



Jerimond's Orb

by Ree Soesbee

Ten days ride north of the great city, there is a small town named Treefall. Up until recently, this town was well known for its rich harvests, happy villagers, and prosperous weather.

These days, however, the once-proud details from Treefall have turned darker. Instead of tales of unending prosperity, you hear hushed whispers of a great curse that has struck the once-happy village. Word has it that, where once roamed contented cattle, now strange beasts hunt by the moon's cold light and terrorize the hapless region.

You have scoffed with the others at these stories. Despite the things you've seen in your adventures with your friends, the thought that such ill might befall such a sleepy little town strikes you as terribly unlikely. There is plenty of evil in the world, true, but there are also much bigger and better targets. But tonight, despite the firmness of your disbelief, the stories come to find you.

You have been traveling north along the roads on your own business, enjoying the rich fall colors and warm afternoons. Your camp is small and secure, with a roaring fire and meat cooking over the flame. It's one of those crisp autumn days that makes you long for a warm hearth after a long ride in the cool air. Still, the fire is good enough for now, and you and your friends have a wonderful meal, talking and singing and laughing, anticipating a restful sleep beneath the blanket of stars.

Until the beast attacks.

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Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®

Jerimond's Orb is a d20 System adventure booster designed for 4-6 characters levels 2-4. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.



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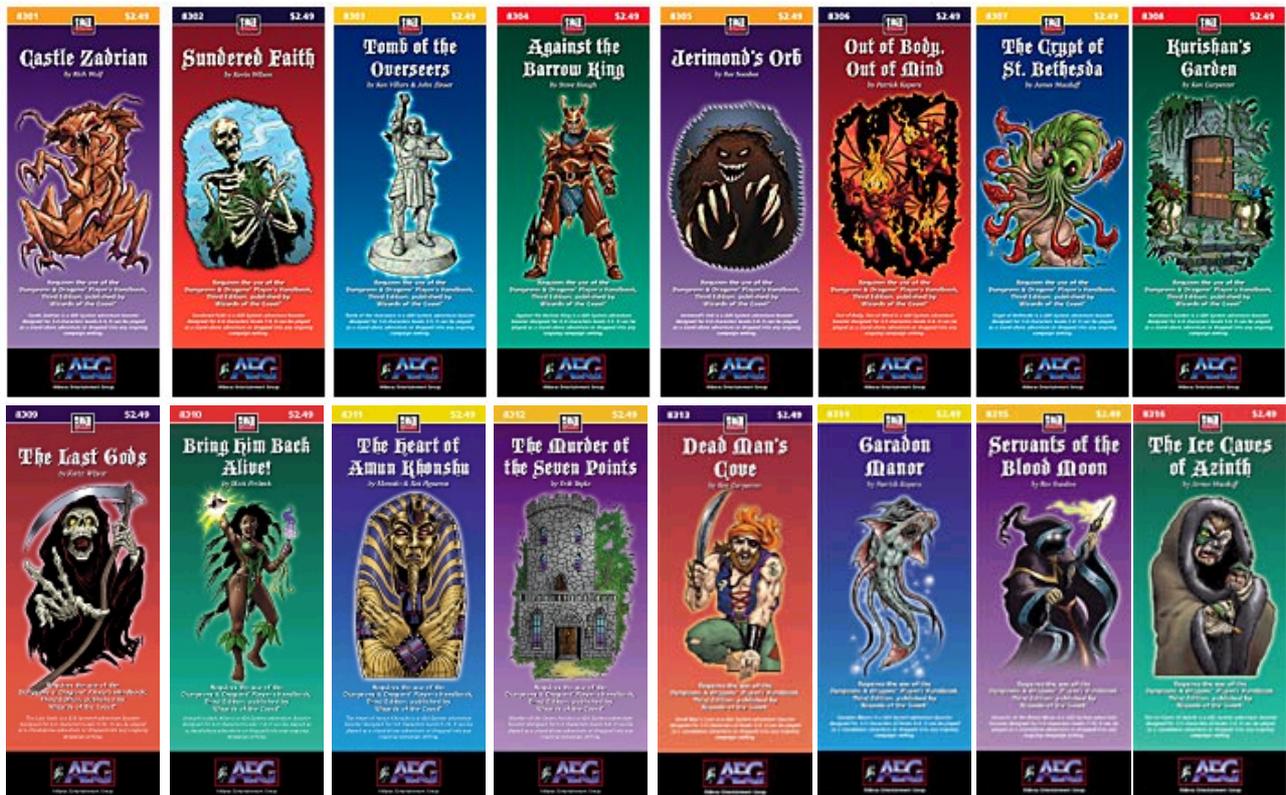
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How to Use This Product

