

NIGHTMARES UNLEASHED

A SIDE TREK FOR PLAYER CHARACTERS OF 4TH TO 5TH LEVEL

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The dream is always the same. The woman walks, alone, through a darkened forest. No birds chirp. No insects buzz. No beasties skitter through the brush. She shivers, then coughs. Her coughs continue, each louder and more violent than the last until they become like physical blows to her body. A stream of smoke pours out of her mouth and swirls across the ground. In moments, it takes the form of a seven-foot tall winged, horned, humanoid holding a flaming blade. Beyond it stand more shadowy, indistinct forms. The creature looks into the woman's eyes, into her soul, and speaks: "She must not live." It raises its fiery sword, but the woman turns away and flees. Briars tear at her clothes, and she tries to scream but can't. She stumbles and falls. As she rolls onto her back, the menacing figure steps over her and swings its sword down . . . and the dreamer awakens, her heart racing, her face streaming with tears.



HEROIC

1-10

ADVENTURE BACKGROUND

Redra Galliston always wondered why her mother, Kirstal, had nightmares every night.

When Redra was ten, her mother described the dream in detail. Kirstal explained to her daughter that she had been plagued by this nightmare every night for twenty years. Kirstal was certain that the nightmare was an omen, her own personal prophecy that shadowy assassins were searching for her. Though she had never seen any waking evidence of this, she was certain this was the reason.

When Redra was 10 and no longer needed constant attention from her mother, Kirstal gave in to the nightmare. For nearly three years, Redra cared for her mother, watching helplessly as the woman withered away from the fear and paranoia of her own unrealized prophecy.

On the night of Redra's thirteenth birthday, Kirstal awoke from a nightmare-plagued sleep, sprang to her feet, and ran screaming into the night. Redra followed, calling for her mother and trying to rouse her from her panic.

The pair raced through the forest near their home until Kirstal stumbled at the edge of a sinkhole and fell in. Redra arrived at the edge of the depression just in time to see a swarm of kruthiks tearing her mother to pieces, leaving only her bones behind.

Ignoring Redra, the kruthiks burrowed back into the earth as quickly as they had appeared, leaving behind a tunnel that led deep beneath the ground. Grief-stricken, Redra silently gathered her mother's remains and buried them in a small graveyard near their home.

The next night, when Redra fell asleep, she experienced her mother's nightmare, down to every

detail. She dreamt it again the next night and the night after that.

Hoping to avoid her mother's fate, Redra sought answers. Her plight led her to a wizard named Bartleby, whom she persuaded to tutor her. For seven years, Redra immersed herself in the study of magic in the hope of finding a way to rid herself of the cursed dream.

During her studies, Redra became convinced that the dream-monster was neither a symbol nor a generic fear but a specific, real entity whose words threatened an actual person—someone who must be protected. This realization bolstered Redra's resolve. She was struggling not only to save herself but to save another woman, too.

Three weeks ago, Redra discovered a ritual that opens a portal to the plane of dreams. This was the key she could use to end her nightmares forever . . . or so she thought.

Convinced that her trial was nearly over, Redra traveled to her mother's grave and cast the ritual at dusk. She intended to call forth the monster from her nightmare and confront it so that she could destroy it and free herself from its influence once and for all.

When the portal opened, a pack of kruthiks swarmed through. Instead of attacking, they scattered into the night, as if fleeing from something worse behind them. Then a terrifying beast of fire and smoke stepped from the realm of dreams.

The creature attacked Redra immediately. The young wizard fought with all her skill but was no match for the nightmare assassin. The monster believed Redra was dead when she fell, so it moved on to wreak havoc elsewhere.

Redra, however, was not dead, although she was very nearly so. Now she lies unconscious in a pool of blood. The portal remains open, and other things are stirring there.

