

# Chaotic Evil

MAGAZINE

Chaotic Evil Magazine - Year 1 - Issue 1  
May / 2018, São Paulo - Brazil

Chaotic Evil is an online humoristic RPG magazine, that reunites a collection of articles, adventures and stuff, selected for Players and Dungeon Masters to use as they wish on their own Dungeons and Dragons campaigns, from the point of view of the monsters and NPCs.

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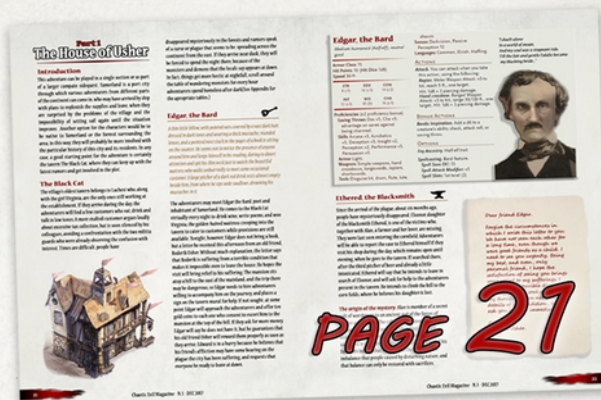
# Welcome Serv

Embrace the chaos! Tonight is born the first nature and sick insanity! Enough of glittering inhabit it, spreading the chaos and rot where subjugate them to our wills? The strong must

The history  
No Presen  
for this ea  
and tokens  
tabletop s



Next, you will read in *Like a Zombie* an unpublished interview with the Brazilian actor Hugo Oliveira, "the man of a thousand voices", who will tell us his experiences and D&D adventures.



Also in  
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*The Ho*  
adventu  
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the city  
meet E  
mysteri  
village.

On the next issue we will be opening the *Mos* question, criticism or suggestion please send t

Enjoy the material and have fun little monste

Sta



# ants of the Darkness!

online magazine totally devoted to us, of dark and impure hearts, with treacherous heroes, on their brushed mane horses and shiny armors! We came from the mud and we we passed. After all, this is a lot more fun! Why protect the defenseless if we can prevail over the weak, this is the law of the jungle!

ic first issue of this nefarious inaugural issue brings you with  
**ts for Kristmas**, a quick adventure **Tier 2** prepared exclusively  
 lition, containing excellent graphic material with battlegrids  
 ready to print-and-play or to be used on your favorite RPG  
 software.

**Like a zombie**

Interview with Brazilian actor and 2012 Game of Thrones zombie...



...and he was there in the middle of the parade and...  
 ...and he was there in the middle of the parade and...  
 ...and he was there in the middle of the parade and...

**PAGE 17**



SR  
2012

this issue you will find the  
 rt of the best-seller  
**use of Usher**, a poetic  
 re of horror and mystery  
 d for **Tier 1**. The story begins in  
 of Tamerland, where we will  
 dgar the Bard, and the  
 ous plague that curse the

**quito Mail** section, if you have any  
 o: [bananamosquito@gmail.com](mailto:bananamosquito@gmail.com)

r, for the darkness is the way.  
 y chaotic!

**Nimzet**



# No Presents for Kristmas

A Tier 2 adventure for Levels 5-8 characters

## Introduction

A caravan left Tamerland a few days ago and is now somewhere in the middle of the Forest of Israfel, bound for Al Araaf. The entourage is escorted by Tamerland militia soldiers and elf

rangers bringing valuable goods to the capital. The group is weakened after losing part of its contingent in an ambush in the forest, and intends to stop at an old Elvish Outpost, where it will have to stock up on supplies and reinforcements, who will accompany the entourage for the rest of the journey. Another detachment of the Dark Army is being rearranged to intercept the caravan but, due to distance, they should not arrive in time. At the beginning of the adventure, the



**Elven Outpost**

**Castle Morella**

**Caravans Path**

18 Miles

(1 day distance travel at slow pace)

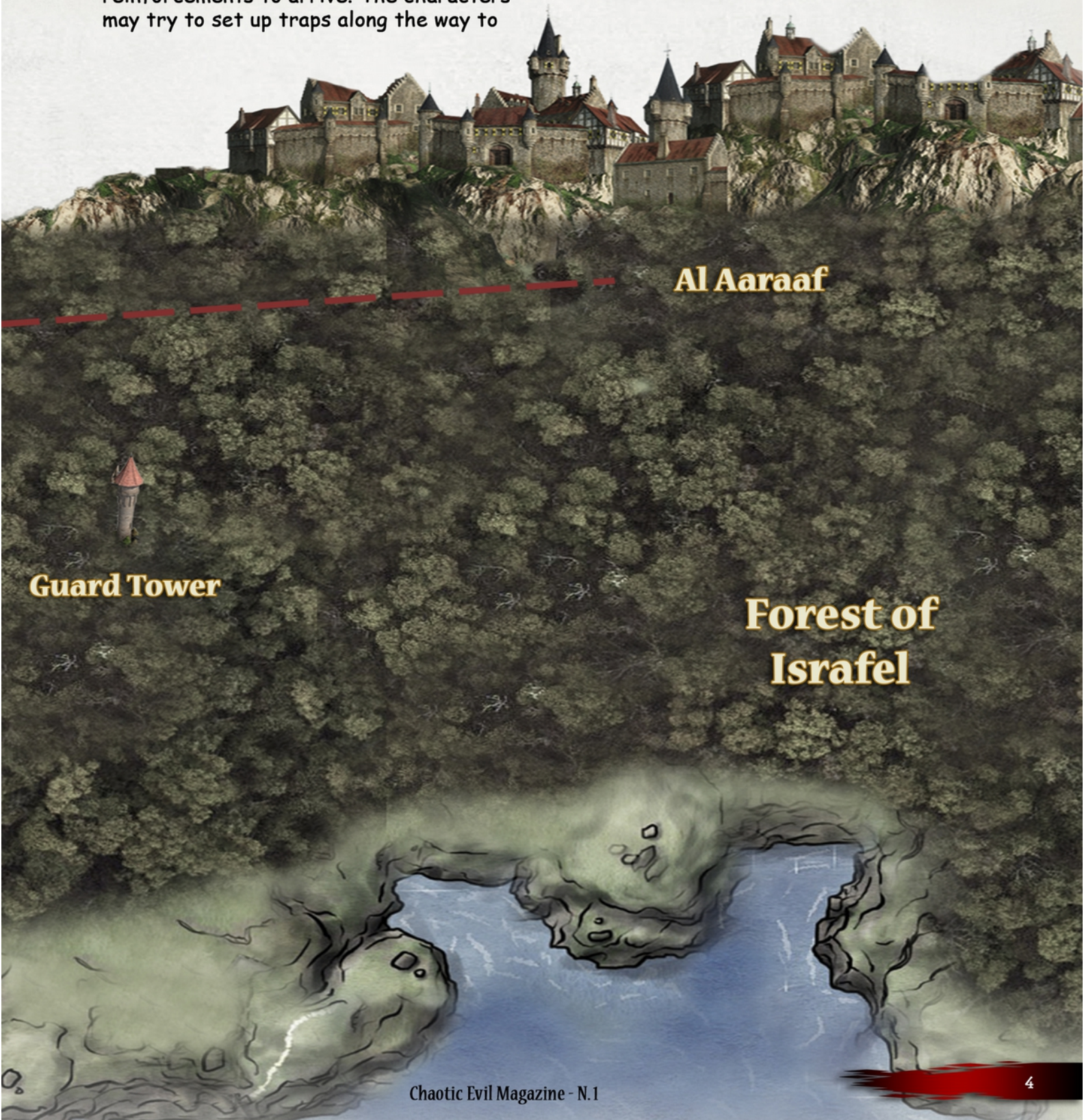


caravan is in the distance corresponding to a day of slow walking, from where the guard tower of the characters stands.