This adventure is designed to be easily dropped into your existing 3rd edition D&D campaign. It can be run in a single session, and makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material, and you may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players in order to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. You won't be able to run this adventure without it.



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DM Background

This module is designed for a party four to six characters of levels 2-4.

Over 50 years ago, a traveling wizard named Jerimond lived in the forests near a small village known as Treefall. The people of Treefall were kind to the old mage in his last days, so only days before his death he gave them a powerful orb that he had enchanted.

Jerimond's Orb can enhance the natural luck of any creature or area. However, if the orb is stolen, those men it once benefited are condemned to turn into beasts when the sun sets, and remain that way until dawn. See "New Magic Items" at the end of this adventure for more details.

The Beast Within

The beast attacking the heroes at the start of the adventure is a *mathorn*, one of the cursed creatures of the village but your players don't know it yet. See "New Monster" at the end of this adventure for full details.

The defeated beast lies still until the first rays of dawn strike it. Then it transforms into a young, human male no older than 20, with dark hair and the clothing of a peasant farmer. He carries no weapons or other items, and the only marks on his body are those put there by the PCs.

If the youth survives, he tells the heroes the following. (Read this and any other boxed text in this adventure aloud to your players as they get to the right points.)

My name is Arawn. I remember traveling home to Treefall, to my father's inn, and then... darkness. The darkness was thick, like clouds rolling across the ground. Then I was here. Please, let me go home to my village. My mother and sister must worry for me.

Arawn has no recollection of the encounter with the PCs, the beast he became, or anything else that occurred after sunset the evening before. He is shaken and scared. If permitted, he leads the heroes to Treefall by the closest path.

Rumors

There are many rumors flying wildly around the town. Each hero that makes a Gather Information check (DC 10) can learn up to one of the following. GM info is presented in parentheses.

- 1) The death of a child caused the gods to curse Treefall for not taking care of the kids. Sally Perkins was eight, the daughter of the owner of the general store. She was found dead in the town square five days ago. Her death has yet to be explained. (True, except for the source of the curse.)
- 2) Bandits are terrorizing the area, killing sheep and cows and roaming through the forests at night. (False. It's the mathorn.)
- 3) Many of the town's men are vanishing at night. Must be because of that new fishing hole that Derris Jenkin found. They say it's filled with whoppers. (False. The men become mathorns. And the hole is fished out.)
- 4) Strange beasts are roaming through the woods at night and have killed several of the young men of the village over the past seven days. (True.)
- 5) The cleric DuVall stole Jerimond's Orb from the statue in the center of the village. The one there is a fake. He did it to make money for the church, so he could force us all to come in on holy days. (False, although the orb the statue's holding is a fake.)
- 6) Jerimond, that old mage, left a ton of gold hidden somewhere in the village. That rat Oakley Perkins is trying to find it. He's in league with Derris Jenkin, trying to convince everybody to move out of Treefall so they can have all the money when it is found. (Partly true. The gold is there, but it's Cole Jenkin who's after it.)

Treefall by Day

Arawn takes the PCs into the small town of Treefall, population 400. There are several outlying farms and buildings in the rolling, tree-lined hills of the area, but the town is the only population center for days in any direction. The villagers there seem frightened and look at the travelers with hopeful, but cautious eyes.

