Brothers in Arms

A **Dungeons & Dragons 3rd Edition** module

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The snowstorm has lifted, but life at the small farmstead in the foothills of the mountain is far from normal. Why have Tevar Longsword's battle wounds, obtained thirteen years ago in a fateful raid on an evil temple, reopened? Does some malevolent god require vengeance?

Miriel, Tevar's adopted half-orc daughter, tends her ailing father and mentor. How long can Tevar hold out? Minor healing spells and potions seem to have aided him not at all.

Young druid Lilly Peascod heads out to into the forest with her love, the elven ranger Nimros. They hope to replenish their diminishing supplies of healing herbs and to find some joy in its less oppressive atmosphere. Lilly's family and friends remain concerned about her increasing distance, and about the elf who has stolen her heart.

What of Nimros, this nomadic elf who has disobeyed his family's wishes by pursuing a relationship with the human woman he has known since she was a girl? Can he be trusted? He is, after all, older than Miriel's grandfather.

Tevar's son Roland is a troubled young man who has recently and somewhat painfully discovered his sorcerer's powers. He now takes advantage of the storm's respite, and continues to practice his magic in the family barn with a determination born of unrequited love. Have the weeks of solitary toil brought his abilities under control?

As Tevar's condition worsens and the weather briefly improves, surely the time has come for the four young friends to take Tevar's magical sword, brave the cold and whatever evils may lurk within it, and seek aid in the nearby village of Pied Fletching?

Credits:

Writers:	Simon Cross and Adrianna Pinska
Playtesters:	Mark Ferry (DM) Mike Dewar (Nimros) Andrea Hickman (Miriel) David Sharpe (Roland) Duncan Truter (Lilly)
Kitties:	Cobweb, Mercedes and Noether

Dramatis Personae

The Player Characters

Miriel Longsword, half-orc adopted daughter of Tevar Longsword
Roland Longsword, Tevar Longsword's son, a sorcerer
Nimros, an elven ranger and sweetheart of Lilly
Lilly Peascod, a druid and sweetheart of Nimros

Farmstead Families

Tevar Longsword, retired Paladin of Tyr
Elsebeth Longsword, Tevar's wife
Tadfin Rosthen, Elsebeth's father
Brendor Peascod, farmer (soon to be deceased)
Mary Peascod, Brendor's wife

Forest Dwellers

Terevin, a kindly old druid (absent)
Silvertail, a friendly wolf

Aural's forces

Darius, cleric of Aural and were-winter-wolf
Casts No Shadow, faithful winter wolf
The Tongue that Lies, another faithful winter wolf
Blizzard Coat, a young winter wolf
Storm Rider, another young winter wolf
Rivlin, **Lindar**, **Flin** and **Norvin**, acolytes
Assorted other **winter wolves**, **wargs** and **acolytes**

Cyric's forces

Thurian, priestess of Cyric
Mitrian, sorcerer working for the priesthood
Morelen, evil ranger hired by Thurian
Bob, **Dave**, **Nigel**, **John**, **Dave** and **Dave**, men-at-arms
Assorted other **men-at-arms**

Village people

Virlan, Priest of Tyr and Tevar's old friend
Lothar, Virlan's son and hostage #1
Thea, blacksmith's daughter and hostage #2
Assorted other **villagers**

Player Characters

Miriel Longsword

When Miriel was eight, she was **rescued by Tevar** from the evil temple where her orc mother was killed.

Tevar retired shortly afterwards, and **raised Miriel** and his biological **son Roland** on the **small farm** which the Longsword family shares with the Peascods. Miriel is a **skilled fighter** and **dreams of becoming a paladin** like her father someday. She **admires** Tevar's masterfully crafted **magical sword**.

Lilly Peascod is Miriel's **best friend**. Miriel is a bit **wary of Nimros**, the elf with whom Lilly has fallen in love - she doesn't trust his motives.

Miriel **loves Roland like a brother**, and is concerned about his emotional troubles, but doesn't really know how to get through to him.

Roland Longsword

Roland was **never any good at fighting**. He always **preferred** his scholarly mother's **books**. He **feels that he has disappointed his father**, who he knows is very proud of Miriel's fighting skills.

Roland has been **in love with Lilly** for a while. He recently **discovered** that she was **involved with Nimros** (by finding them kissing in the forest). His shock and anger **triggered his latent talent for sorcery**, causing him to **set fire to a bit of the forest**. This greatly upset Lilly.

Since then, he has been spending a lot of time alone in the barn, **practicing his powers** so that he can better keep them under control.

He **dislikes Nimros**, and has been quite rude to him.

Roland **misinterprets** Miriel's good-natured **attempts to cheer him up** as **mockery** of his situation, and this has **widened the rift** between them.

Lilly Peascod

Lilly has **loved the forest** since she was little. When a nomadic tribe of elves arrived near the farmstead during her childhood, **Nimros** in particular was a **frequent visitor** who shared his extensive **knowledge of nature** with her.

As Lilly grew up, she **fell in love with Nimros**. Unfortunately, his **tribe decided to move on,** and he **went with them**. He swore to return.

A few years later, an **old druid named Terevin** moved into the nearby forest. He furthered Lilly's **druidic education**.

Nimros returned six months ago, after a five-year absence, and resumed his relationship with Lilly.

Lilly has **grown more distant** from her family while growing closer to the forest. Her **parents are concerned** by this, and are also somewhat disapproving of her relationship with Nimros.

Lilly is still somewhat **angry at Roland** for the **pain that he caused the forest** when he set it on fire.

Miriel is Lilly's **best friend.**

Nimros

Nimros disobeyed his family's wishes when he returned to the farm to be with Lilly. He **truly loves Lilly** and wants to be with her even though their differing lifespans will eventually separate them.

Shortly before he returned, Nimros met a **dryad named Daeloth**. She fell in love with him and he **rejected her**. She **went mad**, and **cursed his hands**. At **dawn** and **sunset** they **bleed dryad blood** which **withers plants** and **wounds animals**. Nimros has kept this repugnant affliction (as well as the whole incident) **a secret from Lilly**. **Morelen**, the evil ranger, knows how the **curse may be removed**.

Nimros bears **no particular ill will towards Roland**. He hopes that the boy can get over his unfortunate unrequited love.

Background

Cyric vs Aural

For many decades, the evil followers of Cyric and Aural have **competed for the loyalty** of this mountainous area's many **winter wolf clans**. While Aural, being a goddess of cold, is better suited to the winter wolves' tastes, Cyric has many more followers here and is thus more powerful.

Two decades ago, **Aural had the upper hand**. The majority of the clans gave their allegiance to the clerics of Aural's **Temple of the Wolves**, a citadel concealed high in the mountains.

Thirteen years ago, during a particularly **harsh winter**, Aural's influence was strong. The priests of the temple were **preparing a ceremony** which would grant them all increased power. An entire **tribe of orcs** was captured for a blood sacrifice. Naturally, the **priests of Cyric** wanted to **prevent** the ritual from taking place.

