

A D20 SYSTEM™ FANTASY SETTING FOR HEROES OF ALL LEVELS

THE VILLAGE OF BRIARTON

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BREAKDOWN

This book outlines the fantasy village of Briarton in five chapters.

Introduction: This chapter describes how to use the material in the rest of the book.

Overview: This chapter covers the basics of the history, economics and daily life of Briarton.

Arundel Manor: This chapter provides information on the home and family of the local lord.

The Village: This chapter details the village itself and other inhabitants of Briarton.

Outlying Regions: This chapter covers the area around Briarton, including several people of note and places of interest.

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INTRODUCTION

Village. The very word conjures up an image of a sleepy, bucolic paradise. Safe, secure, far from the dangers to life and limb of the warring frontier and to soul and money-pouch of the big city.

In fantasy roleplaying, a village isn't where one finds excitement. At best it's a place one passes through on the way to an adventure, or returns to after the expedition—a place where the normalcy of family life is contrasted with the dungeon's weirdness.

Maybe, just maybe a player character's background mentions that he grew up in an unnamed village somewhere, but it's already a distant memory by the time the PC meets the rest of the party in the tavern to await the mysterious stranger who walks in carrying a plot hook.

And that's a shame, because a village doesn't have to be a backwater to be glossed over in the rush to get to somewhere more exciting. A village can be an integral part of a hero's origins or his ongoing career, a destination worth dealing with on its own terms, instead of local color to rush past along with the rest of the flavor text.

When you come right down to it, a village is a better place to start an adventuring career than larger urban communities. It can provide all the basics needed for a neophyte hero: starting equipment, challenges geared to his abilities, a non-player character cast there to serve his needs and thank him profusely for his efforts on their behalf. It can have all the urban adventuring features—love, jealousy, greed, mysteries, politics—in a more concentrated form where the player character feel their stake in the outcome of events is greater because

they know all the participants by name. And occasionally even the sleepiest village can find itself caught in a crisis, forcing farmhands and shopkeepers to leave their refuge and venture forth, without enchanted swords, head-to-toe steel armor and heavy tomes full of incantations, determined to deal with the emergency simply because they have to—no one else will do it for them.

Starting a campaign from a well-crafted village, the GM needn't contort his storyline to explain away a city conveniently provided with novice dungeons for the rookies sitting just yards away from medium-level dungeons for more experienced adventurers and cheek to jowl with higher-level dungeons for the most accomplished characters. Only when being a growing fish in a shrinking pond grows tiresome does the hero have to move onward and upward through the chain of larger settlements and stronger challenges.

Even the greatest heroes can have humble beginnings, and even the humblest village can have a legend's start within it.

—Spike Y Jones



HOW TO USE THIS BOOK

The Village of Briarton presents a fully detailed fantasy village of shops, an inn, a temple to a healing deity and other places for use in any campaign world.

Briarton serves ably as the settlement nearest the dungeon: a place to rest, heal, sell loot and replace lost equipment between expeditions.

The village and its environs are home to a number of adventurers, both active and retired, some of whom can be persuaded to join an adventuring party, particularly in a just cause. They may also agree to serve as mentors or teachers to PCs. Briarton's less extraordinary inhabitants also possess information about the region's history, geography and legends, and many useful skills they could be persuaded to teach.

Briarton can also be used as the starting point for a new campaign, with players taking the parts of young inhabitants seeking adventure. Some non-player characters could be turned into player characters, or new PCs with ties to the village can be created. Some PCs might already be apprenticed to appropriate mentors.

As well as expeditions to various sites in North Province's hinterlands, there are opportunities for adventure in Briarton itself, most notably uncovering a hidden cult of evil's activities. But the village primarily serves as a solid base of operations for an adventuring party.

Briarton is rife with opportunities for strong roleplaying, however. It is filled with interesting people who have rich personal histories, tales to tell and (more importantly) stories waiting to unfold. While many of these stories are hinted at in the descriptions of people and places, scattered throughout *The Village of Briarton* are a number of Interaction Seeds: suggestions for adventures, subplots or opportunities for the heroes to involve themselves in village life.

CUSTOMIZING THE VILLAGE

The Village of Briarton has been designed to have few elements preventing GMs from placing it neatly into almost any medieval fantasy D20 campaign. While there are scattered geographic and political references, details have been left deliberately vague so they can easily be replaced with elements of GM-created or published campaign settings.

And while complete and ready to use as is, Briarton itself isn't so exhaustively detailed that a GM can't

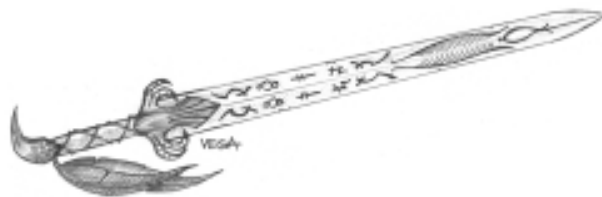
modify it for his own use. The village has a good mix of businesses, but more can be added, such as a saw-mill in the woods or a number of farms raising pigs and cattle instead of crops. Others can be expanded over time; for example Elfrid, the wife of Edmond Stumptooth, opening a seamstress's shop in Briarton's heart.

And along with the 50 or so villagers presented here, there are 400 more who receive no mention. Most are farmers who owe fealty to Lord Roderick Arundel, but there are also children to consider, newlyweds clearing land on the forest margins to begin their new lives together, and retired older citizens living with their still-working families. While the orc raids of a decade and a half ago broke a number of family ties, many of these other Briarton residents are relatives, through blood or marriage, of some of the NPCs who are detailed here. If the player characters claim origins in Briarton, they'll likely be related to at least a few detailed residents, even if only distantly.

RELIGION IN BRIARTON

Erilys' shrine is a focal point of community life in Briarton. The shrine offers protection and stability to the village, and its priestess was midwife at the birth of most villagers below age 20; only the cultists of Vextra prefer Henna the Wise's healing potions over Maerwynn's ministrations. But while Erilys is worshipped by almost all in Briarton, she isn't the sole deity revered by any villagers. There's room for the introduction of other patron deities for any character in the settlement, including personal shrines and religious symbols. If the worship of Erilys clashes with the details of a GM's campaign, it would be best if she was replaced by a deity with similar attributes instead of being simply removed from the setting.

And while only a handful of Vextra's worshipers are described in *The Village of Briarton*, there could easily be a few more living in the countryside or in the nearest settlements beyond Briarton. Vextra could be replaced by another evil deity, but if the god's removed entirely other reasons will have to be devised for the personality quirks of the cultists.



OVERVIEW



HISTORY

Thirty years have passed since Lord Roderick Arundel received a land grant along the River Drewett in the vast, untamed North Province from the king of Galien as a reward for his brave deeds. The young lord, seeking to make his mark on the world, gladly accepted the charge to help civilize the province by building a manorial village.

Attracting farmers, craftsmen and other brave souls seeking a fresh start to his banner, Lord Arundel set out for the wilds of the North Province. Soon a prospering new village surrounded by rich croplands stood along the river. Lord Arundel named the community Briarton for the thick briars of the forest they cleared.

Time passed, until 16 years ago Briarton celebrated the marriage of Lady Alianora, daughter of Lord Arundel, to Sir William Fitzhugh. The splendid wedding was held in the stately manor house, with many nobles in attendance and a song-filled festival held in the village.

Though an outsider to Briarton, chivalrous Sir William quickly won over the villagers with his courage and friendly manner. The village rejoiced when he and the Lady Alianora produced a son, Robin Fitzhugh, a year after their wedding.

