

# **THE ONLY THING TO FEAR**

**(Volume III in the Wild Magic Series)**

**A One Act AD&D Living City Adventure**

**by Wayne S. Melnick**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

## Dungeon Master's Summary

In Volume I of the Wild Magic Series, **Cliche**, the PCs were hired to help Gideon save his home. Gideon, a wild mage, had been attacked by a rampaging Ettin. In his attempt to save himself and his home, he accidentally initiated a wild surge, magically teleporting himself to Raven's Bluff. The PCs, after travelling for a day with Gideon back to his home and having various encounters, saved Gideon's home and were rewarded for their efforts.

In Volume II, **The Purrfect Opportunity**, the PCs helped Gideon become human again after a wild surge polymorphed him into a cat. The PCs accomplished this by collecting the ingredients necessary to make an offering to Mystra. This allowed Mystra's high priest to dispel the effects of the surge and return Gideon to normal.

In **The Only Thing To Fear**, the PCs will once again be called to the aid of Gideon. However, this time they will not know it is he who they are helping until almost the end of the module.

Gideon has been having nightmares ever since the last wild magic surge he generated turned him into a cat some months ago (See, **The Purrfect Opportunity**). He has been in fear that something dreadful would again happen to him if he was unable to control his spell casting.

However, while staying at his new home in Ravens Bluff, Gideon again started experimenting with wild magic. Incredibly, as he was casting, the wild energies again began to swell. This time, though, Gideon was able to control them. Or so he thought.

Gideon had more nightmares that evening about what almost happened to him. That night, while Gideon slept, the residue of the wild energies coalesced around him. The negative emotion of Gideon's bad dreams combined with the residue of wild magic, and a Greater Feyr was born.

The Greater Feyr quickly determined it could use Gideon and his unique magical energies to create more Feyrs like itself. However, these new Feyrs that were spawned only had the ability to control one or two negative emotions. That was seven nights ago and strange things have been happening ever since the Greater Feyr was born.

The round begins with the PCs just having finished an uncomfortable dinner at the Sleepy Dwarf Tavern. The Players' Introduction sets the mood as one where things are a bit unsettling. Everything that happens in the round is a result of the negative emotions being generated by the various Feyrs.

The PCs will help a small girl who was having a nightmare. She will tell the PCs about a strange blue-robed man (Gideon) being attacked. After that, the city guard will attack the PCs. The guard will later tell the PCs that they did not really understand what they were doing.

While the PCs rest that night, they will see this blue-robed man (Gideon) in their dreams. The next morning, when the PCs return to the area where the strangeness occurred the previous night, they will find a priest of Tempus and a priest of Lliira, both struck by Hopelessness. After talking to them, the PCs will learn of a Feyr in the area, and be able to defeat it in a small combat.

The rest of the day, the PCs will have encounters with others affected by other Feyr's negative emotional control. This included a paranoid elven woman who will lead the PCs to the source of the problem, and some pain-ridden dogs who seek to take their anguish out on the PCs.

At the source, the PCs will finally meet Gideon, the blue-robed man who they have already learned about. He will tell them what he knows about what has occurred, and the round climaxes with the PCs fighting the Greater Feyr that is the source of all the problems.

## Player's Introduction

*Yet another ordinary night in Ravens Bluff, or so you thought. Since the War began, those with abilities and experience have been assigned different jobs throughout the city. For whatever reason, all of you were assigned to work together as a group. You were*

*asked to monitor the merchant district of Ravens Bluff and keep your eyes out for anything that might be considered to be a threat to the city. After you finished your patrolling for the day, you decided to have the evening meal at a convenient, but reputable establishment.*

*You have just finished a late and meager supper at the Sleepy Dwarf Tavern. The few dishes were good as they always are, but you and your tablemates could feel the apprehensive mood surrounding the evening meal. Little things seemed to forebode the night as a little off kilter. It could be that the War has everyone on edge and cracks are beginning to show in morale. Perhaps it was the fight the young couple got in which ended in her slapping him and running out crying, or the general surliness with which your normally friendly waiter served you. Whatever the cause, things just seem unsettled tonight.*

*After the uneasy meal comes to a close, you leave with no pomp or circumstance. Being the last patrons to exit for the night, you hear the kindly red-skinned elf who runs the tavern close and lock the doors behind you.*

*As you walk along Fire Road, you note the beauty of the moon and stars this evening. While peace would normally seem to have descended upon the city you call home on a night like this, your breasts are still full with the anxiousness that dominated dinner.*

Give the PCs a chance to role-play and get used to one another here if they've never adventured together before. Now would be a good time to ask the PCs to physically describe themselves to one another if they have not already done so.

