## Morelen

Lv 4 Ranger
*Neutral Evil*

| | | | |
|---|---|---|---|
| **Str** | 11 | **Int** | 16 |
| **Dex** | 17 | **Wis** | 14 |
| **Con** | 11 | **Cha** | 12 |

| | |
|---|---|
| **Fortitude** | +4 |
| **Reflex** | +4 |
| **Will** | +3 |

**HP**: 26

**Skills**:

| | |
|---|---|
| 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 |

**Description:** 5'6", green eyes, long black hair, dark brown and green forest outfit

**Spells:**

| No. | Name: | Effect: | Range: | Duration: | Save: |
|---|---|---|---|---|---|
| **Level 1, Save DC 14** | | | | | |
| **1** | **Entangle** | plants, 40ft radius | 480ft | 2 min | Reflex |

All spells take 1 action to cast.

**Feats**:

**Point Blank Shot** (+1 atk and dmg for targets within 30ft)
**Precise Shot** (no penalty when firing into melee)
**Track** (use Wilderness Lore to track)

**Other abilities**: Low-light vision, Favoured Enemy (Elves), Immune to Sleep Effects, +2 save vs enchantment spells

**Special Equipment**: Cold Weather Outfit, Boots of Winter, Potion of Polymorph Self, Potion of Cure Mod. Wounds, Potion of Jump

| **Weapon:** | **Attack:** | **Damage:** | **Crit:** |
|---|---|---|---|
| **Longsword** | +4 | 1d8 | 19-20/x2 |
| **Longbow** | +7 | 1d8 | 20/x3 |

**Ammo**: arrows 25
**Armour**: Leather

**AC**: 15 (=10 + Dex 2 + Armour 2)

**Init:** +3

## Virlan

Lv 6 Cleric
*Lawful Good*

| | | | |
|---|---|---|---|
| **Str** | 12 | **Int** | 10 |
| **Dex** | 12 | **Wis** | 17 |
| **Con** | 11 | **Cha** | 10 |

| | |
|---|---|
| **Fortitude** | +5 |
| **Reflex** | +3 |
| **Will** | +8 |

**HP**: 30

**AC**: 11 (=10 + Dex 1)

**Init:** +1

| | |
|---|---|
| **Weapon:** | **Longsword** |
| **Attack:** | +5 |
| **Damage:** | 1d8+1 |
| **Crit:** | 19-20/x2 |

**Description:** 5'11", brown eyes, short blond hair, simple brown robes

**Spells:**

| No. | Name: | Effect: | Range: | Duration: | Save: |
|---|---|---|---|---|---|
| **Level 3, Save DC 16** | | | | | |
| **2** | **Searing Light** | ray | 160ft | inst | none |

All spells take 1 action to cast.
Virlan also has a bunch of **healing spells** prepared.

## 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.

## Thurian

Lv 1 Aristocrat *Neutral*
Lv 4 Cleric *Evil*

| | | | |
|---|---|---|---|
| **Str** | 12 | **Int** | 14 |
| **Dex** | 13 | **Wis** | 16 |
| **Con** | 10 | **Cha** | 16 |

| | |
|---|---|
| **Fortitude** | +4 |
| **Reflex** | +2 |
| **Will** | +11 |

**HP**: 27

**Skills**:

| | |
|---|---|
| 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 |

**Description:** 5'10", blue eyes, dark brown hair in ponytail, elegant clothing

**Spells:**

| No. | Name: | Effect: | Range: | Duration: | Save: |
|---|---|---|---|---|---|
| **Level 0, Save DC 13** | | | | | |
| **3** | **Cure Minor Wounds** | one creature | touch | inst | none |
| **2** | **Light** | one object | touch | 40 min | none |
| **Level 1, Save DC 14** | | | | | |
| **1** | **Change Self** | you | personal | 40 min | Will negs |
| **3** | **Endure Elements** | one creature | touch | 24 hrs | none |
| **1** | **Sanctuary** | one creature | touch | 4 rounds | Will negs |
| **Level 2, Save DC 15** | | | | | |
| **2** | **Invisibility** | one creature | touch | 40 min | none |
| **2** | **Hold Person** | one creature | medium | 4 rounds | Will negs |

All spells take 1 action to cast.