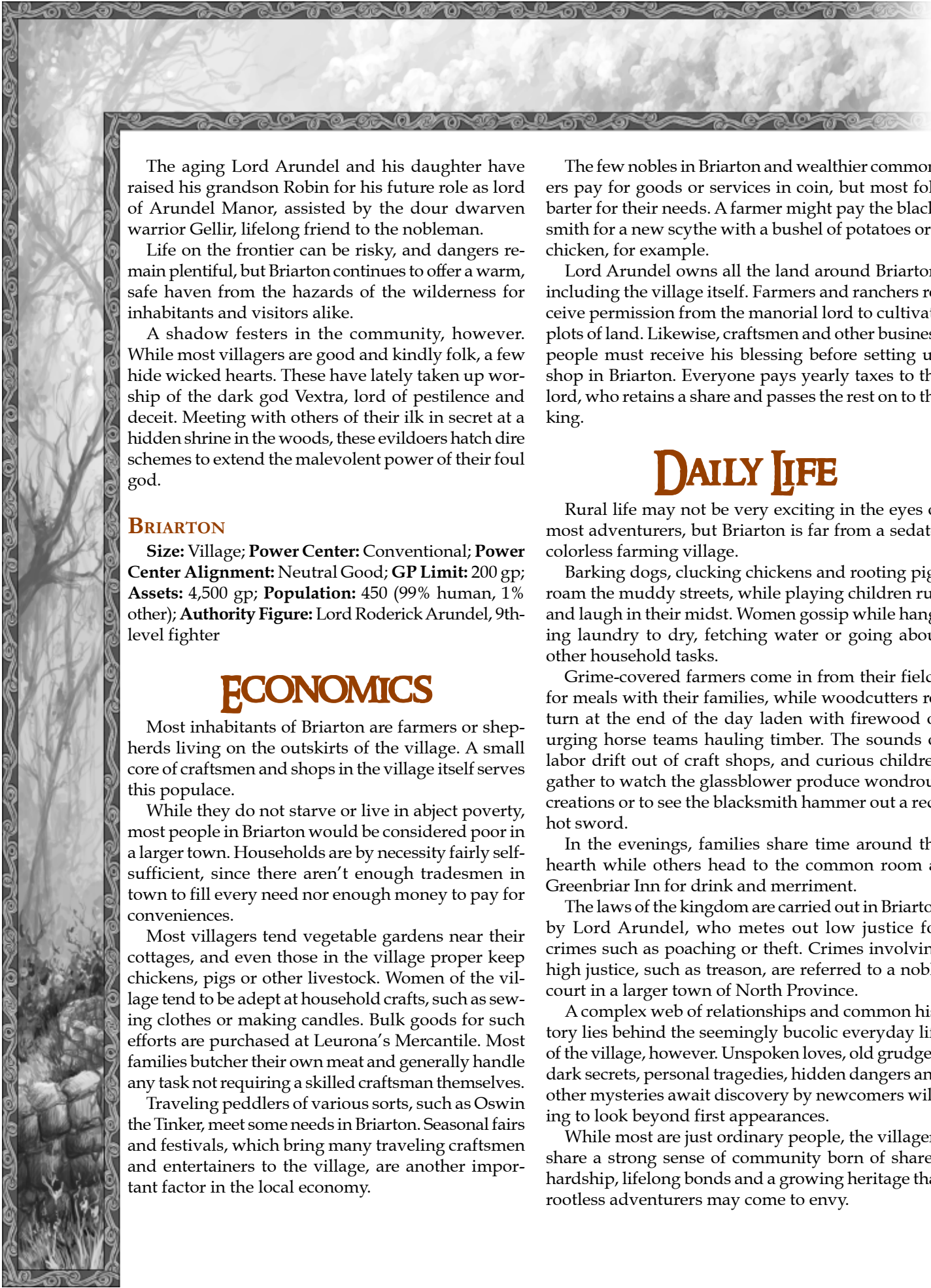
A bare few weeks after the happy event, however, tragedy struck the quiet farming community.

Blood and fire engulfed Briarton. A midnight raid by vicious orcs left several villagers wounded or dead as the smoke of burning homes rose into the starlit sky. Even worse, the orcs carried a handful of villagers off to their dank lair in the ruins of Castle Angorn.

A stalwart party led by Sir William braved the dungeons of the castle to rescue the prisoners. They retrieved the survivors, but Sir William perished while fighting the orcs. All of Briarton grieved when his companions returned with the tale of his final battle.

Reminders of the raid are plentiful in Briarton even 15 years later. Kenrick the Lamé, now the village glassblower, took the leg wound that gave him his name while protecting his family from the orcs as a teenager. Many whisper that the dangerous foray into Castle Angorn broke the nerve of Leoric the Old, starting his descent into his sad status as the village drunkard. Grimbor, the half-orc son born of Ailith the Potter nine months after the raid, serves as a constant reminder of the tragic events. While he is loved by his mother and accepted by some, lingering hatred of orcs by other villagers makes the hulking teenager an outcast in Briarton.

In the years since the raid, Briarton has prospered. Harvests are good, and new craftsmen have settled in the village over the years. Travelers are welcome at the inn, and wandering tradesfolk make Briarton a regular stop on their circuits.



The aging Lord Arundel and his daughter have raised his grandson Robin for his future role as lord of Arundel Manor, assisted by the dour dwarven warrior Gellir, lifelong friend to the nobleman.

Life on the frontier can be risky, and dangers remain plentiful, but Briarton continues to offer a warm, safe haven from the hazards of the wilderness for inhabitants and visitors alike.

A shadow festers in the community, however. While most villagers are good and kindly folk, a few hide wicked hearts. These have lately taken up worship of the dark god Vextra, lord of pestilence and deceit. Meeting with others of their ilk in secret at a hidden shrine in the woods, these evildoers hatch dire schemes to extend the malevolent power of their foul god.

BRIARTON

Size: Village; **Power Center:** Conventional; **Power Center Alignment:** Neutral Good; **GP Limit:** 200 gp; **Assets:** 4,500 gp; **Population:** 450 (99% human, 1% other); **Authority Figure:** Lord Roderick Arundel, 9th-level fighter

ECONOMICS

Most inhabitants of Briarton are farmers or shepherds living on the outskirts of the village. A small core of craftsmen and shops in the village itself serves this populace.

While they do not starve or live in abject poverty, most people in Briarton would be considered poor in a larger town. Households are by necessity fairly self-sufficient, since there aren't enough tradesmen in town to fill every need nor enough money to pay for conveniences.

Most villagers tend vegetable gardens near their cottages, and even those in the village proper keep chickens, pigs or other livestock. Women of the village tend to be adept at household crafts, such as sewing clothes or making candles. Bulk goods for such efforts are purchased at Leurona's Mercantile. Most families butcher their own meat and generally handle any task not requiring a skilled craftsman themselves.

Traveling peddlers of various sorts, such as Oswin the Tinker, meet some needs in Briarton. Seasonal fairs and festivals, which bring many traveling craftsmen and entertainers to the village, are another important factor in the local economy.

The few nobles in Briarton and wealthier commoners pay for goods or services in coin, but most folk barter for their needs. A farmer might pay the blacksmith for a new scythe with a bushel of potatoes or a chicken, for example.

Lord Arundel owns all the land around Briarton, including the village itself. Farmers and ranchers receive permission from the manorial lord to cultivate plots of land. Likewise, craftsmen and other business people must receive his blessing before setting up shop in Briarton. Everyone pays yearly taxes to the lord, who retains a share and passes the rest on to the king.

DAILY LIFE

Rural life may not be very exciting in the eyes of most adventurers, but Briarton is far from a sedate, colorless farming village.

Barking dogs, clucking chickens and rooting pigs roam the muddy streets, while playing children run and laugh in their midst. Women gossip while hanging laundry to dry, fetching water or going about other household tasks.