The easiest hook for this adventure is for the player characters to be traveling or setting up camp in the waning light when they witness a bright flash of light followed by a thunderous boom from a mile or so away. Moments later, they hear the savage bellowing of Redra's nightmare monster, and a DC 17 Perception check will pick up muffled screams drifting on the breeze. A pulsing blue light can be seen faintly in the distance, marking the location of the dream portal and beckoning the player characters to investigate.

Alternatively, the player characters might be approached by Bartleby while in town. The old wizard explains to the player characters that his apprentice, Redra, has gone off to do something very foolish in the graveyard, though he doesn't quite know what she was planning to do. If your player characters balk at this errand of mercy, Bartleby offers a reasonable reward for Redra's safe return.

ADVENTURE SYNOPSIS

This adventure consists of three encounters:

In the first encounter, the player characters run across a swarm of kruthiks who have come out of the dream-portal. This happens in and around a deadfall in a narrow gully near the graveyard where Redra lies bleeding.

In the second encounter, the player characters discover Redra in the graveyard. They can heal her, calm her down, and question her regarding what happened, which will lead them to the final encounter.

In the third encounter, the player characters track Redra's nightmare, a spectral assassin cambion hellsword which, along with some other monsters from the dream realm, are wreaking havoc on the edge of Redra's hometown.

ENCOUNTER 1: SKITTERS IN THE DARK

Encounter Level 4 (911 XP)

SETUP

2 kruthik adults (A)

3 kruthik young (Y)

6 kruthik hatchlings (H)

A pack of kruthiks escaped through the portal from the plane of dream and are roaming the land looking for food. The player characters encounter them in a gully while making their way toward the glow of the dream-portal.

When characters are on their way toward the blue glow, read the following:

You've come to the banks of a gully lining a small riverbed. The gully varies from 30 to 40 feet wide. Its sides drop sharply to the gully floor 10 feet below, which is thickly overgrown with thorny brush.

If characters climb down into the gully and try to hack their way through the thorns, they'll find it tough going; see Features of the Area below.

If characters look for another way across, ask for Perception checks. This is an easy (DC 7) check, but don't tell the players that. The character with the highest roll spots a fallen tree spanning the gully about 50 yards to their left.

Staging for this encounter is important. If the log bridge is offered too blatantly as the best or only way across the gully, players will immediately sense a trap. Describe the steep, thorn-filled gully as a significant obstacle between them and the strange disturbance. When characters find the log bridge, point out that crossing it without falling into the thorns will require an Acrobatics skill check, but the log is sturdy and thick. Let players make their plan, decide who goes first, and describe any other special precautions. Then have the first character make an Acrobatics check to cross. The log is more than 1 foot wide, so the DC for this check is only 12. The character falls if the roll is 7 or less (DMG pg. 180); on a roll of 8-11, they don't move and can try again.

While the characters are preparing to cross, the kruthiks are preparing to attack. Wait until the kruthiks actually attack before setting up the encounter map. They strike when approximately half of the characters are on each bank and someone is halfway across the bridge.

If any characters are actively standing guard during the crossing, have them make Perception checks against the kruthiks' Stealth check (+5). If no one is on the alert for danger, then match the kruthiks' Stealth check against the characters' passive Perception. If characters fail to spot the kruthiks, then the creatures gain surprise. If someone notices the kruthiks, read the following:

You spot movement in the brush below the bank and hear sounds of clicking and chittering. Then a swarm of four-legged, vaguely reptilian creatures breaks from the gully. Their daggerlike legs slash the air as they lunge toward you.