They **leaked information** about the temple's location to a local group of **Paladins of Tyr**, and sat back and watched them do the dirty work. The Paladins, together with their entourage of fighters and clerics, **killed all the temple clerics** and many of the winter wolves and **destroyed the building itself**.

The **body of the High Priest, Darius**, was **rescued** from the wreckage by his two most faithful wolf companions, **Casts No Shadow** and **The Tongue That Lies**. They took it to a safe place and **looked after it for many years**, waiting for Aural to become strong again.

Another such winter passed **three years ago**. The wolves took Darius's body **back to the ruins of the temple**, and petitioned the goddess to raise him as the instrument of her revenge. **Aural raised Darius**, and sent a **divine winter wolf** down to the mortal plane to **bite** him. The bite turned Darius into a **were-winter-wolf**.

It took him **a year to recover** from the change and to **build up** a small, secure **base of operations**. He then **set off**, with his two aging wolf companions and a few young recruits, on a **mission of revenge**. He began to **track down and kill** all the **paladins and fighters** involved in the **raid on the temple**.

A year ago, the **priests of Cyric** realised that Darius was back. They knew nothing of his powers or the circumstances of his return, but feared that given enough time he could still **raise a substantial following among the wolf clans**, and take a number of them back to Aural. They sent **Thurian**, an up-and-coming young **priestess**, and **Mitrian**, a loyal **sorcerer**, with a **group of men** to find Darius and kill him before he could finish his vendetta and start causing serious trouble.

On the way into the area Thurian hired **Morelen**, an **evil half-elven ranger**, to track Darius's party in the forest. Coincidentally, Morelen is the current part-time squeeze of **Daeloth**, the **mad dryad**.

Recent Events

The adventure takes place near the home of Tevar Longsword, retired Paladin of Tyr. He was one of the Paladins involved in the raid on the Temple of the Wolves.

During the raid, Tevar rescued **Miriel**, a young **half-orc girl**, from the sacrifice. He later adopted her as his daughter. They now live on a **small farm** two-and-a-half days' walk from the **village of Pied Fletching**, together with Tevar's wife Elsebeth, her aging father Tadfin, Tevar's biological son **Roland**, and their neighbours, the Peascods.

Brendor and Mary Peascod have a daughter, **Lilly**, who is friends with Tevar's children.

Nimros, Lilly's beloved, is an **elf** who used to stay near the farm with the rest of his nomadic tribe. He left with the tribe five years ago, but recently returned to be with Lilly.

Tevar retired shortly after the raid - partially at Elsebeth's insistence, partially because he was tired of adventuring, and partially because he had had an unnerving experience involving his magical sword. He was badly wounded during the raid and his injuries took a long time to heal, even with magical help.

It is now the **middle of winter**. Darius is on his way to the farm to exact his revenge on Tevar. He's currently about two days away from the area, but has sent **two young winter wolves** ahead of him to stake out the farm.

Tevar's injuries from the raid have re-opened and he has become **very ill**.

Thurian, **Mitrian** and the rest of the Cyric worshippers have **invaded** the village of **Pied Fletching** and taken the **son of the priest of Tyr and the blacksmith's daughter hostage**. The rest of the **villagers** are being held as **prisoners** in the **temple granaries**. The Cyric followers are using the village as a base of operations while they seek Darius.

Morelen, the dark ranger, has been **tracking the young winter wolves** on Thurian's orders. On the way to the farm Morelen came across **the druid Terevin's den.** Morelen decided that the **druid might prove troublesome.** He sent his animal companion, a raven, to **start a forest fire** (with a flask of Alchemist's Fire) about a week's walk to the west, thus effectively **removing the druid** from the proceedings.

A blizzard has been raging for the past few days, but now the weather seems to have improved, at least temporarily.

Gatharga's Sword

Ancient history

Gatharga was the **half-human daughter** of a **minor orc chieftain** and lived about **300 years ago**. By the time she was seventeen, she had **killed both her brothers and her father** and **seized control** of the little Crooked Axe clan. She rapidly **conquered all surrounding tribes**, forming a **powerful horde**, and embarked on a **five-year rampage** across the nearby countryside.

Gatharga's **luck ran out** outside the gates of **Blackwater**, a large and **powerful city**, when a mage tricked her into a **magical trap** which consumed her body and **imprisoned her spirit within her sword**. Without her leadership, the horde was easily defeated. The sword was taken into safekeeping but later disappeared, and its current whereabouts are not known.

Recent history

Early in his career as a paladin, Tevar Longsword **found the sword** on some hobgoblins that he killed, and took it because his own sword was broken. He **used it without incident** for many years. Then, during the raid on the **Temple of the Wolves**, it **affected him strangely** when he used it **in defence of Miriel**. He has **not used it since then**, and not allowed Miriel to use it.

Near the beginning of the module, **Tevar will entrust Miriel with the sword**, and so she will be likely to use it.

The sword is an ordinary magical sword unless it is **wielded by a half-orc female**, in which case **Gatharga's spirit** gradually begins to **take her over**.

Once the sword has begun to affect somebody in this way, **writing** begins to appear on the blade - **Gatharga's name** in **glowing green Orc runes**. This is a residue of the magical trap.

Handout 4 consists of **eight brief visions of Gatharga's life**. Miriel may have these visions while she is **holding or cleaning the sword**, and will **dream** them during the night. **Save four** of them for the **night at the Druid's Den**, and hand out the other four at appropriate places in the module. Feel free to narrate them in your own words.

There are **three steps** in the **change** that Miriel could undergo to **merge her identity with Gatharga's**. They should occur during **particularly heated moments of battle.** Make the first two changes happen whenever you feel them appropriate. Allow Miriel a **Will save** (**DC 20**) **to resist**.

Leave the final change for the last battle of the module. By the time it is possible for it to occur, Miriel should be **aware of what is going on**, and she must make a **conscious decision** whether or not she wishes to continue to use the sword.

During each change Miriel's **stats alter** (**see box**) and she has some sort of **strange experience**. For example, all the people around her suddenly **appear to be orcs** (and wolves become wargs), or she finds herself in the **middle of a battlefield**, commanding a charge. Whatever it is, the vision **does not interfere with Miriel's ability to fight, or make her unable to recognise her friends**: she will always see them as allies. The vision **persists until the end of the combat**. Miriel has to make **a will save** to come out of it - start at **DC 15** and **decrease by 5** for every minute after combat. Allow one save per minute.

During particularly **immersive** visions, Miriel may **shout out battle cries** in Orc.

Gatharga's Sword

This box is also available on a loose page, underneath Morelen's character sheet.

Miriel must make a **Will save** (**DC 20**) to **resist a change**.

After combat she must make a **Will save** to **come out of her vision**. **DC** starts at **15** and **decreases by 5** every minute after combat.

Each change has the following effects:

- **Strange vision during battle** (Does not affect fighting ability).
- **Alignment change**: Miriel's alignment changes by a single step on the following path:
  Lawful Good -> Neutral Good -> Chaotic Good -> Chaotic Neutral.
- **Sword bonus**: The sword becomes more powerful in Miriel's hands. Add +2 to both attack and damage. This effect stacks with the previous additions.
- **Hitpoints**: Add +5 to Miriel's hitpoints.