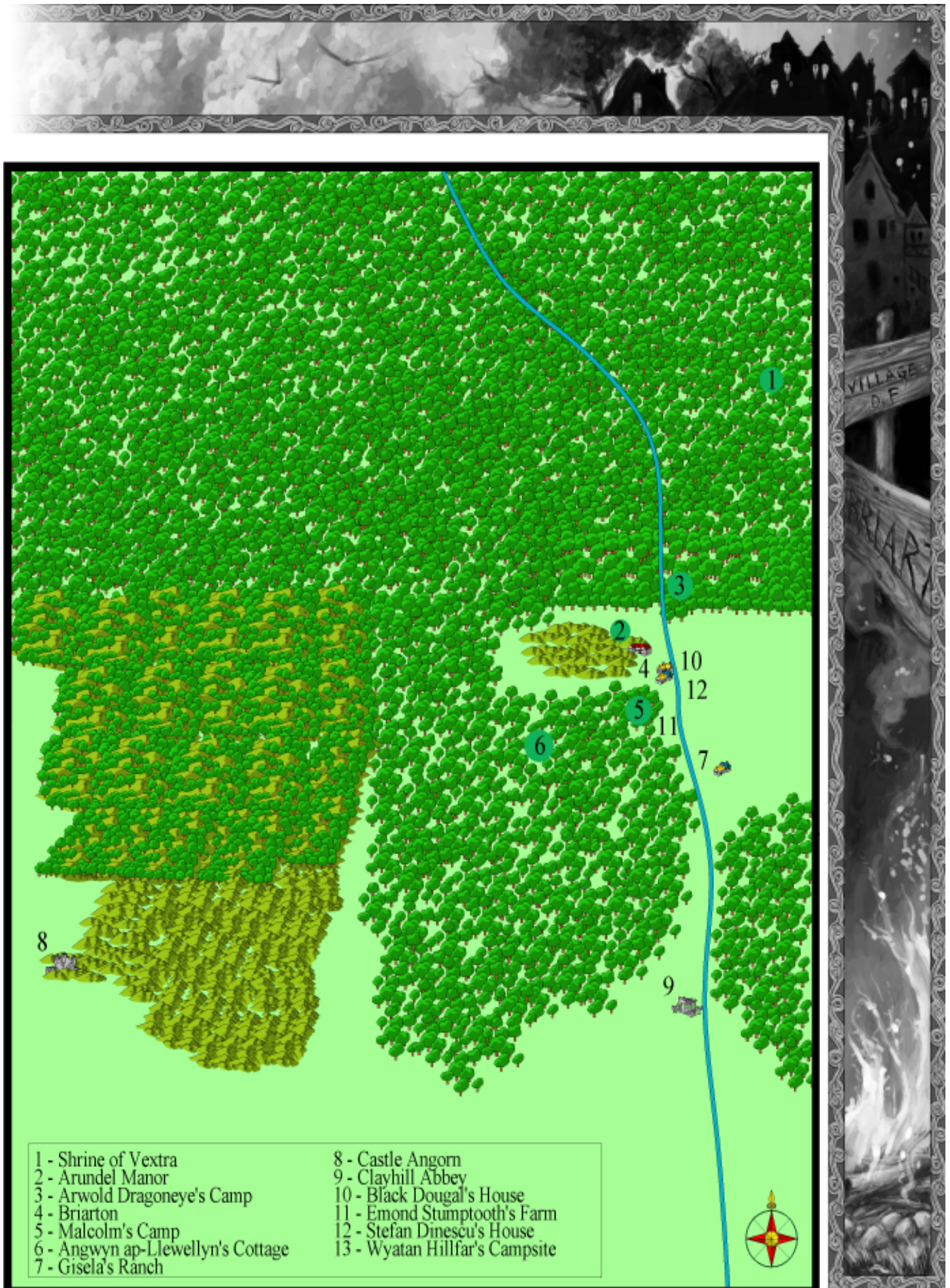
Grime-covered farmers come in from their fields for meals with their families, while woodcutters return at the end of the day laden with firewood or urging horse teams hauling timber. The sounds of labor drift out of craft shops, and curious children gather to watch the glassblower produce wondrous creations or to see the blacksmith hammer out a red-hot sword.

In the evenings, families share time around the hearth while others head to the common room at Greenbriar Inn for drink and merriment.

The laws of the kingdom are carried out in Briarton by Lord Arundel, who metes out low justice for crimes such as poaching or theft. Crimes involving high justice, such as treason, are referred to a noble court in a larger town of North Province.

A complex web of relationships and common history lies behind the seemingly bucolic everyday life of the village, however. Unspoken loves, old grudges, dark secrets, personal tragedies, hidden dangers and other mysteries await discovery by newcomers willing to look beyond first appearances.

While most are just ordinary people, the villagers share a strong sense of community born of shared hardship, lifelong bonds and a growing heritage that rootless adventurers may come to envy.



- 1 - Shrine of Vextra
- 2 - Arundel Manor
- 3 - Arwold Dragoneye's Camp
- 4 - Briarton
- 5 - Malcolm's Camp
- 6 - Angwyn ap-Llewellyn's Cottage
- 7 - Gisela's Ranch

- 8 - Castle Angorn
- 9 - Clayhill Abbey
- 10 - Black Dougal's House
- 11 - Emond Stumptooth's Farm
- 12 - Stefan Dinescu's House
- 13 - Wyatan Hillfar's Campsite



ARUNDEL MANOR



Standing on a hill overlooking Briarton, Arundel Manor is the fortified home of Lord Roderick Arundel and his family.

THE MANOR

Arundel Manor consists of a stone manor house and several outbuildings on a bluff overlooking the village of Briarton.

The two-story manor has a foundation of laid stone. Exterior and most interior walls are also stone, but the second floor employs half-timber construction. The interior walls are plastered and whitewashed, and wooden floors have been laid. The manor has a steeply pitched gabled roof of slate tiles and leaded glass windows.

The first floor contains the great hall, kitchen and servant quarters. The second story holds sleeping chambers for Lord Arundel and his family, a study and a guest room. Cellars are found beneath the manor.

A stable, barn and chicken coop are found near the manor house. All are of simple wood construction.

A married couple, Dunstan and Rosalind Giles, comprise the serving staff. Dunstan serves as a com-

bination handyman and manservant, while Rosalind cooks and cleans. The couple has served Lord Arundel for many years. When important guests visit, temporary servants are hired as needed from the village.

ARUNDEL MANOR DEFENSES

Walls: Reinforced Masonry: Thickness 1 ft., Break DC 45, Hardness 9, hp 180, Climb DC 15

Doors: Strong Wooden: Thickness 2 in., Hardness 5, hp 20, Break DC Stuck 23/Locked 25

Locks: DC 23

Windows: Thickness 1 in., Hardness 1, 1 hp, AC 5

Wooden Shutters: Thickness 2 in., Hardness 5, 20 hp, AC 5

LORD RODERICK ARUNDEL

Born to a knight of the kingdom of Galien, Roderick Arundel served as a page and later as a squire before earning his own knighthood as a young man.

The young knight fell in love with Lady Miriam d'Arques, the daughter of a nobleman at court, but

vowed not to ask for her hand in marriage until he had made a suitable name for himself. Sir Roderick threw himself into his duties, riding far and wide across the kingdom in search of wrongs and injustices to put right.

On one such journey, he met the dwarven warrior Gellir, son of Agnar, and the two became fast friends. Together they had many great adventures and overcame countless enemies of the kingdom. In time, the king rewarded Sir Roderick with a lordship and royal commission to found a manorial village in the wilds of the North Province.

Following a grand wedding to Lady Miriam, the new lord headed north accompanied by his new wife, friend Gellir and retainers. Lord Arundel picked a spot along the River Drewett, with a forest handily nearby for lumber, and founded the village of Briarton.

Lady Miriam bore a daughter, Alianora, soon after the first buildings went up. As Lord Arundel's daughter grew, so did the village. In time, Alianora married Sir William Fitzhugh and bore a son, Robin. But then Sir William perished rescuing villagers taken in an orcish raid.

Since then, Lord Arundel has helped his widowed daughter raise his grandson, whom he hopes to see someday installed as the new lord of Arundel Manor. Lady Miriam died of illness 10 years ago, and Lord Arundel has no desire to remarry.

He has a reputation as a fair and just lord, with great regard for the common folk of the village. Lord Arundel has a sharp interest in political affairs of the kingdom, but remains content as the lord of Briarton

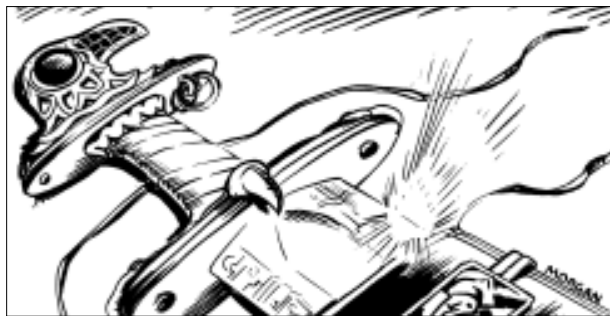
and seeks no higher position. He enjoys hunting and falconing.

Lord Arundel, 62, has gray hair and beard and hazel eyes. He is very tall, with a dignified presence and a fit build.

RAVENSBLADE

Owned by Lord Arundel, this +2 *longsword* originated far to the frozen north. A wizard crafted Ravensblade two centuries ago for a mighty barbarian warrior. The sword passed to other heroes of the north in their endless war with the giants until it came to Lord Arundel as a prize of war. In his youth as a knight, Lord Arundel fought in the Battle of Icewind Pass, turning back a barbarian invasion of the Kingdom of Galien. He slew the former owner of Ravensblade in the fighting and claimed the enchanted sword for himself.

