

# 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?

Miriell, 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 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:

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<b>Kitties:</b>	Cobweb, Mercedes and Noether

# Dramatis Personae

## The Player Characters

**Miriell 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

## Miriell Longsword

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

Tevar retired shortly afterwards, and **raised Miriell** and his biological **son Roland** on the **small farm** which the Longsword family shares with the Peascods. Miriell 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 Miriell's **best friend**. Miriell is a bit **wary of Nimros**, the elf with whom Lilly has fallen in love - she doesn't trust his motives.

Miriell **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 Miriell'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** Miriell'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.

**Miriell** 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 **Miriell**, 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

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.

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

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

# Module Notes

## Timing

Suggested timing for this module is as follows:

<b>Section:</b>	<b>Time allocation: up to</b>
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

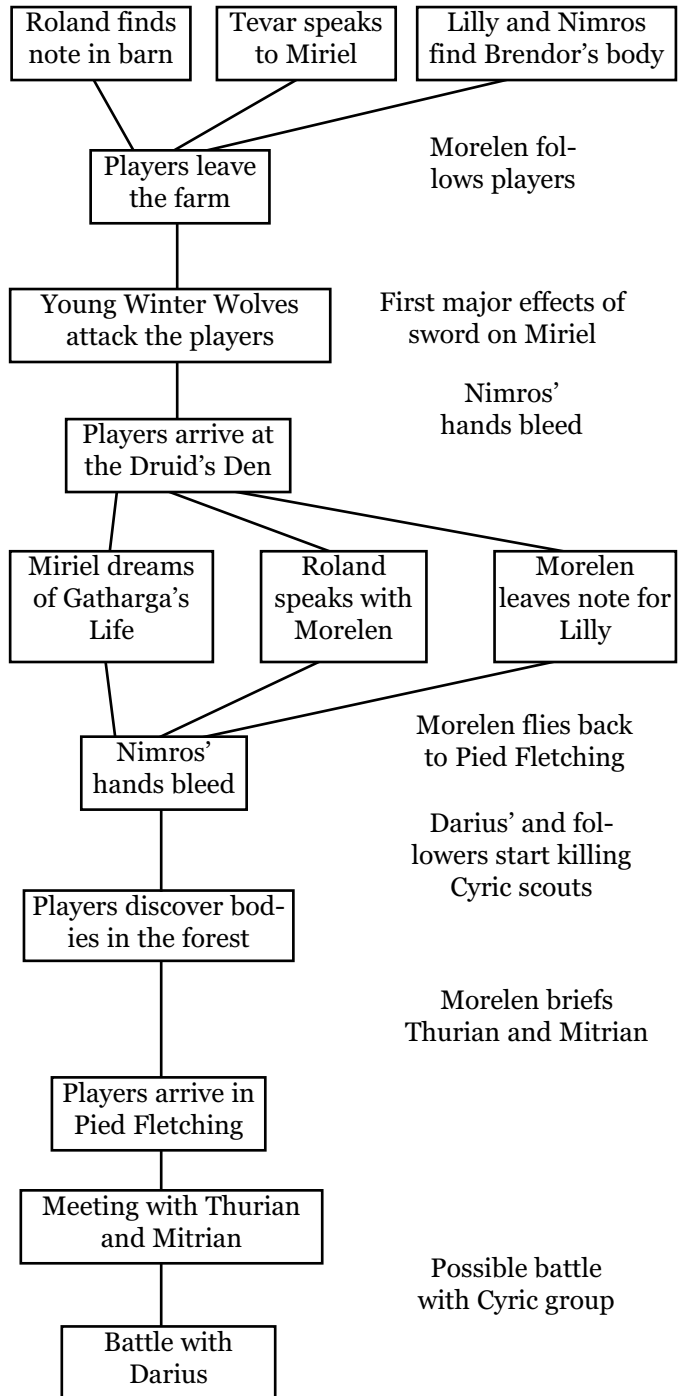
Try not to draw out the beginning scenes on the farm - stress the urgency of the situation in which the characters find themselves. They should rapidly be on their way into the forest. You'll need to strike a fine balance between allowing your players a chance to roleplaying and getting them on the move.

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 the 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.*

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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 com-

pletely **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 (Virilan)** for help. Tevar then falls into a **coma**.

**Virilan** and **Tevar** were **comrades** before Tevar retired. Virilan 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 Tadin'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, Tadin 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):

<u>Weapon:</u>	<u>Damage:</u>	<u>Crit range/effect:</u>	<u>Range increment:</u>			
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			
<u>Armour:</u>	<u>Bonus:</u>	<u>Max DEX bonus:</u>	<u>Check penalty:</u>	<u>Arcane spell failure:</u>	<u>Speed:</u>	
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.*

- Terevín

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)

**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)

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

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

### 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

**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.

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.

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:

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

**All the characters are proficient** with this type of armour.

*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...*

**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 with 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 Wounds:** 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





<b>Morelen</b> Lv 4 Ranger <i>Neutral Evil</i>	<b>Str</b> 11	<b>Int</b> 16	<b>Fortitude</b> +4	<b>HP: 26</b>
	<b>Dex</b> 17	<b>Wis</b> 14	<b>Reflex</b> +4	
	<b>Con</b> 11	<b>Cha</b> 12	<b>Will</b> +3	

<b>Skills:</b> Animal Empathy 4 Climb 3 Craft(Bowmaking) 6 Craft(Trapmaking) 5 Handle Animal 4 Hide 10 Jump 2 Knowledge(Geography) 4 Knowledge(Nature) 8 Listen 6 Move Silently 8 Search 4 Spot 7 Wilderness Lore 9	<b>Description:</b> 5'6", green eyes, long black hair, dark brown and green forest outfit																							
	<b>Spells:</b>																							
	<table border="1"> <thead> <tr> <th>No.</th> <th>Name:</th> <th>Effect:</th> <th>Range:</th> <th>Duration:</th> <th>Save:</th> </tr> </thead> <tbody> <tr> <td colspan="6"><b>Level 1, Save DC 14</b></td> </tr> <tr> <td>1</td> <td><b>Entangle</b></td> <td>plants, 40ft radius</td> <td>480ft</td> <td>2 min</td> <td>Reflex</td> </tr> </tbody> </table>						No.	Name:	Effect:	Range:	Duration:	Save:	<b>Level 1, Save DC 14</b>						1	<b>Entangle</b>	plants, 40ft radius	480ft	2 min	Reflex
	No.	Name:	Effect:	Range:	Duration:	Save:																		
	<b>Level 1, Save DC 14</b>																							
	1	<b>Entangle</b>	plants, 40ft radius	480ft	2 min	Reflex																		
	All spells take 1 action to cast.																							
	<b>Feats:</b>																							
	<b>Point Blank Shot</b> (+1 atk and dmg for targets within 30ft)																							
	<b>Precise Shot</b> (no penalty when firing into melee)																							
<b>Track</b> (use Wilderness Lore to track)																								
<b>Other abilities:</b> Low-light vision, Favoured Enemy (Elves), Immune to Sleep Effects, +2 save vs enchantment spells			<b>Special Equipment:</b> Cold Weather Outfit, Boots of Winter, Potion of Polymorph Self, Potion of Cure Mod. Wounds, Potion of Jump																					

<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Crit:</b>	<b>Ammo:</b> arrows 25	<b>AC:</b> 15	<b>Init:</b>
<b>Longsword</b>	+4	1d8	19-20/x2	<b>Armour:</b> Leather	(=10 + Dex 2 + Armour 2)	+3
<b>Longbow</b>	+7	1d8	20/x3			