Example: After the second change, Miriel's alignment will be Chaotic Good, her total attack with the sword will be +11 (6 +1 +2 +2), her total damage with the sword will be 1d8+8 (1d8 +3 +1 +2 +2), and she will have 10 extra hitpoints.

If **Miriel gives up the sword**, the effects will **slowly begin to reverse**. In **certain circumstances** (like Miriel being accepted as a paladin - see final battle), the effects may **disappear instantly**.

The **glowing green runes** will become **more legible** the more Miriel uses the sword. When **Gatharga's name** becomes discernable (after the first change), **Roland** may make a **Knowledge: History** check to find out about Gatharga's life. **DC 10** to know she was an Orc chieftain; **DC 15** to know she was a half-orc and organised a vast horde; **DC 20** to know details about her life and that she was defeated during her siege of Blackwater; **DC 25** to know that her spirit was trapped within her sword.

The Bad Guys

Cyric's Forces

Thurian is a **minor noblewoman** and a **cleric of Cyric**. She is tall, stern and imposing. Her domains are **evil and trickery** - these reflect her personality.

Mitrian is a **sorcerer** working for the Priesthood of Cyric. He is **charismatic, friendly and outgoing**.

They are accompanied by a number of **hired men**.

Cyric's people are **not mad fanatics**. If Thurian decides that they are **outmatched**, she will order a **strategic withdrawal**, intending to return with reinforcements. **If Thurian and Mitrian are killed**, the **hired men** are more likely to **flee** than fight to the death.

Morelen has been **hired by Thurian**. He is a **half-elf**, and has a mild dislike for elves. He has no particular loyalty to Cyric, and will **do whatever is in his best interests** if his employers are defeated. Because of his **relationship with Daeloth** (the dryad), he **knows how to remove Nimros' curse**. If the players have him at their mercy, he will offer them this information in exchange for his life.

Darius' Forces

Darius has never been a particularly sane man. After being dead, being raised, being turned into a were-winter-wolf and being touched by Aural, he has become a **deranged megalomaniac, obsessed with revenge and power**.

Darius' **acolytes** are **frothing young zealots**. They will **fight to the death**, even if Darius is killed.

His two **aging winter wolf companions** are **completely devoted** to him, will do their best to **defend him,** and will continue to **fight for his cause** after he is dead.

Nimros' Curse

When Nimros rejected the dryad Daeloth, she placed a curse on him. At every **sunrise and sunset**, his **hands drip tainted dryad blood** which harms plants and animals.

The bleeding lasts for five minutes after the sun comes up or goes down.

The effect of the blood is similar to that of acid - a **small splash** will do **one point of damage** to a **plant or animal**. Humanoids and magical creatures are not harmed, although the blood still stings if they come into contact with it.

The curse can be **removed** if a **humanoid woman willingly drinks a handful of the blood**. The woman will then **turn into a dryad**, and become **bound to the forest** and **unable ever to leave it** for more than a few hours at a time. **Drinking** the blood is **extremely painful**, and the drinker takes **5 points of damage**.

Morelen knows how to remove the curse, and may offer this information to the players if his life is threatened.

Timeline

96 years ago	**Nimros** born.
70 years ago	**Tadfin** Rosthen born.
53 years ago	**Tevar** Longsword born.
46 years ago	**Brendor** Peascod born.
45 years ago	**Mary** (Halfbottom) Peascod born.
44 years ago	**Elsebeth** (Rosthen) Longsword born.
31 years ago	Tevar becomes **Paladin of Tyr**.
25 years ago	Tevar and Elsebeth wed.
23 years ago	Mary and Brendor wed. **Lilly** Peascod born.
21 years ago	**Roland** Longsword born. **Miriel** Longsword born .
15 years ago	**Nimros** meets Longsword and Peascod family. **Begins teaching Lilly** woodland ways.
13 years ago	Harsh winter. Aural is strong. Priests of Cyric **tip off** Tevar and other Paladins to location of **Temple of the Wolves**. The Temple is **attacked and destroyed**. Darius is killed. Loyal winter wolves escape with Darius's body. Tevar **rescues Miriel from sacrifice** and adopts her. Tevar **retires** to Rosthen/Peascod farm.
11 years ago	Tevar begins **training Miriel as fighter**.
5 years ago	Nimros **leaves** with fellow elves. Promises distraught Lilly that he will return.
3 years ago	Harsh winter. Aural strong again. Winter wolves entreat Aural to raise Darius. Aural **raises Darius** and sends a divine winter wolf to bite him. Darius **becomes were-winter-wolf**. Nimros **rejects the advances of Daeloth**, a dryad who has fallen in love with him. Daeloth goes mad, corrupts a small area of forest and curses Nimros.
2 years ago	Darius has **regained his strength** and built up a small power base. He **sets out to avenge the temple's destruction** by hunting down every Paladin and fighter involved in the raid. **Terevin** the druid **moves into den** near farm.
1 year ago	**Roland** starts to develop **crush on Lilly**. **Priests of Cyric** become **aware of Darius's return**. **Thurian, Mitrian dispatched** with a group of men to track down and kill Darius and his new recruits.
6 months ago	**Nimros returns**. Lilly overjoyed.
3 months ago	**Roland** encounters **Nimros and Lilly snogging** in forest glade. In fit of jealousy he ignites a number of nearby trees and thus **discovers own sorcerer powers**. Lilly upset about trees.

Module Notes

Timing

Suggested timing for this module is as follows:

Section:	Time allocation: up to
1. The Storm Lifts	5 mins
2. A Death at the Farm	15 mins
3. Preparations for Leaving the Farm	20 mins
4. Attack by the Young Winter Wolves	20 mins
5. Druid's Den, Part I: Injured Wolf	20 mins
6. Druid's Den, Part 2: The Night	20 mins
7. I See Dead People	15 mins
8. Hostage Situation at the Village	25 mins
9. Alliances	40 mins

