extend to a jagged point, which is called a jabber by Nyians. Plainstalkers rarely eat their victims, preferring to jab their arms into their victim, pinning them down, causing them to hallucinate, and feeding off their delusions. Since the plainstalker's skin is thick and lizard like, it is able to change colour to blend in with its surroundings. They have a 60 to hide in shadows.

If the plainstalker hits with both jabbers, it pins down its target and begins to secrete a hallucinogenic chemical into its victim. The victim must make a saving throw versus this secretion, otherwise they begin to trip. The secretions of a plainstalker make a person see violent colours and warped images. Any action the person wishes to perform which tripping has a 25% chance of failing. While the plainstalker has their victim pinned, they will make no other actions except to feed off the person, inflicting 2 damage per turn. If a plainstalker is knocked away from their victim, the effects of the secretions will end after a few seconds.

Sand Ape

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Punch (1d4), Jagged bite (1d6)
Saving Throw: 17
Special: Berserking
Move: 12
Alignment: Neutrality
Challenge Level/XP: 2/30

Sand apes are ferocious, violent creatures. They are the colour of burnt coffee, with blood red eyes. Sand apes live on the outskirts of Nye, and frequently attack any family that makes their home too far away from the city. They have a +2 to all their attacks.

Sand Ghost

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: None
Saving Throw: 14
Special: Shriek
Move: 1
Alignment: Neutrality
Challenge Level/XP: 3/60

Sand ghosts are said to be the restless spirits of dead Nyians who are not able to find their bolt when they return to the earth. Instead, their psyches head into the desert and form bodies of sand. Each sand ghost cries softly, and can be heard by anyone within 10 feet of them. If someone gets too close to a sand ghost (within 30 feet), they must make a saving throw or take 1 damage per turn until the ghost is destroyed. When a person takes damage from the sand ghost, they feel as if they are dying each waking moment, until the ghost is destroyed.

Shockbeast

Hit Dice: 4
Armor Class: 7 [12]
Attacks: Zap (1d10)
Saving Throw: 13
Special: Electrocute
Move: 4/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 5/240

Shockbeasts are glowing balls of crackling energy and fury. With every attack the shockbeast makes, there is a 25% chance it will electrocute its victim. The person who is being electrocuted should make a saving throw or be paralyzed for 1d4 rounds. This may only happen once per shockbeast.

Slasher Swarm

Hit Dice: 5
Armor Class: 5 [14]
Attacks: Tiny cuts (2 damage for everyone in the swarm)
Saving Throw: 12
Special: Half damage
Move: 12
Alignment: Neutrality
Challenge Level/XP: 2/30

Slashers are a swarm of tiny insects that resemble a swarm of broken razor pieces. They take up an area of around 5 square feet, and take half damage from all attacks.



Stirge

Hit Dice: 1+1
Armor Class: 7 [12]
Attacks: Sting (1d3 + blood drain)
Saving Throw: 17
Special: Drain blood 1d4/round, +2 bonus to hit
Move: 3/18 (when flying)
Alignment: Neutrality
Challenge Level/XP: 1/15

Resembling small, feathered, bat-winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 hp per round.

Unnamed Beast

Hit Dice: 5+2
Armor Class: 6 [13]
Attacks: 4 claws (1d4)
Saving Throw: 12
Special: None
Move: 12
Alignment: Neutrality
Challenge Level/XP: 5/240

Like the gods of Nye, the name of the Unnamed Beast is never spoken for fear of summoning it. This creature walks on six legs and is covered in fur. When it rears up to attack on its hind legs, the beast stands a good two feet higher than a tall man. Normally, unnamed beasts seem happy to ignore other non-prey creatures if they are left alone. Unnamed beasts loathe loud sounds and bright lights. If blinded by a bright light, the unnamed beast has a 25% chance of running away in fear.