<b>Virilan</b> Lv 6 Cleric <i>Lawful Good</i>	<b>Str</b> 12	<b>Int</b> 10	<b>Fortitude</b> +5	<b>HP: 30</b>
	<b>Dex</b> 12	<b>Wis</b> 17	<b>Reflex</b> +3	
	<b>Con</b> 11	<b>Cha</b> 10	<b>Will</b> +8	

<b>AC:</b> 11 (=10 + Dex 1)	<b>Init:</b> +1	<b>Description:</b> 5'11", brown eyes, short blond hair, simple brown robes																					
<b>Spells:</b>																							
<table border="1"> <thead> <tr> <th>No.</th> <th>Name:</th> <th>Effect:</th> <th>Range:</th> <th>Duration:</th> <th>Save:</th> </tr> </thead> <tbody> <tr> <td colspan="6"><b>Level 3, Save DC 16</b></td> </tr> <tr> <td>2</td> <td><b>Searing Light</b></td> <td>ray</td> <td>160ft</td> <td>inst</td> <td>none</td> </tr> </tbody> </table>						No.	Name:	Effect:	Range:	Duration:	Save:	<b>Level 3, Save DC 16</b>						2	<b>Searing Light</b>	ray	160ft	inst	none
No.	Name:	Effect:	Range:	Duration:	Save:																		
<b>Level 3, Save DC 16</b>																							
2	<b>Searing Light</b>	ray	160ft	inst	none																		
All spells take 1 action to cast.																							
Virilan also has a bunch of <b>healing spells</b> prepared.																							
<b>Weapon: Longsword</b>																							
<b>Attack:</b> +5																							
<b>Damage:</b> 1d8+1																							
<b>Crit:</b> 19-20/x2																							

## Gatharga's Sword

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.

<b>Thurian</b> Lv 1 Aristocrat <i>Neutral</i> Lv 4 Cleric <i>Evil</i>	<b>Str</b> 12 <b>Int</b> 14 <b>Dex</b> 13 <b>Wis</b> 16 <b>Con</b> 10 <b>Cha</b> 16	<b>Fortitude</b> +4 <b>Reflex</b> +2 <b>Will</b> +11	<b>HP: 27</b>
<b>Skills:</b> Bluff 7 Concentration 7 Diplomacy 11 Disguise 4 Knowledge (History) 4 Knowledge (Local) 4 Knowledge (Nobility) 6 Knowledge (Religion) 7 Knowledge (Undead) 4 Ride 3 Sense Motive 5 Spellcraft 6	<b>Description:</b> 5'10", blue eyes, dark brown hair in ponytail, elegant clothing		
	<b>Spells:</b>		
	<b>No.</b>	<b>Name:</b>	<b>Effect:</b>
	<b>Range:</b>	<b>Duration:</b>	<b>Save:</b>
	<b>Level 0, Save DC 13</b>		
3	<b>Cure Minor Wounds</b>	one creature	touch inst none
2	<b>Light</b>	one object	touch 40 min none
	<b>Level 1, Save DC 14</b>		
1	<b>Change Self</b>	you	personal 40 min Will negs
3	<b>Endure Elements</b>	one creature	touch 24 hrs none
1	<b>Sanctuary</b>	one creature	touch 4 rounds Will negs
	<b>Level 2, Save DC 15</b>		
2	<b>Invisibility</b>	one creature	touch 40 min none
2	<b>Hold Person</b>	one creature	medium 4 rounds Will negs
	All spells take 1 action to cast.		
	<b>Spell ranges:</b> Close: 35ft Medium: 140ft Long: 560ft		
<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Crit:</b>
<b>Longsword</b>	+5	1d8+1	19-20/x2
<b>Light Crossbow</b>	+5	1d8	19-20/x2
	<b>Ammo:</b> bolts 20	<b>AC:</b> 14 (=10 + Dex 1 + Armour 3)	<b>Init:</b> +1
	<b>Armour:</b> Studded Leather		

<b>Mitrian</b> Lv 6 Sorcerer <i>Lawful Evil</i>	<b>Str</b> 10 <b>Int</b> 12 <b>Dex</b> 12 <b>Wis</b> 10 <b>Con</b> 11 <b>Cha</b> 16	<b>Fortitude</b> +2 <b>Reflex</b> +3 <b>Will</b> +5	<b>HP: 21</b>
<b>Skills:</b> Bluff 4 Concentration 8 Diplomacy 6 Knowledge (Arcana) 7 Spellcraft 9	<b>Description:</b> 5'11", grey eyes, wild red hair in bob, dark red and black robes		
	<b>Spells:</b>		
	<b>Name:</b>	<b>Effect:</b>	<b>Range:</b>
	<b>Duration:</b>	<b>Save:</b>	
	<b>Level 0 - 6 per day, Save DC 13</b>		
	<b>Daze</b>	one person	close 1 round Will negs
	<b>Flare</b>	burst of light	close inst Fort negs
	<b>Light</b>	object touched	touch 10 mins none
	<b>Mage Hand</b>	small object	close conc none
	<b>Prestidigitation</b>	special	10ft 1 hour none
	<b>Level 1 - 7 per day, Save DC 14</b>		
	<b>Burning Hands</b>	10ft radius	10ft inst Ref half
	<b>Magic Missile</b>	medium	inst inst none
	<b>Shield</b>	you	personal 6 min none
	<b>Sleep</b>	15ft radius	medium 6 min Will negs
	<b>Level 2 - 6 per day, Save DC 15</b>		
	<b>Flaming Sphere</b>	3ft sphere	medium 6 rounds Refl negs
	<b>Level 3 - 4 per day, Save DC 16</b>		
	<b>Fireball</b>	20ft radius	long inst Refl half
	All spells take 1 action to cast.		
	<b>Spell ranges:</b> Close: 40ft Medium: 160ft Long: 640ft		
<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Crit:</b>
<b>Dagger</b>	+3	1d4	19-20/x2
<b>Light Crossbow</b>	+4	1d8	19-20/x2
	<b>Ammo:</b> bolts 20	<b>AC:</b> 11 (=10 + Dex 1)	<b>Init:</b> +1
	<b>Armour:</b> none		

<b>Cyric Fighters</b> Lv 1 Fighters	<b>Str</b> 14 <b>Int</b> 10 <b>Dex</b> 12 <b>Wis</b> 8 <b>Con</b> 15 <b>Cha</b> 10	<b>AC:</b> 13 (=10 + Dex 1+Armour 2)	<b>Init:</b> +1	<b>HP:</b> Bob: 10 Dave: 10 Nigel: 10 John: 10 Dave: 6 Dave: 5
<b>Fortitude</b> +2 <b>Reflex</b> +0 <b>Will</b> +0				
<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Crit:</b>	<b>Ammo:</b> bolts 20
<b>Shortsword</b>	+3	1d6+2	19-20/x2	<b>Armour:</b> Leather
<b>Light Crossbow</b>	+2	1d8	19-20/x2	