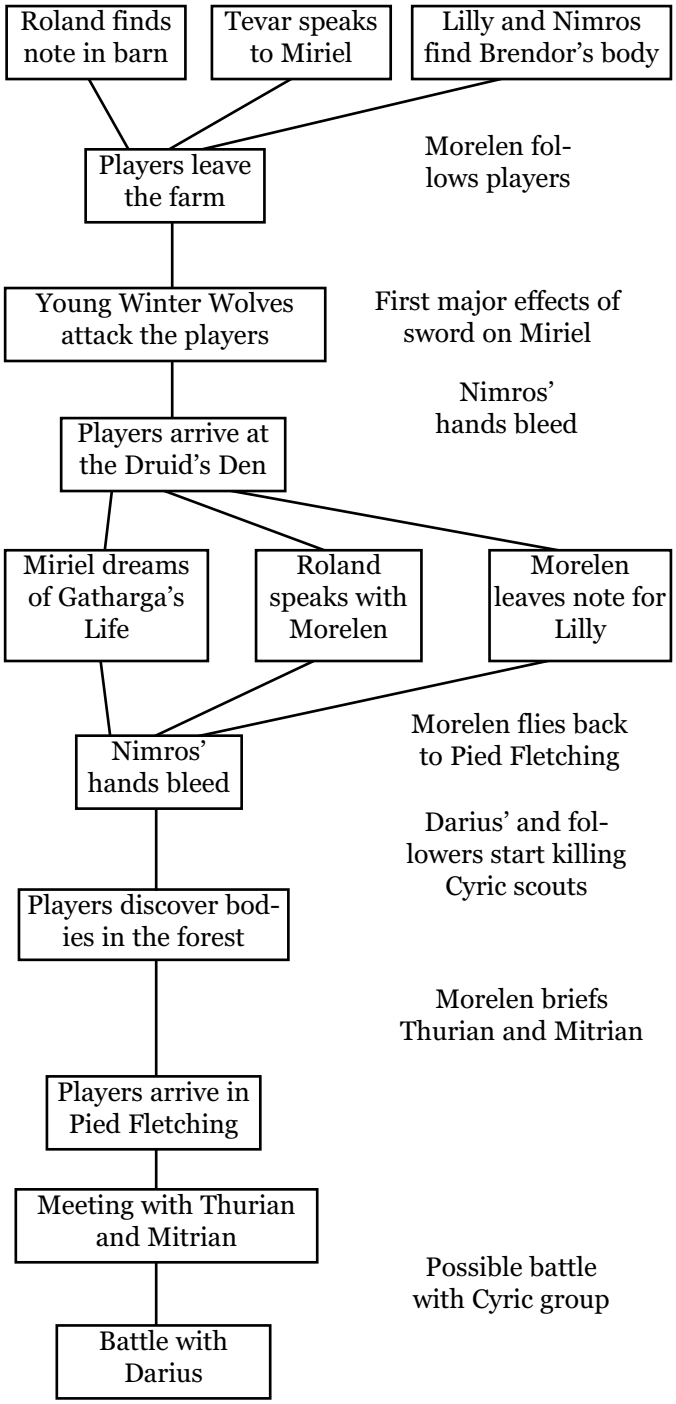
Try not to draw out the beginning scenes on the farm - stress the urgency of the situation in which the characters find themselves. They should rapidly be on their way into the forest. You'll need to strike a fine balance between allowing your players a chance to roleplaying and getting them on the move.

If you start running out of time in the final combat scenes, script the less important NPCs and concentrate on the players and the major bad guys.

Other Suggestions

We suggest that you read through the character sheets in addition to the character summaries in this booklet.

Probable Module Flow



1. The Storm Lifts

The module begins on a crisp late winter's morning. The sky is streaked with high clouds and the air is cold. A massive blizzard has just passed and it looks like the weather will be clear for the next few days. Tevar's old wound worsened during the storm and he now lies asleep. Miriel is **watching over him**. Lilly and Nimros have packed a picnic and are **heading into the forest**. Roland has **gone to the barn** to practice his sorcery. Brendor left early in them morning to **collect firewood**. Elsebeth and Mary are taking care of tasks which were neglected during the blizzard. Tadfin is taking a nap by the fire.

Give the players the map of the farm (**Handout A**) and the surrounding region (**Handout B**).

2. A Death at the Farm

The events in 2.1, 2.2 and 2.3 happen **simultaneously**.

2.1. The Dark Side Contacts Roland

In the barn, Roland **finds a note** lying on top of a bale of hay (give **Handout 1** to Roland). The note reads:

I know your pain and loneliness. I have a friend who can help you understand and master your powers.

I also have some information about your elven friend which you may find interesting.

If you can find a way to be alone tonight, I will come and meet you.

M

The note was **left by Morelen**, who has been watching the farm and has decided to try to **recruit Roland**, knowing that Mitrian will reward him for his efforts.

You should inform Roland that his **alignment** is completely **flexible** for the rest of the module.

2.2. Lilly and Nimros discover Brendor

As Lilly and Nimros head south towards the forest they notice **drops of blood just past the last wheat field,** and a little further on **signs of a struggle** and **Brendor's corpse**. An investigation will reveal **claw marks** and **bite wounds** showing signs of **frostbite**. Their **knowledge of nature** (**DC 10**) will tell them that this is the work of **winter wolves**. A good roll (**DC 15**) will tell them that winter wolves are **vulnerable to fire**, and a very good one (**DC 20**) will tell them that they can *Pass without Trace* in snow.

Morelen stopped to have a look at the body on his way back from delivering the note, so he has also examined the scene.

Since both Morelen and the winter wolves can pass without trace in snow, **no tracks leave the site** of the scuffle. There are, however, some foot- and paw-prints on the muddy ground around the body.

An **excellent track** roll (**DC 20**) will let the party find some **humanoid footprints** which aren't Brendor's (they're Morelen's). An **exceptional track** roll (**DC 25**) will allow them to determine that they were left by a **half-elf**.

2.3. Tevar Speaks to Miriel

Tevar wakes up. **Urgently**, although with some difficulty, he tells Miriel that he thinks that he's being **affected by some kind of magic**, that he can feel some **great evil rapidly approaching**, and that he doesn't think he's going to make it. He instructs Miriel to **take his magical sword** and **immediately** go to the **priest of Tyr in Pied Fletching** (**Virlan**) for help. Tevar then falls into a **coma**.

Virlan and **Tevar** were **comrades** before Tevar retired. Virlan is a **powerful cleric** (**6th level**) and, more importantly, **could raise a substantial force from the nearby towns** to combat the coming evil.

NPCs at the farm

Tevar Longsword: A good, honest man in late middle age. Sincerely religious. Loves his entire family very much. Currently ill and in lots of pain. He is comatose for the rest of the module.

Elsebeth Longsword: Tevar's wife. A quiet, calm, scholarly middle-aged woman. Reads a lot in her spare time. Has a soft spot for Roland, but nevertheless loves Miriel like a daughter. She will remain unflustered when the trouble starts, and encourage the PCs to go for help.

Tadfin Longsword: Elsebeth's father. A somewhat grumpy old man. Constantly complains that things were much better in the good old days when nice human girls didn't run around in the forest and consort with elves. Doesn't really know what to make of Miriel, so doesn't talk to her much - in his day, orcs were something you shot at from the battlements. Likes to reminisce about his past as a city guard, especially when stressed. He will be stressed by Brendor's death.

Brendor Peascod: Deceased. A kind and patient man. Used to be henpecked by his wife a lot. He was probably the most understanding of Lilly's lifestyle choices and her relationship with Nimros.

Mary Peascod: A shrewish woman. Unhappy with Lilly's chosen profession and significant other. Was hoping that Lilly would marry Roland and take over the farm. Her marriage with Brendor was practical more than romantic, but she will be distraught after his death. She did, after all, depend on him to do most of the work around the farm.

3. Preparations for Leaving the Farm

Tevar is now in a **coma**. **Mary is distraught** at the news of **Brendor's death**. Elsebeth will urge Miriel, Roland, Lilly and Nimros to **go for help** (the local **druid** lives only a day's hard walk away and a small **Temple of Tyr** is a day further, in the village).