The largest news in town is that the harvests seem to be going bad. Rot taints the silos, and the weather has been overly dry. If this keeps up, Treefall might not have enough stores to last the winter, much less supply for trade or taxes.

Joseph's Inn

There is a sign on the front of the Inn that reads:

“Inn closes at dusk and does not reopen until dawn. No Exceptions.”

Joseph's Inn, in the center of town, is a low building with a small stable and about 12 rooms for rent. It is attached to a two-story dining area, the upper floor of which is occupied by the innkeeper and his family. The tables and chairs around the wide kitchen are well maintained, and a few visitors spend their time relaxing under the inn's wide gables. For but 1 gp per night, the party can rent a room and get two bowls of the steaming stew that's always on the fire.

Joseph Murdoch and his wife Valerie run the local inn. They are an older couple, happy, with four children, two of whom long ago left to seek their fortune. Arawn is their third son, currently apprenticed to a farmer named Derris Jenkin, outside town.

Arawn comes home once a week. He was due in last night, and his parents are panicked about his absence. Their only remaining child, Beth, works in the inn. She is 14, with a Charisma of 15.

Joseph knows what's going on in the town, but he keeps his mouth shut. If he takes to the heroes, he may tell them the following:

“About five days ago, I was headed out to the well for some wash-work and saw DuVall — the priest — out by the statue of old Jerimond. This was right about the time the forest beasts started attacking? I went over to see what he was up to, and dang it if the man wasn't digging up Jerimond's ashes! Well, I cuffed that priest right soundly and sent him on his way! He must be some kind of necromancer. He's the cause of all this, I'm sure of it.”

One of the other men in the tavern is a young farmer named Cole Jenkin, Derris's son. He makes some nasty comments about the PCs, hangs around, and listens until he has determined their interest in the town. He shoves angrily past Arawn when he leaves, knocking the boy to the ground. If Arawn is already dead, Cole shoves past one of the weaker PCs instead.

The General Store

The general store is owned by Oakley Perkins, father of the dead Sally. He is a crotchety man with glasses and a game leg. When the PCs enter, he looks at them with false friendliness, warming up to them for a sale. If he realizes they are here to pump him for information, he quickly turns cold.

Oakley's wife Karen is “unavailable.” She's in the back of the house, mourning the loss of her daughter. Oakley's also upset, but he's covering it under a strict work ethic, cleaning like his life depended on it.

If the heroes manage to get Oakley to talk, he says:

“Yes, my daughter was killed. No, I don't know why. We didn't hear her leave the house that night, but when we went to wake her, she wasn't there. We found her body in the town square, terrible knife wounds all over her. I know those bandits killed her — probably that boy Cole, who hangs around here at night, drinking and pestering Petra, my older daughter.

“Bandits, I tell you, looking for the mythical ‘hidden gold’ that old man Jerimond supposedly left behind. A bunch of bunk, but it cost me my daughter's life. You can hear them scrabbling around in the town square after dark. I've taken to staying down here at night and locking my wife upstairs to keep her safe. You want to help this village? You can start with that no-account boy Cole Jenkin! You tell him to stay away from my daughter, you hear?

“And now, if you're finished bringing up my family's personal tragedies, either buy something or get out of my store.”

Oakley's wife, Karen, tells a different version of the tale. If the PCs cause any kind of ruckus, Karen comes come out and begs them to stop. If one of the PCs is a cleric, she immediately asks to be blessed and begins crying over her lost little girl. If the PCs are kind to her, she sobs out her tale without being asked.

“Poor little lamb. She must’ve been going out to the statue again. She used to do that, when she was little. She thought the statue was St. Cutallin himself, and used to go see the orb. It glows, you see, and she thought the light was the angels watching over her. And this time — this time, something got her. Something with claws. I saw the body: claw marks, claws everywhere! It was something awful. Oh, priest, bless us, for the gods have taken away our youngest child!”

Karen is otherwise too distressed to be of much help. Once his wife’s outburst is over, Oakley sternly shoos the characters out of his store.