**Spell ranges:** **Close**: 35ft **Medium**: 140ft **Long**: 560ft

| Weapon: | Attack: | Damage: | Crit: |
|---|---|---|---|
| **Longsword** | +5 | 1d8+1 | 19-20/x2 |
| **Light Crossbow** | +5 | 1d8 | 19-20/x2 |

**Ammo**: bolts 20
**Armour**: Studded Leather

**AC**: 14 (=10 + Dex 1 + Armour 3)

**Init:** +1

## Mitrian

Lv 6 Sorcerer
*Lawful Evil*

| | | | |
|---|---|---|---|
| **Str** | 10 | **Int** | 12 |
| **Dex** | 12 | **Wis** | 10 |
| **Con** | 11 | **Cha** | 16 |

| | |
|---|---|
| **Fortitude** | +2 |
| **Reflex** | +3 |
| **Will** | +5 |

**HP**: 21

**Skills**:

| | |
|---|---|
| Bluff | 4 |
| Concentration | 8 |
| Diplomacy | 6 |
| Knowledge (Arcana) | 7 |
| Spellcraft | 9 |

**Feats**:
**Combat Cast** (+4 Conc when casting on defensive)
**Leadership**

**Description:** 5'11", grey eyes, wild red hair in bob, dark red and black robes

**Spells:**

| Name: | Effect: | Range: | Duration: | Save: |
|---|---|---|---|---|
| **Level 0 - 6 per day, Save DC 13** | | | | |
| **Daze** | one person | close | 1 round | Will negs |
| **Flare** | burst of light | close | inst | Fort negs |
| **Light** | object touched | touch | 10 mins | none |
| **Mage Hand** | small object | close | conc | none |
| **Prestidigitation** | special | 10ft | 1 hour | none |
| **Level 1 - 7 per day, Save DC 14** | | | | |
| **Burning Hands** | 10ft radius | 10ft | inst | Ref half |
| **Magic Missile** | medium | inst | inst | none |
| **Shield** | you | personal | 6 min | none |
| **Sleep** | 15ft radius | medium | 6 min | Will negs |
| **Level 2 - 6 per day, Save DC 15** | | | | |
| **Flaming Sphere** | 3ft sphere | medium | 6 rounds | Refl negs |
| **Level 3 - 4 per day, Save DC 16** | | | | |
| **Fireball** | 20ft radius | long | inst | Refl half |

All spells take 1 action to cast.

**Spell ranges:** **Close**: 40ft **Medium**: 160ft **Long**: 640ft

| Weapon: | Attack: | Damage: | Crit: |
|---|---|---|---|
| **Dagger** | +3 | 1d4 | 19-20/x2 |
| **Light Crossbow** | +4 | 1d8 | 19-20/x2 |

**Ammo**: bolts 20
**Armour**: none

**AC**: 11 (=10 + Dex 1)

**Init:** +1

## Cyric Fighters

Lv 1 Fighters

| | | | |
|---|---|---|---|
| **Str** | 14 | **Int** | 10 |
| **Dex** | 12 | **Wis** | 8 |
| **Con** | 15 | **Cha** | 10 |

**AC**: 13 (=10 + Dex 1+Armour 2)

**Init:** +1

| | |
|---|---|
| **Fortitude** | +2 |
| **Reflex** | +0 |
| **Will** | +0 |

| Weapon: | Attack: | Damage: | Crit: |
|---|---|---|---|
| **Shortsword** | +3 | 1d6+2 | 19-20/x2 |
| **Light Crossbow** | +2 | 1d8 | 19-20/x2 |

**Ammo**: bolts 20
**Armour**: Leather

**HP:**

| | |
|---|---|
| Bob: | 10 |
| Dave: | 10 |
| Nigel: | 10 |
| John: | 10 |
| Dave: | 6 |
| Dave: | 5 |

## Darius
Lv 6 Cleric *Chaotic Evil*

**Description:** 5'8", glowing red eyes, bushy white hair, light grey robes

**Human**

| | | | |
|---|---|---|---|
| **Str** | 13 | **Int** | 10 |
| **Dex** | 14 | **Wis** | 18 |
| **Con** | 8 | **Cha** | 8 |