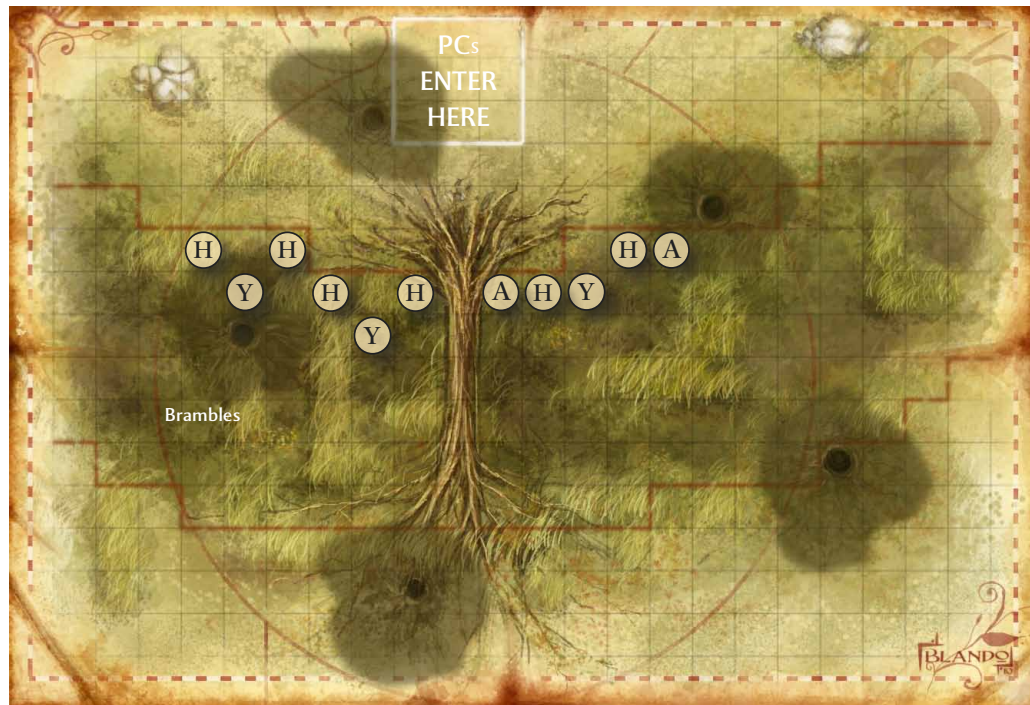
TACTICS

The kruthiks are nonintelligent but possess a pack cunning. They always flank when possible and maneuver to make the most of their *gnashing aura*.

On their first turn, the kruthiks boil up out of the brush, all onto the same side of the gully. The hatchlings swarm the characters, charging if possible. The young tend to move after the hatchlings in order to gain the best flanking positions. The adults begin combat with *toxic spikes* in order to slow promising targets (someone on the log is a prime candidate) and then enter melee.

This fight can be an easy win for the characters if the kruthiks are mishandled. The kruthiks have two advantages, and you should make the most of them. If characters are surprised, they can be hemmed in. If the kruthiks launch their attack properly, they can trap half of the characters on one side of the gully and tear them up while only one or two kruthiks prevent the rest of the characters from crossing the log to help. This should be a frightening experience for the characters who are trapped and ought to spur their friends to heroic rescue efforts.

The kruthiks' positions on the map are suggestions. Start them near the opposite bank if they can cause more damage against that group.



FEATURES OF THE AREA

Illumination: The area is dimly lit.

Gully Walls: The walls of the gully are 10 feet high and sloped at a 60-degree angle on both sides. Climbing up or down the gully wall requires a DC 12 Athletics check. Failure results in the creature falling into the gully and landing prone. The kruthiks have a climb speed, so they can move up or down the gully walls without impediment.

Log Bridge: Creatures can move across the log bridge at half speed but must make a DC 12 Acrobatics check to keep their footing. On a roll of 7 or less, the character falls into the gully. On a roll of 8-11, they don't move but can try again with their next move action. The kruthiks' climb speed allows them to ignore this impediment.

Thick Underbrush: Some squares of the gully bed are choked with thorny brush, as indicated on the map. The brambles are hindering terrain—a character can enter a bramble square without difficulty but must make an Athletics check (DC 12) to leave one. If the check fails, the character is immobilized until the beginning of his next turn. If the check succeeds, the character is slowed until the beginning of his next turn. The kruthiks are not hindered, thanks to their tough hide.