They will receive orders from their general to accompany the entourage closely and, at the best opportunity, do whatever it takes to delay it for a few days, enough time for the reinforcements to arrive. The characters may try to set up traps along the way to

delay the entourage but run the risk of being detected by the elven scouts. They will be at a numerical disadvantage and direct confrontation may not be the best option.

The group that protects the caravan during the day and at night consists of 8 foot soldiers, 6 rangers, 1 druid and 1 knight.



**Al Aaraaf**

**Guard Tower**

**Forest of  
Israfel**



# The Caravan

Forest Top View Battlegrid





# Chaotic Evil

M A G A Z I N E





The snow begins to fall at last, still thin, but already harming the visibility of the battering elves who trawl the rear of the exquisite entourage. Better for you, or you would surely be discovered by their shrewd eyes and sharp ears. Several soldiers can be seen guarding the caravan, heavily armed and protected with armor. Its content is certainly valuable - whatever is hidden behind the thick curtains of those carriages is certainly important enough to draw the Dark Lord's attention personally. This is the opportunity you have been waiting for to demonstrate your worth. Colleagues scoffed when you were assigned to look after that ruined tower, abandoned in the middle of the forest. But your devotion should finally be rewarded.

You look again at the dirty, crumpled letter that arrived this morning at the encampment containing brief orders to accompany the caravan closely and do whatever it takes to delay it long enough for the reinforcements to arrive, before it reaches its destination. With pride, you fold the paper again and keep it in your belt, with the certainty that you will be rewarded for your services and victories that you will bring to the Dark Lord...

The carriages advance along the road at a slow pace, protected by soldiers by every flank. The rangers do the ground reconnaissance service and protect the rear. Any character who wishes to approach the caravans should be successful in a DC 14 Dexterity (Stealth CD 14) check to not be noticed by the battering elves. They are hidden in the woods and can track down the players if they are careless.

## Knight



Medium humanoid (any race), any alignment

Armor Class 18 (plate)  
 Hit Points 52 (8d8 + 16)  
 Speed 30 ft.

STR 16 (+3) C S DEX 11 (+0) C S CON 14 (+2) C S INT 11 (+0) C S WIS 11 (+0) C S CHA 15 (+2) C S

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 XP 700

### TRAITS

#### Brave

The knight has advantage on saving throws against being frightened.

### ACTIONS

#### Multiattack

The knight makes two melee attacks.

#### Greatsword

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

#### Heavy Crossbow

Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

#### Leadership (Recharges after a Short or Long Rest)

For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

### REACTIONS

#### Parry

The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Unfortunately, regardless of the players' efforts the reinforcements will never come. The battalion has been hit by a heavy snowstorm and the characters must complete the task by themselves. Given this, the best opportunity the adventurers may have to attack the caravan will be when they make a stop at the Elven Outpost, while the soldiers will be distracted by the festivities of Kristmas.



## Druid

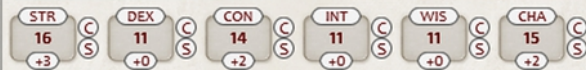


Medium humanoid (any race), any alignment

Armor Class **18** (plate)

Hit Points **52** (8d8 + 16)

Speed 30 ft.



Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge **3**

XP **700**

### TRAITS

#### Brave

The knight has advantage on saving throws against being frightened.

### ACTIONS

#### Multiattack

The knight makes two melee attacks.

#### Greatsword

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

#### Heavy Crossbow

Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

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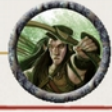
### REACTIONS

#### Parry

The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

If they succeed, the characters will be able to keep the caravan's treasure but will probably face the same difficulties to protect it as their last owners. It was subtracted from the User mansion and includes 750 GP, 50 PP, several paintings, tapestries, sculptures, gems and jewelry worth together 3,000 PO. The characters must decide what to do with it. Will they keep the treasure for you? Will you deliver to the Dark Lord, hoping to be rewarded? Wait for the continuation of this adventure!

## Ranger



Medium humanoid (any race), any alignment

Armor Class **13** (leather armor)

Hit Points **16** (3d8 + 3)

Speed 30 ft.



Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge **1/2**

XP **100**

### TRAITS

#### Keen Hearing and Sight

The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

#### Multiattack

The scout makes two melee attacks or two ranged attacks.

#### Shortsword

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

#### Longbow

Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

## Foot Soldier



Medium humanoid (any race), any alignment

Armor Class **16** (chain shirt, shield)

Hit Points **11** (2d8 + 2)

Speed 30 ft.



Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge **1/8**

XP **25**

### ACTIONS

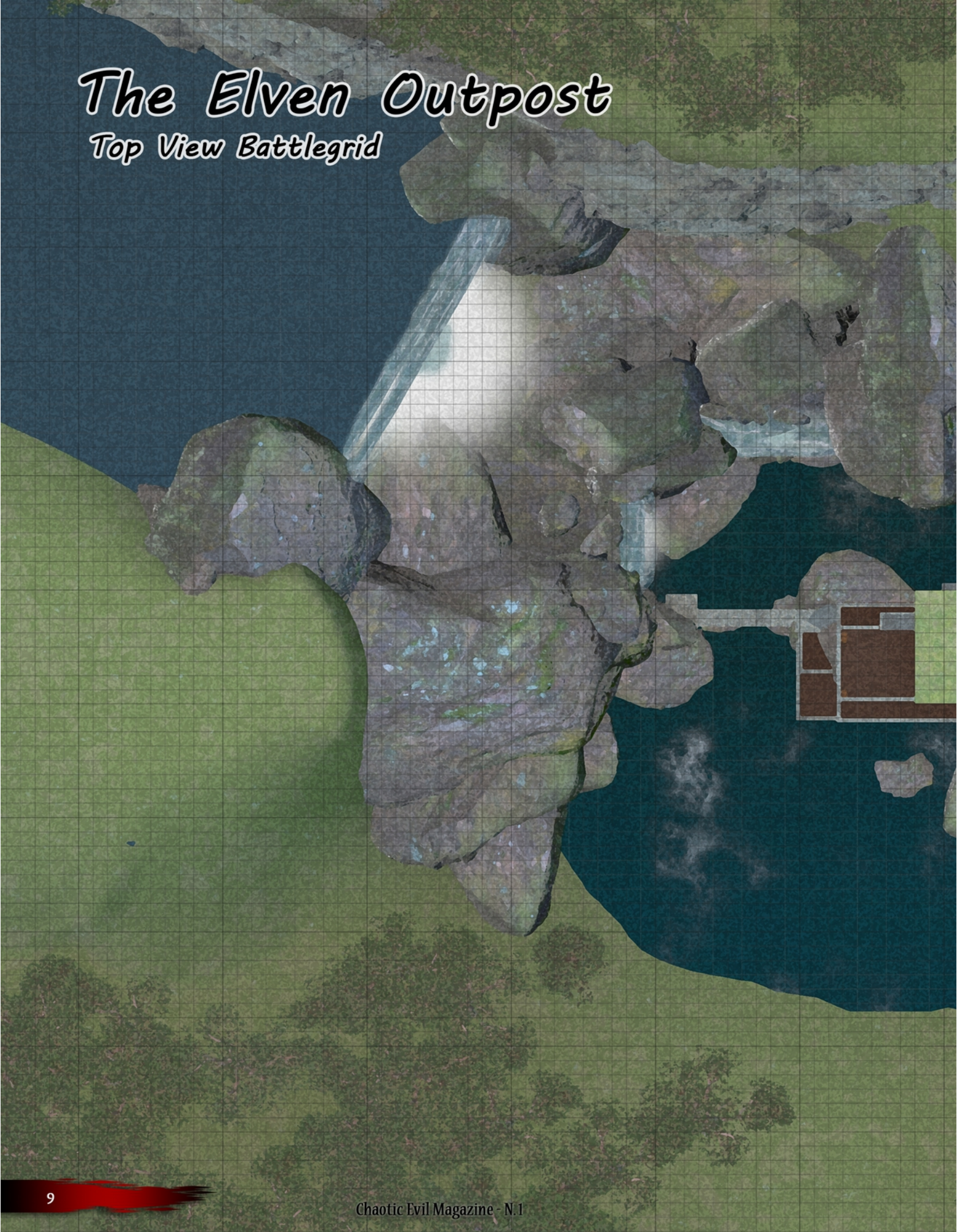
#### Spear

Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.



# The Elven Outpost

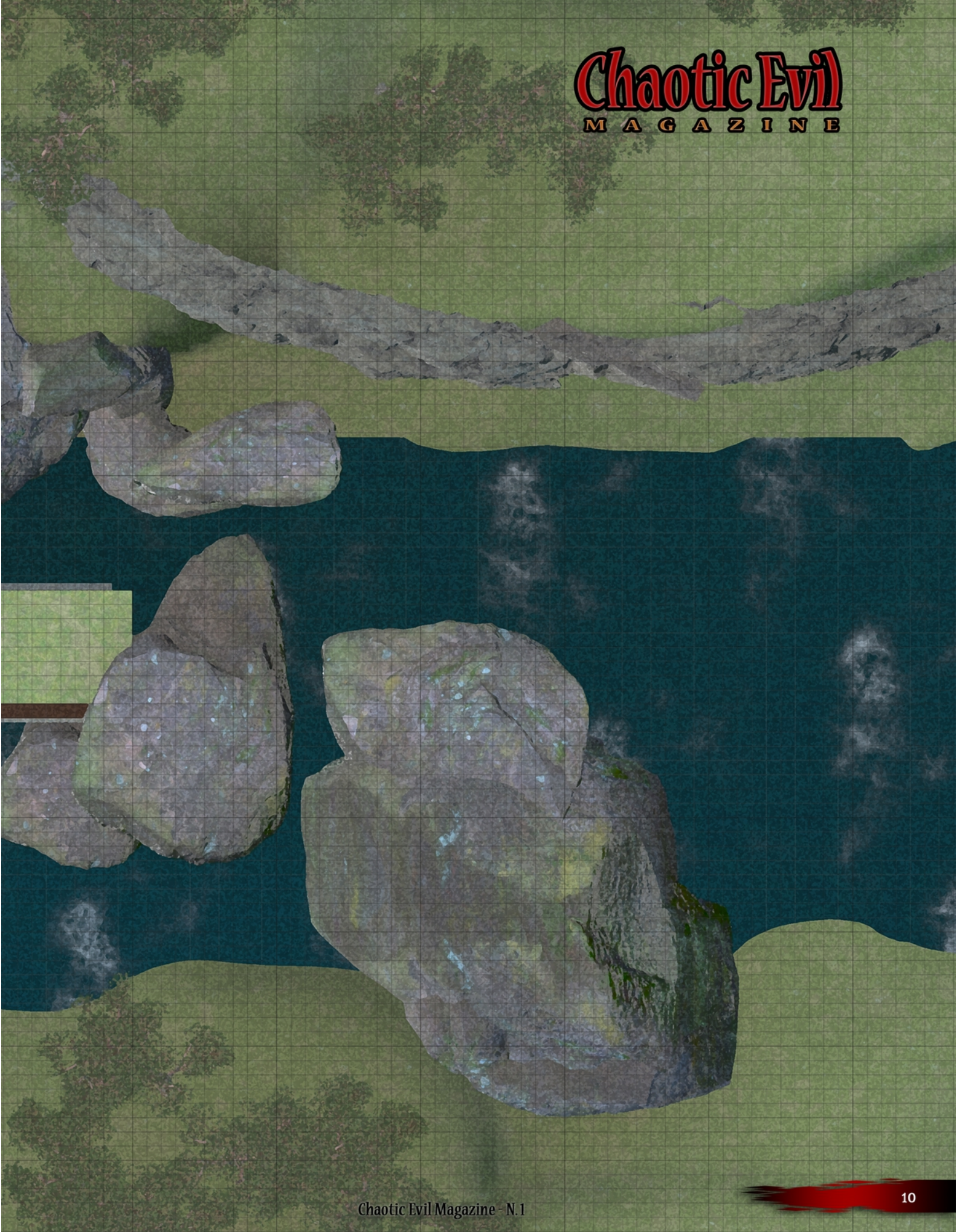
Top View Battlegrid





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# The Elven Outpost

*Close Top View Battlegrid*





# Chaotic Evil

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# The Elven Outpost

Front View Concept Art





# Chaotic Evil

M A G A Z I N E





# *The Elven Outpost*

*Top View Concept Art*





# Chaotic Evil

MAGAZINE







Walter PPK



M1911



# THE HUNTER'S

# ARMORY

by Rafael Martins

**COLT 1860 ARMY**  
The Colt Army Model 1860 is a muzzle-loaded revolver with a 12-caliber single-action revolver used by the U.S. Army.