Food and camping supplies for the trip are readily available on the farm (rations, bedrolls, blankets, clothing). Rope, torches, lanterns, oil and anything else which might be useful on a farm are also obtainable.

Weapons and armour are in **relatively short supply**. Tevar has a **magical longsword** (Gatharga's), a **normal longsword**, a **heavy crossbow**, 20 crossbow bolts and a suit of **chainmail** (which, unfortunately, only fits Roland or Lilly). Brendor has worn **studded leather armour** (which will fit anyone) and a **rusty old shortsword** which used to be Tadfin's (breaks on a fumble, but untreated wounds cause tetanus). Three **spare short bows** and approximately 30 spare arrows are also available. There are also **three hunting spears**.

Characters' **personal possessions** are **listed on their character sheets**, and the stats for any weapons they own are already there.

The players may wish to make arrangements to keep Elsebeth, Mary, Tadfin and Tevar safe while they're gone. The **cellar** is the most **defensible** part of the farm and has a solid iron-bound door which can be barred from the inside. It will **certainly keep wolves out**. From the cellar door a short flight of steps leads down to short corridor which opens into a large room.

Enough provisions are available on the farm to sustain four people for many weeks.

Let the players **note down** the **stats** for any **weapons** and **armour** they take (space has been provided on their character sheets):

Weapon:	Damage:	Crit range/effect:	Range increment:
Longsword	1d8	19-20/x2	-
Shortsword	1d6	19-20/x2	-
Short bow	1d6	20/x3	60ft
Heavy crossbow	1d10	19-20/x2	120ft
Short spear	1d8	20/x3	20ft

Armour:	Bonus:	Max DEX bonus:	Check penalty:	Arcane spell failure:	Speed:
Chainmail suit	+5	+2	-5	30%	20ft
Studded leather suit	+3	+5	-1	15%	30ft

Note:

- **Roland** is **not proficient** in the use of longswords, shortswords or short bows, and so will take a -4 penalty to attacks if he uses one of these. He is also only proficient with light armour, and so if he wears the chainmail (medium), he will take the check penalty to attacks and any action that involves moving.
- **Lilly's** sacred druidic vows **prohibit the wearing of metal** - if she puts on either of the suits of armour she will lose all druidic abilities and not regain them for a full 24 hours after taking it off. She is also **not proficient** with any of these weapons **except the short spear**.
- The spears can be thrown, and thus used as ranged weapons.
- The **magical sword** gives a **+1 bonus to both attack and damage**.

Brief system explanation:

Damage: This is the basic damage for the weapon. Note that characters **add their STR bonus to damage with melee and thrown weapons**.

Crit range / effect: The first number indicates the range of rolls on which a blow can crit. For example, a blow with a longsword potentially crits if the player rolls a 19 or a 20. The second number indicates the effect of a crit on damage. For example, a crit with a longsword doubles the damage for the blow. Note that any bonuses to damage are also doubled.

Range increment: This indicates the range distribution for the weapon. For example, a target within 60 feet of a character with a short bow is within normal range. If the target is between 60 and 120 feet away, the character firing will take a -2 penalty; if the target is two increments away a -4 penalty; and so forth. The maximum penalty possible is -20.

Armour bonus: This is added to the AC of the character wearing the armour.

Max DEX bonus: This is the maximum DEX bonus that a character can add to his AC when wearing that armour (the character's general DEX bonus is not affected).

Check penalty: This penalty applies to any skill checks with which the armour is likely to interfere (for example climbing or swimming).

Arcane spell failure: While an arcane spellcaster is wearing this armour, her spells have this much chance of failure.

Speed: This is a character's speed while he is wearing the armour.

Young Winter Wolves

The young winter wolves are overconfident and prone to taking flashy but ill-advised action.

Init: +1; **Speed**: 50ft; **AC** 14;
Att: Bite +7 melee; **Damage**: Bite 1d8;
Special Att: Breath;
Abilities: Str 16, Dex 13, Con 15, Int 9, Wis 9, Cha 12;
Skills: Hide +6 (+5 in snow), Listen+9, Move Silently +7; Spot +9, Wilderness Lore +1 (+4 scent);
Breath weapon: Cone of cold, 15ft, can be used every 1d4 rounds, damage 2d6, Ref save DC 14 for half damage;

Immune to cold attacks; take **double damage from fire attacks**.

Wolf No. 1 (Blizzard Coat): HP: 30

Wolf No. 2 (Storm Rider): HP: 30

Wargs

The wargs are very young. Use the wolf attack and damage stats from Silvertail's box at the bottom of the page.

Warg No. 1 (Broken Tooth): HP: 13

Warg No. 2 (Great Claw): HP: 13

4. Attack by the Young Winter Wolves

The **young winter wolves** and their **two companion wargs**, eager to please their master, Darius, attempt to **waylay the characters**. Morelen has been tracking the characters from a safe distance.

If the players are **following the path** through the forest then the winter wolves will attempt to get ahead of them and **set an ambush**. If the players are being less predictable then the wolves may not be able to.

Both winter wolves have large **metal rings in their ears**. In each ring is set an **arrowhead**. A **detect magic** spell will reveal that the arrowheads are magical (divination). **Nimros** may realise (**Int check, DC 10**) that these are **tracking arrows**, commonly used by elves. Each arrow is linked to a bracelet. The wearer of the bracelet can sense where the arrows are by concentrating. **Roland** will come to the same conclusion with a **knowledge (arcana)** roll (**DC 15**).

If the party are in serious trouble (or if you just feel like throwing it in) **Morelen** might aid them by **firing arrows from long range** at the wolves before fading back into the forest. Morelen's arrows are fairly **distinctive** and definitely **elven-crafted** but he is not well-known enough for any of the party to recognise him by his arrows. A good **spot check** (**DC 25**) may allow someone to catch a **fleeting glimpse** of a part of the half-elf as he slips away.

5. Druid's Den, Part I: Injured Wolf

The players arrive at the **druid's den** to find it **empty**. The den sits in a **narrow cleft** between two overhanging rock faces on the side of a hill. The trees on the slopes arc over it to form a **dense leafy roof**. The den is about **30ft long and 20ft wide**. The ground inside has a **soft carpet of moss**. There are **small potted trees and bushes**.

On the druid's **small stone altar**, secured with a rock, lies a **note** (give the players **Handout 2**) which reads:

Strange fire in forest about a week west. Have gone to help survivors and determine cause. Back in three to four weeks.

- Terevin

The druid also has **two buried wooden chests** which he uses to store his things. **Lilly knows where they are**. They seem undisturbed, but some travelling things and many healing ingredients are missing. **Six healing potions** which heal **1d8+4** hitpoints each can be found in the chests.

Track rolls by Lilly and/or Nimros will turn up one or two **half-elven footprints** (**DC 20**) and **wolf prints** (**DC 15**). If the check is passed at **DC 20** then they can also determine that **the wolf is injured** and is **not a winter wolf**.