For your information, the Sleepy Dwarf Tavern is in the merchant district of town, approximately two blocks from where Chemchaux used to be located. When the PCs are ready, move onto Scene 1.

## **Scene 1 - "Terror"**

*Abruptly, a shrill scream pierces the night. From the alley directly to your right, a young girl's voice cries out in terror and fills the night air. As you look down the alley, you notice in the dim monlight a large pile of boxes and refuse strewn up against a larger garbage bin. From underneath a collection of clothing and paper, you see a small amount of movement. What you see is confirmed when screams again stab into the night; someone is crying out for help.*

Hopefully, the PCs will go investigate the screams coming from Poly, the young homeless girl. When the PCs enter the alley and look, they will see the large unorganized mess described above. If the PCs move around the compost, they will find Poly, still asleep and alternating between screaming and sobbing. Poly is in the midst of a night terror and it will continue until the PCs wake her up.

Make the PCs role play this one for all its worth. Currently, one of these Feyrs spawned by the Greater Feyr is invisible and hiding in the garbage bin directly behind Poly. If any PC searches the large bin, the invisible Feyr will escape the PCs' detection without magical assistance.

Poly has been affected by the Feyr's **terror** emotional control. When the PCs finally manage to wake her up, it will still take a good bit of work to calm her down somewhat. When they finally manage this, they can ask her what all the noise was about.

Poly will explain, as best as a seven year old can, that she was having a terrible nightmare about a brown haired man in wrinkled blue robes. He had just opened up the front door of his house and was being charged by an attacking two-headed giant. She was screaming because this nightmare was too realistic for her and she was scared for the brown haired man. He looked helpless and there was nothing she could do for him.

FYI, the little girl has just described the background for the module **Cliche**. If the PCs have played that module and recognize the scenario, great. If not, it is merely being used to introduce the PCs to Gideon, who they will meet later in the adventure.

It is up to the PCs as to what they wish to do with Poly after this. She has spent her whole life on the streets, and is capable of scrounging out the necessities. If the PCs want to take her somewhere, she will gladly go along. If the PCs cannot think of anywhere to take her, she will suggest the Hand Of Mercy Orphanage. Of course, the PCs are always free to leave Poly and move on.

Note: If any PC has the observation proficiency, let them know that there appear to be several dogs in the area just roaming the streets, but it is nothing to be concerned about.

After the PCs have all the information they need, move onto the next scene.

## **Scene 2 - "Hatred"**

*As you leave the alleway and again begin to walk down Fire Road, you see a group of men approaching you. They are each wearing the crest of the city guard*

*of Ravens Bluff, and it is not unusual to see the watch out this late at night.*

*Normally, this would be of no concern to you. However, as the guards get to within twenty yards of you, they spread out into a semicircle. Each of them has a long sword sheathed in scabbards strapped to their sides. However, rather than choose these weapons, you can see they all have a metal band wrapped around their fists that glint in the moonlight. "This is our watch. What the heck do you think your doing out this late at night without our permission?" the leader demands as they continue to approach.*

It doesn't matter what the PCs say at this point. The group of guardsmen have been subject the lesser Feyr's **hate** emotion control, and are looking for a fight.

Note: If any PCs have the observation proficiency, they will automatically notice the same dogs as in encounter one. However, if they make their roll at half, they will notice there seem to be more dogs than there were before.

After the battle begins, make it clear to the PCs that the Guardsmen are only seeking to subdue the PCs, not kill them. This should dictate the PCs action. If the PCs kill any of the guards, they will have to answer for it at the end of the scene.

When the PCs knock out more than half the guards, one of the guards will snap out of the emotional control. Immediately, he will get the rest of his fellows to snap out of it as well. The guards will explain to the PCs that they didn't realize what they were doing. The guardsmen will say it felt almost as if they had no choice but to attack and that they really hated the PCs for some unknown reason. "Something else is clearly going on here," will be the offered explanation.

The guards will give their sincere apologies and offer to turn themselves in to the night watch. Finally, as payback, the leader of the watch will offer the PCs his necklace as restitution. He does not know what it does. It is a *snake necklace*.