**SMITH & WESSON M686**  
Available in six and seven shot cylinders, the L-Frame has a strong, durable frame and barrel built for continuous Magnum usage. As police officers and hunters will attest, this firearm is made to withstand heavy use.

**REVOLVERS**

**SMITH & WESSON M686**  
Origin: USA  
Era: 1980 - Present  
Type: Revolver, Lt.  
Caliber: .357M  
Difficulty: 6  
Damage: 5  
Rate: 2  
Clip: 6 / 7  
Conceal: Jacket  
Range: 30  
Length: 292 mm (11.5 in)  
Weight: 1,25 Kg (2.75 lb)  
Rarity: Common  
MSRP: \$ 829  
Resources: ●○○○○

**COLT 1860 ARMY**  
Origin: USA  
Era: 1860 - 1870  
Type: Revolver  
Caliber: .44

**NED BUNTLINE**  
Ned Buntline was a colorful character on par with the heroes of his fiction. He caught two murderers in Kentucky, was a member of the Civil War for drunkenness, and left 23 people dead. Married no less than three times, Ned wrote with words and authored many newspaper articles. This was his hobby. Ned hobnobbed with the great men of his exploits across the West.

**ANACONDA**  
Designed in 1990, the Conquistador double-action revolver features a unique under-barrel ejection system designed and produced by the Ruger Company.

# 1

## REVOLVERS, PISTOLS AND SMG



Colt 1860 Army



Beretta Stampede



Ruger SP





Skorpion

TEC-9

# Weapons Chart

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- Beretta Stampede ..... 5
- Colt 1860 Army ..... 5
- Colt Anacoconda ..... 6
- Ruger Redhawk ..... 7
- Taurus 454 Casull ..... 8
- Vintage Linebaugh Revolver ..... 8
- Heckler & Koch P7M13 ..... 9
- Heckler & Koch USP ..... 10
- SigSauer P226 ..... 10

**A hunter needs to be well equipped.  
Firepower is never enough, especially when  
the hunt is one of the most dangerous  
nocturnal predator that ever existed.**

<http://www.storytellersvault.com/product/220812/Hunters-Armory-I>

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A  
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ver featuring a full  
on-rod lug and six round  
duced by the Colt's

## REVOLVERS

**SMITH & WESSON M686**  
Available in six and seven shot cylinders, the L-Frame has a strong, durable frame and barrel built for continuous Magnum usage. As police officers and hunters will attest, this firearm is made to withstand heavy use.



## SINGLE-ACTION

In a single-action revolver, the hammer firing or supporting hand. This action cylinder in place with the chamber all the hammer, which fires the round manually cocked again. This is called action, of releasing the hammer. Becalightened, firing a revolver in this. Additionally, the need to cock the Revolver, the Walker Colt, the Colt American Frontier era are all good ex

In double-action (DA), the stroke pulled back to the cocked position round. The hammer is released to str separate from the trigger pull is un This allows uncocked carry, while a and harder trigger stroke is the trade feature, as the gun is safer ag double-action revolvers may be fire the same as a single-action revolver cylinder, and when the trigger double-action, or from a hammer hammer and revolves the cylinder firing the round in the chamber.

## MINI UZI

The Uzi submachine gun was designed by Captain Uziel Gal of the Israel Defense Forces (IDF) following the 1948 Arab-Israeli War. It was first introduced in 1954. It has a greater magazine capacity than the shorter bolt.



## HECKLER & KOCH MP-5

The Heckler & Koch MP5 (from German: Maschinenpistole) is a 9mm submachine gun of German design, developed by the German small arms manufacturer Heckler & Koch.



## RUGER SP101

The Ruger SP101 is a series of double-action revolvers produced by the American company Sturm, Ruger. The SP101 is a small frame and all-steel construction carry revolver, with a 8-shot (.22 LR) cylinder.



## BERETTA STAMPEDE

This is the "Old West" Stampede. It has a fixed front sight, wood grip, and holds .45 Long Colt rounds, the same as the Colt Peacemaker. It has a 4 1/8 inch barrel, which makes the total length 9.5 inches. Its cylinder capacity is six rounds.



## COLT 1860 ARMY

The Colt Army Model 1860s is a muzzle-loaded cap & ball .44-caliber single-action revolver used during the American Civil War made by Colt's Manufacturing Company. It was used as a side arm by cavalry, infantry, artillery troops, and naval forces.



Origin : USA  
Era : 1980 - Present  
Type : Revolver, Lt.  
Caliber : .22LR  
Difficulty : 4  
Damage : 6  
Rate : 3  
Clip : 8  
Conceal : Jacket  
Range : 15  
Length : 231 mm (9.12 in)  
Weight : 0,85 kg (1.56 lb)  
Rarity : Common  
MSRP : \$ 769  
Resources : ●○○○○



Origin : Italy  
Era : 1870 - Present  
Type : Revolver, Lt.  
Caliber : .45LC  
Difficulty : 6  
Damage : 4  
Rate : 1  
Clip : 6  
Conceal : Jacket  
Range : 15  
Length : 251 mm (9.5 in)  
Weight : 0,68 kg (1.51 lb)  
Rarity : Common  
MSRP : \$ 695  
Resources : ●○○○○



Origin : EUA  
Era : 1860 - 1870  
Type : Revolver, Hvy.  
Caliber : .44  
Difficulty : 8  
Damage : 6  
Rate : 1  
Clip : 6  
Conceal : Trenchcoat  
Range : 25  
Length : 355 mm (14 in)  
Weight : 1,22 kg (2 lb)  
Rarity : Common  
MSRP : \$ 700  
Resources : ●○○○○



# The Hunter's Armory

by Rafael Martins  
patreon.com/bananamosquito



# Like a zombie

Interview with Brazilian actor and D&D player Hugo Oliveira



Sunday, four o'clock in the morning. Some people are already moving through the still dark streets, illuminated by the pale bulbs of the most well-known avenue in the largest city in Brazil. In the midst of fast-paced and rushed executives, groans and strenuous steps can be noticed, and at first glance, the passerby who passes inattentively or distractedly on his smartphone may miss the approaching zombie horde. The scare is inevitably comical. The bizarre scene is part of one of the many performances done by the actor Hugo Oliveira, who was born there in the city of São Paulo, although in another part - quite remote and different from downtown - in the East Zone of São Paulo, an area marked by misery and social abandonment. With a smile on his face and bright green eyes of sagacity and confidence, actor, lecturer and professor of theater graduated by the Faculdade Paulista de Artes, Hugo starred several plays and works giving lectures around the country

*"My first RPG experience was at the age of 11, in a pretty crazy D & D game. No one knew very well what was doing, much less the Dungeon Master."*







Hugo Oliveira (left) and Antonio Pereira (right) on Paulista Ave., São Paulo - Brazil 2011

**CEM** - First of all, thank you for giving us this interview and welcome to **Chaotic Evil Magazine**. Please tell us how you came in contact with the RPG.