<b>Darius</b> Lv 6 Cleric <i>Chaotic Evil</i>		<b>Description:</b> 5'8", glowing red eyes, bushy white hair, light grey robes							
<b>Human</b>		<b>Spells (only in human form):</b>							
<b>Str</b> 13	<b>Int</b> 10	<b>Init:</b> +2	<b>No.</b>	<b>Name:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Save:</b>	
<b>Dex</b> 14	<b>Wis</b> 18		<b>Level 0, Save DC 14</b>						
<b>Con</b> 8	<b>Cha</b> 8		<b>5</b>	<b>Inflict Minor Wounds</b>	one creature	touch	inst	Will half	
<b>Fortitude</b> +4		<b>AC: 12</b> (=10 + Dex 2)	<b>Level 1, Save DC 15</b>						
<b>Reflex</b> +3			<b>2</b>	<b>Obscuring Mist</b>	30ft sphere	personal	6 min	none	
<b>Will</b> +9			<b>3</b>	<b>Cause Fear</b>	one creature	close	1d4 rounds	Will negs	
<b>AC: 12</b> (=10 + Dex 2)			<b>Level 2, Save DC 16</b>						
			<b>3</b>	<b>Wind Wall</b>	60ft by 30ft	medium	6 rounds	none	
			<b>2</b>	<b>Inflict Mod. Wounds</b>	one creature	touch	inst	Will half	
			<b>Level 3, Save DC 17</b>						
			<b>1</b>	<b>Gaseous Form</b>	1 willing creature	touch	12 min	none	
			All spells take 1 action to cast.						
		<b>Spell ranges:</b> Close: 40ft		Medium: 160ft		Long: 640ft			
<b>Werewolf</b>		<b>Weapon:</b>				<b>HP: 50</b>			
<b>Str</b> 18	<b>Int</b> 10	<b>Init:</b> +1	<b>Bite</b>		+9	1d8+6	20/x2		
<b>Dex</b> 13	<b>Wis</b> 18		<b>Claw</b>		+9/+4	1d8+4	20/x2		
<b>Con</b> 18	<b>Cha</b> 8		<b>Breath:</b> Cone of Cold extends 15ft; can use once per 3 rounds; 4d6 damage; Reflex halves (DC 16)						
<b>Fortitude</b> +8		<b>AC: 16</b> (=10 + Dex 1 + Hide 5)	<b>Speed: 50ft</b>						
<b>Reflex</b> +2			Fire does double damage!						
<b>Will</b> +9									

<b>Darius' Faithful Winter Wolves</b>				<b>AC: 14</b> (=10 + Dex 1 + Hide 3)		<b>HP:</b>	
<b>Skills:</b>		<b>Str</b> 12		<b>Int</b> 11		Casts No Shadow: 30	
Hide 6 (11 in snow)		<b>Dex</b> 11		<b>Wis</b> 14		Tongue That Lies: 30	
Listen 9		<b>Con</b> 16		<b>Cha</b> 10		Fire does double damage!	
Move Silently 7		<b>Fortitude</b> +8		<b>Speed: 40ft</b>			
Spot 9		<b>Reflex</b> +5					
Wilderness Lore 1 (5 scent)		<b>Will</b> +3					
<b>Weapon:</b>		<b>Attack:</b>		<b>Damage:</b>		<b>Init:</b>	
<b>Bite</b>		+8		1d8+1		+5	
<b>Breath:</b> Cone of Cold extends 15ft; can use once per 4 rounds; 4d6 damage; Reflex halves (DC 14)							

<b>Darius' Acolytes</b> Lv 1 Clerics		<b>Spells:</b>					
		<b>No.</b>	<b>Name:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Save:</b>
		<b>Level 0, Save DC 12</b>					
		<b>1</b>	<b>Inflict Minor Wounds</b>	one creature	touch	inst	Will half
		All spells take 1 action to cast. Each acolyte has one inflict minor wounds left. Inflict minor wounds deals 1 damage.					
<b>Str</b> 10		<b>Weapon:</b>		<b>Attack:</b>		<b>HP:</b>	
<b>Dex</b> 12		<b>Club</b>		+0		Rivlin: 6	
<b>Con</b> 11				1d6		Lindar: 7	
				20/x2		Flin: 5	
<b>Fortitude</b> +2		<b>Init:</b>		<b>AC: 11</b>		Norvin: 8	
<b>Reflex</b> +0		+0		(=10 + Dex 1)			
<b>Will</b> +2							

### **Handout 1 (Roland):**

*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

---

### **Handout 2:**

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

- Terevín

---

### **Handout 4 (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.

### Handout 3:

#### Wolf (Silvertail)

**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

---

### Handout 5:

*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*

---

### Handout 6:

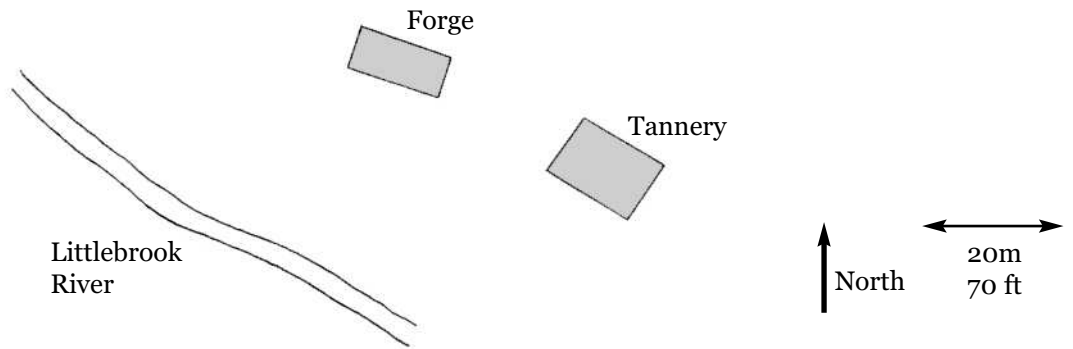
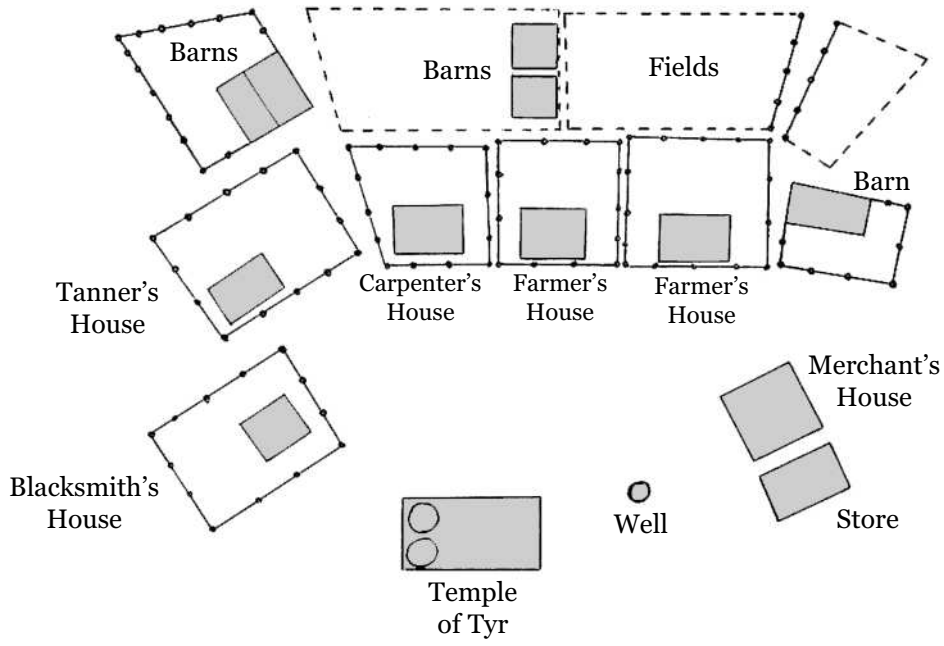
*My dear Gladys,*