If any PC kills one or more of the guards, many more guards will arrive immediately after the battle ends. The PCs can try to explain themselves, but it will be to no avail. The PC(s) who actually killed the guard(s) will be arrested and sent off to jail. There, they will await trial, where they will eventually be released on grounds of justifiable homicide. However, the trial will not be for another couple of days, so such characters are out of play for the rest of the round

### **Total levels are 6-13**

**City Watch (5):** Int Avg; AL N; AC 5 (Chain mail); MV 12; HD 2, hp 12 each; THACO 18; #AT 1; Dmg 1d3+4 (Brass Knuckles+Strength); SA Nil; SD Nil; SZ M; ML 15.

### **Total levels are 14-25**

**City Watch (7):** Int Avg; AL N; AC 4 (Chain mail and shield); MV 12; HD 3; hp 20 each; THACO 17; #AT 2; Dmg 1d3+4, 1d3+4 (Brass Knuckles+Strength); SA Nil; SD Nil; SZ M ML 15.

### **Total levels are 26-37**

**City Watch (9):** Int Avg; AL N; AC 2 (Chain mail, shield, and dex); MV 12; HD 5, hp 38 each; THACO 16; #AT 2; Dmg 1d3+5, 1d3+5 (Brass Knuckles+Strength); SA Nil; SD Nil; SZ M; ML 15.

### **Total levels are 38-56**

**City Watch (11):** Int Avg; AL N; AC 0 (Chain mail, shield, and dex); MV 12; HD 6, hp 41 each; THACO 14; #AT 2; Dmg 1d3+5, 1d3+5 (Brass Knuckles+Strength); SA Nil; SD Nil; SZ M; ML 15.

### **Total levels are 57**

**City Watch (11):** Int Avg; AL N; AC 0 (Chain Mail, shield, and dex); MV 12; HD 6+2, hp 50 each; THACO 14; #AT 2; Dmg 1d3+6, 1d3+6 (Brass Knuckles+Strength); SA Nil; SD Nil; SZ M; ML 15.

### **Total levels are 69+**

**City Watch (13):** Int Avg; AL N; AC 0 (chain mail, shield, and dex); MV 12; HD 7, hp 56 each; THACO 13; #AT 2; Dmg 1d3+6, 1d3+6 (Brass Knuckles+Strength); SA Nil; SD Nil; SZ M ML 15.

## **Scene 2A: "To Sleep, Perchance to Dream"**

If the PCs don't decide it on their own, suggest to them that it is getting late, and now would be a good time for them to get some rest. When the PC go to sleep, read the following:

*You drift off into sleep, still uneasy about the events of the past few hours. Many a night has passed in Ravens Bluff without so much as a whisper. Yet, you cannot but help think the feelings experienced by the little girl and those of the city guards are somehow connected.*

*Eventually, your slumber turns to that which you do best, adventure. However, you are not the focus of your own dreams. You see a man dressed in wrinkled blue robes. He appears to be in the privacy of a home, his residence perhaps. Something about him is familiar, but you can't put your finger on it. He begins to cast a spell, and suddenly, uncontrollable energies swirl around him. He screams, as he is surrounded by a violent vortex of mystic energies.*

*Almost instinctively, your body snaps you awake, and your eyes pop open. A cold chill runs down your spine as you mop the sweat from your brow.*

### Scene 3 - "Hopelessness"

Before reading the player text, have each PC roll a d20. They are actually Saving vs. Spells, but don't tell them that. If anyone fails, pull them aside and tell them they are overcome with a feeling of lethargy. Describe them as feeling listless and despondent, and let them role play from there. These PCs have come under the effect of the next Feyr about to be encountered.

*The disturbing events of the night still weigh heavy on your mind. City guardsman are supposed to be the protectors of the city, not the attackers of the innocent. Twice now, you've heard of a blue-robed man, but you have yet to understand the connection.*

*Your assignment to police the merchant district brings you back to the streets upon which you were attacked. As you walk the strangely quiet boulevard, you come across a curious site. In front of one of the many abandoned buildings that dot the Living City, two people currently sit on the dirt road speaking in hushed tones with each other. At first, you wouldn't think much of it. However, as you approach them, you note how they are dressed. The taller man is garbed in ornate, but heavily dented armour. What was once white saffrons cover the sleeves and legs of his armour, but they have since been stained with streaks and splatterings of blood. A holy symbol of Tempus adorns his breast plate. Currently, his two-handed sword and mace rest on the ground behind him.*

*The smaller person is a comely, and well kept young woman. She is dressed in a multi-colored bodysuit of reds, greens, and yellows. A plunging neckline reveals a tattoo of the three stars of Lliira, Lady of Joy. You quickly recognize her. She is Blithe Exhilerant, the new Chief of Celebrations at the Tabernacle of Mirth, Ravens Bluff's temple to Lliira.*

*Finally, you see Blithe do something you've never seen a Lliiran do before: yawn.*

Both Neil Batson, the Tempusian priest, and Blithe Exhilerant, the Lliiran, have been struck by the Greater Feyr's **hopelessness** emotion.