The pommel forms a beaked raven's head and the hilt forms a talon grasping the shining steel blade past the sharkskin grip. Engravings decorate the blade.



INTERACTION SEED: BARBARIAN

A barbarian from the north by the name of Ragnar arrives in Briarton, taking a room at Greenbriar Inn. He claims to be a warrior looking for work as a mercenary. Other northerners with similar stories have passed through Briarton from time to time, so his story is not unlikely despite ongoing tension between the Kingdom of Galien and the barbarian tribes.

Feigning simple curiosity, Ragnar inquires around Briarton about the Ravensblade supposedly carried by Lord Arundel. The barbarian also asks the adventurers if they know anything of the sword.

Once he determines that Lord Arundel indeed possesses Ravensblade, Ragnar attempts to claim it for himself. He may confront the lord on his next visit to the village, challenging him to single combat for the sword. In dire straits, Ragnar may even

attempt to steal the blade, though such thievery offends his barbarian honor.

If prompted, Ragnar explains that he is the son of the northern warrior Magnus Ironshoe, who last carried Ravensblade before falling in the Battle of Icewind Pass to Lord Arundel's sword. But Ragnar does not seek vengeance for his dead father. Without the famed weapon to protect them, his tribe has been sorely pressed by the frost giants of his icy homeland.

Ragnar seeks to recover the blade to drive back the giants and save his people. This should present an interesting moral dilemma for Lord Arundel and, if he seeks their advice, the PCs.

Perhaps Lord Arundel agrees to send Ravensblade back with Ragnar, accompanied by the heroes, to defeat the giants once and for all. Then the PCs can return to Briarton with the sword.



Lord Roderick Arundel
Male Human 9th-Level Fighter

CR 9; Size M (6 ft., 5 in. tall); HD 9d10+18; hp 63; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (+2 Dex, +6 from +1 *chainmail*, *ring of protection* +1); Attack +14/+9 melee (1d8+4/19-20/x2, +2 *longsword*), or +11/+6 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +8, Ref +5, Will +3; AL LG; Str 14, Dex 15, Con 14, Int 11, Wis 11, Cha 13

Skills: Diplomacy +5, Handle Animal +9, Knowledge (nobility) +3, Ride +10, Swim +5, Wilderness Lore +1

Feats: Blind-fight, Improved Initiative, Leadership, Mounted Combat, Mounted Archery, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance, light), Weapon Focus (longsword)

Languages: Common

Possessions: +1 *chainmail*, dagger, lance (light), light crossbow, +2 *longsword*, *horseshoes of speed*, *potion of bull's strength*, *potion of cure light wounds* (10), *ring of protection* +1, five sets of clothing, manor house, light warhorse, a 6,000 gp cache

LADY ALIANORA FITZHUGH

Daughter of Lord Arundel, Lady Alianora Fitzhugh was born shortly after the founding of Briarton. She grew up in the manor and eventually married Sir William Fitzhugh in a fairy-tale wedding.

The couple had a son, named Robin. A few weeks after Robin's birth, orcs raided Briarton and carried off several villagers to their lair below Castle Angorn. Sir William organized a rescue party that included Gellir, son of Agnar, Arwold Dragoneye, Leoric the bowyer and others. The party returned with the rescued captives, but it fell to Gellir to tell his friends Lord Arundel and Lady Alianora of the death of Sir William at the hands of the orcish chieftain during the fighting. Even worse, his body had been lost as the dwarf and other warriors hurried the surviving captives to safety.

The widowed Lady Alianora has since devoted herself to raising Robin and helping her aging father. Since the death of her mother, Lady Miriam, 10 years ago, she has run the manor household.

Lady Alianora, 33, has long, blonde hair, which she often braids in complicated fashions popular in the kingdom, and large, blue eyes. Lady Alianora always wears a sapphire ring that formerly belonged to her mother.

Lady Alianora Fitzhugh
Female Human 5th-Level Aristocrat

CR 4; Size M (5 ft., 6 in. tall); HD 5d8-5; hp 21; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee (1d4-1/19-20/x2, dagger), or +4 ranged (1d4-1/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +0, Ref +2, Will +7; AL NG; Str 9, Dex 12, Con 8, Int 13, Wis 16, Cha 16

Skills: Bluff* +14, Diplomacy* +21, Gather Information* +9, Innuendo +6, Intimidation* +14, Knowledge (history) +9, Knowledge (religion) +7, Listen +10, Perform* (ballad, chant, dance, harp, flute, lute, sing, storytelling) +14, Ride +3

* Includes the *ring of influence's* bonuses

Feats: Improved Initiative, Skill Focus (knowledge [history]), Skill Focus (perform)

Languages: Common, Dwarven

Possessions: silver dagger, *ring of influence*, masterwork lute, masterwork flute, harp, an armoire of 20 fine dresses and cloaks, light riding horse, 500 gp in gold and gems

Ring of Influence

The ring appears as a platinum band with an oval sapphire inset, and its wearer is granted a +2 Charisma enhancement bonus and a +10 to Bluff, Diplo-

macy and Intimidation skill checks.

Caster Level: 7th; *Prerequisite:* Forge Ring, *allure* and the creator must have five ranks in Bluff, Diplomacy and Intimidate; *Market Price:* 20,000 gp; *Weight:* —

History: This ring once belonged to Lady Alianora Fitzhugh's mother, who received it from her grandmother, a renowned bard. Alianora acquired it after her mother's death. She has never suspected that it might be magical, so she has never had it tested.

Alianora is never seen without the beautiful ring upon her hand, and since she's had it, she's grown a reputation for being a great mediator. Rumor has it that no one can say no to the beautiful Alianora's requests or demands.

Allure

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater charm. The spell grants the subject an enhancement bonus (1d4+1 points) to Charisma, adding the usual benefits to Charisma checks, Turn Undead and Charisma-related skill checks.

INTERACTION SEED: REVENANT

Sir William Fitzhugh was lost in the dank dungeons below Castle Angorn. Although he's presumed dead, none know this for sure. Countless evil forces, some quite powerful, brood in the darkness beneath the ruined castle. One such force might animate the body of the unliving knight to lead an army of undead horrors forth from the catacombs to ravage the countryside.

The revelation that their beloved Sir William now leads an unholy army will certainly shock and discourage the people of Briarton – his father-in-law, widow and son most of all. And does some spark of his former self remain within Sir William, or has his soul forever been lost to evil?

ROBIN FITZHUGH

Grandson of Lord Arundel, Robin Fitzhugh is the son of Sir William Fitzhugh and Lady Alianora. Born just weeks before his father's death, Robin is being trained as his grandfather's successor at Arundel Manor.



He would rather be an adventuresome knight like his father than lord of a manor, but he loves his mother and grandfather, and wants to please them. Robin is also very close to the dwarf Gellir. The dour warrior has been his companion since boyhood, keeping an eye on Robin and providing him with many valuable life lessons.

His mother and grandfather tutor Robin in writing, reading and other classroom skills. Lord Arundel has also begun teaching the boy to use a sword.

The teenage boy has a friendly disposition and he gets along well with people of all classes. Life in a remote frontier village—and the attitudes of Lord Arundel and Lady Alianora—have made him less conscious of his noble blood than others of his class. While he is certainly aware of his social standing, Robin tries to deal fairly with everyone regardless of their background.

Robin, 15, has sandy brown hair and blue eyes. He is growing into adulthood, becoming taller and stronger as each year passes.



GELLIR, SON OF AGNAR

The only dwarven inhabitant of Briarton, the veteran warrior Gellir, son of Agnar, lives with his decades-long friend Lord Arundel at the manor.

Born in a mining clanhold in the great mountains of the kingdom of Galien, Gellir honed his fighting skills battling the orc tribes that threatened his clan. In time, he grew restless and left the clanhold to see the greater world. He met Lord Arundel in his youth and the two shared many adventures before coming north to found Briarton 30 years ago.

The bond of their friendship remains as strong today as ever, and Gellir has great fondness for Lady Alianora and young Robin Fitzhugh as well. In fact, the gruff warrior has become a mentor to the boy, teaching him important life lessons, often indirectly or by example. It may be said that Gellir holds this family of humans closer than even his dwarven relations, whom he has not ventured south to visit for more than 20 years.