As the heroes leave, they may look behind them (Spot, DC 15) to see Petra peering out of an upper window. She is 17, wearing black, and seems frightened and tearful. She hides partly behind the curtains of the window, looking haunted, a bruise on her cheek. When she sees the PCs looking at her, she quickly steps away from the window.

If questioned, Oakley and Karen refuse to allow the PCs to talk to Petra or to talk with them about her at all.

The Town Square

Treefall’s town square is a large, open, cobblestone area. In the center is a statue of an ancient, kindly mage holding a staff in one hand and a brilliant blue orb in the other. A carefully carved wooden plaque at his feet reads:

Jerimond the Mage, friend to all and patron of Treefall.
Orb of light, orb of peace and plenty — Jerimond’s last gift to his friends — Rests here, with his ashes.
He will be sorely missed.

The statue is made of bronze, and the plaque and stand are wooden. The orb in the statue’s hand seems to be some strange sort of blue precious stone the size of a grapefruit.

Inspecting the statue (Search, DC 10) reveals scratch marks across the bottom of Jerimond’s robes and the base, and some signs the statue has been moved recently — just an inch or so — and then replaced. It requires a Strength check (DC 20) to move it. If anyone tries, the villagers in this busy square raise an alarm, accusing the characters of thievery and graverobbing.

A good look at the orb (Appraise, DC 12) shows that it’s a cheap glass gem made to look like a star sapphire. Also, there are dagger marks around the statue’s uplifted hand, as if a thief pried the real gem out and replaced it with this fake.

The Church

The church of St. Cutallin has room for only 50 or so villagers. From the simple architecture and modest furnishings, it’s obvious the church is rarely filled with worshippers. When the PCs approach, the church is empty. Inside, all the pews have been pushed to the walls and piled carefully on top of one another.

If the heroes go around the building’s side, they find a monastic priest in common garb, digging in his vegetable garden. Characters with the Listen skill might (DC 5) hear the priest muttering to himself:

“Town’s gone bad. Ground’s all hard, and the tomatoes overripe. Saint Cutallin, preserve us. If we don’t find that bauble soon, we’ll all be eating grass.”

If the characters come close, DuVall looks up, wipes his hands on his tunic, and asks what they need. He is a pleasant man, middle-aged, with one blue eye and one brown. He quickly sizes up the characters and, based on their appearance and opening questions, makes educated guesses about their nature and alignment. If the heroes seem to be good people, he invites them to the church that night for an “all-night prayer session.” He carefully insists that they arrive before dark.

If the characters seem evil, DuVall claims ignorance of any of the problems of the town and goes back to his digging. If so, have a townsfolk later let slip that many of them are meeting in the church before dusk to “seek shelter with the gods.”

The Village Well

Any townsfolk asked for information laughingly points the characters toward the village well. The well is known to be a common meeting ground for gossips. An old woman named Bethany sits by the well all day, sharing stories with those who will listen. She is half-blind and quite a bit deaf. The only way to get her to listen is to speak loudly.

When the PCs arrive, about 20 people are in the area around the well, working and playing. Bethany sits at the side of the small fountain, spinning tales of yesteryear while another woman slowly winds a ball out of the thread Bethany is holding.



If the PCs ask Bethany a question, she responds with the following:

The Bandits:

“Bandits. We used to have bandits back 10, 12 years ago. They were in your face, fighting through the city streets. Then Jerimond killed their leader, and no bandit’s had the gumption to come back. ‘Cept that young punk of Derris’s, Cole Jenkin. There’s a bandit if I ever seen one. Why, there was a time back, I’d’ve seen him whupped by his momma. Now she’s dead, and without Mary, the boy’s gone plumb bad.”