2 Kruthik Adults (A)		Level 4 Brute
Medium natural beast (reptile)		XP 175 each
Initiative +6	Senses Perception +4; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 67; Bloodied 33		
AC 17; Fortitude 14, Reflex 15, Will 13		
Speed 6, burrow 3 (tunneling), climb 6		
⊕ Claw (standard, at-will)		
+8 vs AC; 1d10+3 damage.		
✂ Toxic Spikes (standard, recharge ☒ ☒) ♦ Poison		
The kruthik makes 2 attacks against two different targets: ranged 5; +7 vs AC; 1d8+4 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).		
Alignment Unaligned		Languages -
Str 17 (+5)	Dex 18 (+6)	Wis 12 (+3)
Con 17 (+5)	Int 4 (-1)	Cha 8 (+1)

3 Kruthik Young (Y)		Level 2 Brute
Small natural beast (reptile)		XP 125 each
Initiative +4	Senses Perception +1; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 43; Bloodied 21		
AC 15; Fortitude 13, Reflex 14, Will 11		
Speed 8, burrow 2 (tunneling), climb 8		
⊕ Claw (standard, at-will)		
+5 vs AC; 1d8+2 damage.		
Alignment Unaligned		Languages -
Str 15 (+3)	Dex 16 (+4)	Wis 10 (+1)
Con 13 (+2)	Int 4 (-2)	Cha 6 (-1)

6 Kruthik Hatchlings (H)		Level 2 Minion
Small natural beast (reptile)		XP 31 each
Initiative +3	Senses Perception +0; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 8, burrow 2 (tunneling), climb 8		
⊕ Claw (standard, at-will)		
+5 vs AC; 4 damage.		
Alignment Unaligned		Languages -
Str 13 (+2)	Dex 16 (+4)	Wis 10 (+1)
Con 13 (+2)	Int 4 (-2)	Cha 6 (-1)

ENCOUNTER 2: THE CRAZED WOMAN AND THE DREAM-PORTAL

Roleplaying Encounter

SETUP

The player characters have followed the blue glow to the dream-portal and discovered Redra lying on the ground, bloody and beaten near the magical gate. Her encounter with the spectral assassin has left her weak, confused, and a bit crazed. When the characters first speak to her, she babbles incoherently, sometimes reciting magical formulas, other times fixing a terrified stare somewhere in the sky or over the characters' shoulders. Keep things tense. Play this up in order to prompt the player characters to calm her and treat her wounds before questioning her.

For example, if the characters approach Redra with weapons drawn, she becomes adversarial and tries to crawl away. If the characters stow their weapons and approach her carefully, she will be more trusting.

This encounter is not a skill challenge, but a few skill checks will make Redra easier to talk to. If the players don't realize Redra's fragile state of mind, you can help them deal with her by prompting them with skill checks appropriate to their characters' predilections.

When the characters find Redra, read:

The forest opens up to reveal a small graveyard. Three-dozen grave markers of stone and wood dot the clearing. The scene is lit by the ghostly blue glow that you saw earlier. The light comes from a blue miasma of magical energy swirling above one of the wooden markers. A hazy, alien landscape can be dimly seen within the pulsing glow. A young, human woman lies on the ground near the swirling light. She is covered in blood. As you approach, her head lolls toward you, and her eyes open wide. She cackles loudly and speaks with labored breath. "Not . . . dead."

CALMING REDRA

Redra is in deep psychic shock from being attacked. Three successful skill checks can calm her down and allow the characters to question her. She won't answer any questions until at least one skill check succeeds. She will answer one question after each of the first two successful skill checks before lapsing back into incoherent babbling or traumatized bewilderment. After the third skill check, she becomes responsive but remains weak and somewhat confused.

The most likely uses for skills are listed below. Use these as a guide when players come up with creative ideas of their own. Adjust your roleplaying of Redra's lucidity based on how the characters roleplay this encounter, even if they haven't made all of the skill checks yet.