He has a brusque, practical disposition with little tolerance for fancy word games or fantastic stories. Gellir values truth greatly and scorns liars. He tries to avoid the half-orc Grimbor due to the inner conflict between his hatred of orcs and his innate sense of fairness.

Though satisfied with his life among humans in Briarton, Gellir does seek out dwarven visitors to the village for an evening of companionable drinking and conversation with others of his race.

Gellir, 200, has red hair and a long red beard, with brown eyes and a ruddy complexion. He has the stocky, dense build and great strength common to his race.

Gellir

Male Dwarf 8th-Level Fighter

CR 8; Size M (4 ft., 5 in. tall); HD 8d10+24; hp 85; Init +0; Spd 15 ft.; AC 17 (+7 chainmail); Attack +12/+7 melee (1d8+4/x3, warhammer), or +8/+3 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ: Dwarf Traits, Darkvision 60 ft.; SV Fort +9, Ref +4, Will +4; AL LG; Str 16, Dex 11, Con 16, Int 13, Wis 11, Cha 11

Skills: Appraise +7, Craft (armorsmithing) +13, Craft (blacksmithing) +7, Craft (stonemasonry) +9, Craft (weaponsmithing) +5, Ride +3

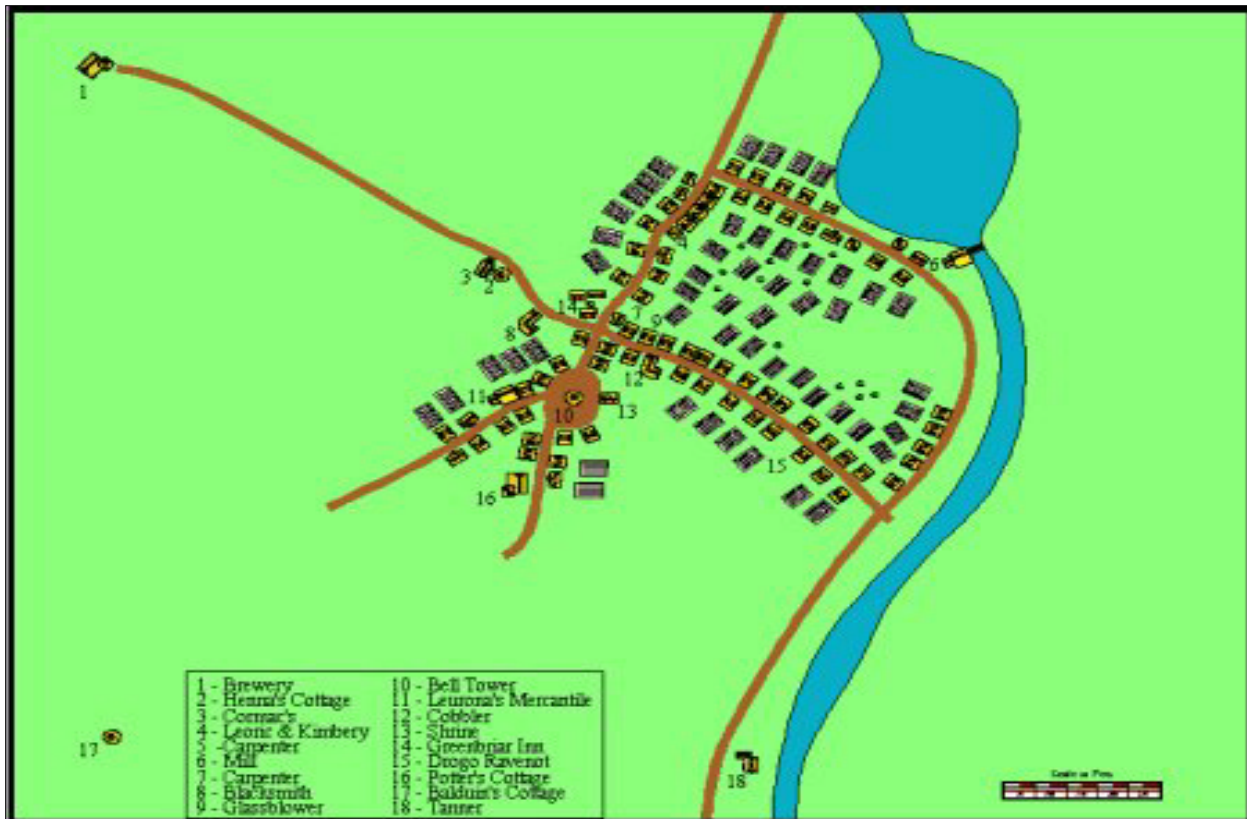
Feats: Blind-Fight, Cleave, Expertise, Improved Critical (warhammer), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (warhammer)

Languages: Common, Dwarven, Orc

Possessions: +2 chainmail, dagger, light crossbow, ring of warmth, potion of bull's strength, potion of cure moderate wounds, +1 warhammer, smithing and stonemasonry tools, 1,000 gp



THE VILLAGE



The village of Briarton consists of a nucleus of shops, an inn and a holy shrine, surrounded by cottages. Cropland and pastures encircle this core, with more villagers living in scattered cottages stretching out for several miles around Briarton. The lands administered by Lord Arundel have a population of about 450 people, roughly 300 of whom live in the village proper.

Most buildings in the village are of wood construction with dirt floors. Better-quality structures have stone foundations and wooden flooring.

Poorer buildings, such as many farm cottages, are of whitewashed wattle-and-daub construction. Such structures require frequent repairs and must be rebuilt every 10 years or so.

All buildings in Briarton except the manor have thatched roofs. Many farmers find work as thatchers, building and repairing roofs during the winter when few crops are grown.

There are no paved streets in Briarton. Roads in the village are dusty in summer and muddy in winter. A bell tower stands in the town square. In times of danger, the ringing of the bell summons the village militia, composed of all able-bodied villagers with skill at fighting. Black Dougal, a former Royal Guardsman, heads the militia.

CRAFTS AND SHOPS

The growing village has attracted a number of craftsmen and shopkeepers over the years. A variety of goods and services are available, with most businesses clustered near the center of the village proper.

Shops tend to be small and consist chiefly of the workroom for that particular trade. A few items for sale may hang on the walls, but aside from the mercantile and curio shop there are no full-fledged display areas. Most Briarton craftsmen live in rooms attached to their shops, though a few with prosperous businesses have nearby cottages.

Signs depicting the work done within or goods for sale hang outside the shops. Few have names because with only one shop of each trade in the village there's little need to identify them.

BLACKSMITH'S SHOP

Hammer blows ring out from the blacksmith's shop throughout the day as Alfgar Strongarm beats out another horseshoe or straightens a bent plow.

The shop contains a fiery forge fed by a bellows, anvils of various sizes and other tools of the blacksmith's trade. A capable smith, Alfgar spends much of his time shoeing horses, crafting farming



implements, sharpening tools and making repairs. The blacksmith can repair metal armor or weapons, though he seldom gets much call for these skills in sleepy Briarton. As part of the blacksmith's trade, Alfgar also has training as a locksmith.

The young Alfgar opened the shop five years ago after arriving in Briarton following his apprenticeship in a distant city. The village's previous smith had died a few years earlier, forcing inhabitants to travel to another village for smithing tasks until Alfgar's arrival.

Alfgar lives in a small room attached to his smithy, and often spends his evenings in the common room at Greenbriar Inn.

Alfgar Strongarm

Known as one of the brawniest people in Briarton, Alfgar Strongarm spends many hours each day working hard in his shop.

Normally good-natured, he tends to be suspicious of strangers and outsiders. Those who win his trust find Alfgar a solid friend. The dwarf Gellir can sometimes be found passing the time in his shop, which reminds the warrior of the forges of his faraway home. Gellir has taught Alfgar some lessons in dwarven armor-making, as well as some words of Dwarvish.

A single man who lives alone, Alfgar is surprisingly shy around attractive women.

Alfgar has a secret, however. Apprenticed to a cruel master in one of the cities of the kingdom, he ran away after learning all that he could of the blacksmithing trade. Alfgar realized the guild would never accept a runaway apprentice, so he came north to the frontier where such things mattered less. So far, he has escaped the guild's notice.

Alfgar, 23, has black hair and brown eyes. His height and muscular, barrel-chested build make Alfgar an imposing figure. His face is frequently red from working at the heat of his forge, and his arms often sport small burns from flying sparks and splashes of molten metal.