The Church or DuVall:

“He’s a canny character, always with his holier-than-thous. Old priest wasn’t like that, but since he died, we’ve had to make do. DuVall showed up some three years ago, talking trash to the Perkins like there was no tomorrow. Accused them of greed and lust and some 10 other things. Oakley stopped going to church altogether, stopped his wife from going too. Now I ain’t saying DuVall’s not a faithful man, but I can say he’s got some kind of faith I don’t understand. Hides a bunch of people in his church all night and locks the doors. If that ain’t some kind of cult, then Bethany’s more blind than just her eyes! Locks ‘em all up in the church — and that’s when the beasts come, at night.”

Another villager nods her head. “We don’t let that false priest near old Jerimond’s ashes. Might steal ‘em for his dirty work, and then where would we be? Joseph Murdoch saw DuVall digging at the statue some weeks back, trying to steal the old man’s ashes, and he put a stop to that! Now we keep an eye on that ‘priest,’ and soon enough, we’ll be rid of him!”

Jerimond:

“Poor, old Jerimond. Right good wizard, he was. Used to have arguments with him about changing fate. Seemed he thought that everything could be tilted to good luck or bad. Best thing he ever did for this town was give us the orb. Shines so bright even an old, blind woman can make her way home by it. Brings the town luck too.”

Jerimond’s Orb:

“The orb? Jerimond used to say it brought him luck. When he gave it to the village, our crops got better, and the sickness that passed through these parts some three years back missed us. Did Jerimond a lot of good too, but when he gave it to us, his luck changed for good. Came down with flu, got hit by a carriage, broke both his legs and finally died of some conniption. I don’t know what’d happen to the village if it was lost. A curse, maybe.”

The Monsters of the Curse:

“You’ve seen the monsters? They come at night. That man DuVall’s behind it, I can tell you. They’re called ‘mathorn.’ Jerimond used to talk about ‘em. Seen ‘em come for the old mage once when he got back from adventuring. They followed him like night to day, screaming to have something returned to them. He killed ‘em, but I guess there were more, more that just got here — or were called by that cultist DuVall. Attacks started a week ago, and it was only five days ago that ‘priest’ tried to defile Jerimond’s grave. That poor, little girl was killed the very same night. Coincidence?”

Village Well: The Hunt

While at the well, the heroes are approached by a band of farmers planning to go out at night and fight the beasts ravaging the town. The PCs are invited to join. If they agree, are told to meet at the bridge just after nightfall. The leader of these young farmers is Frederick Wilson. He tells the heroes:

These monsters have been plaguing the village for too long. They’ll ruin the harvest! We can’t let them kill any more of our children. If you’ll fight with us, we can’t pay you, but you’ll get some good hunting out of it, and a grateful village.

Jenkin’s Farm

Derris Jenkin’s farm is on the northern outskirts of the village, near the forest and bordered by the river to the west. The farmhouse is modest and has several butchered animals hanging from the eaves as they dry. An older man, perhaps 50, is sitting on his porch smoking a pipe when the PCs approach. When he sees them, he mutters something under his breath and then calls into the house. With a Listen check (DC 10), a hero can hear Derris say: “Stay in the house, boy.”

Derris then walks down the road to meet the characters a good 20 paces from the house. Read the following aloud:

The old man looks annoyed as he puffs on his pipe. “What y’all want out here?” he says sharply, not giving you a chance to offer greetings...

“This here is private property and we got no call for strangers. Y’all just get on, you hear? Nothing for you here, and if you come closer, I’ll let the dogs go on you.

If the players force their way into the house or sneak inside, they find a common home with signs of someone having swiftly left: food on the table and a half-drunk glass of water. A small piece of paper lies beside the plate, on which are doodled the names “Petra” and “Petra Jenkin,” over and over again. The writer was Cole Jenkin, who just ran off into the woods to gather with his friends at their hideout: Jerimond’s abandoned tower.

Treefall By Night

When night comes, everything closes. By the time it is dark, there isn’t a villager on the Street or willing to open her door. Even Joseph the Innkeeper closes his doors, bars his shutters, and ignores any pounding or attempts to enter. Only the church has light streaming out its windows — along with muffled sounds of prayer.