Diplomacy (DC 12) if characters try to allay Redra's suspicions and assure her that they only want to help.

Heal (DC 10) if characters treat Redra's wounds.

Insight (DC 15) if characters try to deduce what happened from Redra's babblings and address her fears directly.

Arcana (DC 15) if characters try to gain a clue directly from the swirling blue portal and use that information to calm her.

WHAT REDRA KNOWS

Redra can share the following information with the characters. Feel free to expand these items with information from the *Adventure Background*.

If Redra is calm, she provides coherent information.

If she has not been calmed down, Redra provides information in a crazed, disjointed manner. Examples of both are provided in each entry.

- ◆ Redra was attacked by a man-like shadow wearing armor and carrying a fiery longsword. (“The nightmare is here! Red eyes and red death! Red eyes and red blade!”)
- ◆ She has dreamt of the creature for seven years. It menaces her in her dreams nightly and she can’t escape it. (“Sleep, die, sleep, die, sleep, die, sleep, die! Two thousand and five hundred nights! Don’t let me die again!”)
- ◆ The creature came from the portal, which she opened. It attacked her and then headed toward her town. It must have thought she was dead. (“The nightmare is real! It was never only a dream. I’m not dead! Bartleby! Mother!”)
- ◆ Redra’s mother dreamed of the creature for years. The nightmares drove her mad and ultimately led to her death. (“Mother’s dead. I saw. Now it’s mine. All mine. All mine!”)
- ◆ Other creatures came through with the monster: a pack of the same, vaguely reptilian creatures that killed her mother and two other nightmarish creatures that followed the shadowy thing. (“Not alone. Death is not alone! It has friends. Not friends . . . fiends! They killed mother!”)

By the time the characters are done helping and questioning Redra, they should know that a devil-like creature and other monsters came through the portal and are headed toward the sleeping village. If they handled the scene well, they could know much more than that.

EXPANDING THE ENCOUNTER

If you wish to expand this encounter, you can have more nightmarish creatures emerge from the portal.

A particularly effective use of this would be to tailor it to the player characters. By this point in your campaign, you may already know what frightens the characters. If not, it can’t hurt to ask some leading questions before the game begins. Select monsters (or frightening situations) based on those answers. When to present these manifested fears is up to you. If possible, try to do more than simply bringing in more monsters to fight. It’s ideal if you can force the characters to choose between ignoring their own nightmares in order to pursue Redra’s attacker, or facing and perhaps conquering their personal fears but at the expense of innocent lives in the village.

ENCOUNTER 3: REDRA'S NIGHTMARE

Encounter Level 6 (1,400 XP)

SETUP

- 1 Redra's nightmare (N)
- 2 foulspawn manglers (F)
- 1 villager (V)

Redra's nightmare creature is accompanied by a pair of foulspawn manglers. By the time the player characters catch up with them, they have reached the edge of Redra's village. The creatures are intent upon laying waste to the village, and they don't see the player characters coming.

If the characters initiate combat from the "PCs Start" area on the map, they get a surprise round. If they choose to sneak further toward the village, they can get closer but run the risk of the foulspawn manglers attacking the hapless villager near the garden.

When the player characters approach the village, read:

Before you lies a small village consisting of single-story wooden homes. Two fenced areas, one a garden, the other likely a corral, stand next to small, sparsely-decorated houses. What you imagine might be an otherwise idyllic hometown is now marred by blood-curdling screams of fear as several villagers flee the scene. Ahead, you see a pair of short, spindly, four-armed humanoids bearing daggers. They don't appear to notice you.

Perception Check

DC 14: A villager crouches on the far side of a garden fence. One of the four-armed monsters looks at the poor man and licks its lips.

DC 22: You hear a great bellow from the far side of one of the houses. A deep voice echoes, "Flee, little ones, or be the next morsel on my table!"