*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.*

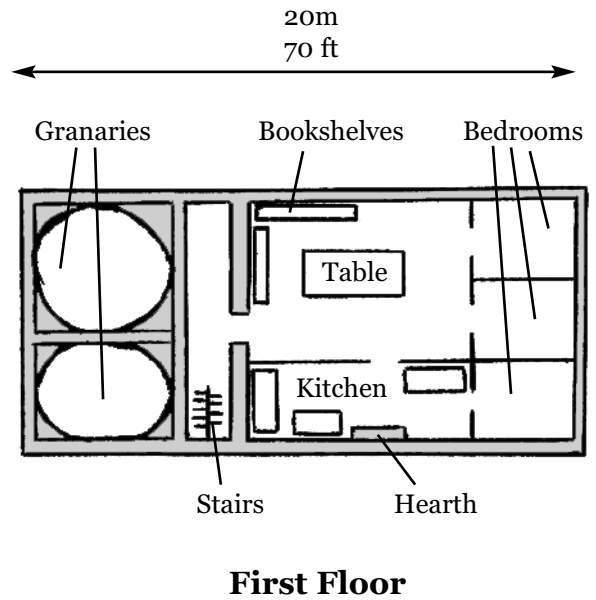
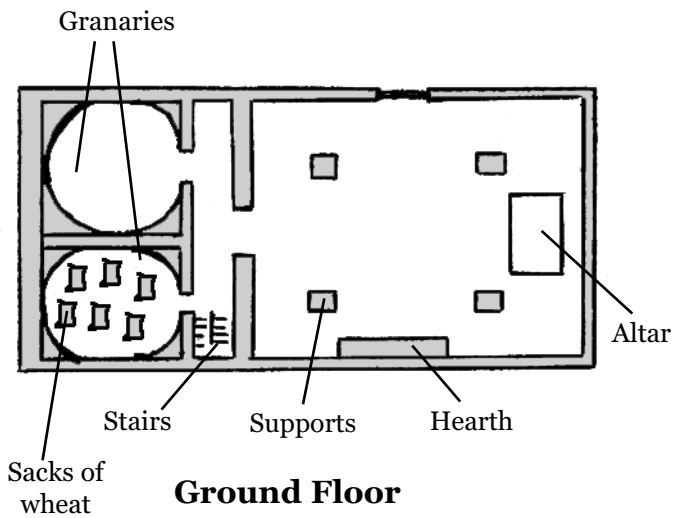
*Bugger, seems I've just been volunteered to Scout, and it's just started to Snow again too. Will write more later...*

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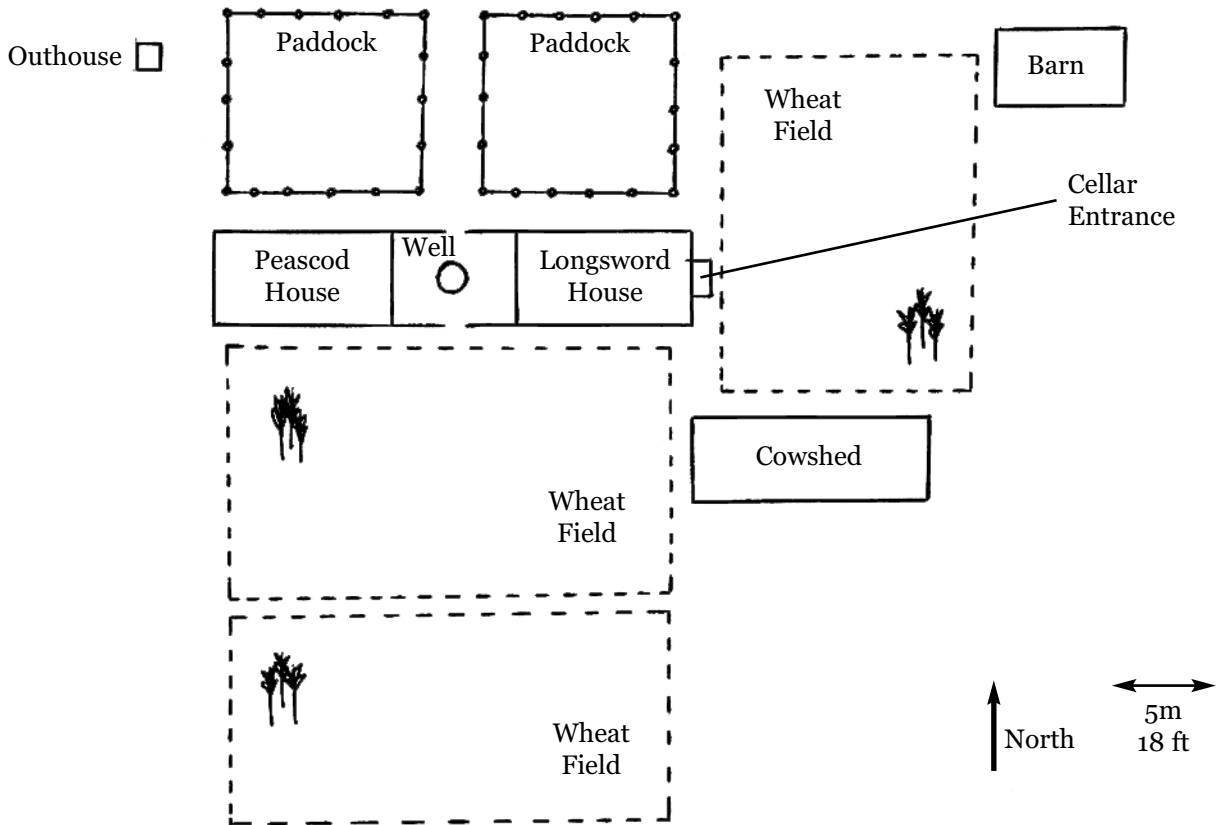
# Pied Fletching