Wolf (Silvertail)

Silvertail's stats are also available on **Handout 3**. Give it to Lilly if she takes him as her animal companion.

Init: +2; **Speed**: 50ft; **AC**: 14;
Att: Bite +3 Melee; **Damage**: Bite 1d6 +1;
Abilities: Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 10;
Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+4 scent)

HP 15 (5 when it meets the party)

Following the wolf tracks will lead the party to the **injured wolf** which is holed up about 50m from the den. The wolf is **scared and badly injured**. An **animal empathy** check (**DC 10**) will allow a person to **approach** him. The wolf's injuries are **similar to those on Brendor's body** - bite marks, scratches and signs of frostbite. Lilly can use her **healing spells** to heal him.

If the party don't notice or follow the wolf tracks the wolf will **crawl into camp during Lilly's watch**.

If Lilly **talks to the wolf** using *Speak with Animals*, he will introduce himself as **Silvertail** and tell her that he was **savaged by two young winter wolves**. Before he was attacked, he **overheard** part of their conversation. Because the wolf and winter wolf tongues are similar but not the same, he could only understand some of it: they were **waiting for someone important** called **Darius**, and they were very keen to impress him. He couldn't work out whether Darius was another wolf or a humanoid.

If Lilly heals Silvertail, he will be very grateful. He is a friendly and intelligent wolf, and will be happy to become Lilly's **animal companion** if she wants.

If Lilly wishes to make Silvertail her companion, she needs to cast *Animal Friendship* on him, which she can do in the morning if she memorises the spell during the night.

6. Druid's Den, Part 2: The Night

Miriel: Through the course of the night Miriel **dreams** or is **plagued by visions of Gatharga's life**. She shouts half-intelligible remarks in Orc. From these dreams she should be able to **construct a vague picture** of Gatharga's life and personality. However, she gets **very little rest** during the night and thus **does not regain lost hitpoints**.

Some **sample visions** are provided below - these are also available as handouts (**Handouts 4a - 4h**).

Roland: If Roland is **awake alone** on watch **or manages to slip into the forest alone** briefly, then **Morelen will approach** him. Morelen will **subtly** attempt to **convince Roland to join** the worshippers of Cyric. He probably **won't refer to Cyric by name**. He will mention **the sorcerer Mitrian** who would be **interested in training Roland**. Mitrian also specialises in fire spells. Morelen will probably also mention **Nimros' history with Daeloth** and **the curse** - he likes to stir up trouble. Finally, Morelen may tell Roland **some of what he knows about Darius** and the winter wolves (Darius is a priest of Aural, was thought dead after the Paladins' raid, has returned and is gathering winter wolves; Morelen and friends are here to thwart Darius). **Morelen's basic message is: Join us. We understand you**.

Lilly and Nimros: If the opportunity arises Morelen will **leave a cryptic message** (**Handout 5**) somewhere where Lilly will find it, hinting (in the worst possible light) at **Nimros' past with Daeloth**:

Lilly,

Has Nimros mentioned Daeloth? I thought not. How he can sleep at night after what he did to that poor dryad, I do not know. The forest has yet to recover.

You seem like a good person, and I would not like to see the same happen to you.

Look at his hands at sunrise.

M

After completing these tasks, Morelen will drink his potion of *Polymorph Self*, turn into a raven and **fly back to Pied Fletching** to report to Thurian.

Sample Visions for Miriel

- "The apples lie scattered in the dirt. Your brother laughs, calling you a stupid halfblood. You keep hitting him, but your blows have no effect. Your nose is bleeding. He easily pushes you to the ground again, and walks away. You are too weak to get up and follow him."
- "You are boiling with rage. Standing outside your father's door, you heard the deal he made with the necromancer - the lives of two orc families exchanged for a cheap magical trinket. You vow that this is the last time that your father's greed and stupidity weaken the tribe."
- "You did it. You killed the old bastard. His broken body lies at your feet next to the corpses of your weak, useless brothers. The people see the bloodstained sword in your hand and chant your name. You are Gatharga, and you will lead the Crooked Axe tribe to greatness."
- "You observe your loyal warriors with pride as the regiments parade before you. Their spearheads and armour glisten in the sunlight. They are well-trained and eager. While they are under your leadership, none shall stand before them."
- "Screams and the ringing of swords surround you. The sounds carry over a vast battlefield strewn with your enemies' corpses. Your arms are covered in blood. Victory is exhilarating."
- "You can see the gates of the great city from here. The surrounding plains are filled with the warriors of your Horde. It won't be long before the proud humans fall before your might."
- "Only your will sustains you in this timeless nothingness. You have no hands, no eyes, no mouth. Your memories seem faint and distant."
- "Something has changed. You sense the presence of one in distress. The darkness parts and you find yourself in battle. You strike at the white wolves and the grey-clad men as you attempt to reach the altar. A small, frightened halfblood child stares at you wide-eyed."

7. I See Dead People

In the **afternoon of the following** day, it will begin to **snow again**.

While the party is making its way to the village, **Darius' people** are **picking off Cyric's scouting parties** one by one. The party may hear **screams and howls** in the far distance as they travel.

At some point, the party will come across the **site of one of the attacks**. They will be able to tell from the **disturbed snow** and **traces of blood** that a scuffle recently occurred there. Observant party members (**spot DC 15**) will notice the **crossbow bolts** stuck in the surrounding trees

Two scouts were attacked by a **few wolves and some human acolytes**. Both scouts were killed, but not before taking out one of the acolytes with their crossbows. The remainder of his party dragged all **three corpses** off the path and dumped them **behind some thick bushes**. The party will need to **track** (**DC 10**) to find them.

A **description of the bodies** is given in the **box above**, together with a list of items that can be found on them.

8. Hostage Situation at the Village

8.1. Thurian's Preparations

Thurian, **Mitrian** and the other **followers of Cyric** have **taken over the village** and are using it as a temporary **base of operations**. The villagers were easily subdued once Mitrian had **taken the priest's son and the blacksmith's daughter hostage**.

The **two hostages** are being guarded in the **main hall of the temple** which is being used as the Cyric **headquarters**. The **rest of the villagers** have been locked in the **temple granaries**.

Thurian had scouts out in the forest **keeping a lookout for Darius** and other people approaching the village. Many of the scouts have now **failed to check in** (having been picked off by Darius' forces) and all the **survivors have been pulled back** to the temple.

There has been a **minor battle** in the village - two of the scouts only barely managed to make it back, with a **small band of wolves and wargs** in pursuit. Thurian, Mitrian and the men-at-arms **managed to**

Three Bodies in the Bushes

One of the corpses is **young man in grey robes**. He is **barefoot** (because his friends took his Boots of Winter). The many **crossbow bolts sticking out of his chest** are clearly the cause of his death.

The following things can be found on his body:

- **holy symbol** (white snowflake on grey diamond with white border): **Knowledge (History) DC 15** to recognise this as the holy symbol of **Aural**, a relatively obscure Chaotic Evil goddess of winter.