Vulbeast

Hit Dice: 4+1
Armor Class: 5 [14]
Attacks: Claw (1d8)
Saving Throw: 13
Special: Gulp
Move: 9
Alignment: Neutrality
Challenge Level/XP: 4/120

With the head and wings of a vulture atop the body of a snake, the vulbeast stalks the plains in search of death and decay. By unhinging its jaw, the vulbeast can swallow most creatures whole. Anyone who gets caught by the vulbeast's beak must make a saving throw or be swallowed whole. While inside the vulbeast's stomach, they take 1d6 damage each round. Any hits against the vulbeast while in its stomach automatically hit, and the person who is swallowed must cumulatively do 1/4 of the beast's hit points to cut through its stomach.

Whirlwind (small)

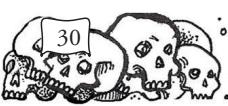
Hit Dice: 1
Armor Class: 5 [14]
Attacks: Buffet (1d2)
Saving Throw: 18
Special: Half damage from non-magic weapons, Push
Move: 10
Alignment: Chaos
Challenge Level/XP: 2/30

Invisible to the naked eye, whirlwinds can only be recognised by the swirling items caught within them. They take only half damage from non-magical weapons, and when they hit a foe they are able to push them five feet.

Whirlwind (large)

Hit Dice: 3
Armor Class: 8 [11]
Attacks: Buffet (1d4)
Saving Throw: 18
Special: Half damage from non-magic weapons, Push, Drop
Move: 10
Alignment: Chaos
Challenge Level/XP: 3/60

Invisible to the naked eye, whirlwinds can only be recognised by the swirling items caught within them. They take only half damage from non-magical weapons. When they hit a foe they are able to push them five feet, and the person must make a saving throw or fall prone.





Congratulations!

Shard of Wrath

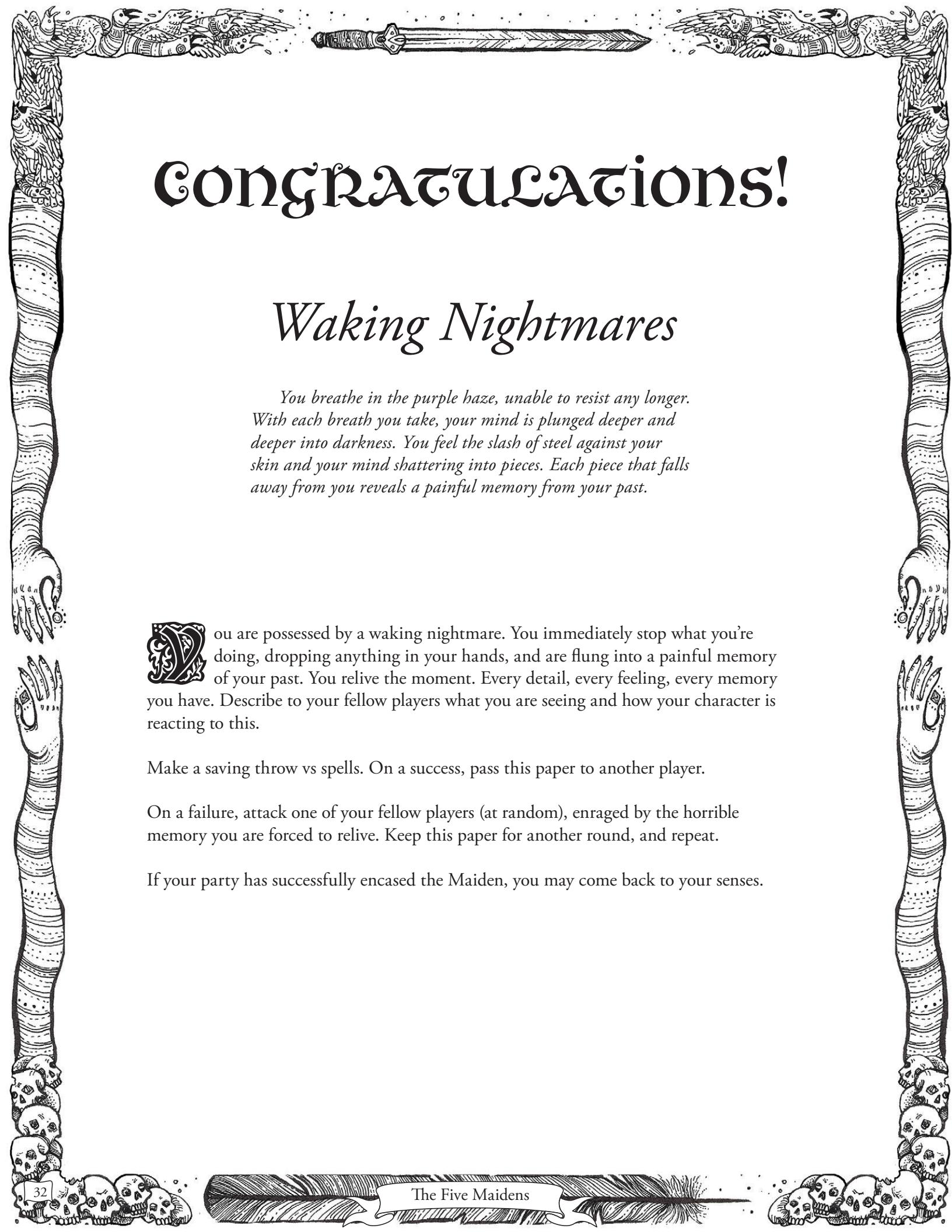
As a bright flash of light strikes you, a deep anger fills your belly. It is all you can focus on. It is all that sustains you. Your heart thrums against your ribs cage, threatening to tear itself free at any moment, fueled by adrenaline and fury. Your eyes turn towards your party members, and the only thought in your mind is – attack.