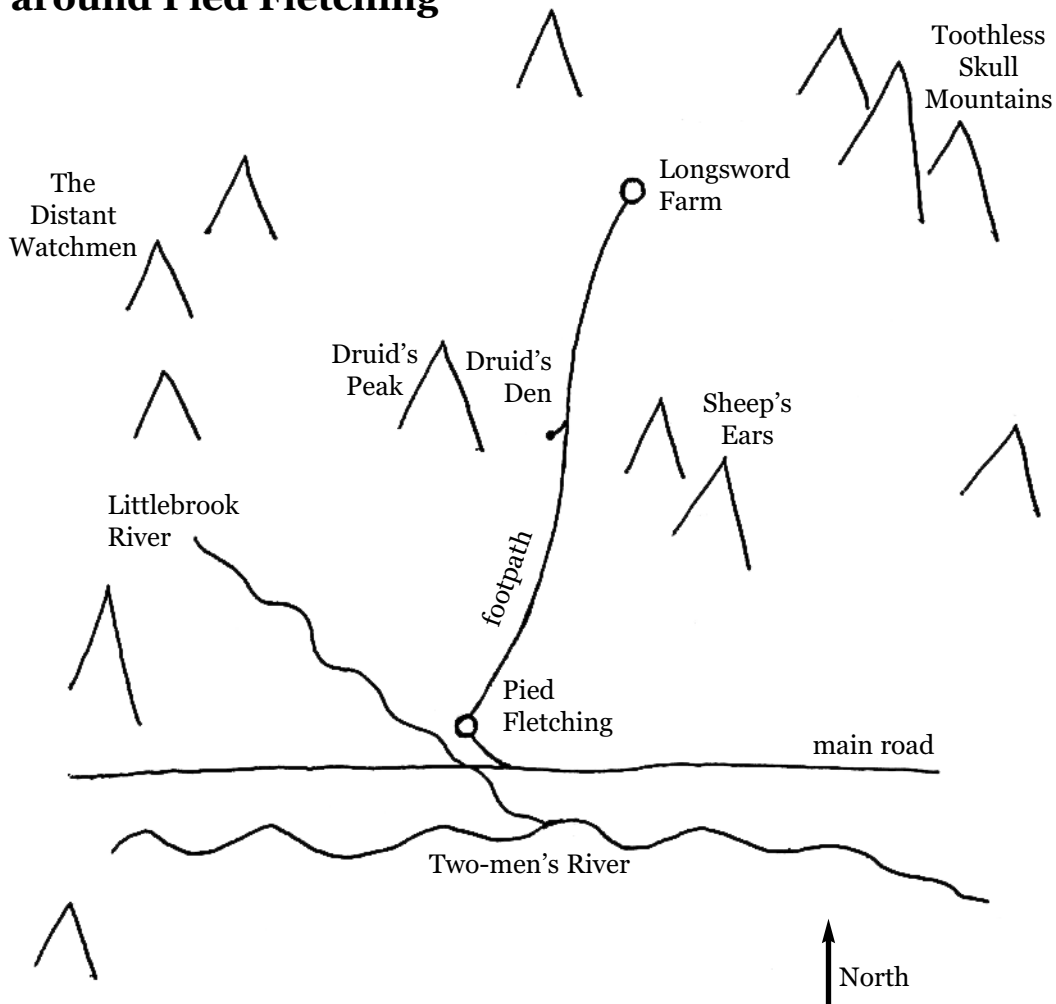
## Temple of Tyr



# Longsword and Peascod Farms



# Region around Pied Fletching



**Name: Roland Longsword**Race, gender: **Human Male**  
Class: **Expert 2 / Sorcerer 1**Alignment: **Chaotic Good**Appearance: **Black hair, brown eyes. A bit skinny, but rather good-looking.**Age: **21****STR:** 12 (+1)  
**DEX:** 14 (+2)  
**CON:** 14 (+2)  
**INT:** 17 (+3)  
**WIS:** 11 (+0)  
**CHA:** 15 (+2)**Saving throws:****Fortitude:** +2  
**Reflex:** +2  
**Will:** +5**AC:** 10 + Dex (+2): 12**Initiative:** +2  
**Melee Attack:** +2  
**Ranged Attack:** +3  
**Speed:** 30ft (walk)**Skills:**

Bluff	3
Climb	3
Concentration	8
Craft (Calligraphy)	6
Craft (leatherworking)	4
Handle Animal	4
Hide	3
Jump	2
Knowledge (Arcana)	6
Knowledge (History)	8
Knowledge (Nobility and Royalty)	8
Listen	4
Search	5
Spellcraft	8
Spot	5
Swim	2

**HP: 20**

<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Critical:</b>	<b>Range:</b>
Dagger	+2	1d4+1	19-20/x2	-
Dagger (thrown)	+3	1d4+1	19-20/x2	10ft

**Ammunition Type:** **Quantity:****Languages:**

Common, Elven, Orc, Sylvan

**Armour:** **Bonus:** **Max DEX bonus:** **Check penalty:** **Arcane spell failure:** **Speed:****Special Abilities:****Feats:**Alertness (+2 to Listen, Spot)  
**Combat Casting** (+4 to Concentration while casting spell on defensive)  
**Spell Focus** (Transmutation)(+2 to DC for spells from this school)  
All feats not bolded have been factored in.**Proficiencies:**Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Thrown), Gauntlet, Mace, Quarterstaff, Short Spear, Sickle, Sling, Unarmed Strike  
Light armour**Spells:****Level 0 - 5 per day, Save DC 12**

<b>Name:</b>	<b>School:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Saving Throw:</b>
<b>Detect Magic</b>	Univ	1/4 circle	60ft	conc up to 1 min	none
<b>Flare</b>	Evoc	burst of light	close	inst	Fort negs
<b>Light</b>	Evoc	object touched	touch	10 mins	none
<b>Mage Hand</b>	Trans	small object	close	conc	none

**Level 1 - 4 per day, Save DC 13**

<b>Name:</b>	<b>School:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Saving Throw:</b>
<b>Burning Hands</b>	Trans	10ft radius	10ft	inst	Ref half
<b>Shocking Grasp</b>	Trans	creature touched	touch	until discharged	none

All spells take 1 action to cast.

Remember to add +2 to DC for Transmutation spells.

**Spell ranges:****Close:** 30ft  
**Medium:** 110ft  
**Long:** 440ft**Equipment:**

Dagger, clothing, paper, ink, quill



*Sometimes a sorcerer is fortunate enough to come under the care of an older, experienced sorcerer, someone to help him understand and use his new powers. More often, however, sorcerers are on their own, feared by erstwhile friends and misunderstood by family.*

- Dungeons & Dragons, Player's Handbook

## **Roland Longsword**

You didn't see your father much during the first eight years of your life. Tevar was always away serving Tyr and dispensing justice. You spent your time helping your mother, Elsebeth, around the farm and playing with Lilly Peascod, who lives on the adjoining farm.

A few months after your eighth birthday, your father returned after a particularly long absence. He had with him a young half-orc girl, roughly your age. One of the evil clerics from whom he had rescued her had wounded him badly. Your mother cried a lot during the weeks that Tevar spent recovering from the strange illness. After returning to health, your father promised to give up adventuring.

Your parents adopted the little girl, whose name was Miriel. She became like a sister to you, and a close friend to Lilly.

As you grew older, Miriel's potential as a fighter became apparent. She seemed to have a knack for handling the sword. Your father was pleased, and began to teach her what he knew.

You, on the other hand, have never been any good at fighting, and don't find it at all interesting. You abandoned fighting practices at an early age, taking refuge among the fascinating tomes of your mother's library. Your father has never said anything, but you can't help feeling that you've disappointed him.

Lilly always liked playing in the woods when you were children. When Nimros, an elven ranger, befriended your family fifteen years ago, he seemed to take a particular liking to her. He began to teach her things about the forest and its ways. Under his tutelage, she seemed to grow more distant from you and other people and more close to the forest. The gradual change in her personality worried you. Fortunately, five years ago the elf's nomadic clan moved on, and he went with them. Unfortunately, this did nothing to lessen Lilly's enthusiasm for nature, and when the old druid Terevin moved into the area two years ago she began to spend almost all her time at his glen.

Even more unfortunately, six months ago the elf came back.

A year ago you realised that you love Lilly - you've known it deep down since adolescence. You thought that she returned your feelings. Three months ago you finally worked up the courage to tell her, and went out to look for her in the forest glade which you knew to be her favourite. You found her - in a passionate embrace with none other than Nimros.

Your shock rapidly turned to anger. You wanted to scream, shout and throw things. You felt the rage build-

ing up inside you, and then something happened which had never happened before - the trees around you began to burst into flame. It took a while for everyone to realise that it was you doing it. Lilly began to scream at you to stop - you have never seen her so upset. It was as if she could feel the pain of the trees.