TACTICS

Redra's nightmare begins combat out of sight but moves toward and attacks the player characters as soon as they make their presence known. It starts by using *whirlwind charge* against as many player characters as possible. Then it falls back on *invisible killer* whenever *assassin's fading* gives it the opportunity. It flanks with the foulspawn manglers whenever possible.

The foulspawn manglers make their fist attacks against the villager in front of them, who has AC 12 and 1 hit point. When that NPC is dead or as soon as the player characters attack them (regardless of whether they hit), the foulspawn attack the player characters. They keep on the move and flank with each other and Redra's nightmare when possible. While they are not directly subservient to Redra's nightmare, they recognize its power and take orders from it.

FEATURES OF THE AREA

Illumination: The area is dimly lit.

Houses: The houses are simple wooden structures with gabled roofs. Climbing up or down the exterior wall of a house requires a DC 15 Athletics check. Though the roofs are sloped, the slopes are not steep; moving across the roofs does not cost extra or require skill checks.

Garden and Corral Fences: The fences around the garden and corral are 3 feet tall and made of sturdy wood. Getting over a fence requires a DC 12 Acrobatics check (with a running start) or a DC 12 Athletics check (no running start). Each fenced area contains an unlocked gate, as noted on the map.

Water Trough: The water trough in the corral is difficult terrain requiring one extra square of movement to enter.



Well: A well takes up one square near the corral. It is encircled by a 3-foot stone wall and has no awning over it. A creature can step up onto the wall without any difficulty. Staying atop the wall while fighting requires balancing (PH pg. 180): the character grants combat advantage and must make an Acrobatics check (DC 20) to keep his footing if he takes damage. If the Acrobatics check fails, the character has a 50/50 chance of either falling prone on the ground in an adjacent square or backward into the well. A character falling into the well gets the standard saving roll to catch the edge, which leaves him prone but still atop the well. The well is 20 feet deep with 5 feet of water at the bottom. Climbing back out requires a DC 15 Athletics check. The pulley at the top of the well will not support the weight of a character, if someone tries climbing the rope.

Brush: Some squares are overgrown with brush, as indicated on the map. These squares are difficult terrain requiring one extra square of movement to enter.

CONCLUSION

Once the player characters have defeated Redra's nightmare and the foulspawn manglers, the village is safe. A search of the body of Redra's nightmare reveals a 100 gp gem and a magic item chosen by the DM and appropriate to the party level.

If the player characters do not escort Redra from the graveyard, she returns to the village a few hours later. Once she rests and gets a hot meal, she is willing to discuss everything that happened at more length. Fill in any undisclosed information from the *Adventure Background*.

The dream-portal closes two hours after Redra cast the ritual.

Redra's Nightmare (N)	Level 8 Elite Lurker
Medium immortal humanoid (devil)	XP 700
Initiative +12	Senses Perception +7, darkvision
HP 140; Bloodied 70	
AC 22; Fortitude 20, Reflex 18, Will 22	
Resist 10 fire	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Points 1	
⊕ Greatsword (standard; at-will) ♦ Fire, Weapon	
+13 vs. AC; 1d10 + 2 damage. If Redra's nightmare is invisible, the target also takes 2d6 extra damage and ongoing 10 fire damage (save ends).	
Whirlwind Charge (standard; at-will) ♦ Fire, Weapon	
Redra's nightmare moves its speed, then makes a <i>greatsword</i> attack against each enemy adjacent to it.	
Assassin's Fading (standard; at-will) ♦ Illusion	
Redra's nightmare becomes invisible until the end of its next turn, and it can shift 2 squares.	
Triumphant Surge	
Redra's nightmare gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 or fewer hit points.	
Invisible Killer	
While invisible, Redra's nightmare scores a critical hit on a roll of 19-20.	
Alignment Evil	Languages Common, Supernal
Skills Athletics +14, Intimidate +14, Stealth +13	
Str 20 (+9)	Dex 18 (+8) Wis 16 (+7)
Con 16 (+7)	Int 10 (+4) Cha 21 (+9)
Equipment chainmail, greatsword	

