

THE CURSE AND BLESSING OF THE SKIN WALKERS

As your party adventures forth, you pause for the night, exhausted in your quest. Your guards are set, the skies are clear and the party drifts off to sleep.

The scratching sounds are quiet at first, (**DC 18 Perception** check). So quiet you can't tell what is making them, or even what direction they come from. But if the party has a fire lit, it's at the outer edges of the light: close. It could be nothing, or it might be rats. Certainly nothing larger than rats, and you drift back off to sleep.

When you waken next, the forest is deadly quiet, the quiet of 4 a.m. when nothing walks the earth, and all is still. Except for the scratching sounds (**DC 16 Perception** check). The scratching is louder now, but you are also not sure if you hear the scratching in the waking world, or if you are hearing it in your nightmares.

But the fire has burned to nothing but embers. The skies are pitch black. There are not stars, no moon. Whether your vision allows you to see in the dark, there is nothing beyond the barely visible glow of the embers. Nothing but scratching that gets louder.

Brave warriors, your hair stands on end, your skin is wet and cold. And nothing but scratching. You feel paralyzed, more convinced this is the stuff of nightmares. But as you look around the fire, your comrades are all there, sleeping. Perhaps, you wonder, their dreams may be the same as yours (DM NOTE: the party's dreams are the same).

Nartan comes to you in the night, but introduces himself as *He who dances in the Forest*." He is simultaneously not Nartan: he is a Raven, who walks on two legs. It was Raven who brought your party to Mescalero, and Raven who speaks now, as his body becomes Nartan in human form, then raven again.

"Beware of the scratching sounds in the forest. Feel how it grabs at your soul, at your being, and urges you away" Raven intones. "Beware of those who walk on two legs and whose shapes are not as they seem. Who walk between worlds, and whose worldly corpses scratch at the earth eager to return from where they came."



"Look them not in the eye; they are stealers of souls. They are renders of souls, and if they catch you they will become you and you will become them. They will inhabit your skin."

"Beware the skin walkers" Raven warns, "You are cursed with their presence, and cursed in their relentless pursuit. They will hunt you from the tree tops, and the bottoms of the swamp. They will follow you across desert and chase you in the mountains."

" I will protect you as best I can, but my protections are imperfect, chaotic" Nartan reassures and warns the party.

With the rising of the sun, the visions fade. The party wakes restless, without rest: feeling vaguely comforted by Nartan and threatened by Raven. The scratching sounds have faded into memory, but the unease has not.

THE CHAOS DIE

Nartan has attempted to bless the party while Raven has cursed the party. Neither is in full control of the party. Use a **CHAOS DIE** to represent the unpredictable nature of the blessing and curse. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

CHAOTIC BEHAVIOR

You find it just as easy to focus on actions and objects, as you do to neglect them. Beginning with the second hour, your actions continue to become even more unpredictable. The following table determines where the **CHAOTIC DIE** will have increasing influence over your behavior. **Note:** the effects are cumulative over time.

HOURS	CHAOTIC EFFECT
1	No effect
2	To Hit
4	Damage
8	Saving Throws
16	Initiative
24+	All D20 rolls

FEATURE: CHAOTIC BEHAVIOR

The effect will last for the duration of the party's adventure in *Mescalero*. Optional: You may allow party members a saving through against the effect, though it should be an epic save: **DC 20 Wisdom**.

[Purchase Chaos Dice](#)