

## *Bittern's Rest*

*Bittern's Rest was a town of some note until two hundred years ago when a devastating plague wiped almost the entire population out within seven days. The twenty-one survivors buried the dead in plague pits some distance from the bridge that bisected the town before settling down to rebuild their lives and community.*

*The small settlement quickly abandoned the more far-flung buildings and clustered around the stream that flowed down towards Duck's Ford. Over time people noticed a regular phenomenon. Every lunar eclipse the water ran warm. Naturally stories built up around this, quickly turning into myth.*

*The story that gained most popularity was that when the plague pits were dug the villagers had disturbed something deep in the side of the mountain, and typically every four months the water flowed warm for a day and a night. Some versions of the myth mentioned dragons, and the most lurid version had the dragon being the most rare of dragons, a Water Dragon.*

*The more superstitious villagers ascribed things like crop failure or more deaths in the community or livestock until it became a myth to scare children into obedience.*

Things got worse when black flying monsters took up residence up at the head waters of the stream and began terrorising the community both night and day. These shapeless beings began by snatching up young cows or lambs and carrying them off, but soon they turned their attention to the villagers.

Nobody was safe it seemed. Even appealing to Old Maud, the village's wise woman/witch was no good. Her charms and amulets soon proved to be of no protection against the Dark Wraiths, as the villagers had taken to call them.

Duck's Ford was a good four day's trip downstream from Bittern's Rest and it was doubtful that the townsfolk would take the "village yokels" seriously.

Who would, or could, help this remote community?