**Init:** +2

| | |
|---|---|
| **Fortitude** | +4 |
| **Reflex** | +3 |
| **Will** | +9 |

**AC**: 12 (=10 + Dex 2)

**Spells (only in human form):**

| No. | Name: | Effect: | Range: | Duration: | Save: |
|---|---|---|---|---|---|
| **Level 0, Save DC 14** | | | | | |
| **5** | **Inflict Minor Wounds** | one creature | touch | inst | Will half |
| **Level 1, Save DC 15** | | | | | |
| **2** | **Obscuring Mist** | 30ft sphere | personal | 6 min | none |
| **3** | **Cause Fear** | one creature | close | 1d4 rounds | Will negs |
| **Level 2, Save DC 16** | | | | | |
| **3** | **Wind Wall** | 60ft by 30ft | medium | 6 rounds | none |
| **2** | **Inflict Mod. Wounds** | one creature | touch | inst | Will half |
| **Level 3, Save DC 17** | | | | | |
| **1** | **Gaseous Form** | 1 willing creature | touch | 12 min | none |

All spells take 1 action to cast.

**Spell ranges:** **Close**: 40ft **Medium**: 160ft **Long**: 640ft

**Werewolf**

| | | | |
|---|---|---|---|
| **Str** | 18 | **Int** | 10 |
| **Dex** | 13 | **Wis** | 18 |
| **Con** | 18 | **Cha** | 8 |

**Init:** +1

| | |
|---|---|
| **Fortitude** | +8 |
| **Reflex** | +2 |
| **Will** | +9 |

**AC**: 16 (=10 + Dex 1 + Hide 5)

| **Weapon:** | **Attack:** | **Damage:** | **Crit:** |
|---|---|---|---|
| **Bite** | +9 | 1d8+6 | 20/x2 |
| **Claw** | +9/+4 | 1d8+4 | 20/x2 |

**Breath**: Cone of Cold extends 15ft; can use once per 3 rounds; 4d6 damage; Reflex halves (DC 16)

**Speed:** 50ft

**HP**: 50

Fire does double damage!

## Darius' Faithful Winter Wolves

**Skills**:

| | |
|---|---|
| Hide | 6 (11 in snow) |
| Listen | 9 |
| Move Silently | 7 |
| Spot | 9 |
| Wilderness Lore | 1 (5 scent) |

| | | | |
|---|---|---|---|
| **Str** | 12 | **Int** | 11 |
| **Dex** | 11 | **Wis** | 14 |
| **Con** | 16 | **Cha** | 10 |

| | |
|---|---|
| **Fortitude** | +8 |
| **Reflex** | +5 |
| **Will** | +3 |

**AC**: 14 (=10 + Dex 1 + Hide 3)

**Speed:** 40ft

**HP:**

Casts No Shadow: 30

Tongue That Lies: 30

Fire does double damage!

| **Weapon:** | **Attack:** | **Damage:** | **Crit:** |
|---|---|---|---|
| **Bite** | +8 | 1d8+1 | 20/x2 |

**Breath**: Cone of Cold extends 15ft; can use once per 4 rounds; 4d6 damage; Reflex halves (DC 14)

**Init:** +5

## Darius' Acolytes
Lv 1 Clerics

| | | | |
|---|---|---|---|
| **Str** | 10 | **Int** | 9 |
| **Dex** | 12 | **Wis** | 14 |
| **Con** | 11 | **Cha** | 9 |

| | |
|---|---|
| **Fortitude** | +2 |
| **Reflex** | +0 |
| **Will** | +2 |

**Spells:**

| No. | Name: | Effect: | Range: | Duration: | Save: |
|---|---|---|---|---|---|
| **Level 0, Save DC 12** | | | | | |
| **1** | **Inflict Minor Wounds** | 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.

| **Weapon:** | **Attack:** | **Damage:** | **Crit:** |
|---|---|---|---|
| **Club** | +0 | 1d6 | 20/x2 |

**Init:** +0

**AC**: 11 (=10 + Dex 1)

**HP:**

| | |
|---|---|
| Rivlin: | 6 |
| Lindar: | 7 |
| Flin: | 5 |
| Norvin: | 8 |

**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.*

*- Terevin*

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**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 spear-heads 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