Alfgar Strongarm

Male Human 2nd-Level Expert (Blacksmith)

CR 1; Size M (6 ft., 3 in. tall); HD 2d6+4; hp 14; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee (1d8+4/x3, warhammer) or +4 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +1, Ref +3, Will +3; AL N; Str 18, Dex 17, Con 13, Int 12, Wis 11, Cha 13

Skills: Craft (armorsmithing) +5, Craft (blacksmithing) +8, Craft (locksmithing) +5, Craft (weaponsmithing) +6, Disable Device +5, +6 Handle Animal +6, Intimidate +4, Move Silently +5, Open Lock +6, Use Magic Device +6

Feats: Martial Weapons, Skill Focus (craft [blacksmithing])

Languages: Common, Dwarven

Possessions: chainmail, dagger, masterwork light crossbow, masterwork warhammer, thieves' tools, smithy, forge, 1,000 gp of pre-made items, 75 gp, 80 sp

BREWERY

Brewer Tancred the Stout brews ale, mead and other drinks in his establishment, which is situated on the edge of Briarton near a natural spring. His byname refers to his stocky build, but is also a pun on his profession.

Kettles and barrels used in the brewing process fill the shop. Barley, yeast, hops and water are put through a precise process of mixing, boiling and fermentation to produce ale. Seasonal ales are sometimes created by adding fruits and honey. Mead also employs honey as an ingredient.

Tancred sells some of his product to Greenbriar Inn, Arundel Manor and individual villagers. The rest goes out by wagon to other nearby communities, taverns and roadside inns.

A cottage behind the brewery houses Tancred and his wife, Edgyth. The middle-aged couple has no children. Formerly a minor brewer in a great city to the south, Tancred's father came to Briarton 25 years ago seeking less competition in his trade. After his father perished in the orc raid, Tancred took over the business and has established a solid reputation for quality drinks.

Tancred, 44, has hazel eyes and is almost completely bald, though he has a beard. A short man, he has a portly build.

CARPENTER'S SHOP

Inside his workshop and around the village, carpenter Aldwin the Silent builds flooring, roofing, furniture, wagons, tools and utensils. He also repairs the woodwork in cottages and shops. In days past, Aldwin carved intricate toys and puzzles but he no longer has time for such creations.

Given the amount of woodworking to be done as Briarton continues to expand, Aldwin cannot keep up with the demand for his talents. Rare are the days when he does not move from project to project with nary a rest, while an ever-growing list of jobs awaits him. Lord Arundel has sent word to other communities seeking to bring a second carpenter to Briarton, but without success thus far.

Born without the power of speech, Aldwin communicates through hand gestures. He has normal hearing, however. A native of Briarton, Aldwin learned his trade from his father, the previous village carpenter. Aldwin and his wife, Merhild, whose sister married Kenrick the glassblower, dwell in a well-built cottage next door to Aldwin's shop. They have a young son, but their daughter succumbed to illness as an infant.

Aldwin, 28, has a tall, thin frame. He has brown eyes and sandy brown hair.

COBBLER'S SHOP

Cobbler Swithin crafts and repairs footwear for the people of the village in his small shop.

Common folk can purchase inexpensive shoes of burlap, hide, leather and sometimes wood from Swithin, while he creates fancier footwear from reptile skins or other exotic materials for wealthier customers. Boots for walking or riding are another product of his shop.

Swithin learned his trade from his father who once crafted a custom pair of dragon-skin boots for a famous warrior. The warrior, of course, provided the priceless material. After his father's death, Swithin



took over his business and relocated to Briarton three years ago.

Easily distracted, Swithin has become infamous for his uncanny ability to get lost while traveling, no matter how simple or well-marked the route. He and his wife, Gert, live in a cottage to which his one-room cobbler's shop is attached. Swithin's aged mother, Edan, also lives with the family.

Swithin, 35, has brown eyes and dark brown hair. He often bears a puzzled expression.

INTERACTION SEED: PIXIES

One night, mischievous pixies invade Swithin's shop. The fairies magically turn all the cobbler's raw materials into dozens of finished shoes. Unfortunately, all are flawed in some comical way. A pair of boots, for example, might consist of one for a halfling-sized foot and the other fit for a giant.

Swithin sets out to make the best of his misfortune, trying to fix some of the less outrageous shoes and acquiring new materials to replace what has been lost. Some villagers find the cobbler's troubles quite amusing, and the PCs have numerous opportunities to join in their gibes.

Unbeknownst to everyone, the pixies are watching carefully to see how the folk of Briarton react to their trick. When they have seen enough, the pixies reward those who help the cobbler and turn their pranks on those who make sport of his adversity.



CORMAC'S HOUSE OF WONDROUS GOODS AND SERVICES

Cormac's House of Wondrous Goods and Services is an oddity in a small farming village like Briarton. The shop, run by Henna the Wise, stays afloat by combining several lines of business that chiefly serve the travelers and adventurers who pass through the village. Along with all manner of exotic goods, the shop offers financial and apothecary services.

Cormac the Alchemist, husband of Henna the Wise, brought this strange shop to Briarton some 18 years ago after a failed treatment caused the patriarch of a wealthy family in a great city to the south to die. Blaming Cormac, the family vowed revenge and the alchemist hastily bundled his family off to the frontier. But Cormac did not long escape a dire fate, dying in the orc raid 15 years ago.

Henna took charge of the family business, training herself in the alchemical arts. In addition to her potions—chiefly those of a healing, curative or restorative nature—the shop contains a huge stock of odds and ends, curios, books and other rare items. Even Henna doesn't know what treasures might be found in the piles of junk—much of it brought to Briarton years ago by her late husband. Goods available nowhere else in Briarton, or possibly even the entire province, might be found by the customer will-

ing to spend hours sifting through the shop's jumbled contents.

Henna also operates a money-changing and money-lending business. She lends up to 100 gold pieces to strangers, with some item of value held as collateral, and up to 500 gold pieces to those she knows well. Her money-changing services typically involve a fee of 5% of the value of the currency to be exchanged, though her fees are negotiable.

Henna has many contacts with shipping agents, caravans and traders in faraway cities, so she occasionally purchases items that would normally be unsaleable in a small village due to their expense or esoteric purpose.

Finding Rare Items

Customers have a chance to find almost anything in the Curio Shop, even items that one would never expect to find in a rustic farming village. There is an 80% chance of finding a common non-magical item, 40% chance of finding an uncommon item and a 20% chance of finding a rare item. There is a 10% chance of finding a magical item with a value of 200 gp or less and a 1% chance to find a magical item valued at 2,000 gp or less. Each attempt to search for a specific uncommon or rare item, successful or not, takes 2d6 hours.

Henna the Wise

Henna the Wise, known for her sturdy common sense, runs the curio shop founded by her somewhat less-wise husband, Cormac the Alchemist, after he fled the vengeance of a late patient's family for the imagined safety of Briarton.

After Cormac's death at the hands of orcs seeking loot, some expected his family to move away. But the sturdy Henna simply took over her husband's businesses. Studying Cormac's books on alchemy, she taught herself to mix potions, salves and ointments of all kinds.

She considers herself an apothecary rather than an alchemist, creating healing potions for all manner of injuries and ills along with an occasional love potion or two for sale to the right customer. Her late husband's books contain formulas for more esoteric potions, but Henna tends to leave the wilder, more dangerous brews to Angwyn ap-Llewellyn.

Henna has little personal interest in the piles of junk filling the shop, but it suits her to keep the odds and ends collected by her late husband. Sometimes she buys or trades for new curiosities to add to the piles.

Henna lives in a fine cottage near the shop. Her children are adults now and live in other communities. She is a popular figure in Briarton and while most villagers have no need for her goods nor the money to buy them, they often visit the curio shop to seek Henna's counsel on some vexing problem or another.

A shrewd shopkeeper, Henna can haggle with the best but prefers a more subtle approach. Visitors to her shop usually leave with a purchase, even if they entered the store with no intention to buy anything. Curiously, the items are often perfectly suited to the needs or circumstances of the buyer, even those of which the customer is unaware; thus, a scatterbrained youth might discover a puzzle box to teach him focus, or a maiden hoping to catch the eye of a prospective suitor might find a fancy dress tucked away somewhere in the shop.

Henna the Wise, 35, has curly brown hair and green eyes. She has a small scar on her chin from a childhood accident that she prefers not to discuss.