Heroes who travel near the city commons see the statue of Jerimond standing stoically, surrounded by darkness. The gem in his hand is not glowing, despite any earlier descriptions of its power.

The Church

Characters who return at dusk find a group of 70 townsfolk huddled in the church, praying. DuVall happily brings the characters to the rear of the room and speaks to them in a low voice, careful not to interrupt the others. Read the following aloud:

“I didn’t think you’d come, but I see your hearts are true. You do wish to help us with our burden. Let me show you something — something horrible.” He takes you to a place near one of the church windows and begins to explain.

“This church is holy ground, safe from those beasts. It may also be because Jerimond once lived here, before his tower was finished out in the north woods.

“I believe the orb was keeping the creatures back from the village. I know Jerimond’s journals are buried underneath the statue, but the townsfolk won’t let me near it. They think I’m going to defile the man’s ashes, but I can tell you this: His ashes aren’t under there.

“Before Joseph Murdoch interrupted me, I saw the wrappings of the journals, but I couldn’t reach them. If we’re going to understand what this is all about, we have to get those journals!

“Worse yet, the books are in code. I had figured it out from other writings of Jerimond’s that I found, but my notes are gone. They fell out of my pocket while I was trying to move the statue. When I went back later, they were gone. Even if you get the journals, I’ll have to start over, but I know I can translate them again, given time.”

“But I can’t get to the journals myself. Could you?”

If the PCs agree to go, they may meet with one or more of the following encounters. Quite a few mathorn are wandering the village streets, and at any time, the party may be attacked.

The Farmers at the River Bridge

If the characters agree to meet Frederick Wilson and his men at the bridge, they are in for a rude shock.

If the heroes arrive early, about 10 villagers trickle in, carrying small swords and farm tools to “hunt” with. But as soon as the last light of the sun sets, the men drop their weapons and start howling in rage. Their bodies mutate, their teeth elongate into fangs, and their hands form into claws. Within five minutes, they have become a pack of mathorn, ready to hunt and kill. And the characters look tasty.

“Orb,” the man-beasts whimper in agony as they change. “ORB!”

The Inn

Characters who pass by the inn hear a strange snuffling and clawing inside. If they peer through the slats of the windows, they see a mathorn that may once have been Joseph. His clothes are on the floor, his sword fallen from the table. He is trapped in the lower chambers of the inn, unable to get out or to go upstairs. He is effectively contained and not a threat.

The General Store

As the heroes approach the general store, they hear a mathorn inside, tearing apart the lower chambers. Both doors are open, and as the heroes peer inside they see the mathorn picking over the still-warm corpse of Karen Perkins, a strange look of peace on her features.

The Oakley mathorn immediately attacks if it sees the PCs, and it fights until dead. The rear door of the store is wide open, and a scrap of black fabric is hung on a bent nail on the stair on the back porch (Search, DC 10).

Jerimond's Statue

The Statue of Jerimond can be moved with a successful Strength check (DC 20). Beneath the statue is a small, stone niche, and within that lies a wax-cloth wrapped bundle with three small notebooks inside. In these notebooks are Jerimond's secrets, but they are all in a strange code. Just as the PCs get the journals out of the secret niche, they hear a terrified scream from nearby.

Petra Perkins

The terrified Petra Perkins stands alone in an alley between two buildings, screaming and desperately trying to fend off three fierce mathorn. It's up to the heroes to save her. Once they have, read the following aloud:

Now safe, the weeping Petra pulls herself together and says. "Oh, thank you, thank you! I was in my house, and my father changed into this creature. He killed my mother, just like he killed Sally — and then momma put the body out in the street..."

"Oh, I just knew I was next, so I ran. But they chased me. I was trying to get out of this town — to meet Cole out at the abandoned wizard's tower. He said if I could just meet him there tonight, we'd leave this place forever. And he told me — he told me to bring this."

In her hand, she holds out a sheaf of papers with Jerimond's mark on the top page. "These were my father's. He found them in the Street the day Sally died."

Just at that moment, the church bells begin to ring.