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**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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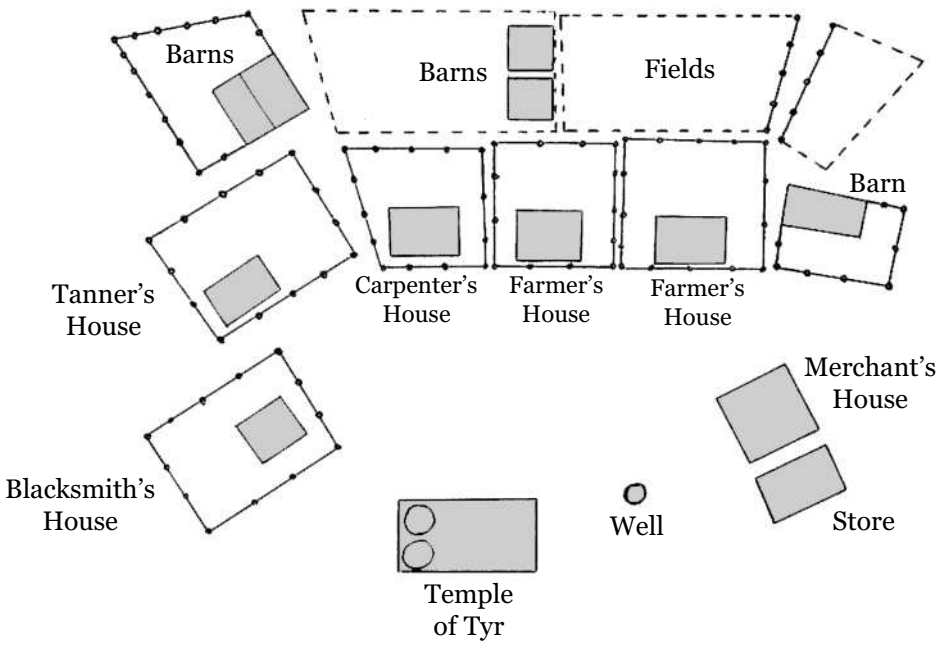
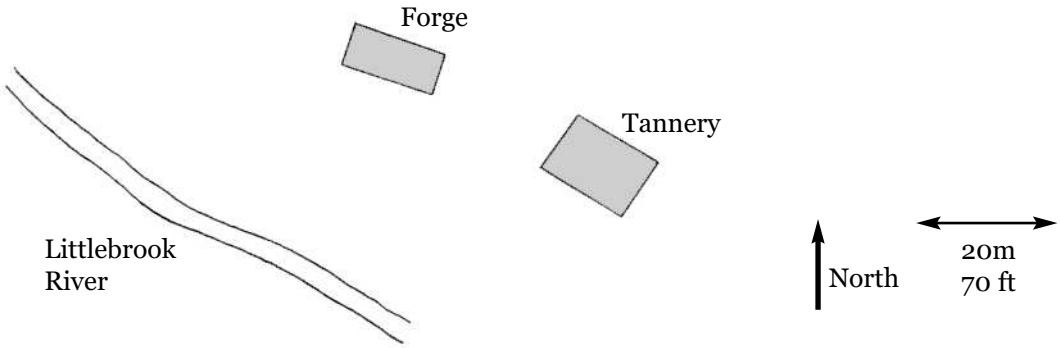
## Pied Fletching