**HUGO** - "My first RPG experience was at the age of 11 in a pretty crazy D & D game. No one knew very well what he was doing, much less the Dungeon Master (laughs). I think there was a lack of specialized publications on the subject, or something that would allow better disclosure and, above all, facilitate access. In the community where I spent my childhood and much of my adolescence, we did not have access to this kind of material. In Brazil games have always been expensive and, before the internet, quite difficult to find. And it seems that the internet only came here in the late 90's, and until today the access is poor and expensive."

*In the neighborhood I spent my childhood and much of my adolescence, we did not have access to this kind of material. In Brazil, games have always been expensive and before the internet, quite difficult to find.*





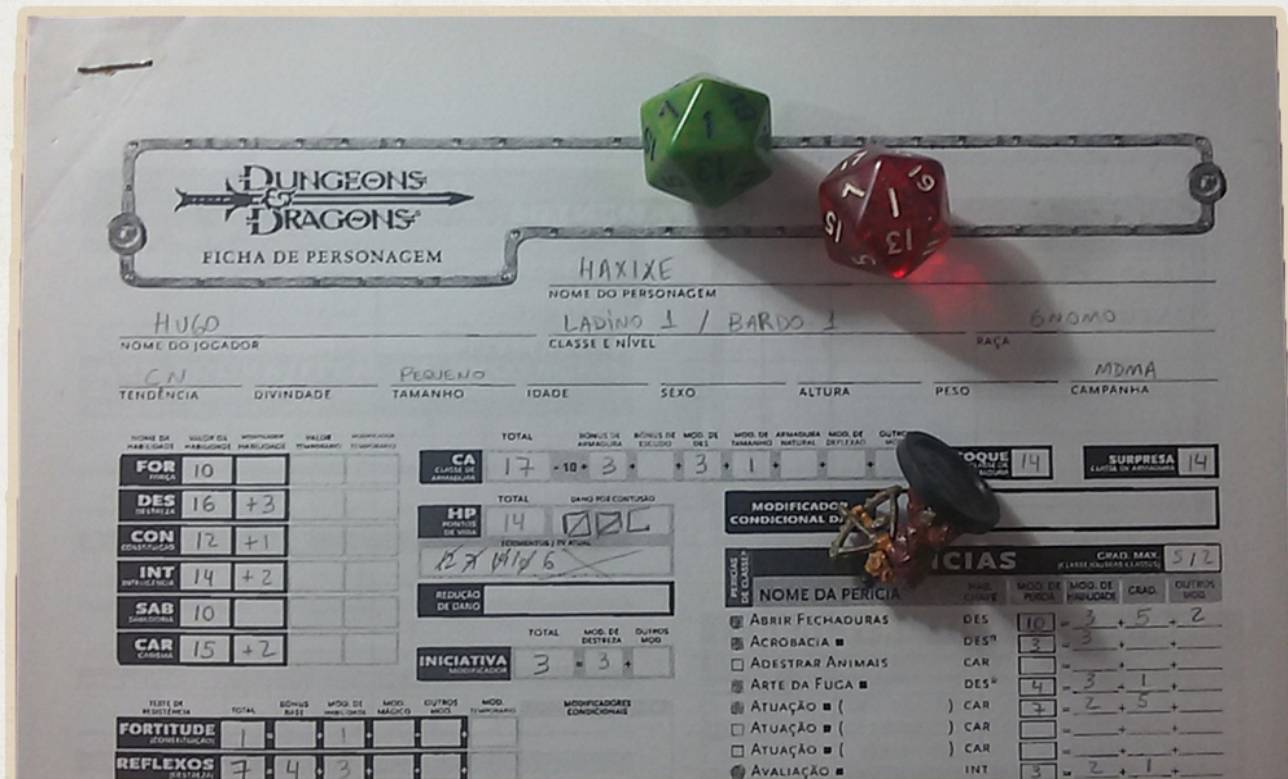
**CEM** - With regard to RPG and the actor's work, how do you think it would have contributed to your profession?

**HUGO** - "RPG contributed a lot at the beginning of my training as an actor mainly on the subjects of improvisation, imagination, character creation and on scenic faith, that is you to believe in the reality of that universe that was created, even knowing that it isn't real. There are, therefore, many similarities between the RPG player or DM with the actor's work, however, I think the main difference is perhaps that in the case of the theater actor, for example, there is an audience, we are doing that to someone that is "outside", and who does not necessarily know the context about. In the case of the RPG, there is no technical concern that the audience can understand what,

the author is trying to do decode the signs he is trying to convey, simply because there is no figure of the viewer and the master and players are already inserted in some way into that universe."

**CEM** - What tip would you give to players and DMs who want to create strong voices for their characters without damaging their own?

**HUGO** - "It's important to have a vocal preparation, stretching, or warm-up before the sections, especially for DM, who should spend a lot of time talking and making several different characters. This is one aspect that is usually not taken into account by most: Our vocal tract is very fragile and unprepared can hurt the voice, causing calluses on the vocal cords and the like. In addition, if the DM intends to make several different voices, it is important that he visit these



An old D & D character sheet that belonged to the gnome Haxixe, which had a tragic ending: Crushed under a giant boulder.





Hugo Oliveira playing the part of Costa on the play "A Tela e a Cela" by Jelson Tsonis, São Paulo - Brazil 2008

voices before departure and find those that are more comfortable to him, according to his limitations, that is to say, it is no use to opt for a voice construction that is aggressive for your body if you're going to do this for too long as it will surely hurt."

**CEM** - Nice to know, I'd never really thought of such things. Well, to finish, what is your favorite class in D&D?

**HUGO** - "Rogue, for sure! (laughs)..."

**CEM** - Yes, I already knew but I had to ask ... (laughs) Thanks a lot for the interview, congratulations for the work and the success!

**HUGO** - "Thanks and see you next time"

*RPG contributed a lot at the beginning of my training as an actor mainly in the subjects of improvisation, imagination, character creation and on scenic faith, that is you to believe in the reality of that universe that was created, even knowing that it isn't real.*





# Part 1 The House of Usher

## Introduction

This adventure can be played in a single section or as part of a larger campaign sidequest. Tamerland is a port city through which various adventurers from different parts of the continent can come in, who may have arrived by ship with plans to replenish the supplies and leave, when they are surprised by the problems of the village and the impossibility of setting sail again until the situation improves. Another option for the characters would be to be native to Tamerland or the forest surrounding the area, in this way, they will probably be more involved with the particular history of this city and its residents. In any case, a good starting point for the adventure is certainly the tavern The Black Cat, where they can keep up with the latest rumors and get involved in the plot.