If the characters take the journals back to the church, they find it under assault by 10 mathorn. The villagers inside are panicked. The PCs must fight their way through to get the journals (and Petra) to safety. Once the heroes are inside, Father DuVall sees they have his notes. If they have the journals as well, he asks for them so that he can translate them quickly. Once finished, he tells the heroes the following:

"Jerimond didn't create the orb. He found it among the ruins of an ancient city far away. Before his death, he managed to alter its purpose. Rather than simply affecting one person, it can now benefit a whole town. The orb must be within a Set of brackets sealed in the hand of Jerimond's statue to work its magic upon the village.

"Sadly, the orb has a cost. If someone is deprived of the orb's power, that person (or village) is cursed. For an individual, this takes the form of sickness and fatigue. For a village, the men turn into ravenous beasts known as mathorn, their only purpose to sate their hunger and return the orb to its rightful place."

After further research, DuVall describes another section of the journal to the PCs.

"I've found what the bandits want. Jerimond did hide money, but not in the village. It's out in his tower. You need the orb and this code to open the lock on the treasure room's door. That must be why the bandits who took the orb haven't gone anywhere. They've been trying to break the code.

"But they could crack the code without these journals. I did it, after all. And if Cole wanted Petra to come out there tonight, he must be ready to leave the area — with the money and the orb. You've got to stop them!"

Petra joins DuVall, saying:

"Jerimond's tower is to the south of the village. I can tell you where. But please, don't hurt Cole. I know he's done bad things, but he just wanted the money so we could get married and leave this town for good."

Jerimond's Tower

Jerimond's tower is a small, two-story keep with one large entrance to the north. The place has been untended for years.

1. Main Chamber

Once a formal living chamber, this room is in sad shape, with broken vines and twisted, small trees growing inside. Only the stone pillars, inscribed with Jerimond's code, are still intact. To the rear, sits a large, empty fireplace. One of the pillars near the fireplace seems disturbed, as if something large is leaning against it. A slight glow spreads out from under a door to the west.

There are two secret doors in the rear pillars, which are hollow. The first pillar conceals a hidden stairway leading up to Jerimond's laboratory. A rusted key sits in the catch of the open "secret" door. (See "Upstairs.")

The second pillar has obviously been scrubbed, and several sheets of paper lie carefully placed around the bottom of the pillar, detailing the code on the pillar and various attempts to break it. DuVall should have revealed the means to open the secret door to the heroes, so they should know the order to twist the stones of the pillar. Once the *Orb of Jerimond* is inserted into the pillar's secret niche (Search, DC 10), the concealed portal swings open. A set of spiral stairs leads into the darkness below. (See "Downstairs.")

2. Kitchen

This area contains a long fireplace, a table, and several counters. A small fire crackles in the fireplace. A bandit named Edward Wallens is in here, where he was eating until he heard the heroes arrive. When the heroes open the kitchen door, Edward jumps them, screaming an alarm. (Use the bandits' stats from the guest rooms (#5-7) for Edward.)

3. Pantry

The pantry's shelves hold a few backpacks brought in by the bandits. They each hold two weeks worth of traveling rations.

4. Cook's Quarters

The furniture in this ramshackle room is in poor shape, mostly turned into firewood for the small stove in the kitchen.

Bandits (4): CR 1; SZ M (humanoid); HD 2d10+4; hp 12 each, Init +1 (Dex), Spd 30, AC 13 (+1 Dex, +2 leather armor), Atk: longsword +1 (1d8+3), SV Fort +5, Ref +0, Will +0; St 16, Dex 13 Con 14, Int 10, Wis 10, Cha 12; AL CG. Skills: Listen +1, Search +1, Spot +1. Feats: Weapon Focus (longsword).

Cole Jenkin: CR 1; SZ M (humanoid); HD 2d10+4; hp 17; Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 leather armor); Atk: longsword +1 (1d8+3); SV Fort +10, Ref +5, Will +5; Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 12; AL CG. Possessions: *Orb of Jerimond* (add +5 to saves — already figured in) Skills: Listen +1, Spot +1, Search +1. Feats: Weapon Focus (Longsword).

