Episode 2 // Level 3-4

**ACT I**

* Wyn sends word via messenger to come meet him in the Capital, Barnor Al-Jizuun
* Chief says that it is 45 days of travel away by foot.
* Gur-Sbat has been leaving for 3-5 days at a time with no explanation.
* Sheila is pregnant. Her dad is Gur-Sbat (the Chief!). Might want to leave before he finds out.
* Sabrina passes the mantle to Georgina (who Trym has taught to magically\*!\* tend the fields.)
* Trish will have a seizure with a vision showing fast zombies, a faceless man swimming, and dead Manny. Seems connected to the vial, book, and box of the party. Georgina is very worried.
* Sabrina finds out about magic in the party, thinks that it caused Trish’s seizure, and kicks them out.
* Unbeknownst to Party, abundance of food has drawn attention. First signs are mice, followed by small predators.
* The Party’s magic has also drawn attention from the hidden magics for miles around. First signs are harmless sprites appearing in the distant fields at night like fireflies.

**Act II**

* Upon beginning travel, at night will see sprites followed by a Will-O’-Wisp. If the party follows the Will-O’-Wisp, they will find themselves wandering into a marsh to the east.
  + Smell: Musky like the Capybara after rain. Sight: Endless vines that looks brown and rotting Taste: Air is heavy with humidity. Touch: Ground gives way in some areas, as if a lake is trying to reclaim the grassland from below. Sound: Quiet, but with frogs croaking in the distance.
  + AC19, movement - 50ft hover, HP: 35
  + Variable Illumination, Incorporeal Movement, & Emphemeral
  + Consume life: Within 5 feet, 0 HP makes a DC10 Con saving throw or insta-death. If they fail, Will-O’-Wisp gains 3d6 HP.
  + Atk: Shock (Melee) +4 to hit; 3d6 lightning
  + Invisibility
  + Loot: A very old rotten corpse in a dead tree has only strands of his robes left. Only the soles of the boots remain. Next to him (where his pockets might have been) lie 5 gp and a piece of paper which remains untouched by it’s surroundings – not even damp. Reveals a map of the area (which will follow the party, and always shows the immediate area.)

**Act III**

* 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.
* 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.