Episode 3 // Level 4

**ACT I**

* Map will show road just to the south, which shows a small town. Townsfolk will be grateful for destruction of the Will-O’-Wisp. It was causing the lake to be overrun, and it was their only reliable source of food. Can find warm beds and rest.
* Upon entering the town, a child runs past & out the gates.
* Tavern has many stories.
  + The Otherhood has been building strength in the Far. Leaders include Mara & Gur-Sbat.
  + There have been some telling of magic users. Those that are caught are typically also frequently framed with any number of things and executed. Others are beginning to rebel against both Otherhood and Federation.
  + Engineering has taken the place of magic. Barnor Al-Jizuun may be the Federation capitol, but Blackthorne is the technological arm. Head Engineer is Ziek.
* Wyn is in town to investigate towns being wiped out in the area.
  + No signs of battle – just fairly clean slaughters & everything is stolen.

**Act II**

* In the latest part of the night, just before dawn, two orcs and a human attack. Some townsfolk die, the number being affected by how quickly the party reacts.
* **4 Town Guards –** AC 16, HP 11, +1 to hit, || Spear +3 to hit, 1h or thrown 1d6+1, 2h 1d8+1
* **ORC x3 –** AC 13, HP 15, +1 to hit, || Greataxe +5 to hit, 1d12+3 slash || Javelin +5 to hit, 1d6+3 piercing
* **Bandit Captain –** AC 15, HP 65, +3 to hit, Multi-Attack (2xScimitar 1xDagger), Parry +2 AC reaction, Scimitar +5 to hit, 1d6+3 slash || Dagger +5 to hit, 1d4+3 piercing
* Behind the orcs and human is the child from earlier screaming “YOU KILLED MY FRIENDS!”
* Upon hearing the child (Bjorn), the mother (Ilsa) comes out of her house, panicked for her son.
* Wyn takes the child to the mother and gives clear instructions which sound very much like house arrest.
* Wyn directs the town guards to burn the bandit bodies along with anything they were carrying.

**Act III**

* The next evening, Wyn has erected an execution platform with the lightning cap.
* The child directly contributed to the deaths of the townsfolk, even acting as an accomplice. According to the law, a life must be paid for with a life – regardless of age. Therefore, the child is to be executed.
* The town guards are solidly outranked by Wyn, so they completely obey whatever he says.
* Sight: Sunset with a storm rolling in. Child is on the execution platform.
* Smell: Ozone & impending rain. Still a faint smell of iron from all the blood in the streets
* Taste: Can faintly taste iron in the air.
* Touch: Begins to sprinkle lightly. Can feel light drops on skin.
* Sound: Playing combo “Zzzzz Rain” and “Goodbye”

**Beats to hit (lightning strikes)**

1 – Explanation of rules during song intro ~ 1 minute

Wyn begins to explain the laws: During this storm, lightning will probably strike the condemned dead. If the storm passes & the condemned survives, then the gods have elected to spare their life. The gods spare no-one.

– Lightning in the distance. Mom is startled and starts weeping loudly. The rain has soaked everything.

Beginning of main part:

* Lightning scars the fields outside the walls of the settlement, kicking up mud in an impressive burst of energy that you’ve never before witnessed.
* Another bolt strikes just outside the gate. You hear large rocks being thrown against the wooden palisades.
* Forking silently to the ground, lighting strikes a hill-top in the distance; the thunder indicating that the storm was only getting stronger.
* Almost deafeningly, a bolt streaks horizontally across the sky immediately above.
* Upon seeing the display of sheer power through the sky, the child, once trying his best to be stoic, begins screaming for his mother.
* A bolt lands just on the other side of some houses, still with enough power to cause the sky to rain mud for several minutes.
* Though the storm continues to increase in intensity, unabated, the barkeep cries out. “It looks like the gods are protecting the child from the lightning!”
* Immediately, and in quick succession, several bolts are witnessed in the area around the town, causing everyone to almost taste the electricity in the air. Your teeth feel strange as the charged air begins to interact with the nerves of your jaw. A feeling of impending doom causes you to feel cold and clammy, even given the raining summer evening. The storm seems to be intent on defying the very gods who gave it life.

10 – You can feel the hair on your skin raise & you develop a ringing in your ears when the lightning strikes the child’s house only twenty feet away, causing it to explode into splintered wooden beams. Parts of the house land nearby, burned badly. Only a crater is left where the house once stood.

The storm has passed, but it has taken all night. The child is slumped over on the pole, half asleep from exhaustion. His mother is weeping softly, covered in mud on the ground, clutching to the execution pole as if ensuring that her son’s fate would be her own.

Wyn, completely expressionless, brings the child down from the pole and gives him to his exhausted mother.

As the sun begins to rise, the whole town, including Wyn, goes home to sleep for a few hours. The child and his mother go sleep on the wet straw behind where their house once was. You can hear both mother and child sobbing softly to themselves as they drift off to sleep.

Unsure, you stare off into the distance, unsure of what to do – unsure even if the Federation is worth helping.

So this episode ends.