You didn't want to hurt Lilly, but you had no idea how to bring your new-found power under control - so you ran away. Lilly and Nimros must have managed to put the fire out, and Lilly seemed to be all right afterwards - but she's still obviously very angry with you. She and the elf do everything together now. They keep holding hands and kissing - it's horrible.

Of course the entire farm has found out about the incident. Your loving sister finds all this absolutely hilarious, and not a day goes by that she doesn't crack a joke at your expense.

Recently you've been spending most of your time alone in the barn, practicing your powers. You're determined never to cause a disaster like the last one again, and you hope that if you can learn to put your powers to proper use you'll be able to win Lilly's love back.

You've heard that sorcerers can persuade animals to become their familiars, but you haven't yet figured out how to do this.

## **People you know:**

**Nimros:** An elf. You don't trust him. You're sure that he has beguiled Lilly in some way. He lives in a spare room in the Peascod house.

**Lilly Peascod:** love of your life.

**Miriel Longsword:** Your adopted sister.

**Tevar Longsword:** Your father, a retired Paladin of Tyr.

**Elsebeth Longsword:** Your mother. A quiet, intelligent woman.

**Tadfin Rosthen:** Your grandfather. You realise that Nimros is older than he is. Tadfin disapproves of Nimros and Lilly's relationship, and thinks Lilly should settle down with a nice human boy.

**Brendor Peascod:** Lilly's father. An honest and hard-working man. He doesn't trust that elf either.

**Mary Peascod:** Lilly's mother. A rather shrewish woman. Constantly bosses Brendor around.

**Terevin:** An old druid - another bad influence on Lilly. He lives slightly over a day's walk away in the forest.

**Virilan:** The priest of Tyr in Pied Fletching. An old comrade of Tevar.

**Name: Lilly Peascod**Race, gender: **Human Female**Class: **Druid 3**Alignment: **Chaotic Neutral**Appearance: **Brown hair in a bob, green eyes.****Dresses in brown and green.**Age: **23**

**STR:** 13 (+1)  
**DEX:** 14 (+2)  
**CON:** 13 (+1)  
**INT:** 14 (+2)  
**WIS:** 17 (+3)  
**CHA:** 14 (+2)

**Saving throws:**

**Fortitude:** +4  
**Reflex:** +3  
**Will:** +6

**AC:** 10 + Dex (+2) +2: 14**Initiative:** +2**Melee Attack:** +3**Ranged Attack:** +4**Speed:** 30ft (walk)**Skills:**

Animal Empathy	6
Climb	2
Concentration	3
Craft (Basketweaving)	4
Craft (Bowmaking)	4
Craft (Pottery)	4
Handle Animal	6
Heal	7
Hide	3
Jump	1
Knowledge (Nature)	7
Listen	3
Move Silently	3
Search	2
Spellcraft	5
Spot	4
Swim	2
Wilderness Lore	7

**HP: 20**

<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Critical:</b>	<b>Range:</b>
Dagger	+3	1d4+1	19-20/x2	-
Dagger (thrown)	+4	1d4+1	19-20/x2	10ft
Sickle	+3	1d6+1	20/x2	-
Sling	+4	1d4	20/x2	50ft

**Ammunition Type: Quantity:**

Lead pellets 20

<b>Armour:</b>	<b>Bonus:</b>	<b>Max DEX bonus:</b>	<b>Check penalty:</b>	<b>Arcane spell failure:</b>	<b>Speed:</b>
Leather	+2	+6	0	n/a	30ft

**Special Abilities:**

Nature Sense  
 Animal Companion  
 Woodland Stride  
 Trackless Step

**Feats:**

**Point Blank Shot** (+1 to ranged attack for targets within 30ft)  
**Precise Shot** (no penalty to ranged attack for engaged targets)  
**Track**

All feats not bolded have been factored in.

**Proficiencies:**

Club, Dagger, Longspear, Quarterstaff, Scimitar, Shortspear, Sickle, Sling  
 Light and Medium armour  
 Shield

**Spells:****Level 0 - 4 per day, Save DC 13**

<b>Name:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Saving Throw:</b>
Cure Minor Wounds	one creature	touch	inst	none
Light	one object	touch	30mins	none
Mending	object < 1lb	10ft	inst	none
Create Water	6 gallons	close	inst	none

**Level 1 - 3 per day, Save DC 14**

<b>Name:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Saving Throw:</b>
Animal Friendship	one animal	close	inst	Will negs
Cure Light Wounds	one creature	touch	inst	none
Entangle	plants in 40ft radius	long	3 mins	Refl
Goodberry	2d4 fresh berries	touch	3 days	none
Invisibility to Animals	3 creatures	touch	30 mins	none

**Level 2 - 2 per day, Save DC 15**

<b>Name:</b>	<b>Effect:</b>	<b>Range:</b>	<b>Duration:</b>	<b>Saving Throw:</b>
Barkskin	one creature	touch	30 mins	none
Hold Animal	one animal	medium	3 rounds	Will negs
Wood Shape	piece of wood < 13cu ft	touch	inst	none
Speak with Animals	you	personal	3 mins	none

All spells take 1 action to cast.

**Spells initially memorised:** Cure Minor (2), Light, Mending, Cure Light (2), Goodberry, Wood Shape, Speak With Animals**Spell ranges:**

**Close:** 30ft  
**Medium:** 130ft  
**Long:** 520ft

**Languages:**

Common, Druidic, Elven, Sylvan

**Equipment:**

Dagger, sickle, sling, lead pellets, leather armour, clothing, herbs

*Druids may also bring their power to bear against those who threaten what they love, which more often includes ancient stands of trees or trackless mountains than people. While druids accept that which is horrific or cruel in nature they hate that which is unnatural...*

- Dungeons & Dragons, Player's Handbook

## Lilly Peascod

You grew up in a small farming community near the forest. Roland, the boy from the other family, has been a good friend to you since you were small.

Roland's father, Tevar Longsword, used to be a paladin of Tyr. You remember a night when you were ten, when he returned from a mission, badly wounded, with a young half-orc girl whom he had rescued. The girl's name was Miriel, and Tevar and his wife adopted her. Tevar stopped his adventuring after that.

You became friends with Miriel too. You have always been able to confide in her.

Although you are fond of your family and friends, the thing you care about most in the whole world is the forest. You are only truly happy when it completely surrounds you. You were aware of this special bond from an early age, but you only began to discover its potential when you met Nimros the elf.

His nomadic family arrived in the area fifteen years ago. They all came to the farm to introduce themselves, and that's when you met him. You asked him to tell you a story about the forest. From then on he visited you regularly, and over the years he taught you everything he knew about elven and druidic forest lore.

As you grew older, you began to fall in love with him. You thought that he would never be able to see you as anything other than the child he first met, but you soon realised that his feelings had also changed. For a few months your life was wonderful - then Nimros' family decided to leave. He wanted to stay with you, but did not wish to disobey his parents. You were heartbroken when he left, but he promised to return as soon as he could.

With Nimros gone, you spent more time than ever alone with the forest. You reached a new level of understanding of the way it behaved and discovered new magical abilities.

Two years ago, an old druid named Terevin moved into the area. He is a kind man and has shared much of his knowledge and experience with you. He lives in a nearby glen, and you often visit him. Unfortunately, because of your duties on the farm you have not been able to spend enough time with him to receive a full druidic training. There are gaps in your education, especially when it comes to spells.