Wou are possessed by a shard of Wrath! During your turn, you must attack a party member. This should be a party member that really pushes your buttons or gets your character angry. If no one has angered your character, or they have all equally pissed you off, you can choose to attack someone at random.

After your attack, roll a saving throw vs spells. On a success, pass this to the person you just attacked. You may perform this roll once more if you are attacked (maximum of one extra time).

On a failure, keep this paper until your next turn, and repeat.

If your party has successfully knocked down all the statues, you may come back to your senses.



CONGRATULATIONS!

Waking Nightmares

You breathe in the purple haze, unable to resist any longer. With each breath you take, your mind is plunged deeper and deeper into darkness. You feel the slash of steel against your skin and your mind shattering into pieces. Each piece that falls away from you reveals a painful memory from your past.

Dou are possessed by a waking nightmare. You immediately stop what you're doing, dropping anything in your hands, and are flung into a painful memory of your past. You relive the moment. Every detail, every feeling, every memory you have. Describe to your fellow players what you are seeing and how your character is reacting to this.

Make a saving throw vs spells. On a success, pass this paper to another player.

On a failure, attack one of your fellow players (at random), enraged by the horrible memory you are forced to relive. Keep this paper for another round, and repeat.

If your party has successfully encased the Maiden, you may come back to your senses.



He Maidens have always been a part of Nye. It is said that there were once five sisters who lived on the coast of the city. Their mother died birthing the youngest of them, and their father was swallowed by the sea. They lived in the time before the eternal storm, and all was good.

The Maidens made nets for the fishermen at the coast. Each day they would sit outside their hut, singing and plying their trade. People would come from far and wide, saying it was for the sisters' nets, when really they wished to hear their beautiful voices.

One day, the youngest sister challenged the middle sister: "Sing a song to the sea, my sister; sing with me and we shall see who can sing the loudest! If you do not sing with me, then it is because you are ashamed — and I will forever be the best!"

The middle sister, bored, with nothing to do — and not happy to let her sister outshine her — agreed. They walked to the sea and began to sing, and with each note that left their lips they sang louder and louder. As their voices began to echo across the water, it awoke their eldest sister, who was still in bed. She heard her sisters singing and ran out of the house.

By the time she reached the sea, her sisters' voices carried far and wide, so loud they could not hear their sister shouting, telling them to be quiet...