



WORLD OF RECLAMATION



DARKER TIDES

A 5th EDITION

CREATURE  CASTER

ONE SHOT

The lands that make up the World of Reclamation are no stranger to the eldritch horrors that call this unholy place their home. It is a vast expanse that seems to expand each time it is travelled, and those who travel it bring with them strange tales - if they return at all. It is here that a rift has formed and become a dumping ground for the debris of other worlds. It is a place where one can find great riches, but sometimes at the expense of their own sanity.

THE ADVENTURE

The PCs travel to the coastal town of Illstrad to seek out a smith who can apparently create weapons and armour of unrivaled quality. Accompanying them is Farren, a man from Illstrad who would introduce them to this blacksmith. As the story goes, she is a master of her craft, and could easily be commissioned to make pieces of equipment for wayward adventurers, as she was once one herself. When they reach the town, it appears to be empty and abandoned, and has been for some time. Farren will suggest that it is time for their evening service, and everyone is probably at the church. In this place, they worship Yoggal, a god who is dedicated to good harvest from the ocean. The PCs enter the church that is filled with parishioners, and discover a strange creature presiding over the ceremony. Farren then reveals his true form as a Changeling of Malifica, and the PCs are swarmed by Children of Malifica.

RECOMMENDED MODELS

For this adventure, it is recommended that you have the following models. A selection of these are officially provided by Creature Caster.

- 10x Children of Malifica
- 1x Enchantress of Malifica
- 1x Possessed of Malifica
- A model for each Player Character in the Party

CHALLENGE RATING

This adventure is designed for a party consisting of 4-6 players at levels 6-9. The recommended level for the encounters in this module is Level 9.

INTRODUCTION

The PCs arrive in the town of Illstrad accompanied by Farren Holt, a trader whom they had met in the town of Galten a few days walk from here. He had introduced himself to the PCs after doing a bit of haggling over your last haul. Read the following:



The town of Illstrad is everything you had imagined. A small coastal village that primarily made its name on the vast amount of salted fish that it provides to the surrounding communities. You're here thanks to a trader that you met in Galten who, after a few drinks, you decided you liked well enough to accompany him to his hometown. It had been a few days' journey, and a largely uneventful trek down the king's highway, though Farren's stories had made for good entertainment along the way. You could have arrived last night, but the fog rolled in just after dinner from the coast, and everyone thought it best to get a good night of sleep.

Why had you made this trek? During your conversations with Farren, he told you of a blacksmith that lived within his village whose skills were beyond reproach and one of the best kept secrets in all of Reclamation. For the right price, she could forge a weapon of unbelievable quality and beauty. Farren then produced his own shortsword. It was a remarkable weapon — razor sharp with a hardened thrusting tip, and emblazoned with filigree and glyphs that would glow in the right light. It didn't take long for him to convince you to join him on his trip back to his hometown.

The town of Illstrad is not a bustling place. The town almost gradually appears around the PCs as they enter, with farms on the outskirts that soon turn into a packed

