

The Miller's Blunder

Additional content to support MHEX.

Introduction

I thoroughly enjoyed writing *The Miller's Blunder* last month for Jarrod Shaw at Mythboard. Writing an adventure loosely based on an old fairy tale was quite fun and I'd like to think that it turned well. I hope you as a GM and/or player enjoy it as well.

My style of writing sometimes turns out quite like a short story; I tend to add very detailed back stories and descriptions. When I tried to keep the book to 16 interior pages (20 pages overall), I had to remove several sections. This support document has those missing sections and provides additional details for the GM to more effectively run the adventure.

Also, I'd love to hear what you think of the adventure. You can email me at the throwgames.com website with your thoughts and feedback.

Enjoy!

Thom Wilson

Errata

No matter how much time and effort is spent reviewing the final book, it's inevitable that a few mistakes slip through. This section highlights those mistakes and provides the correct information. If additional mistakes are found, this section will be updated (check the version data at the end of the document to ensure you have the latest copy).

Page 1: Character Levels

The cover of the books says that *The Miller's Blunder* is for characters levels five to seven but the first page says four to six. The cover is correct and the text on page one is incorrect. Play-testing determined that the average of the characters should be a little higher than the original design indicated.

Page 3: Area 2 (the Mueller's Gristmill)

The incorrect name for the waterway that the gristmill uses was given in this section. In fact, the gristmill is powered from the water running in Wellsrun Stream, the eastern waterway. Note that the village map confirms the geography.

Additional Background

This section provides additional information that was removed from the book. The GM can use this additional background in any way he or she desires – how the players gain this formation (if ever) is up to you.

The Order of Aberstyth

Hundreds of years ago, a group of diseased travelers was aimlessly wandering through the Manatine Forest. These weary travelers were lepers and were shunned from society; they were outcasts and were never allowed to stay in any town or village they happened to visit. They lacked purpose and any reason to live.

One night, they witnessed an object falling from the sky. Tracing its path to a spot deep within the Manatine Forest, they discovered a meteorite buried thirty feet in the ground. The large sky-stone came to rest in an underground pool. After some time, they realized that the meteorite had mystical properties. The group believed that an ancient star-god sent the stone to them in their time of need.

The first to examine the sky-stone was Hassan-Fal, the impromptu leader of the group. He scrambled down in to the hole to see what had fallen from the sky. Within a few hours, Hassan-Fal was beginning to feel differently, as if the water he was standing in at healing properties. Within days, the entire group was healed of leprosy and had felt better than they had before becoming ill.

Although the group initially wanted to hide the healing waters and meteorite from everyone, Hassan-Fal and three others (Jonn-Piln, Yisminiul, and Xynfitus) determined that they could help others in need, especially those afflicted with life-threatening injuries and diseases. The Order of Aberstyth was formed. These four men were chosen to lead the group as Elders. Their first task was to erect a church and protect the meteorite from those less worthy.

Before long, word spread that a new church in the Manatine Forest could heal the sick and wounded. People from all over the region flocked to the forest in search of healing. Many of the surrounding towns in the area nearby were founded by those that had traveled from far away and were healed at the church.

Although some outreach work occurred, most of the spiritual prayer and healing was performed at the Church of Aberstyth. Thousands of sick and infirmed people stepped through the doors of the church each year. Services were held several times per day, for the order and nearby villagers to give thanks to the star-god.

While services were performed upstairs by lesser members of the order, the Elders of each generation continually searched for ways to contact their star-god in the under-chambers beneath the church. The only sign of his love was the single event that night, sending the healing sky-stone to the group. Years were spent searching and praying in attempt to commune with their god. Coincidental events sometimes occurred that were attributed to the star-god. Over time, the order shrank in numbers until only a few Elders and priests were left. Travelers would still come from miles to be healed but the locals no longer attended services at the church.

The "Star-God"

The original members of the order mistook the natural event of a falling meteorite as a sign from a supernatural force. The chemical components of the meteorite transformed basic water in to a healing liquid. The travelers that witnessed and found the sky-stone just happened to be lucky, being in the right place at the right time.

One of the many demi-gods happened to “hear” the order’s prayers and took on their cause. This long forgotten demi-god had few powers and little interest in the group except for bragging rights amongst his peers. His only interaction with order was in their final days; he was the source of the lightning blasts to the church that fateful day when Lord Gifisel arrived to take the decanter.

In later years, the Order came to realize that their star-god was indifferent at best or nonexistent at worst. They hid their theories from the members of the order and followers. However, their work in the region was invaluable and just; they healed thousands of travelers without reward or payment.

The Star Pillar

In Area 15 (under the church), the adventurers will find a black pillar covered in white dots. At first, this may seem to be a magical device or even a random decoration. It is in fact a map of the stars above. Savvy characters will recognize star patterns and may eventually discover the wrap-around star chart. Starting near the top, the patterns flow around the circular pillar in a downward fashion, depicting the sky in different seasons.

Additionally, a few of the stars are larger than the rest and when pressed, disable the trap outside the room (see the description for Areas 15 and 16). These buttons were added after the star charts were created to prevent intruders from finding the meteorite.

Aberstyth, the Meaning of the Name

The story of how the order got its name is lost to the world. It is possible that it was a name pulled from the past of one of the early travelers; perhaps their home town before becoming ill or the name of a kindly soul. The GM is welcome to choose how this name came to be.

Lord Gifisel

Like many other nobles thirsty for riches and immortality, Lord Gifisel searched for ways to prolong his life. When he found out about the Order of Aberstyth and their “magical healing water”, he started plotting to take control of the church. After he enlisted a spy to infiltrate the order to gain additional information, he learned of the decanter. Thinking that the device was the source of magic, he assembled a small force of soldiers and attacked the church.

Once trapped in the catacombs below the church, Lord Gifisel and his soldiers suffered a long and painful death by starvation. As a Wrackspawn, the lord still clutches the decanter he hoped would have granted him immortality.