You would very much like to have an animal companion, but you haven't been able to find one yet. You have made friends with many animals, but you don't share that special bond with any of them.

Nimros returned six months ago. You were overjoyed. You were finally able to share all your new knowledge with him, and he told you all about his recent travels.

One night three months ago, you and Nimros were in your clearing, kissing. Suddenly Roland ran in, was shocked to discover the two of you together, and became irrationally angry. It seems that he has been in love with you for a while now, and thought that you returned his feelings.

You wanted to say something to calm him down, but at that moment the trees around the clearing began to burst into flame. As they burned, you were filled with an excruciating pain. You realised that it was Roland who was causing the fire - obviously his anger had awoken a latent magical ability. You began to scream at him to stop, and he turned and ran.

You and Nimros put the fire out, and eventually the pain went away. You know that Roland didn't mean to hurt you and the forest, but you can't help feeling angry at him about what happened. Your relationship has become awkward, and you haven't really spoken to each other since the incident. You can tell that he dislikes Nimros. He's been shutting himself in the barn and seems to be practicing magic in there.

Now that everyone knows about you and Nimros, you don't bother about being subtle. You know that your parents disapprove of the relationship, and so does Miriel. You have given up on trying to explain your lifestyle to your parents a long time ago, but you wish that you could make your friend understand how you feel.

## People you know:

**Nimros:** Your one true love. He lives in a spare room in your house.

**Roland Longsword:** Your childhood friend.

**Miriel Longsword:** Your best friend and Roland's adopted sister.

**Tevar Longsword:** Roland's father, a retired Paladin of Tyr.

**Elsebeth Longsword:** Roland's mother. A quiet, intelligent woman.

**Tadfin Rosthen:** Roland's grandfather. His views on life are rather old-fashioned.

**Brendor Peascod:** Your father. He's a good man and you love him, but he just doesn't understand you.

**Mary Peascod:** Your mother. A rather bossy woman. She's upset that you haven't turned out the way she had hoped.

**Terevin:** Your good friend, an old druid. He lives slightly over a day's walk away in the forest.

**Virlan:** The priest of Tyr in Pied Fletching. An old comrade of Tevar.

**Name: Miriel Longsword**Race, gender: **Half-orc Female**Class: **Fighter 3**Alignment: **Lawful Good**Appearance: **Blond hair in a bob, blue eyes. Tall and muscular. Tidy and practical.**Age: **21**

**STR:** 17 (+3)  
**DEX:** 12 (+1)  
**CON:** 15 (+2)  
**INT:** 14 (+2)  
**WIS:** 10 (+0)  
**CHA:** 8 (-1)

**Saving throws:**  
**Fortitude:** +5  
**Reflex:** +2  
**Will:** +1

**AC:** 10 + Dex (+1): 11  
**Initiative:** +5  
**Melee Attack:** +6  
**Ranged Attack:** +4  
**Speed:** 30ft (Walk)

**Skills:**

Climb	5
Handle Animal	1
Hide	1
Jump	6
Listen	1
Move Silently	1
Ride	4
Search	2
Spot	1
Swim	5
Use Rope	3
Wilderness Lore	2

**HP: 30**

<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Critical:</b>	<b>Range:</b>
Dagger	+6	1d4+1	19-20/x2	-
Dagger (thrown)	+4	1d4+1	19-20/x2	10ft

**Languages:**

Common, Orc

**Ammunition Type: Quantity:**

**Armour:**      **Bonus:** **Max DEX bonus:**      **Check penalty:**      **Arcane spell failure:**      **Speed:**

**Special Abilities:**

Dark vision (60ft)

**Feats:****Expertise** (may take up to 5 from attack and add it to AC)

Improved Initiative

**Power Attack** (may take up to 3 from melee attack and add it to damage)**Quick Draw** (draw weapon as free action)

All feats not bolded have been factored in.

**Proficiencies:**

All simple and martial weapons

Light, Medium and Heavy armour

Shields

**Equipment:**

Dagger, clothing, whetstone, small bottle of oil

*In a land of scheming wizards, unholy priests, blood-thirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished.*

- Dungeons & Dragons, Player's Handbook

## Miriel

You are not a paladin yet but someday you hope to be one.

You didn't know your father and your orc mother never spoke of him. As a young orc you wandered the forests with your mother and the rest of the tribe. You vaguely remember being teased and bullied by the young orcs because of your funny looks.

Shortly before your eighth birthday your tribe was ambushed in the dead of night by a group of black-robed clerics. Many women and children, including you and your mother, were captured and led off to a secret encampment, in a sheltered valley high upon the slopes of the Orc's Fist Mountains.

There the women were tortured and slaughtered to feed the priests' depraved rituals. Your mother's writhing upon the altar as she died is practically the only memory you still retain from this terrible ordeal.

Tevar Longsword, a human Paladin of Tyr (God of Justice), rescued you and adopted you as his daughter. He and his wife Elsebeth have treated you as they would their own child, despite your mixed race. You are very grateful to your father, Tevar, and to Tyr himself. One day you hope to follow in Tevar's footsteps and serve Tyr.

Tevar went into retirement after returning from the raid in which you were rescued. He had been badly wounded. He decided that he had seen enough death and suffering for one lifetime, and wanted to raise his children. You've asked him to tell you more about what happened that night, but he's made it clear that he doesn't want to talk about it.

The magical sword which Tevar used when he was a paladin is beautiful - the craftsmanship exceeds by far that of the ordinary longsword you've sometimes used for practice. You wish that you could wield it, but Tevar says that it is not a toy for training - it should only be used in battle against a real foe. It currently hangs near your front door - where it can easily be found in an emergency.

While you were growing up Roland, Tevar and Elsebeth's biological son, was like a brother to you. The two of you spent your childhood playing together with Lilly Peascod, who lives on the adjoining farm.

Lilly is your best and only (if you exclude your family) friend. Although you are very different you have shared many secrets, hopes and fears. While your love is for justice and the sword, Lilly's is for the forest. Ever since you can remember, she has delighted in walking beneath the trees and watching the forest animals.

Her interest has been strengthened by the influence of Nimros, an elf who has been visiting your small community for many years. He befriended Lilly when she was a little girl, and she was delighted to have a mentor

to teach her about the ways of the forest. Later, in adolescence, she developed a crush on him. He left with the rest of his nomadic family five years ago, but last summer he returned and their relationship has turned into romance.

You don't trust him. He's an elf. She's human. He's already older than your grandfather, and he will remain unchanged while she ages.

You don't want to see Lilly get hurt, but all your advice to her has fallen on deaf ears - she's completely smitten.

Over the last year or so Roland has become moody and petulant and the two of you have drifted apart. You think that he resents your relationship with your father - he seems to feel that Tevar loves you more because you have a talent for fighting and Roland does not. You know that isn't true - as a paladin of Tyr, your father has always been absolutely fair with both of you - but Roland won't listen.

Your brother has other problems. He has a crush on Lilly and is upset by her relationship with Nimros. He has also recently developed sorcerer powers. These issues are not separate - apparently, Roland found Lilly and Nimros kissing in the forest three months ago, blew his top and set a bit of the forest on fire. Lilly is still very angry with him.

He has been spending most of his time alone in the barn, practicing his powers. You hope he has gained some control over them.

You've been trying to get Roland to see the lighter side of things, but somehow he misinterprets everything you say. You hope that he gets over all of this soon - you miss the friendship that you once had.