If the PCs try to carry on a conversation, the priests will inform them how life simply has lost its meaning. It is so bad that Blithe doesn't even care about her (normally effective) ability to counter-act negative feelings like this.

As usual, give the PCs a chance to role play with the priests. When they finally seem to have run out of interesting conversation, go to the next scene. Blithe and Batson do not have any information for the PCs. Rather, they are being used merely to set up the next encounter.

Blithe is the number three person in the Tabernacle of Mirth. She is a socialite who is renown in the Living City for the parties she throws at the temple. Her reputation is one of creativity; she has never thrown a party with the same theme twice. She is normally very social and happy, but not now.

Batson is an acolyte at the Temple of Tempus. He is very intelligent and normally lives with a zeal for life. His greatest joy is to experience life to the fullest, which he does through battle and combat. He, like Blithe, grew up a child of the upper class of Ravens Bluff, and they have known each other since they were young. However, under the effects of **hopelessness**, Batson is aloof and apathetic. He listens intently to what people have to say, but his responses usually end with the phrase, "All right, Whatever."

### Scene 4: "A Ray of Hope"

Have each PC make an Intelligence or Wisdom check, whichever is higher. Those PCs who are successful will notice the following.

*As you continue to speak with the priests, something catches your attention out of the corner of your eyes. Besides the number of street dogs, which seem to be ever increasing, there is something else more pressing. As you look at the corner of the closed shop before which you now stand, you see what appears to be a hunchback creature. Its skin appears to be greyish of sorts, but you don't get a good look as it skirts into the otherwise windowless building before you.*

The PCs should pursue the creature into the building through its only entrance, the door. Batson

and Blithe will not join the PCs. They are simply too hopeless to care about it.

*As you enter the small area that is the only room in this abandoned building, you see debris strewn everywhere. Broken chairs, tables and bookshelves that once supported a mercantile establishment have been long since trashed by unruly vagrants and vandals.*

*What gets your attention immediately, however, is the creature that advances as soon as you enter. A humped, hunchback creature no more than four feet tall slithers towards you. Its hide is warped and its color ranges from sickly green to a putrid violet. Its three eyes focus on you as its horizontal jaws open revealing rows of razor sharp teeth. As it closes in to attack you, you can hear it repeatedly whispering one word, "Gideon."*

This is one of the Feyrs spawned by the Greater Feyr the PCs will battle in the final encounter. This Feyr, however, is strong enough where it will not be vanquished by the light of day. The PCs are going to have to kill it. Remind any PC who was affected by the lethargy that they are lethargic and depressed.

This combat should not be a major problem for the PCs, as this monster exists mainly to set the stage for the final two encounters. This Feyr will not become invisible at any point during the combat.

When the PCs slay the Feyr, tell those characters who failed the save at the beginning of the last scene they no longer feel lethargic, their energy having returned to them. The same is true for Batson and Blithe as well.

DM's Note: Those PCs who have played **Cliche** or **The Purrfect Opportunity** might recognize "Gideon" as the name of the wild mage from those two adventures. So much the better. This will give the PCs something else to shoot for, and perhaps tie together both their dreams and those of the little girl from Scene 1 with the name whispered by the Feyr if they have not yet made that connection.

#### **Total levels are 6-13**

**Great Feyr:** Int High; AL CE AC 1; MV 12 Fl 18; HD 8, hp 30; THACO 13; #AT 1-4; Dmg 1d4, 1d4, 1d4, 1d4 (Bite, bite, bite, bite); SA **Hopelessness**; SD Invisibility, MR 20%; SZ S (3 feet Tall); ML 18. Treasure: None.

#### **Total levels are 14-25**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 10, hp 55; THACO 11; #AT 1-4; Dmg 1d6, 1d6, 1d6,

1d6 (Bite, bite, bite, bite); SA **Hopelessness**; SD Invisibility, MR 20%; SZ S (3 feet Tall); ML 18.

#### **Total levels are 26-37**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 14, hp 90; THACO 7; #AT 1-4; Dmg 1d8, 1d8, 1d8, 1d8 (Bite, bite, bite, bite); SA **Hopelessness**; SD Invisibility, MR 20%; SZ S (3 feet Tall); ML 18.