## The Black Cat

The village's oldest tavern belongs to Luchesi who, along with the girl Virginia, are the only ones still working at the establishment. If they arrive during the day, the adventurers will find a few customers who eat, drink and talk in low tones. A more exalted customer argues loudly about excessive tax collection, but is soon silenced by his colleagues, avoiding a confrontation with the two militia guards who were already observing the confusion with interest. Times are difficult, people have



disappeared mysteriously in the forests and rumors speak of a curse or plague that seems to be spreading across the continent from the east. If they arrive near dusk, they will be forced to spend the night there, because of the monsters and demons that the locals say appears at dawn. In fact, things get more hectic at nightfall, scroll around the table of wandering monsters for every hour adventurers spend homeless after dark(See Appendix for the appropriate tables.)

## Edgar, the Bard



*A thin little fellow, with pointed ears covered by a vast dark hair, dressed in dark tones and wearing a thick mustache, rounded lenses, and a pointed nose stuck in the pages of a book is sitting on the counter. He seems not to notice the presence of anyone around him and keeps himself in his reading, daring to divert attention and spit his thin neck just to watch the beautiful waitress who walks unhurriedly to meet some occasional customer. A large pitcher of a dark red drink rests almost empty beside him, from where he sips wide swallows, drowning his mustaches in it.*

The adventurers may meet Edgar the Bard, poet and inhabitant of Tamerland. He comes to the Black Cat virtually every night to drink wine, write poems, and woo Virginia, the golden-haired waitress creeping into the tavern to cater to customers while provisions are still available. Tonight, however, Edgar does not bring a book, but a letter he received this afternoon from an old friend, Roderik Usher. Without much explanation, the letter says that Roderik is suffering from a terrible condition that makes it impossible even to leave the house. He hopes the visit will bring relief to his suffering. The mansion sits atop a hill to the east of the mainland, and the trip there may be dangerous, so Edgar needs to hire adventurers willing to accompany him on the journey, and places a sign on the tavern mural for help. If not sought, at some point Edgar will approach the adventurers and offer ten gold coins to each one who consent to escort him to the mansion at the top of the hill. If they ask for more money, Edgar will say he does not have it, but he guarantees that his old friend Usher will reward them properly as soon as they arrive. Edward is in a hurry because he believes that his friend's affliction may have some bearing on the plague the city has been suffering, and requests that everyone be ready to leave at dawn.



## Edgar, the Bard

Medium humanoid (half-elf), neutral good

Armor Class 15

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	16 (+3)	14 (+2)
INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)

Proficiencies (+2 proficiency bonus)

**Saving Throws** Dex +5, Cha +5; advantage on saves against being charmed.

**Skills** Arcana +3, Acrobatics +5, Deception +5, Insight +2, Perception +2, Performance +5, Persuasion +5

**Armor** Light.

**Weapons** Simple weapons, hand crossbows, longswords, rapiers, shortwords.

**Tools** Disguise kit, drum, flute, lute,

shawm

**Senses** Darkvision, Passive

Perception 12

**Languages** Common, Elvish, Halfling.

### ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Rapier. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target.

**Hit:** 1d8 + 3 piercing damage.

**Hand crossbow. Ranged Weapon Attack:** +5 to hit, range 30/120 ft., one target. **Hit:** 1d6 + 3 piercing damage.

### BONUS ACTIONS

**Bardic Inspiration.** Add a d6 to a creature's ability check, attack roll, or saving throw.

### OPTIONS

**Fey Ancestry.** Half-elf trait

**Spellcasting.** Bard feature.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

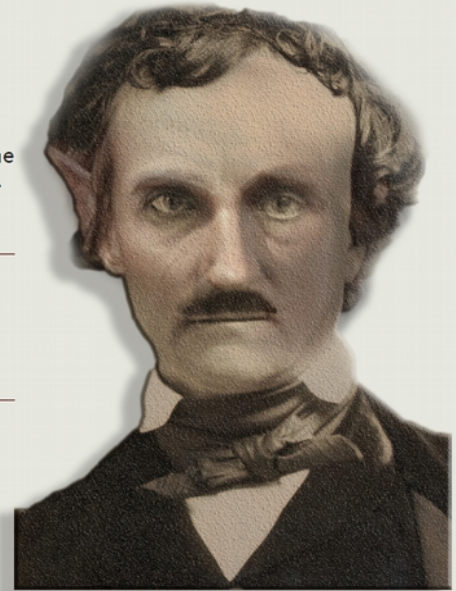
**Spell Slots:** 1st-level (2)

*'I dwelt alone*

*In a world of moan,*

*And my soul was a stagnant tide,*

*Till the fair and gentle Eulalie became  
my blushing bride...'*



## Ethered, the Blacksmith



Since the arrival of the plague, about six months ago, people have mysteriously disappeared. Eleonor, daughter of the blacksmith Ethered, is one of the victims who, together with Alan, a farmer and her lover, are missing. They were last seen entering the cornfield. Adventurers will be able to report the case to Ethered himself if they visit his shop during the day, which remains open until evening, when he goes to the tavern. If searched there, after the third pitcher of beer and already a little intoxicated, Ethered will say that he intends to leave in search of Eleonor, and will ask for help to the adventurers present in the tavern. He intends to climb the hill to the corn fields, where he believes his daughter is lost.

**The origin of the mystery:** Alan is member of a secret cult of worshipers to an ancient god of the forces of nature and balance. The cultists are responsible for the disappearance of the people in the village, who are abducted at night and brought to the forest to be sacrificed in the name of this ancient deity. Alan and his followers believe that the cause of the plague is the imbalance that people caused by disturbing nature, and that balance can only be restored with sacrifices.

*Dear friend Edgar.*

*Forgive the circumstances in which I write this letter to you. We have not seen each other for a long time, even though we were good friends as a child. I need to see you urgently. Being my best, and even, only personal friend, I hope the satisfaction of seeing you brings some relief to my sufferings. I suffer from a terrible disease that afflicts my soul and tears my thoughts. I can not give more details of my condition, but I ask you to come immediately!*

*Greetings.*

*Roderik Usher.*



## Heading East

After spending the night in the tavern (or at any time if they decide to leave at night) the adventurers should head east toward Usher's house. If they decide to investigate the disappearance of Eleonor, the clues should lead them to the cornfield at the bottom of the hill, where the lovers were last seen. Either way, they will have to cross it to continue the path up the hill, towards the forest of Ulalume and the House of Usher.

## The Cornfield

Beyond the boundaries of the village, following the eastern exit towards the Forest of Ulalume, are the corn plantations owned by the Usher family. The climate is particularly gloomy and frightening, with the strange fog covering its full extent, like a white sheet of mist up to the knees, even in broad daylight. Among the dead plants the claustrophobic feeling is even more oppressive, the crowns are high and it is easy to get lost in that sinister landscape. The dry dirt floor covered with insects and arachnids is obscured by mist, and adventurers who sharpen their senses can hear the noise of the arthropods being crushed with their footsteps, as if stepping on biscuits. While in the middle of the plantation, players can hear voices calling them from the cornfield, causing chills. The voices are hard to distinguish, they belong to the spirits of missing people murdered by members of an ancient cult who will try to lure them into the center of the cornfield.

