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)

HP: 20

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

Ammunition Type: **Quantity:**

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

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

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

Level 1 - 4 per day, Save DC 13

Name:	School:	Effect:	Range:	Duration:	Saving Throw:
Burning Hands	Trans	10ft radius	10ft	inst	Ref half
Shocking Grasp	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 building 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.

Virlan: 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)

HP: 20

Weapon:	Attack:	Damage:	Critical:	Range:
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

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

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

Name:	Effect:	Range:	Duration:	Saving Throw:
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

Name:	Effect:	Range:	Duration:	Saving Throw:
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

Name:	Effect:	Range:	Duration:	Saving Throw:
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)

HP: 30

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

Ammunition Type: **Quantity:**

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

Languages:
Common, Orc

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, bloodthirsty 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.

Virlan: 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

HP: 28

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

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

Languages:
Common, Elven, Orc, Sylvan

Ammunition Type:	Quantity:
Arrows	20
+1 Magical Arrows	8

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

Miriel, 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.

Miriel 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 Miriel. He decided to retire after returning from the temple raid with Miriel. 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 Miriel. 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.

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