#### **Total levels are 38-56**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 15+10, hp 125; THACO 7; #AT 1-4; Dmg 2d6, 2d6, 2d6, 2d6 (Bite, bite, bite, bite); SA **Hopelessness**; SD Invisibility, MR 20%; SZ S (3 feet Tall); ML 18.

#### **Total levels are 57**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 16+10, hp 140; THACO 7; #AT 1-4; Dmg 2d8, 2d8, 2d8, 2d8 (Bite, bite, bite, bite); SA **Hopelessness**; SD Invisibility, MR 20%; SZ S (3 feet Tall); ML 18.

#### **Total levels are 69+**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 16+30, hp 160; THACO 7; #AT 1-4; Dmg 2d10, 2d10, 2d10, 2d10 (Bite, bite, bite, bite); SA **Hopelessness**; SD Invisibility, MR 20%; SZ S (3 feet Tall); ML 18.

## **Scene 5 - "Paranoia"**

*The sun continues to travel across the afternoon sky as your confusion only continues to grow. Although last night began with an eerie feeling, today has certainly been no better. As night begins to fall, caution becomes the buzz word. Perhaps it is just the recent events, but everyone around you seems to be acting somewhat strangely.*

At this point, ask everyone in the party to again roll a d20. Again they are actually Saving vs. Spells. If anyone failed, pull them aside and tell them they are feeling some anxiety about the other party members. Nothing violent, just that they are not to be trusted; "They seem to be hiding something from you."

Unknowingly, the PCs have come within range of the Greater Feyr behind all the strangeness. These PCs have now fallen victim to the Greater Feyr's **emotion** control of **paranoia**. Let the PCs role play this out amongst themselves for a while.

Note: Now, all the PCs will notice the dogs that have been roaming the street seem to be moving with them. However, the dogs appear unsettled as intermitten howls can be heard throughout the scene.

Eventually, continue with the following:

*As you round the corner, you are suddenly bumped into by a young elven woman hunched over and walking backwards. She quickly spins and faces you, brandishing a small knife. "Stay back! Don't come a step closer do you hear me, or so help the gods I'll kill you."*

This young elf, Mishka, has fallen victim to the Greater Feyr's **paranoia** emotion control as well. This should be quite interesting when combined with any PCs who is experiencing antipathy with his or her party members. Any fighter in the party will immediately know that Mishka is inexperienced at handling the knife she is wielding.

Mishka will not let anyone near her. Since she is an elf, she is also 90% resistance to sleep and charm spells (and like effects). As usual, allow time for interaction.

Mishka will eventually start gibbering about the "blue-robed man" that's been in her dreams. The only thing she can tell the PCs about this man is that she knows his name is "Gideon." However, she doesn't know how she learned this, or anything about him.

The PCs can feel the emotions getting stronger if they continue to move down the street. Eventually, they will sense the emotions near a fevered pitch when they near one wood and stone house at the end of the road.

## Scene 6 - "Pain"

*At the end of the street sits a small one story house. It is virtually non-descript, made of wood and stone like most other houses in town. The home is painted a faded shade of white with trimmings in black eroded by years of facing the wind.*

*Suddenly, you realize why this building is so familiar. This is the house in your dreams; the one where the mage in wrinkled blue robes was trapped in the vortex of mystical energies! Were it not for the tempest of emotions swirling within you, you probably would not have even noticed this house at all.*

*As you approach the address, however, the situation quickly changes. The many large dogs that have been roaming the streets suddenly cry out as one in pain. As you look, you can see their bodies shaking with nervous convulsions. Foam drips from their mouths as their eyes widen with unseeing torment. They see you and leap for your throats!*

These dogs have been affected by the Greater Feyr's **pain** emotion control. The torment that has been inflicted on their minds is so bad they have lost control of their composure, and are willing to attack anything to make the pain go away. The PCs just happen to be the targets. No more than four dogs can attack any one target in any round.

### Total levels are 6-13

**Dogs, Wild (8):** Int Semi; AL N; AC 7; MV 15; HD 1-1, hp 6 each; THACO 19; #AT 1; Dmg 1d4 (Bite); SA Nil; SD Nil; SZ S (3 feet long); ML 8.

### Total levels are 14-25

**Dogs, Wild (8):** Int Semi; AL N; AC 7; MV 15; HD 1+1, hp 7 each; THACO 19; #AT 1; Dmg 1d4 (Bite); SA Nil; SD Nil; SZ S (3 feet long); ML 8.