Ask for a **DC 15 Wisdom (Survival)** check for the group leader to be able to guide the adventurers safely to the other side, any failure means that the group has been lost in the cornfield for at least another hour. This will cause the night to approach and the dangers to increase, as well as one level of exhaustion.

## The Plague

The city goes through difficulties, the victim of a mysterious plague that has brought hundreds of ravens that have devastated the plantations. In addition, a mysterious white mist has taken over the forest and the village, and it also appears to be the cause of the death of the fish that appear floating every morning on the beach. The dry climate has been getting colder and colder, and the thick fog that has also taken over the plantations has caused huge losses and damage to farmers and the entire population. It has been months since nothing else has grown or is long maintained in the increasingly rarefied and dead soil. In addition, the number of attacks by monsters and missing persons has increased dramatically, especially at nightfall, when frightened Tamerland residents gather in their homes or another safe place where they remain locked until dawn.

Describe to the players the constant feeling of being watched by eyes hidden in the darkness, everywhere. Horrifying howls, owls, grasshopper clouds, swarms of bats, rats, snakes, cockroaches and all kind of venomous animals seems to be on the loose. The atmosphere is suffocating and despair, the thick fog makes it impossible to see more than ten feet in front of the eyes. Voices seem to echo in the darkness, calling, sometimes known voices, asking for help or inviting to enter the darkness.

The origin of the mystery: The plague is the result of a magical-chemical accident in the House of Usher. Spirits still roam the ancient building, adventurers will have to unravel the mystery surrounding the death of Lady Madeline.





## The raven and the scarecrow

*In the center of the cornfield there is a scarecrow, frighteningly positioned as if he could observe the full extent of the haunted fields. On his shoulder of straw and tow is a magnificent and frightening black raven.*

After describing the gruesome scene, ask all players to take a DC 11 Wisdom saving throw. Those who fail the test will be horrified for a few seconds, and will hear the raven utter the words "Nevermore ..." with their horrendous bird's voice (It's the scarecrow's Terrifying Glare effect, they will be surprised during the first round of combat that will happen next).

*Suddenly, a breath of icy air seems to cross through you and take over of the swollen body of the huge scarecrow, whose eyes now sparkle in living red as he advances towards you!*

The statistics for the Scarecrow are in the Appendix at the end of this book. In addition, they are also on page 268 of the Monster's Manual.

After the confrontation, a raven will join the adventurers, appearing occasionally, especially near Edgar, who will develop a feeling of sympathy for the bird. The seemingly harmless raven will do nothing but brief sporadic visits to the party, say a few words, and fly away. The words would normally be incomprehensible, except for Edgar, who will recognize as verses from a poem, which he writes gradually as the crow appears to recite. Roll a d10 or

## Enigma



1 - The noblest name in Allegory's page,  
2 - The hand that traced inexorable rage;  
3 - A pleasing moralist whose page refined,  
Displays the deepest knowledge of the mind;  
4 - A tender poet of a foreign tongue,  
(Indited in the language that he sung.)  
5 - A bard of brilliant but unlicensed page  
At once the shame and glory of our age,  
6 - The prince of harmony and stirling sense,  
7 - The ancient dramatist of eminence,  
8 - The bard that paints imagination's powers,  
9 - And him whose song revives departed hours,  
10 - Once more an ancient tragic bard recall,  
In boldness of design surpassing all.  
These names when rightly read, a name known  
Which gathers all their glories in its own.

simply choose one of the verses from the poem to read to the players each time the crow visits them. The verses are also part of an enigma that will be explained later, when the adventurers arrive at Usher's house.

## Moving on to the next scene

The adventurers will be able to find shelter in a barn, which can be sighted amid the mist, always present and threatening. There will be the cultists who abducted Eleonor, waiting to surprise them in an ambush.





## The Barn

The adventurers may find shelter in a barn, which can be sighted amid the haze, always present and threatening. There will be the cultists who kidnapped Eleonor, waiting to surprise them in an ambush.

