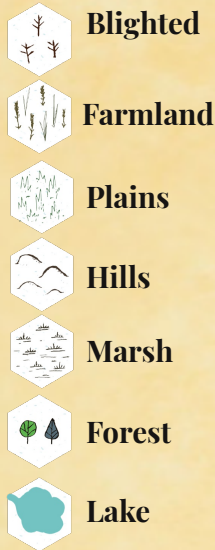


LEST THESE DARK ENERGIES DEVOUR US ALL

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<https://bit.ly/LTDEDUA>



THE DARK ENERGIES

The **Devourer** has performed a ritual beyond her ken, and torn the veil between worlds at a crypt in **hex 0101**. Dark Energies seep through to the surrounding hexes, turning **verdant** hexes to **blighted** ones and threatening reality.

THE DEVOURER

A necromancer possessed by a nihilistic entity from beyond the veil. Spreading the dark energies throughout the land will allow the **entity** to cross over. Opening the thin points in the veil at the settlements in **0103**, **0302**, **0702**, and **0704** achieves this. She starts play at 0101. If killed while the tear is active, she is immediately resurrected there. If the tear is threatened, the entity will teleport her there. If the entity is expelled, she will help seal the tear.

SEALING THE TEAR

There are at least three ways to seal the tear: casting **Hallow**, using the **Orb of Light**, or burning a **Verdant Staff** at the tear.

The **Gold Priest** at 0302 has a Hallow scroll, and a religious duty to price gouge.

The **Wizard** at 0501 will make the Verdant Staff, but requires life weeds from the blighted lands.

The **Bandit King** at 0504 has the Orb; he will only give it up if his hex is blighted.

THE ROLL OF DEATH

Every dawn, roll 1d6. A 1 or 2 means the Devourer arrives at the closest town to tear the veil. At nightfall, she succeeds, and the hex becomes blighted. A 3, 4 or 5 means the Dark Energies have spread. Every verdant hex adjacent to a blighted hex becomes blighted. A 6 means nothing happens.

VERDANT HEXES

BLIGHTED HEXES

	Dying land. No water.	Undead erupt from the earth. Rest is exhausting.
	Abundant farmland, friendly farmfolk.	Dying crops and farmfolk. Bloodthirsty crows.
	Open plains. Horses, ranchers, centaurs.	Fleeing centaurs. Dying herds. Undead horses.
	Green hills, colorful flowers, mountain breezes.	Dead hills. Chill wind and angry hornets.
	Wetlands swarming with life, like insects and gators.	Wetlands swarming with undead insects and gators.
	Temperate forests filled with game and a green dragon.	An angry green dragon seeks answers.
	Duplicitous nyads guard an underwater treasure.	Dying nyads offer a treasure for restoring their lake.
0103	Logging camp. Merry men, mead, Deer God Cult.	Haunted camp. Murderous deer cultists with axes.
0302	Merchant town. Cult of Gold. Village that never sleeps.	Rioting town. Looters. Vigilante gold cultists.
0404	Fort of the Bandit King. Inaccessible. Murderous.	Barricade king. Desperate. Undead bandits.
0501	Tower of the Parchment Wizard. Sheep farms.	Tower is gone. Wizard is gone. Undying sheep.
0702	Farmtown. Fertility cult. Triplets expected.	Shuttered up. Triplets dead. Cultists rampage.
0704	Ranchtown. Cult of the Sacred Sun. Ornerly folk.	Burned out ranches. Ranchfolk burned at stake.