**Dogs, War (8):** Int Semi; AL N; AC 6; MV 12; HD 2+2, hp 16 each; THACO 18; #AT 1; Dmg 2d4 (Bite); SA Nil; SD Nil; SZ M (4-6 feet long); ML 10.

### Total levels are 26-37

**Dogs, Wild (12):** Int Semi; AL N; AC 7; MV 15; HD 1+1, hp 7 each; THACO 19; #AT 1; Dmg 1d4 (Bite); SA Nil; SD Nil; SZ S (3 feet long); ML 8.

**Dogs, War (12):** Int Semi; AL N; AC 6; MV 12; HD 2+2, hp 16 each; THACO 18; #AT 1; Dmg 2d4 (Bite); SA Nil; SD Nil; SZ M (4-6 feet long); ML 10.

### Total levels are 38-56

**Dogs, Wild (16):** Int Semi; AL N; AC 7; MV 15; HD 1+1, hp 7 each; THACO 19; #AT 1; Dmg 1d4 (Bite); SA Nil; SD Nil; SZ S (3 feet long); ML 8.

**Dogs, War (16):** Int Semi; AL N; AC 6; MV 12; HD 2+2, hp 16 each; THACO 18; #AT 1; Dmg 2d4 (Bite); SA Nil; SD Nil; SZ M (4-6 feet long); ML 10.

### Total levels are 57+

**Dogs, Wild (20):** Int Semi; AL N; AC 7; MV 15; HD 1+1, hp 7 each; THACO 19; #AT 1; Dmg 1d4 (Bite); SA Nil; SD Nil; SZ S (3 feet long); ML 8.

**Dogs, War (20):** Int Semi; AL N; AC 6; MV 12; HD 2+2, hp 16 each; THACO 18; #AT 1; Dmg 2d4 (Bite); SA Nil; SD Nil; SZ M (4-6 feet long); ML 10.

### Total levels are 69+

**Dogs, Wild (24):** Int Semi; AL N; AC 7; MV 15; HD 1+1, hp 7 each; THACO 19; #AT 1; Dmg 1d4 (Bite); SA Nil; SD Nil; SZ S (3 feet long); ML 8.

**Dogs, War (24):** Int Semi; AL N; AC 6; MV 12; HD 2+2, hp 16 each; THACO 18; #AT 1; Dmg 2d4 (Bite); SA Nil; SD Nil; SZ M (4-6 feet long); ML 10.

## Scene 7 - "Grief"

*As you finally approach the house, you see that the door is slightly ajar, allowing easy entry to anyone who wishes. However, as you now stand before it, you can hear a solitary noise coming from inside the residence; the sound of a man sobbing pitifully can be heard emanating from within.*

*You push and the unlatched door swings open easily. Inside, you see all the trappings of a typical Ravens Bluff house. However, you also notice all the windows and mirrors are covered with black blankets and cloths. Immediately, though, your attention is drawn to the man lying on the bed in the middle of the room. He lies face down with his head in his arms, and he is alternating between moaning and sniffing. You cannot see his face, but his brown hair is all tangled, as if it has been forgotten for days. However, the most startling things about this man are the wrinkled blue robes in which he is dressed.*

Have all PCs roll Save vs. Spells. All failing will be subjected to the Greater Feyr's **grief** emotion control.

The PCs have just met Gideon. Hopefully, the PCs will realize this by the descriptions that have been given earlier. Gideon has been affected both by the Greater Feyr's **grief** emotion control, and the fact that the Feyr has been using Gideon as a conduit for creating new Feyrs as explained in the DM's introduction. Gideon will babble incoherently, wondering what he did to "deserve this."

Gideon is totally exhausted and will be in no condition to do anything. The Feyr has drained him of all his energy, and he has laid on this bed doing nothing for the last week. In short, he is a mess.

If the PCs explain what they have encountered over the last day and a half, Gideon will stop moaning and actually become lucid. If the PCs have not solved the mystery of what is happening on their own, Gideon will then offer the following explanation:

*"I thought I could control it, you know. Afterall, I've worked with wild magic for so long, it's just that nothing like this has ever happened before. I just thought I had it all under control.*

*"You know, I've heard of a strange creature that feeds on the negative energies of people's dreams. However, I thought that was only a story used to frighten children. What if I accidentally created such a creature? What if my nightmares somehow combined with the wild magic to form such a being? Am I responsible for all that has happened here? My gods, what have I done?!"*

With that, Gideon will then insist that they go to his bedroom in the basement where the nightmare and wild surge occurred. When the PCs enter the basement, continue with the finale.