2 Foulspawn Manglers (F)	Level 8 Skirmisher
Medium aberrant humanoid	XP 350 each
Initiative +9	Senses Perception +7; low-light vision
HP 86; Bloodied 43	
AC 22 (24 while bloodied); Fortitude 19, Reflex 20 (22 while bloodied), Will 19	
Speed 7 (9 while bloodied)	
⊕ Bone Dagger (standard, at-will) ♦ Weapon	
+13 vs AC; 1d4 + 3 damage.	
‡ Dagger Dance (standard, encounter; recharges when first bloodied) ♦ Weapon	
The foulspawn mangler makes 4 <i>bone dagger</i> attacks and shifts 1 square after each attack.	
↘ Bone Daggers (standard, at-will) ♦ Weapon	
The foulspawn mangler makes 2 <i>bone dagger</i> attacks: ranged 5/10; +13 vs AC; 1d4 + 3 damage with each hit.	
Combat Advantage	
The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.	
Mangler's Mobility	
The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Athletics +10, Stealth +12	
Str 13 (+5)	Dex 17 (+7) Wis 6 (+2)
Con 14 (+6)	Int 10 (+4) Cha 14 (+6)
Equipment: dagger x8	

BUILDING ON THIS ADVENTURE

This side trek can kick off a larger story arc.

- ◆ The words “she must not live,” spoken by the monster in Redra’s dream, have greater meaning. The monster is referring to a daughter that Redra will bear. The nightmare monster serves a devil currently trapped in the plane of dream who believes that it will be killed by Redra’s daughter when she is grown. It plagued Redra’s mother’s dreams in an attempt to drive Kirstal insane before she gave birth to Redra, and now it hopes to do the same to Redra. In this option, either Redra can be pregnant at the time of this adventure, or she may cross the characters’ paths again at a later date.
- ◆ The nightmare monster can’t actually die, because it is a creation of Redra’s imagination that can be recreated whenever she dreams. Once defeated, it reforms in the plane of dreams and begins plaguing Redra’s sleep again. The characters must help Redra find a way to expunge the memory of these dreams from her mind. Until she does so, she’ll never be rid of the nightmares or the creature’s threat. The nightmare monster’s words, “she must not live,” refer to its belief that killing Redra will grant it a real life of its own in the world, rather than only in one mortal’s dreams.

- ◆ Over time, Redra grows more and more unhinged by her experience with the nightmare monster, and her dreams tap into that plane ever more powerfully. Each night, she subconsciously plumbs that realm in the hope of finding someone or something that can transform her into a nightmare creature. She will return at some point to the player characters’ lives as a powerful adversary. Redra might even invade their dreams. Here, the words spoken by her nightmare refer to Redra dying metaphorically and becoming a nightmare creature herself.
- ◆ Redra continues to have the nightmare and eventually seeks the player characters to help her eliminate the source of the dark dream. This might happen immediately after this adventure or later, when the player characters are better-equipped to help her. A powerful nightmare creature is responsible for Redra’s dream. This creature plagues Redra and others with nightmares in order to feed upon their nocturnal fear. The inherited nature of the dream (passing from Kirstal to Redra) is simply a way for the creature to invoke even greater fear in its target. In time, this creature will gain enough strength to emerge from the plane of dreams and destroy Redra and many others. The player characters must travel to the plane of dreams and destroy the abomination in its home in order to free Redra from the curse.

About the Author

Craig Campbell was suckered into playing D&D in 1990 when some of his college friends told him he needed to get out less. In the time since, he’s devoured many sourcebooks, transforming himself into a zombie-like creature that constantly seeks to tell amazing stories and eat the brains of his players. Hailing from northeastern Wisconsin (go Packers!), he currently lives in Marietta, Georgia with his all-consuming love of bad movies.