5-7. Guest Chamber

Four men charge from these three rooms when they hear Edward's cry. It takes them three rounds to awaken, grab their weapons, and charge across the main chamber. They are led by Cole Jenkin.

Upstairs

The laboratory is now a sad wreck of stone and crawling vines. The four windows are unshuttered, and bad weather has blown leaves and other debris into the room. The lone table is in ruins, torn apart. Everything up here has already been ransacked or fallen to weather, but the floor is in good condition, and the walls are sturdy.

Downstairs

Jerimond's sanctuary is in good condition. Players can scavenge 12 gp worth of wizard's spell components from the area. An unlocked but closed chest sits in the north of the room. It holds 1,000 gp and three emeralds each worth 50 gp.

All's Well that Ends Well

Once the PCs return *Jerimond's Orb* to its rightful resting place, all should end well. The heroes' testimony frees DuVall of any stigma in the village, and Petra takes over her father's store. If the PCs keep the orb and leave Treefall, the mathorns hunt them, following them with increasing ferocity and brutality. If they can, the mathorns take back the orb and return it to the village on their own, instantly returning to their human forms.

New Monster

Mathorn

Medium-Sized Shapechanger

Those who have benefited from the positive effects of *Jerimond's Orb* are doomed to become mathorns if the orb is stolen. Thereafter, from the time of the last rays of sunset to the first light of dawn, the once-lucky men are transformed into beasts that roam and hunt the night, killing and eating any creature in their path. In human form, the mathorn have no memory of their nocturnal activities. As a beast, they exist only to sate their terrible hunger.

Combat

Mathorn attack with vicious claw strikes and bites, tearing at their opponent's flesh and leaving a toxin behind that slows their victims. Mathorn tend to attack in small packs of three or four, fleeing if their group is cut by half or more during the course of the battle.

If a mathorn can get a party to flee, it pursues any poisoned hero. In this way, it culls the humanoid herd.

Poison (Ex): Fort save (DC 16) or lose 1d4 Dex as initial and secondary damage.



Hit Dice: 2d8 (12 hp)	Skills: Climb +2, Hide +5, Search +5
Initiative: +4 (Improved Initiative)	Feats: Improved Initiative, Multiattack
Speed: 30 ft	Climate/Terrain: Anywhere near Jerimond's Orb
AC: 14 (+4 natural)	Organization: Solitary to pack (3-4)
Attacks: 2 claws +3 melee, bite +5 melee	Challenge Rating: 2
Damage: Claw 1d6 plus poison, bite 2d6	Treasure: None
Face/Reach: 5 ft. by 5 ft./5 ft.	Alignment: Chaotic Evil
Special Attacks: Poison Saves: Fort +1, Ref +3, Will +4	Advancement: 3-4 HD (Medium)
Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10	

New Magic Item

Jerimond's Orb

Jerimond was adept at altering the course of probability. Although this orb was created for another use, before his death he managed to alter its purpose. Now, rather than simply affecting one person, it can benefit a larger portion of land. When held, the orb adds +5 to saves. However, when placed in the central square of a small village, the orb instead increases the region's chances of fair weather, good harvests and health.

The orb must be within its brackets (now sealed within the hand of Treefall's statue) to work its magic upon a village. Sadly, the orb has a cost. If a person or place is deprived of the orb, misfortune strikes her or it for the same length of time as it was used for luck. For an individual, this takes the form of sickness and fatigue (-5 to all saves). For a village, this misfortune appears as the curse of the mathorn (see "New Monsters" above).

Caster Level: 13th;

Prerequisites: Craft Wondrous Item, *limited wish*;

Market Price: 25,000 gp; Weight: 5 lbs.



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The Village of Creefall

Jenkins Farm

Well

Common Square

Joseph's Inn

General Store

Statue of Jerimond

St. Cutallins Church

Fishing hole

Jerimond's Tower