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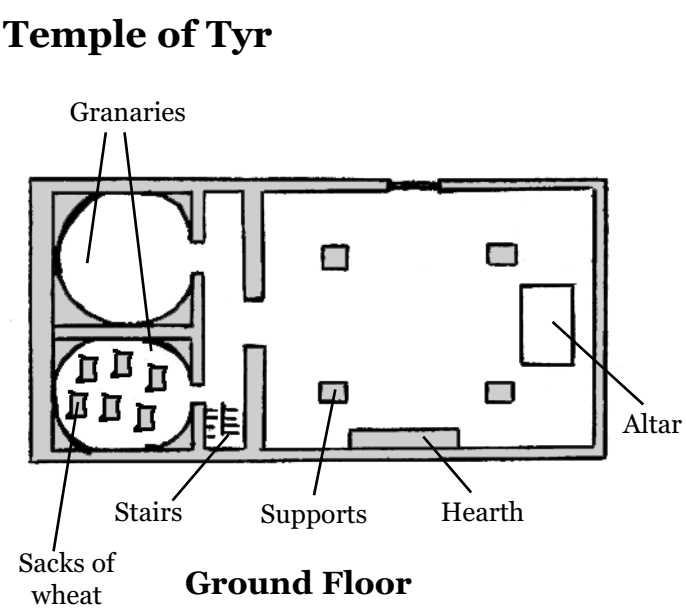
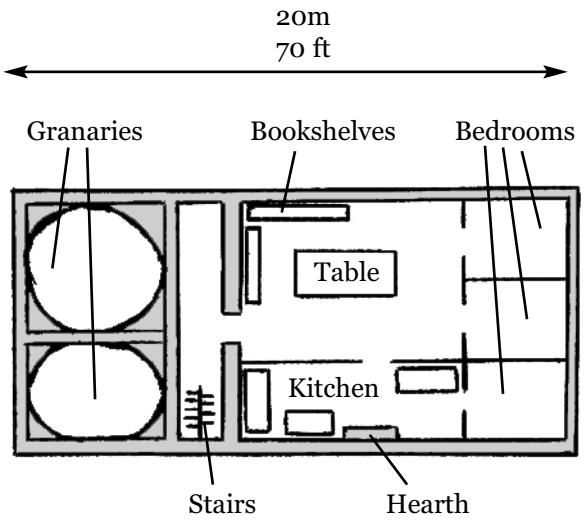
## Temple of Tyr