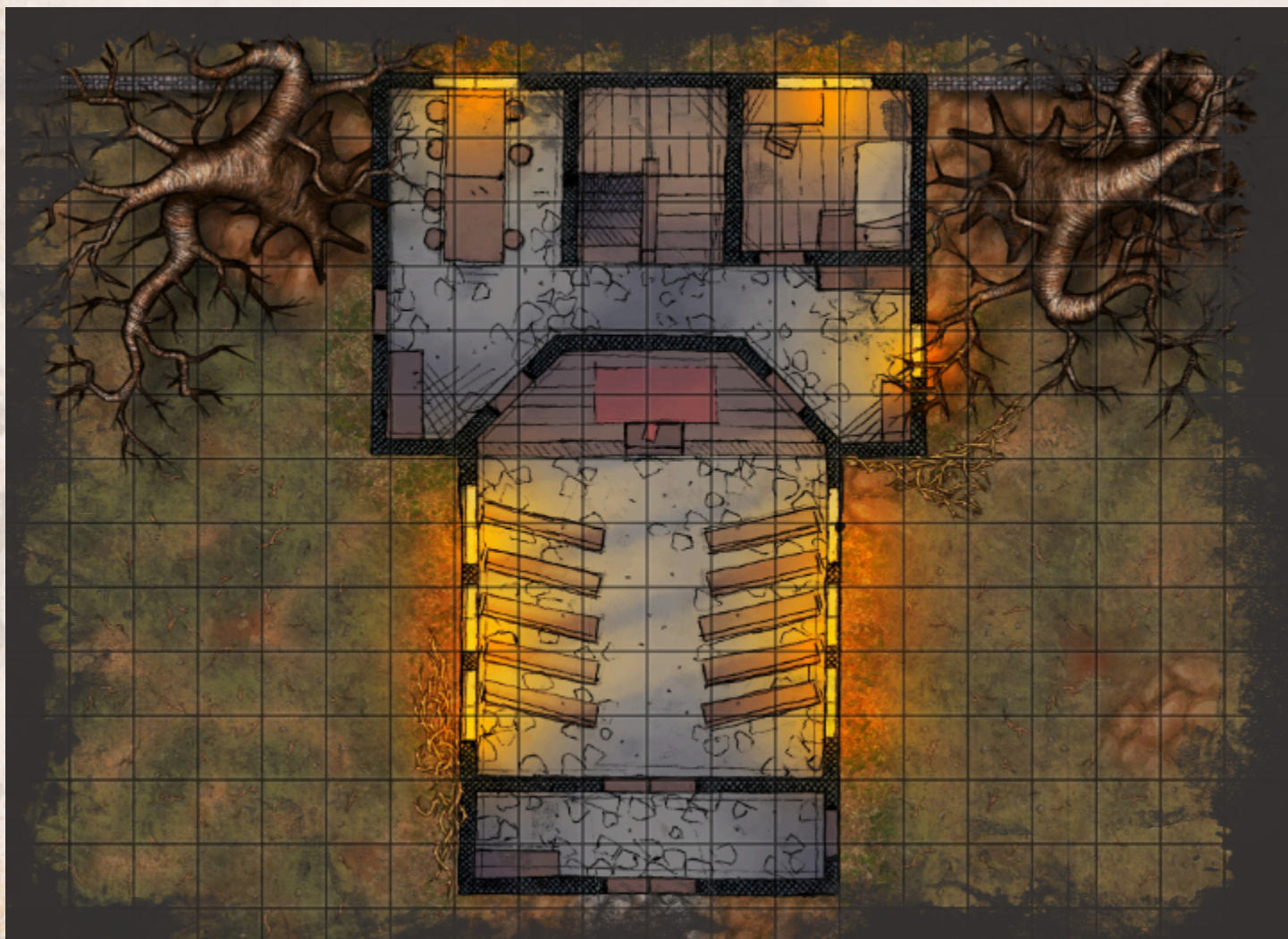
dirt road. There are wooden houses lining the streets, and an extensive system of docks along the rock wall that makes up the coastal edge of the town. While walking, emphasize the quietness and stillness of the town. They can hear gulls and the lapping of waves against the docks, but little else. Read the following:

The hungry cries of gulls sound above your head, and the waves slapping against the stone seawalls near the docks are deafening. There is no sign of activity, which strikes you as odd. You can't see far, as the fog has settled in around the town, and the overcast sky threatens rain.

Eventually after walking around a bit, the PCs will ask Farren where everyone is, and that's when you can read the following:

"It is unusually quiet, isn't it?" Farran replies. "Usually the docks are bustling with activity. What day is it?"

The PCs can answer, but the correct one is the first one given. If any of the PCs have a Passive Perception of higher than 15, they can be asked to make a DC 18 Insight check. If they pass the check, you can inform them (and them only) that something seems to be off about this whole thing, and it is giving them a bad feeling. If



confronted, Farren will act hurt at the accusation and will not break his cover - which is to be revealed shortly. In any case, read the following once they have answered Farren.

“Of course! Everyone would be at the Church of Yoggal for the morning service. Follow me!”

The PCs are free to do as they wish, but the adventure cannot proceed without going to the church. Farren walks slow enough that he will stop to convince them to join him at the church, and urge them to follow along.

THE ENCOUNTER

The Church of Yoggal is a ramshackle building near the docks. Read the following:

A large ramshackle church looms before you, taller than all of the other buildings around it. Two large doors mark the entrance of the structure, and it is surrounded by windows that are incredibly dirty on the inside, and stained with salt from the sea air on the outside. The smell of fish suddenly wafts over you as you approach, and you can hear voices from within. They are strange voices, sounding almost garbled or bubbly. Farren smiles and walks ahead, opening the church doors proudly, and gestures for you to step inside. From your vantage point you can see dozens of people sitting in pews, each dressed in the bulky clothing of those who make a life in the sea. Their backs are turned to you, but you can also see that most of them are wearing knit caps as well, and are looking at the stage.