The other two corpses are **slightly older men** wearing **light leather armour** and **black cloaks**. Both have been **badly mauled by winter wolves**.

The following things can be found on or near their bodies:

- two **holy symbols** (jawless skull on purple sunburst): **Knowledge (History) DC 15** to recognise these as the holy symbols of **Cyric**, a popular Neutral Evil god with a wide portfolio.
- two broken light **crossbows**
- 18 crossbow **bolts** (can be used with heavy crossbow too)
- a **pen** and a **vial of ink**

The players can **recover roughly 10 more crossbow bolts** by searching the scene.

My dear Gladys,

Well, it's our fourth day in this stinking Village. God I hate the forest. It's bloody Freezing and it snows all the time and if it doesn't snow it rains, and there's Things in it, and I'll be glad to see the last of it and no mistake. Mistress Thurian is a Dreadful Cow and Shouts all the time, there are Fleas in my bed and the food is still Terrible. Master Mitrian is All Right though, yesterday he gave me some Booze when nobody was Looking.

Bugger, seems I've just been volunteered to Scout, and it's just started to Snow again too. Will write more later...

One of the scouts will have a **letter** (**Handout 6**) **tucked into his boot**. He had been writing home to his girlfriend. See box to the right.

If the players are interested, one of the suits of **leather armour** has suffered relatively little damage and can still be used:

Armour:	Bonus:	Max DEX bonus:	Check penalty:	Arcane spell failure:	Speed:
Leather	+2	+6	0	10%	30ft

All the characters are proficient with this type of armour.

kill all of them. The bodies are scattered around the temple. Thurian and Mitrian used up some of their spells, and the **remaining six men-at-arms** are all **wounded**.

Thurian **plans to wait for Darius** to attack and then **use her secret weapon** (Mitrian's **fire spells**).

Morelen has **made it safely back** to the village and **reported** everything he has learnt to Mitrian and Thurian. When Thurian recalled the remaining scouts Morelen **took up a position on the roof** of one of the houses facing the temple door. He is **buried under a layer of snow** (his Boots of Winter protect him from the cold) and has a **good view** of the **only entrance to the temple**. Once the battle with Darius has begun, Morelen plans to launch a **surprise bow attack** from the roof.

The **light snow** that is falling has **reduced visibility** to about **60ft**. Beyond that targets are considered to have 25% concealment and beyond 120ft objects are no longer visible.

The **temple** is the **only occupied building** in the village. **Two men** are stationed outside the door to the **granaries** where the villagers are being kept. **Two more soldiers** guard the **entrance to the temple**.

Thurian and Mitrian have set up a **table** and some **chairs** in the **main hall** of the temple. The **hostages** are seated nearby - **bound and gagged**. The remaining **two men** (those most heavily wounded) stand over them, ready to kill them should the need arise.

8.2. The Players Arrive

Thurian has **ordered her guards to be friendly** to the player characters if possible. She **does not wish to waste her forces** in needless battle. Ideally she would like to **convince** the player characters (especially Roland) to **join her forces** in the fight against Darius. She **will not pretend to be good** (the players would see through that too easily) but will truthfully **explain** as much **about Darius** as seems necessary. She will **reveal as little as possible** about the **plans of the priests of Cyric**. She hopes to convince the players that the enemy of their enemy is their friend.

Thurian knows a lot about the player characters from **Morelen's report** and will (for instance) be all too happy to explain that it was Darius' winter wolves who killed Lilly's father. She will allow the players to check that the villagers are unharmed if they wish to do so.

Mitrian will be very interested in Roland (after hearing Morelen's report) and will **call him aside to talk** if possible. Mitrian will explain that he is also a sorcerer who specialises in fire spells and will **sincerely offer to train Roland**. Mitrian knows about Roland's unrequited love for Lilly, and he will **try to make Roland feel better**.

9. Alliances

Bear in mind that at this stage of module almost anything could be happening. **The sections below should act as guidelines. Adjust events as appropriate.** It is quite possible that each of the characters will have a different view of what the correct course of action is.

9.1. The Lesser Evil

If the players **decide to ally with the Cyric group** against Darius or simply not to interfere, there will be a short wait before Darius and his cohorts arrive.

The Cyric group are **planning to engage Darius outside** - casting fireballs indoors is not a good idea, and Morelen won't be able to launch his surprise bow attack if Darius goes inside.

Darius will attempt to make an **impressive entrance** before **attacking** (**see box**).

In the somewhat unlikely event that **Darius emerges victorious**, he will find and kill the villagers before setting off to the farmstead to kill Tevar.

Should **Darius** be **defeated**, the Cyric group will try to **leave** Pied Fletching **with the hostages** and possibly **Roland**. If anyone tries to stop them they will threaten to kill the hostages. If attacked they will kill the hostages and then fight back. Even if allowed to leave the Cyric group **will not release the hostages** - they are evil after all.

Darius Arrives

Darius' approach will be heralded by the forest's descent into complete silence - his unholy presence frightens ordinary animals away.

Darius will stride into the village in human form, flanked by his two faithful wolves and four acolytes. The evil aura of his goddess radiates from him, making him a truly disturbing sight.

He will devote a few minutes of his time to threats and intimidation, stalking around at a safe distance while he rants.

- He will taunt the players, promising them that once he's finished with them he will go to the farm and kill everyone. He will recognise Miriel from the ill-fated temple sacrifice, and swear to finish what he started.

- If Gatharga's sword is in use, he may recognise it as the sword which killed him. He will want to take revenge on whoever is using it.

- If the Cyric forces are present, he will insult them and expound the glory of his goddess. He will ridicule the players for their alliance, calling them cowards and hypocrites for abandoning their principles.

- If Virlan and the villagers are present, Darius will recognise Virlan from the temple raid and swear to kill him and his entire family. He will attempt to frighten the villagers by describing in detail how his wolves will tear out their entrails, rip out their throats, etc.

When he's finished with his rants (or if someone attacks him), Darius will turn into his werewolf form and leap for one of his opponents.

9.2. The Moral Higher Ground

If the players **decide to attack the Cyric group**, bear in mind that Mitrian and Thurian would like to **save their major offensive spells** (especially fire spells) for Darius and so will initially use only their weaker spells against the players.

Morelen may **fire arrows** at the characters from his roof top position but **will not leave the roof** to engage them in melee. If the **Cyric group is defeated**, Morelen will **retreat** into the forest and flee. If the players **have him at their mercy**, he will offer them his knowledge of **how Nimros' curse can be removed** in exchange for his life and freedom.

If the **players flee**, they will **not be pursued**.

Should the players **survive the battle**, give them **some time to recover** before Darius arrives. During this time they may **free the prisoners**.

Once **Virlan** (the priest of Tyr) is freed he will **heal the players**. He will also **offer to make Miriel a paladin of Tyr** for her services to the temple.

Miriel's **becoming a paladin** involves a **short religious ceremony** during which she will **swear an oath** of allegiance to Tyr and Virlan will give her a masterwork longsword. Miriel will have to **forswear Gatharga's sword** and give up all benefits it has bestowed on her (extra hit points, etc). Her **alignment** will once again become **Lawful Good**.