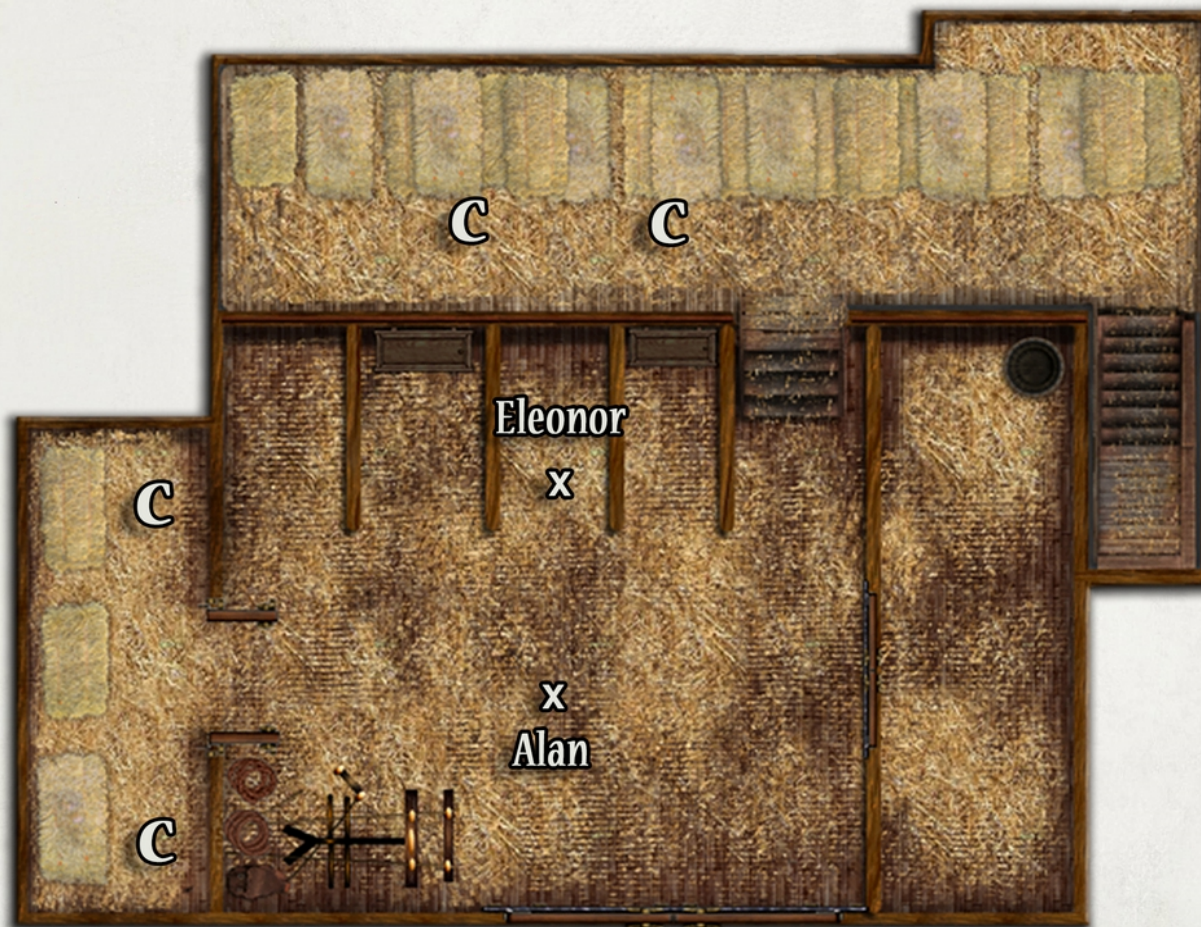
### Alan and the Cult of the Elder Gods

The adventurers will find Eleonor unconscious and tied up in the barn. A few feet up and over her head, hanging with a rope tied around his neck lies Alan, her lover, who hanged himself because he could not bear to have given her as an offering to the Elder God. Alan was a farmer and worked in the cornfields, infected by the toxic vapors he was deceived by the spirits that live there, convincing himself that to save the village, it would take virgin blood sacrifice. He joined the small cult of fanatics and drew the girl to the barn, where they awaited the other members of the sect, and tied her up, leaving her to be killed by the Scarecrow, one of the names by which this ancient god of crop and death is known. The cultists believe that with human sacrifices the balance between man and nature

will be restored, which will end with the plague. They await, hidden in the barn, the Scarecrow's coming to claim their offering - Eleonor, who collapsed upon seeing her lover commit suicide in front of her. When they arrive, if the adventurers wake her up, they will be warned that it is a trap, and the battle will begin without the round of surprise. The cultists are simple people of the village, armed with tools of agricultural work, like scythes, hoes, stones and pieces of wood.

### A suicide letter

Players should receive XP rewards only if they act according to their character's alignment. Heroes with Good tendencies should sensitize themselves to the situation of the poor villagers and resolve the conflict peacefully, saving their souls, for example. Next to the hangman's body, they will find a note from Alan explaining everything. After untying his daughter, Ethered will bid farewell to the adventurers and return with her to the city.





## The Forest of Ulalume

The tall canopies of the numerous clustered trees make the forest dark and frightening, the white mist occupies its full extent and almost completely prevents visibility below knee height, making it virtually impossible to see where it treads. The horses become very frightened and refuse to advance at a fast speed, if forced, will risk setting foot and breaking a leg. The distance to be covered comprises one day of travel at slow pace, which means that adventurers should arrive shortly before dusk if they left the village in the morning. If they do, they will arrive at the mansion exhausted, hungry, and greatly weakened by prolonged exposure to the toxic mist. If they prefer to camp overnight in the forest and leave by the next morning, they will arrive rested, but completely drowned by the hallucinogenic effects of the mist (see the text box on the side).

### Random Encounters

The Forest of Ulalume is full of fairies and magical creatures. Roll a d6 to the random encounter table for the appropriate time (day or night), once for each hour the adventurers pass inside it. The table indicates the page in the Monster's Manual where creature statistics can be found.

	Day	Night
1	Satyr (page 267)	4x Kenku (page 194)
2	4x Pixies (page 253)	Swarm of Insects (page 338)
3	Dryad (page 121)	Giant Spyder (page 328)
4-6	no encounters	5x Wolves (page 341)

Some of the NPCs may not want to immediately attack the characters, preferring to dialogue first and, depending on their reaction, they can give hints about the dangers they will encounter in Usher's house. Here are some examples:

"Do you know Spencer?" He also played the flute, just like you. He was a friend of the fairies."

"Have you heard of Spencer?" He is a friend of the Fairy Queen. Don't you know? That's a shame. He was the only one that ever escaped my spell ..."

"My punishment was to fall in love with a mortal, a bard ... that's right, Spencer!" Do you know him?"

"Do you like books? I've heard of a huge library, the largest library ever. Consumed by the flames, all that knowledge reduced to ashes. A bard named Kallimachus used to sing this song. In the letter he said that he had himself been director of this library. These bohemians and their wonderful stories!."

"A bard named Euripides once told me a story about a warrior named Medea, who had been pursued by the men who had driven her mad, and killed her own children to save them from an even worse fate."

"Ravens are sometimes the spirits of people who died a long, long time ago, and now they work as messengers, did you know that?"

### The Hallucinogenic Mist

The dense fog that covers the forest is the result of a chemical accident that had occurred several months ago in the House of Usher, opening a portal to another plane and letting this unnatural mist leak out to our world. Anyone exposed to it for more than an hour may suffer from various psychic effects, including collective hallucinations, which makes it impossible to know what is reality and what is the product of fog-induced madness. The characters still can not perceive its effects, but they are all with their minds caught up in daydreams, distorting images, colors, sounds and smells collectively, each in their own world, albeit interfering with each other's dreams. The hallucinations, however, only change the way a person perceive the world, as appearances, taste, touch and various sensations, but it does not change the essence of what things are, nor does it create things that are not actually there. A wall may look like a rock or a pink giraffe, but it is still there, and the adventurer will not try to cross it as if it did not exist. The same goes for a hole in the ground or a cliff, no one will throw themselves or try to cross flying (hidden traps still fire, but can be discovered and disarmed normally). The worst effects, however, are the terrible afflictions suffered by Usher and Madeline, whose symptoms begin to appear only after a few weeks of prolonged exposure to toxic vapors.



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### III. Attic

The floor of this room is in poor conditions, dozens of planks are loose, scattered in the dirt. On the opposite side there is what appears to be a closed wooden casket, next to a huge hole on the ground that formed with the collapsing parts of the structure.

Read the next aloud part if any adventurer dare to open the coffin:

Inside the coffin, to your surprise, a skeleton lies in fine, tattered robes. On his lap rests a scroll, whose trembling letters of his deceased author, time has preserved in the form of a poem.

The noblest name in Allegory's page.  
The hand that traced inexorable rage;  
The one who signed

### The Tell-Tale Heart

This magnificent medallion carved in a ruby in the shape of a human heart is a mystic artifact that gives the wearer the power to communicate telepathically with anyone. Just as a Helm of Telepathy (DM's Guide, pg.174) but is cursed. Its bearer begins to feel an uncontrollable need to speak the truth and confess to all his crimes and sins. Any attempt to lie or hide the most innocent information will only be possible to those who are in possession of the medallion if successful in a CD 15 Wisdom resistance test. A new test will be required every twenty minutes to continue resisting the will to confess. If there are no people around to hear it, thoughts will consume the medallion bearer, who will lose his sanity slowly, in a downward spiral to complete madness.



6 - A search in the life-size human statue of Hume inscriptions:

7 - A search in the rope that looks

8 - This safe is Dexterity (S) which are in Poison Need disarmed first adventurers

The asns  
The cele:





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