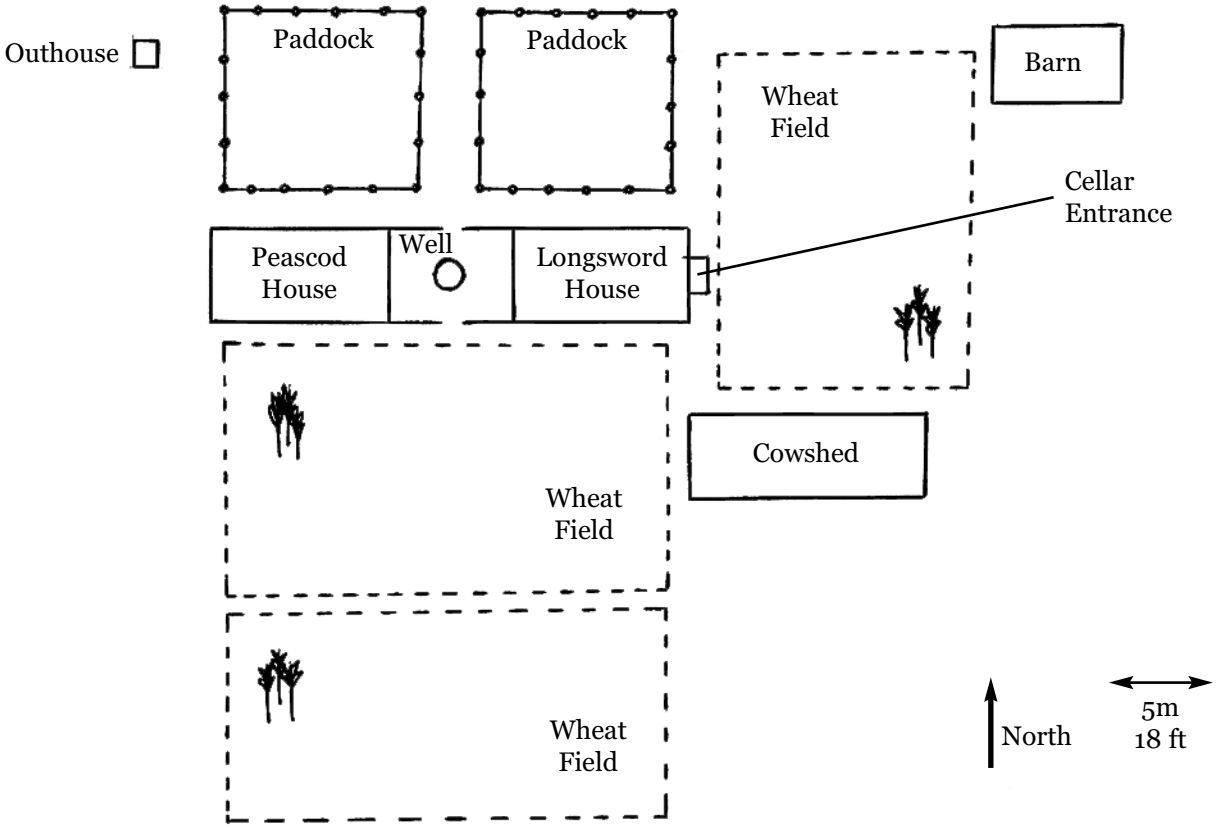


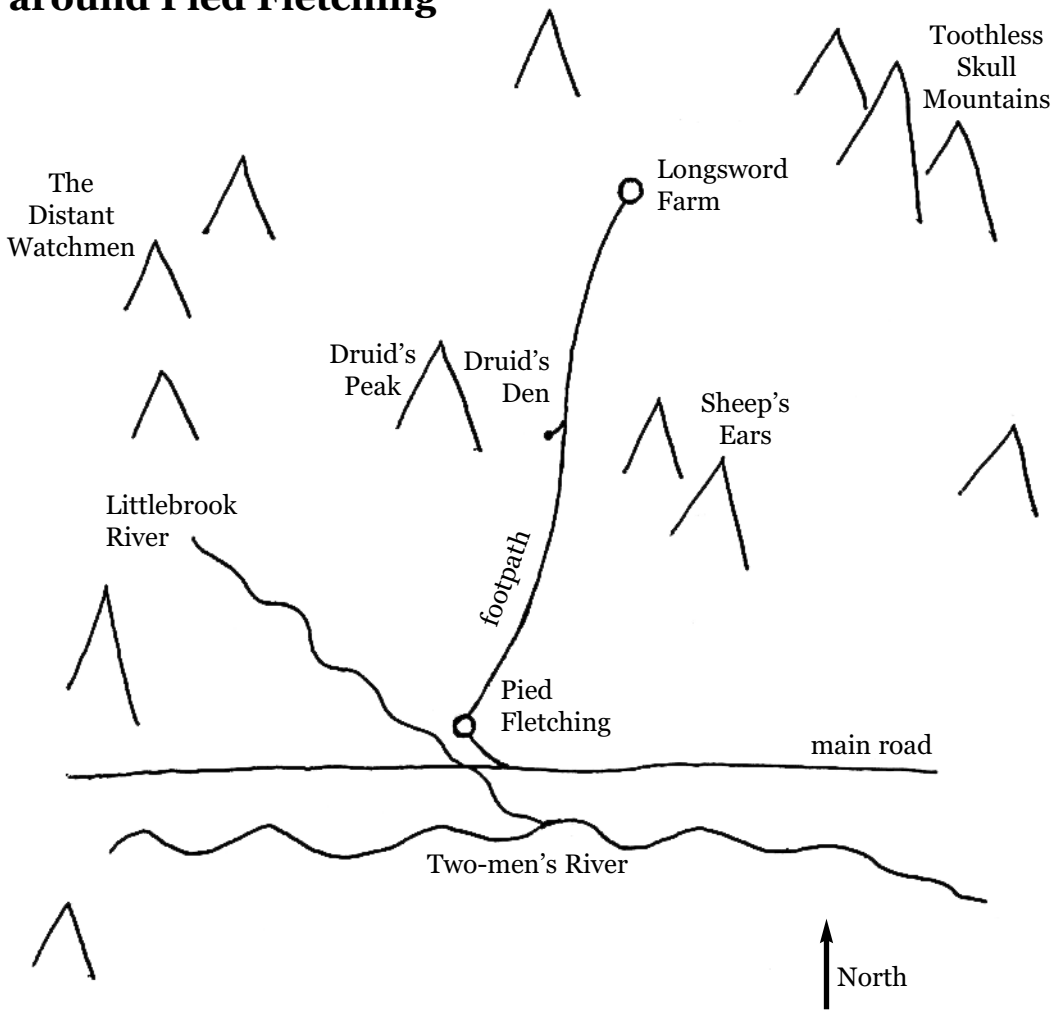

**Ground Floor**




**First Floor**

## Longsword and Peascod Farms




## Region around Pied Fletching