Henna the Wise

Female Human 6th-Level Expert (Alchemist/Merchant)

CR 5; Size M (5 ft., 7 in. tall); HD 6d6; hp 28; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +3 melee (1d4-1/19-20/x2, dagger), or +4 ranged (1d4-1/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, Ref +1, Will +10; AL LN; Str 9, Dex 8, Con 10, Int 14, Wis 16, Cha 12

Skills: Alchemy +13, Craft (bookbinding) +6, Craft (calligraphy) +6, Craft (painting) +6, Craft (pottery) +6, Craft (sculpture) +13, Craft (weaving) +7, Listen +8, Profession (apothecary) +11, Profession (bookkeeper) +7, Profession (brewer) +5, Profession (herbalist) +11, Profession (moneylender) +7, Profession (scribe) +7, Read Lips +4, Spot +6

Feats: Alertness, Iron Will, Skill Focus (alchemy), Skill Focus (craft [sculpture])

Languages: Common, Dwarven, Gnome

Possessions: curio shop, 2,500 gp of items for sale (curios, maps, potions, books, etc.), alchemist's lab, five dresses, 1,500 gp of coins in various denominations (for money changing) kept in three locked chests, a personal cache of 650 gp

LEURONA'S MERCANTILE

The mercantile provides a wide array of products, mostly purchased from outside dealers in trades not represented in Briarton. Hardware, fabric, tack, household goods, candles, clothing, feed, dyes, spices and other daily necessities line its shelves and counters.



Women of the village often visit the store to purchase bulk goods for home craftwork, such as fabric to be sewn into clothing.

The proprietor, Leurona, keeps a close eye on customers in the shop—particularly those she doesn't know.

Leurona, who must do business with the craftsmen and farmers of Briarton for her own household needs, sets fair prices for other villagers. Outsiders, however, are another matter. Leurona charges visitors to Briarton as much as she thinks she can get for her products.

Leurona

Leurona and her husband, Ulric the Red, were among the founders of Briarton who followed Lord Arundel to the province 30 years ago to sell goods to other settlers in hopes of making their fortune.

As she's aged, Leurona has grown more miserly than ever. The once-fine cottage she shares with her husband has grown ramshackle over the years as she badgers Ulric to perform the upkeep himself to save money. Ulric, who favors the color red in his clothing, has a whiny, annoying demeanor.

A shrewd bargainer, Leurona begrudges every coin when it comes to the goods in her shop. She stubbornly argues for hours, if necessary, over a few coppers. Leurona also keeps meticulous records of those

who owe her money for items purchased on credit and hounds debtors incessantly.

Secretly, Leurona and Ulric are members of the cult of the dark god Vextra. They meet other cultists for macabre rituals at a shrine hidden in the forest. Leurona, who has been initiated into the priesthood of the cruel deity, enjoys bullying other cultists with her meager power.

Leurona, 50, has thinning gray hair, brown eyes and a stooped posture. She dislikes children, and mutters constantly to herself when any are in her shop.

Leurona

Female Human 3rd-Level Expert/1st-Level Cleric

CR 3; Size M (5 ft., 4 in. tall); HD 3d6 + 1d8; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 from +1 *padded leather armor*); Attack +3 melee (1d8+1/x2, morningstar), or +3 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Rebuke Undead 3/day; SQ Spontaneous Casting (*inflict* spells; SV Fort +3, Ref +2, Will +7; AL LE; Str 13, Dex 12, Con 11, Int 10, Wis 14, Cha 11

Skills: Bluff +8, Concentration +4, Disguise +5, Escape Artist +6, Hide +5, Innuendo +8, Knowledge (religion) +4, Listen +10, Move Silently +4, Profession (shop-owner) +5, Spot +11

Feats: Alertness, Skill Focus (bluff), Skill Focus (innuendo)

Languages: Common

Possessions: mercantile shop, 1,500 gp of items for sale, cottage, morning star, light crossbow, +1 *padded leather armor*, 90 gp, 47 sp, 32 cp

Spells: (3/2+1; Base DC = 12 + spell level) Leurona's domains are Evil (casts Evil spells at +1 caster level) and Pestilence (may use withering touch, a spell-like ability, once per day). Domain spells are marked with an asterisk.

0 Level—*cure minor wounds*, *inflict minor wounds*, *resistance*

1st Level—*bane*, *sanctuary*, *ray of enfeeblement**

Ulric the Red

Male Human 2nd-Level Commoner

CR 1; Size M (5 ft., 5 in. tall); HD 2d4+2+3; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +1 melee (1d4/19-20/x2, dagger), or +3 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +1, Ref +2, Will -2; AL LE; Str 11, Dex 14, Con 12, Int 10, Wis 7, Cha 14

Skills: Bluff +3, Climb +3, Craft (weaving) +5, Handle Animal +3, Ride +6

Feats: Armor Proficiency (light), Toughness

Languages: Common

Possessions: dagger, light crossbow, leather armor, 3 gp, 6 sp, 4 cp

Interaction Seed: Suspicion

As a lesser priestess of Vextra, Leurona keeps a suspicious eye on the other cultists in Briarton. If she sees the woodcutter Balduin talking to the heroes, Leurona may leap to the conclusion that he is betraying cult secrets—particularly if adventurers have been spotted near the hidden shrine or are already investigating the cult.

Leurona has always considered Balduin too simple-minded to be trusted, and only recruited him into the cult because he's her cousin and was easy to convert. Predictably, she sees the worst in everyone and imparts wicked motivation to the most innocent of actions.

Of course, killing Balduin or causing him to vanish might raise suspicion, so Leurona must be circumspect. Perhaps she slyly tries to find out what the heroes know of the cult by engaging them in seemingly innocent conversation. Or Leurona might try to sow mistrust of the heroes in the village in hopes of making them unwelcome so they travel on. If Leurona becomes desperate, she might even slay Balduin despite her family ties and try to frame the adventurers for the deed, killing two birds with one stone.

Of course, her efforts are likely to ignite the interest of PCs who were most probably wholly unaware of the cult's existence.

GLASSBLOWER'S SHOP

Village glassblower Kenrick the Lame produces everything from bottles to windows in his workshop.

The glassblower keeps several buckets of sand, separated by color and grain, in his shop. A stone forge, fed by a bellows, occupies the center of the shop. Kenrick kindles an extremely hot fire in the forge, then melts sand mixed with water into a near-



liquid state. Different types of sand produce various colors and qualities of glass.

Long, thin tubes of metal and glass in various lengths and diameters are kept in a stand near the forge. Kenrick inserts these into the molten glass, using his breath to shape it as it cools. He can produce bottles, tubes, globes and other useful shapes. The process provides an entertaining show, and Kenrick often attracts a small crowd of onlookers when glassblowing with the doors to his shop open to dissipate the heat from the blazing forge.

Also trained as a glazier, Kenrick cuts and shapes glass for windows, mirrors or other purposes. He can produce beautiful stained glass windows, though these talents are rarely called upon. In a pinch, Kenrick can grind lenses for eyeglasses or spyglasses, but he is not a trained ocularist. He has some skill in woodworking and leadsmithing, mostly for window framing purposes.

Trained glassblowers are rare on the frontier, and Kenrick often takes jobs from other nearby communities. He generally does not travel, except perhaps to install complex windows for wealthy clients, since most of his glassmaking tools are not very portable.

Kenrick is best known for the delicate glass sculptures he creates mostly for his own amusement. He favors fantastic creatures, such as fairies, griffons or unicorns. There are usually one or two such sculptures for sale at his shop at any given time.

Kenrick the Lame

A native of Briarton, Kenrick learned his craft from his father, a master glassblower who joined Lord Arundel on the journey to found the village.

A teenager when orcs raided Briarton 15 years ago, Kenrick fought alongside his father to protect his family. A serious wound to his right leg left Kenrick with a lifelong limp. His father was also injured in the fighting and never fully recovered. Upon his death two years later, Kenrick took over as the village glassblower. When his heartbroken mother died shortly afterward, Kenrick raised his younger brothers and sisters. Most are now farmers in Briarton or other nearby villages.

The glassblower has a friendly, open manner toward everyone except elves, whom he mistrusts due to an incident several years ago. He and his wife, Sunniva, live in a room behind his shop, but Kenrick has nearly saved enough money to construct a separate cottage. He understands better than anyone else in Briarton the sign language used by his brother-in-law Aldwin the carpenter, and at times he employs the signs himself, especially when blowing glass.