### People you know:

**Nimros:** An elf. The object of Lilly's affection. Lives in a spare room in the Peascod house.

**Lilly Peascod:** Your best friend.

**Roland Longsword:** Your adopted brother.

**Tevar Longsword:** Your adopted father, a retired paladin of Tyr. Now manages the farm.

**Elsebeth Longsword:** Your adopted mother. A quiet, intelligent woman.

**Tadfin Rosthen:** Elsebeth's aging father and your adopted grandfather. Rather old-fashioned. He doesn't seem to know what to make of you, so he doesn't talk to you much.

**Brendor Peascod:** Lilly's father. He doesn't understand his daughter's love for the forest. On the whole he is honest and hard-working.

**Mary Peascod:** Lilly's mother. A rather shrewish woman. Constantly bosses Brendor around.

**Terevin:** An old druid who lives slightly over a day's walk away in the forest. Lilly is good friends with him. He seems to be a nice old man.

**Virilan:** The priest of Tyr in Pied Fletching. An old comrade of Tevar.

**Name: Nimros**

Race, gender: **Elven Male**  
Class: **Ranger 3**

Alignment: **Neutral Good**

Appearance: **Long black hair, blue eyes. Very attractive.**

Age: 96

**STR:** 13 (+1)  
**DEX:** 19 (+4)  
**CON:** 13 (+1)  
**INT:** 14 (+2)  
**WIS:** 15 (+2)  
**CHA:** 16 (+3)

**Saving throws:**  
**Fortitude:** +4  
**Reflex:** +5  
**Will:** +3

**AC:** 10 + Dex (+4) +2: 16  
**Initiative:** +8  
**Melee Attack:** +4  
**Ranged Attack:** +7  
**Speed:** 30ft

**Skills:**

Animal Empathy	6
Climb	4
Handle Animal	5
Heal	5
Hide	6
Jump	2
Knowledge (Nature)	8
Listen	7
Move Silently	6
Search	5
Spot	7
Swim	2
Use Rope	5
Wilderness Lore	7

**HP: 28**

<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Critical:</b>	<b>Range:</b>
Longbow	+7	1d8	20/x3	100ft
Dagger	+4	1d4+1	19-20/x2	-
Dagger (thrown)	+7	1d4	19-20/x2	10ft

<b>Ammunition Type:</b>	<b>Quantity:</b>
Arrows	20
+1 Magical Arrows	8

**Languages:**

Common, Elven, Orc, Sylvan

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

**Special Abilities:**

Immunity to sleep  
Save +2 vs enchantment spells  
Automatic Search check if within 5ft of secret/concealed door  
Favoured Enemy (Hobgoblin)  
Low Light Vision

**Feats:**

**Ambidexterity** (ignore penalties for using off-hand)  
**Endurance** (+2 on stamina checks)  
Improved Initiative  
**Track**  
**Two-Weapon Fighting** (can fight with two swords with -4 penalty to each attack, or with sword and dagger with -2 penalty to each attack)

All feats not bolded have been factored in.

**Proficiencies:**

All simple and martial weapons  
Light and Medium armour  
Shields

**Equipment:**

Longbow, arrows, magical arrows, dagger, leather armour, clothing, small clay jar

*Rangers often accept the role of protector, aiding those who live in or travel through the woods.*

- Dungeons & Dragons, Player's Handbook

## Nimros

You come from an old and respectable elven family. Your people are nomadic. They don't stay in one place for more than ten years (a short time for an elf).

15 years ago your family came to this part of the forest, and became acquainted with the humans from the nearby farming community now managed by the retired paladin Tevar Longsword. There you met a little girl called Lilly Peascod. She expressed an unusual interest in your stories about life in the forest, and you could see that she would make a good druid or ranger. You taught her everything you knew.

These humans develop so quickly. It's part of their charm. By the time your family was getting ready to leave, Lilly had become a beautiful young woman and you had fallen in love.

You did not wish to disobey your parents, and so departed with them five years ago. However, you swore to Lilly that you would return.

Something terrible happened during your recent wanderings which you have kept secret. Three years ago, a dryad named Daeloth fell deeply in love with you, and your rejection of her led to her madness. She began to twist and corrupt the forest around her, and soon you discovered that she had also exacted a terrible revenge upon you. Daeloth placed a curse on your hands - at dawn and sunset every day they bleed dryad blood. The blood withers plants where it falls and wounds animals that it touches.

Six months ago you came back to the farm. The other elves tried to discourage you - elf-human relationships seldom work. Your reason tells you that this can't last, but your heart doesn't care. You have to be with Lilly.

Lilly was overjoyed at your return. You realise that five years must have seemed a long time to her. She has grown up a lot, and you have a lot of catching up to do. The Peascods have grudgingly allowed you to stay in a spare room in their house.

You haven't been able to bring yourself to tell Lilly about Daeloth or about your repugnant affliction - you fear that she would be horrified if she knew. You always make sure that you are alone when the bleeding happens. You feel very guilty for keeping this from her.

While you were away, a kindly old druid named Terevin moved into the area. He has befriended Lilly and furthered her druidic education. The two of you often visit him in his glen in the forest.

Three months ago, Roland, another boy from the farm, discovered you and Lilly kissing in a forest glade. He became emotional (he has a crush on her), and made a number of trees burst into flame (it seems he had latent sorcerer abilities). Lilly was very angry. She shouted at Roland and he ran off, confused.

Lilly is still upset with Roland. You empathise with her pain - you also felt the harm done to the forest - but

you know that the boy did not cause the fire intentionally.

Roland has not recovered either. He has not been openly rude, but you can tell he resents you. He has spent a lot of time in the barn practicing his magic. Maybe he will be able to control it better in the future. You wish him well.

Miriell, Roland's adopted half-orc sister, appears amused by Roland's distress and teases him about Lilly. This cannot be helping. She means no harm but doesn't appreciate the strength of Roland's feelings. You wonder if Roland resents the attention and combat training that their father, Tevar, gives her.

## People you know:

**Lilly Peascod:** Your one true love.

**Roland Longsword:** Young sorcerer with a crush on Lilly. Son of ex-paladin Tevar Longsword.

**Miriell Longsword:** Half-orc adopted daughter of Tevar Longsword. Tevar rescued her from an evil temple thirteen years ago, shortly before he retired. He has been training her as a fighter.

**Tevar Longsword:** Retired paladin of Tyr. Now manages the farm. Father of Roland and Miriell. He decided to retire after returning from the temple raid with Miriell. He had been badly wounded. He has always said that he had simply seen enough death and suffering for one lifetime, and wanted to raise his children in peace, but you remember how upset Elsebeth was when he returned. You suspect that he gave up his dangerous lifestyle for her sake.

**Elsebeth Longsword:** Tevar's wife and mother of Roland and Miriell. She is much happier now that Tevar isn't putting himself in danger.

**Tadfin Rosthen:** Elsebeth's aging father. He has a rather simple, old-fashioned view on life, and in it you don't belong anywhere near nice human girls.

**Brendor Peascod:** Lilly's father. He seems a bit suspicious of your intentions regarding his daughter. He also doesn't understand her love for the forest. On the whole he is honest and hard-working.

**Mary Peascod:** Lilly's mother. A rather shrewish woman who dislikes you. Has plans regarding Roland, Lilly and marriage, according to Lilly. Constantly bosses Brendor around.

**Terevin:** An old druid. He lives slightly over a day's walk away in the forest.

**Virilan:** The priest of Tyr in Pied Fletching. An old comrade of Tevar.