



To Kill A Monster—GM Digest Version

Plot Flow

- 1. While travelling in the gentle hills near the plains of Prax the players encounter Berek Gondsson, a wildy disheveled young Storm Bull Worshipper.** He tells them that the village ahead in the distance is infected with mind-controlling Chaos, demands their help, and faints.
- 2. Berek has a camp near the trail. The PCs may decide to carry him there while they treat his injuries** (exposure and several beatings). Berek recovers consciousness with a successful *First Aid* roll, or 2 points of *Heal*. On recovery, he tells the PCs that there is a mind-controlling Chaos horror in the village ahead; he has seen it being carried around and worshipped on the backs of villagers at night. During the day it hides in a barn near the center of town. He has tried to kill it, but the villagers keep driving him away. He sent a message to other Uroxi for help several weeks ago, but no help has come. Berek passes out frequently at dramatic moments; he will need at least a week of rest to recover from his wounds.
- 3. If the PCs investigate the village, it seems normal.** The villagers are alert, but do not act strangely. If questioned, the villagers explain that Berek is crazy and has been bothering several village girls.
- 4. In fact, the villagers are hiding Sirene, a badly burned young woman, in their barn.** She is not Chaotic or evil, but is actually very nice—though horribly scarred. At night the villagers carry her out to the nearby pond so she can swim. They keep this secret because they do not want her bothered, and believe that she is good luck.
- 5. At about this point Trader Jak comes by**—either passing the PCs on the trail outside the village (preferable), or entering when the PCs are already in town. He is an evil Chaos-tainted ogre in human disguise, and has fathered a Chaos-spawn on a local village maid. He is keeping an eye on her and several other girls at other local villages until they give birth. Jak avoids Berek if at possible—he knows about Uroxi. When Jak first comes by, Berek is temporarily unconscious. Jak and Berek have never met before.
- 6. If the PCs investigate the barn in town** villagers guide them away from it if at all possible. The barn itself is guarded by *Arlan Longsong*, Sirene's former fiancé who lives across the street from the barn. He will protect her with his life.
- 7. If the PCs try to observe Sirene bathing at night** the villagers are on guard but may be evaded with successful *Hide/Sneak* rolls. The average villager has a *Scan* of 30%. If Sirene is attacked 3D6 villagers rush to defend her, along with *Arlan Longsong*.
- 8. Sirene registers on Detect Magic** (she unknowingly has a long-term sorcerous *Skin of Life* spell on her). She does not register on *Detect Enemies* or *Sense Chaos*. She is not diseased.
- 9. If the PCs try to sneak into the barn,** *Arlan* tries to stop them if he sees them. His *Listen* is 55%.
- 10. If the PCs kill Sirene** they have failed a major element of the scenario. The villagers are extremely upset. Optionally, the authorities may be called. The PCs may still try to stop the potential bloodbath (12) which threatens later, however. If the PCs can *Resurrect* Sirene, the villagers and *Arlan* are very grateful.
- 11. Berek launches another attack against Sirene** at an inopportune moment if more excitement is needed. Convincing him that Sirene is not Chaotic will be difficult, but not impossible.
- 12. Gond's mighty armada of Storm Bull bison-riders approaches** from the southwest trail, the same direction that the PCs came from—just when things seem to have been worked out about Sirene.
- 13. There is panic in the village as Gond's men surround the town.** The PCs must calm the crowds and stop a disastrous attempt at a mass exodus.
- 14. Jak tries to sneak away,** at the GM's option. The PCs should have a chance to notice and stop this. Alternatively, under cover of the confusion Jak may give in to his ogreish nature and secretly kill and eat someone. Third option: he hides, perhaps in Sirene's hayloft.
- 15. Berek meets with Gond outside the town.** The PCs may be present at this meeting, if they wish. Gond is willing to listen to them, but will hold back his men only for a short while. He will not allow anyone to leave the town.
- 16. If the PCs persuade Gond that Sirene is not Chaotic** he still insists on investigating the town—Berek sensed *something*, after all. Gond and his men do not slaughter the villagers unless forced, and begin by searching quietly and carefully. If Gond is killed or incapacitated, however, his men go berserk.
- 17. If he was not already dealt with, Jak meets Gond.** Since Gond's *Sense Chaos* skill is 99%, Jak is not likely to survive for long.
- 18. If the PCs haven't already done so, Gond may detect the Chaos-spawn in the village girl.** If he does, the PCs may attempt to convince him not to kill her. They must persuade him that the matter can be handled by *Chalana Arroy* healers at a temple, and take or arrange to take the girl for treatment. Gond and his men (including Berek) depart to scour other nearby villages for Jak's spawn. If Sirene is still alive, the PCs may take her along as well for treatment. *Arlan* accompanies Sirene, singing all the way.