Shortly after this **Darius will arrive** and the **final battle** will begin. You will probably be short on time at this stage so **script the battle a little**. The **villagers** will take on the **acolytes** and the **winter wolves**. **Virlan** will **aid the players** against **Darius**. Most of Virlan's spells will have been used up healing players and villagers, but he will have two *Searing Light* spells left. Once these are used up he will join the melee if Darius is still alive.

If **Darius survives** he will mop up the remaining villagers and **set off to the farmstead** to kill Tevar.

9.3 Aftermath

Should Darius die, Tevar will be freed from Aural's malign influence and the retired paladin's wounds will heal quickly. If Darius lives he will, of course, finish Tevar off.

If Roland leaves with the Cyric forces he eventually becomes an extremely powerful, but evil, sorcerer. Should he decide to refuse Mitrian's offer he will live to become a moderately powerful, and neutral, sorcerer.

If Miriel embraces Gatharga, she will grow more and more distant from her family and friends, eventually leaving home and heading south to enlist in the King's army. In time, she will become a great general. If, on the other hand, she decides to enter the ranks of Tyr, she will become a famous and well-respected paladin.

If Nimros and Lilly decide to stay together, they will wander the woods for many years to come, becoming well-known protectors of the forest. If Nimros finds out how to remove the curse, and if Lilly volunteers to help him, she will become a dryad, and her lifespan will increase. Otherwise, she will age and die within 50 years, leaving Nimros alone.

If the forces of evil are defeated, life in Pied Fletching will rapidly return to normal. If the two young hostages are killed as a result of the players' actions, relations between the village and the farmstead will become somewhat frosty.

Villagers

Total population: 28
Men (over 15): 12
Women (over 15): 11
Children: 5

Virlan, Priest of Tyr
- **Naia**, Virlan's wife
- **Lothar**, Virlan's son (12)
- **Firk**, **Ned** and **Zina**, acolytes (10, 11, 16)

Damir, the blacksmith
- **Thea**, village midwife and Damir's wife
- **Birin**, Damir's son and apprentice (16)
- **Thea**, Damir's daughter - very pretty (17)

Mithlin, the merchant
- **Felian**, Mithlin's young wife (22)
- **Dorian**, Mithlin's son (previous marriage) (22)
- **Vathay**, Mithlin's sister-in-law

Bothlin, the tanner - a bachelor; also a man of many disgusting personal habits.

Servin, farmer and carpenter - walks with a limp as a result of an old wound. Friends with Damir the blacksmith.
- **Miria**, Servin's wife
- **Miria**, Servin's aging mother-in-law
- **Servin** the Younger, Servin's son (15)
- **Damir** the Younger, Servin's son (16)

Hirien, farmer and hunter
- **Rimia**, Hirien's young wife
- **Rimia**, Hirien's daughter (2)
- **Velia**, Hirien's daughter (4)

Dominick, farmer and hunter - an expert storyteller; moved out here to escape his past.
- **Lina**, Dominick's wife
- **Dom**, Dominick's son and apprentice tanner (18)
- **Firina**, apprentice midwife, Dominick's daughter

Spell Descriptions

Animal Friendship: Creates bond of friendship will animal companion.

Barkskin: +3 natural bonus to armour. Makes skin like bark.

Burning Hands: Up to 180 degree thin sheet of flame. 1d4 damage per level. Reflex save halves damage.

Cause Fear: -2 penalty to attack, damage and saving throws due to fear. Will negates.

Change Self: Alter own appearance to look like any other humanoid. +10 to Disguise checks.

Create Water: Creates up to 2 gallons of water per level. Not inside a creature.

Cure Light Mounds: Heals 1d8 hit points, +1 per level.

Cure Minor Wounds: Heals 1 hit point.

Daze: Target takes no actions for 1 round. No bonus to attacks on target.

Detect Magic: Sense magical effects.

Endure Elements: Protection from damage from one energy type. Absorbs 5 points of damage per round.

Entangle: Plants wrap around and hold creatures in area of effect. Reflex save to avoid. If caught, Concentration (DC 15) to cast spell and Strength (DC 20) to break free and move at half speed.

Fireball: Burst of flame with 20ft radius deals 1d6 points of damage per caster level. Reflex save for half damage.

Flaming Sphere: Burning globe of fire deals 2d6 points of damage. Lasts 1 round per caster level. Can move 30ft per round if directed by caster.

Flare: Burst of bright light. Can dazzle one creature. Dazzled creature takes -1 to attacks for 1 minute.

Gaseous Form: Turns willing subject into mist. Subject gains damage reduction +1/20. Subject can move at speed of smoke.

Goodberry: Makes 2d4 berries magical. One magical berry forms a full meal and heals 1 hit point.

Hold Person: Person immobile for 1 round per caster level. Will save negates.

Hold Animal: Animal immobile for 1 round per caster level. Will save negates. Works on magical animals for this module.

Inflict Minor Wounds: Deals 1 damage to subject touched.

Inflict Moderate Wounds: Deals 2d8 damage, +1 per caster level, to subject touched.

Invisibility: Subject invisible until he or she attacks or duration ends.

Invisibility to Animals: Subject invisible to animals until he or she attacks or duration ends.

Light: Touched object glows bright as a torch.

Mage Hand: Can lift and move unattended object weighing less than 5lb.

Magic Missile: Missile of energy deals 1d4+1 damage. Extra missile every 2 levels after first.

Mending: Repairs small breaks or tears in objects.

Obscuring Mist: Creates stationary mist cloud which obscures vision beyond 5ft.

Prestidigitation: Allows caster to perform simple parlour tricks.

Sanctuary: Protected creature cannot be attacked unless attacker makes Will save.

Searing Light: Ray of holy sunlight does 1d8 points of damage per 2 caster levels.

Shield: 180 degree magical shield. Provides +7 AC and +3 Reflex saves. Can be rotated once per round as a free action.

Shocking Grasp: Deals 1d8 damage, +1 per level, to touched creature.

Sleep: Puts closest 2d4 HD of creatures to sleep.

Speak with Animals: Subject may converse with animals for 1 minute per caster level.

Wind Wall: Creates impassable wall of air 10ft per level long and 5ft per level high. Wall may curve or bend.

Wood Shape: Mould up to 10 cu. ft, +1 cu. ft per level, of wood into any shape.

Brothers in Arms

Dire Straits

These mist covered mountains
Are a home now for me
But my home is the lowlands
And always will be
Some day you'll return to
Your valleys and your farms
And you'll no longer burn
To be brothers in arms

Through these fields of destruction
Baptism of fire
I've watched all your suffering
As the battles raged higher
And though they did hurt me so bad
In the fear and alarm
You did not desert me
My brothers in arms

There's so many different worlds
So many different suns
And we have just one world
But we live in different ones

Now the sun's gone to hell
And the moon's riding high
Let me bid you farewell
Every man has to die
But it's written in the starlight
And every line on your palm
We're fools to make war
On our brothers in arms