## Scene 8 - ". . .Is Feyr Itself."

*You carefully enter the chamber that spawned Gideon's wild dreams. In the shadows you see all sorts of monsters and hobgoblins, but you know this is just your mind playing tricks with you. Although the room is lit with several well-placed lanterns glowing with continual light, it is not enough to light the entire space.*

*As you reach the bottom of the stairs, you think that perhaps things are a little too quiet for your liking. As if that thought forbode what was to come, you are suddenly greeted by a truly horrific sight. An orb-like humped, hunchback creature steps from the shadows and stares at you with its four golden eyes. Its hide mottled and warped, folds and fissures convex in its skin. The thing sits on two tentacles while many other amorphous limbs stretch out from its torso. However, unlike the one you faced earlier, this abomination is well over five feet tall.*

*Many jaws and rows of teeth line its underside amidst shades of dull blue and black. The creature's hide appears to be covered in slick oil as deathly greens and yellows glean off its mid section rising to a hue of pale reds and magentas about its head.*

*Just as you are getting used to the sight of this aberration of nature, a feeling of terror cold as a winter's night chills down your very spine.*

Have each of the PCs roll Save vs. Spells or be consumed by **fear** (as the spell of the same name). This effect will last 2d6 rounds.

When the battle begins, the Greater Feyr will be **invisible** controlling the PC's negative emotions. This allows the lesser Feyr(s) to attack, and the PCs will think they are only fighting the visible creature. When the visible Feyrs are destroyed, the Greater Feyr will wait until the PCs are unsuspecting, and then become visible and fight to the death.

To totally fluster the PCs, Gideon will gather his strength and cast the one spell he has in his memory: *Nahal's reckless dweoner*. His attempt to destroy the Feyrs will be unsuccessful, and to complicate matters, he will set off a wild magic surge! See the attached chart to determine the effects of the surge. If the PCs are all overtaken by Fear, Gideon will use some of the *powder of the hero's heart*. If any is used, mark it off the PCs' reward slips.

When the battle is over, read the conclusion.

### **Total levels are 6-13**

**Great Feyr:** Int High; AL CE AC 1; MV 12 Fl 18; HD 8, hp 35; THACO 13; #AT 1-4; Dmg 1d6, 1d6, 1d6, 1d6 (Bite, bite, bite, bite); SA Negative Emotion Control; SD Invisibility; MR 40%; SZ L (9 feet Tall); ML 18.

**Feyr:** Int Low; AL CE AC 2; MV 12; HD 4, hp 30; THACO 17; #AT 1; Dmg 1d4 (Bite); SA **fear**; SD nil; MR 10%; SZ M (6 feet Tall); ML 18.

### **Total levels are 14-25**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 10, hp 55; THACO 11; #AT 1-4; Dmg 1d10, 1d10, 1d10, 1d10 (Bite, bite, bite, bite); SA Negative Emotion Control; SD Invisibility; MR 40%; SZ L (9 feet Tall); ML 18.

**Feyrs (3):** Int Low; AL CE AC 2; MV 12; HD 4, hp 30 each; THACO 17; #AT 1; Dmg 1d4 (Bite); SA **fear**; SD nil; MR 10%; SZ M (6 feet Tall); ML 18.

### **Total levels are 26-37**

**Great Feyr:** Int High; AL CE AC 0; MV 12 Fl 18; HD 14, hp 90; THACO 7; #AT 1-4; Dmg 2d6, 2d6, 2d6, 2d6 (Bite, bite, bite, bite); SA Negative Emotion Control; SD Invisibility; MR 40%; SZ L (9 feet Tall); ML 18.

**Feyrs (5):** Int Low; AL CE AC 2; MV 12; HD 4, hp 25 each; THACO 17; #AT 1; Dmg 1d4 (Bite); SA **fear**; SD nil; MR 10%; SZ M (6 feet Tall); ML 18.

### **Total levels are 43-56**

**Great Feyrs (2):** Int High; AL CE AC 0; MV 12 Fl 18; HD 12, hp 80; THACO 7; #AT 1-4; Dmg 2d6, 2d6, 2d6, 2d6 (Bite, bite, bite, bite); SA Negative Emotion Control; SD Invisibility; MR 40%; SZ L (9 feet Tall); ML 18.

Note: Only one of these Great Feyrs will become visible when the PCs enter the room. The other will

become visible and attack as soon as the other Feyrs die, and the PCs are unsuspecting.