If the PCs are adamant that they aren't going to enter the church, then Farren will have no choice but to reveal his true identity as a Possessed of Malifica and begin the battle in the streets. The key here is to usher them into the church without giving them a chance to protest. The easiest way is to say “You step into the church...” after a dramatic pause. Only stop the scene if one of the PCs puts up some sort of argument that they aren't going to enter. Once it is established that they are entering the Church, read the following:

Farren ushers you into the church and closes the doors quietly behind you. Faint piping can be heard from the stage, which raises in pitch and volume. You suddenly feel a brief moment of panic — something is about to happen. The hairs rise on the back of your neck and a flood of anxiety fills your stomach. A large blue-grey creature strides onto the stage, wearing nothing but a thin dress made of sheer fabric. She has a giant greatsword in her hands, that glows an unholy orange light. The blade, itself, is emitting the eerie piping music. The more you listen, however, the more you realize that it isn't music at all, but the sound of hundreds of screaming voices coalescing into one single tone.

“Our sacrifices have arrived. Restrain them!”

The PCs at this point will turn to Farren, and you can read the following:

Farren stands there, with the same stupid expression of happiness on his face that he had when he entered the Church. Except something is wrong — he is standing completely still, as if frozen in time. There is a wet slopping noise from behind him, and you can see glistening tentacles and flesh begin to flop out of his back. Suddenly, he arches and screams. A huge mass of blue muscle and meat rises behind him, holding itself aloft on branching pseudopods. A head full of teeth and eyes forms the center mass, and it says something incomprehensible as the tentacles within Farren jerk and he draws his shortsword and advances on you!

A battle commences. In this fight, there are **10x Children of Malifica**, **1x Enchantress of Malifica**, and **1x Possessed of Malifica**.

The Children of Malifica will attempt to restrain as many opponents as possible, which will allow the Enchantress and the Possessed to enact their Transmutation and Infernal Puppetry abilities.

As the Children of Malifica are killed, a new one will appear at the edge of the battle map from the stage at the same initiative number as the previous Child of Malifica. This will continue to happen until the Enchantress of Malifica has been defeated, as this is a never ending tide of monsters. If the PCs are spending too much time fighting the Children and not focusing their efforts on the Enchantress, you should hint that her shouting seems to be drawing these creatures to the battle.

Once the battle is done, read the following:

You stand there, your breath still heavy in your chests and searing in your throat. Fallen bodies lie strewn about, seemingly dissolving on the floor of the church. The tentacles of your foes continue to twitch impulsively, their life slowly ebbing away with each erratic movement. Still in shock over the betrayal of your new-found friend, you realize that his intention of bringing you here was far more sinister than you ever could have imagined.

EPILOGUE

With the promise of exquisitely crafted arms and armour extinguished, the PCs might be inclined to search the town. They will find little of value here, but searching the Possessed of Malifica will reveal that his dagger is still upon his dissolving person. It is a +3 Dagger of Initiative (a creature wielding this dagger may add +1d6 to their initiative value once it has been drawn). The Enchantress of Malifica is armed with a +2 Large Great Sword, and it is so perfectly balanced, it can be wielded by a medium sized creature without penalty (being Large, it does 2d8

damage instead of 2d6). Once the PCs have searched the church, read the following:

Leaving the town, there is still an eerie stillness that is almost palpable. You are being watched and, though you can't see the watcher, you know that it does not approve of what you have done here and is gathering its strength to strike back. You know that tarrying here for too long would invite disaster and it might be best for you to leave before it's too late. Bidding this damned place farewell, you take to the roads once again and hurry on your way.

CONTINUING THE ADVENTURE

This could be the first step in an adventure involving the eldritch forces of Malifica. The seas of Reclamation are rife with horror, and beneath the waves lie some of the most mind-bending monstrosities that stalk these lands. The adventurers have made an enemy of those who follow Ugul-Hul, and his followers are legion. Being stalked by the demons of Malifica means you cannot trust anyone, as they are masters of disguise and deception. You are encouraged to keep an eye on www.creaturecaster.com for more adventures that draw in these various elements of our compendium of creatures, and access the Creature Caster Compendium for various bestiary entries of the denizens that make up our nefarious cosmology.our nefarious cosmology.



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