**Feyrs (7):** Int Low; AL CE AC 2; MV 12; HD 4, hp 25 each; THACO 17; #AT 1; Dmg 1d4 (Bite); SA **fear**; SD nil; MR 10%; SZ M (6 feet Tall); ML 18.

### **Total levels are 57+**

**Great Feyrs (2):** Int High; AL CE AC 0; MV 12 Fl 18; HD 14, hp 100; THACO 7; #AT 1-4; Dmg 2d6, 2d6, 2d6, 2d6 (Bite, bite, bite, bite); SA Negative Emotion Control; SD Invisibility; MR 40%; SZ L (9 feet Tall); ML 18.

Note: Only one of these Great Feyrs will become visible when the PCs enter the room. The other will become visible and attack as soon as the other Feyrs die, and the PCs are unsuspecting.

**Feyrs (9):** Int Low; AL CE AC 2; MV 12; HD 4, hp 30 each; THACO 17; #AT 1; Dmg 1d4 (Bite); SA **fear**; SD nil; MR 10%; SZ M (6 feet Tall); ML 18.

### **Total levels are 69+**

**Great Feyrs (2):** Int High; AL CE AC 0; MV 12 Fl 18; HD 16, hp 120; THACO 7; #AT 1-4; Dmg 2d6, 2d6, 2d6, 2d6 (Bite, bite, bite, bite); SA Negative Emotion Control; SD Invisibility; MR 40%; SZ L (9 feet Tall); ML 18.

Note: Only one of these Great Feyrs will become visible when the PCs enter the room. The other will become visible and attack as soon as the other Feyrs die, and the PCs are unsuspecting.

**Feyrs (11):** Int Low; AL CE AC 2; MV 12; HD 4, hp 25 each; THACO 17; #AT 1; Dmg 1d4 (Bite); SA **fear**; SD nil; MR 10%; SZ M (6 feet Tall); ML 18.

## **Conclusion**

*As the last of the creatures fall, it lets out a terrifying shriek. The nightmare that it was ceases to be, and Gideon slumps to the floor and breaks down crying. You feel as if a great weight has been taken off your shoulders now that the creatures have met their demise.*

*Gideon's tears stop flowing and he looks at you, trying to be strong. "My friends," he begins, "I don't know how to thank you. To think I unleashed those things on the city through my foolishness. I am ashamed of what I've done and the trouble I've caused."*

*"You did not have to help. Yet, out of the kindness in your hearts you did. Had I had to face the horror of what I created alone, I probably would not have survived. But because of you and your bravery, a terrible catastrophe was averted. "*

*"Since you have rewarded me with your efforts, I too shall reward you in turn." With that, he reaches into a previously unseen pocket in his robes and pulls out three (minus any powder used in the final conflict) tubes wrapped with a leather thong, a flask, and a small square packet. He then takes a stick about the size of a walking stick off the wall, as well as two paddles leaning by the door. "I know they're not much, but their all I have to offer." Please take them with my thanks."*

*A smile suddenly curls the wild mage's lips "Now, if you'll join me, I think we have a party to attend." As if on cue, you hear music and laughter emanating from around the corner. As you come walk up the stairs and to the front door of the house, you see Gideon heading for what looks to be a huge gathering starting to form in front of the Temple of Lliira.*

The treasure items are:

- powder of the hero's heart (3 tubes)
- rod of distortion (5 charges)
- liquid road
- portable canoe (with paddles)

Here endeth *The Only Thing To Fear*

## Experience Points:

<b>Scene 1:</b>	
Getting the information from Poly	200 xp
<b>Scene 2:</b>	
Subduing the city guards	400 xp
<b>Scene 2A:</b>	
Tying in their dream with the dream that Poly had earlier in Scene 1.	200 xp
<b>Scene 3:</b>	
Trying to snap the priests out of their lethargy.	100 xp
<b>Scene 4:</b>	
Defeating the Feyr	400 xp
<b>Scene 5:</b>	
Calming Mishka down	200 xp

**Scene 6:**  
Defeating the dogs 400 xp

**Scene 7:**  
If the PCs figured it all out without Gideon explaining it to them. 200 xp

**Scene 8:**  
Defeating the Feyrs 500 xp

**Maximum XP Possible:** 2,600 xp

## Treasure Summary:

If it's not on this list, the PCs cannot keep it.

**Scene 2:**  
*Snake necklace*

**Conclusion:**  
*Powder of the hero's heart (3 Tubes less any used)*  
*Rod of distortion (5 Charges)*  
*Liquid road*  
*Portable canoe (with paddles)*