Kenrick, 30, has red hair and green eyes, with a freckled complexion. He can hold his breath for an extended length of time, given the breath control necessary for glassblowing, and sometimes performs this trick for the amusement of the children of the village.

Kenrick the Lame

Male Human 5th-Level Expert

CR 4; Size M (5 ft., 9 in. tall); HD 5d6+10; hp 35; Init +1 (+1 Dex); Spd 15 ft.; AC 9 (-1 Dex); Attack +3 melee (1d4/19-20/x2, dagger), or +4 ranged (1d4/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +5, Ref +0, Will +3; AL NG; Str 10, Dex 8/13*, Con 14, Int 10, Wis 9, Cha 18

** Kenrick's Dex is 13 for tasks requiring manual dexterity, alertness or upper-body movement, but 8 for tasks involving use of his injured leg.*

Skills: Animal Empathy +9, Craft (basketweaving) +7, Craft (carpentry) +4, Craft (glassblowing) +10, Craft (leatherworking) +6, Craft (leadsmithing) +2, Fish +1, Gather Information +9, Handle Animal +9, Perform (buffoonery, comedy, flute, juggling, limericks, pan pipes, storytelling) +12

Feats: Endurance, Great Fortitude, Skill Focus (craft [glassblowing])

Languages: Common

Possessions: glassblowing shop, goggles of minute seeing, 700 gp worth of glass wares for sale, tools, dagger, house, 120 gp, 95 sp, 70 cp

Fish (Wis) Commoner class skill

With this skill you can catch fish with net, weir, spear or hook & line.

DC Task

10 Provide enough fish to sustain yourself for one day. Provide enough fish for one other person for every 2 points by which your check result exceeds 10.

Retry: This skill can only be checked once per 24 hours.

INTERACTION SEED: SAND

While out collecting raw materials several years ago, Kenrick happened across some particularly fine, glittering sand in a streambed near the forest. Little did the glassblower know that the stream originated inside a cave complex containing an ancient tomb. Over the centuries, the stream had eroded a stone door on which a spell of holding had been cast. The sand, still bearing some of the enchantment, washed downstream to the point where the glassblower recovered it.

Unaware of its nature, Kenrick used the sand to create a beautiful glass chime, which, it was soon discovered, had the magical power to open any ordinary lock when tapped against it. The *chime of opening* vanished a few months after its creation, and Kenrick suspects that a party of elves staying at Greenbriar Inn at the time had something to do with its loss. He has harbored a lingering mistrust of elves ever since.

Kenrick has tried repeatedly to craft another magical chime, but without success.

MILL

The huge grindstones of Briarton's water-powered mill turn corn or wheat from nearby cropland into flour.

Constructed of moss-covered stone alongside the River Drewett, the millhouse has an enormous wooden waterwheel. The wheel rotates in the current to turn the grindstones through a complicated series of wooden gears and cogs.

Farmers bring the grain from their fields to the mill, and for a fee Hewald the Miller turns their harvest into flour that can then be used in cooking or shipped to market elsewhere.

The mill, constructed shortly after the founding of Briarton, requires frequent repairs to its complicated inner workings. Carpenter Aldwin the Silent can often be found at the mill replacing worn-out wooden gears.

Hewald the Miller

Hewald the Miller came to Briarton as a young boy with his father, Alberic, who constructed and first operated the village mill. Trained by his father, Hewald took over as master of the mill 15 years ago on Alberic's retirement. The former miller seemed to simply give up on life following the death of his wife in the orcish raid on Briarton. The elderly Alberic now lives with his son's family, lost in daydreams most of the time as he sits by the fire in winter or an open window in summer.

While Hewald can be somewhat pompous at his mill, back at home he is henpecked unmercifully by his nagging wife, Mydrede. The couple, their three children and Hewald's father live in a fine two-room cottage near the mill. At Mydrede's insistence, Hewald plans to add a third room to the cottage soon.

Hewald is training his eldest son as his apprentice. Godwin, 14, longs for adventure in faraway lands, however, not a lifetime of drudgery at the mill. The practical Hewald, who set aside his own dreams of travel to fulfill his family duty, has nearly reached his wit's end with his wool-gathering son.

The rotund Hewald, 41, has balding brown hair and brown eyes.

INTERACTION SEED: LOST

Hewald has always been fascinated by untamed lands, but he confines his wanderlust to trips into the countryside during the slow season at the mill.

One day, Hewald does not return from such an outing. His wife, Mydrede, grows concerned as days pass and Hewald remains missing. She prevails on her fellow villagers, and especially on any adventuring PCs, to save her husband from the various grisly ends conjured up by her imagination.

The miller isn't hard to track, leading to a long-abandoned mine in some hills near Briarton. After braving various dangers, including monstrous inhabitants, cave-ins and flooded passages, the heroes find Hewald trapped at the bottom of a shaft with a broken leg. The miller lost his torch and fell into the shaft as he stumbled through the mine in the dark.

Hewald the Miller

Male Human 4th-Level Expert

CR 3; Size M (5 ft., 9 in. tall); HD 4d6+8; hp 24; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee (1d4/19-20/x2, dagger), or +4 ranged (1d4/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, Ref +4, Will +5; AL NG; Str 11, Dex 13, Con 12, Int 11, Wis 13, Cha 8

Skills: Appraise +4, Craft (carpentry) +3, Fish +2, Knowledge (geography) +3, Knowledge (religion) +4, Listen +9, Profession (cook) +8, Profession (miller) +10, Sense Motive +6, Spot +8, Use Rope +5

Feats: Alertness, Lightning Reflexes, Skill Focus (profession [miller])

Languages: Common

Possessions: mill, house, dagger

POTTER'S SHOP

A source of earthenware pots for cooking and storage, the potter's shop is one of the most important businesses in Briarton.

Ailith the Potter works in clay molds, porcelain and early forms of ceramics. While pots are her chief product, the potter also sometimes sculpts icons and statues to order. Molds and tools fill her workshop and a stone kiln stands behind it.

Ailith was one of those carried off 15 years ago by raiding orcs to their lair beneath Castle Angorn. She was soon rescued, but Ailith has never told anyone what took place during her captivity. Nine months after her rescue she gave birth to a half-orc son, Grimbor. Despite the circumstances of his conception, Ailith loves her son and tries to protect him from the bitterness of some fellow villagers.

In spite of the necessity of her goods, Ailith earns only a modest living. She and Grimbor live in a room behind her shop.

Ailith, 33, has ash blonde hair and haunted gray eyes. She has a thin build and appears older than her years.

Grimbor

Son of Ailith the Potter, the hulking Grimbor has become something of an outcast in Briarton due to his orc heritage.

Only a handful of villagers are overt in their distaste for Grimbor. Others, however, unknowingly allow their hatred of orcs, stemming from the loss of loved ones or other personal tragedies in the raid, to color their treatment of young Grimbor. As a result, the boy tends to be a loner, preferring to spend his days in the wilderness away from the hard stares of some of his fellow villagers.



A hot temper is one unfortunate effect of his orc heritage, and Grimbor must often struggle to contain his anger. Overcome by self-loathing at times, Grimbor has secretly vowed to someday find his orc father and kill him for fathering him. He does not know that Graak, chieftain of the orc tribe at Castle Angorn, is his father.

Not all inhabitants of Briarton treat the troubled boy unfairly, however. Malcolm the druid, among others, keeps a close watch on Grimbor and tries to encourage him to overcome the challenges of his unpleasant heritage. The thoughtfulness of Malcolm and a few other villagers, along with his mother's unconditional love, helps offset Grimbor's bitterness.

Grimbor, 14, has coarse black hair and brown eyes that occasionally glint red in reflected light. He has somewhat grayish skin and a heavy brow. His slightly pointed ears and jutting jaw give him a vaguely, but unmistakably, orcish countenance.

Grimbor

Male Half-Orc 1st-Level Commoner

CR 1½; Size M (6 ft., 1 in. tall); HD 1d4+3+3; hp 10; Init +0; Spd 30 ft.; AC 10; Attack +4 melee (1d4+4/19-20/x2, dagger), or +0 ranged (1d4+4/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft.; Half-Orc Traits; SV Fort +3, Ref +0, Will +0; AL CN; Str 18, Dex 11, Con 16, Int 11, Wis 10, Cha 6

Skills: Climb +5, Craft (pottery) +3, Hunt +3, Jump +5, Swim +4

Feats: Toughness

Languages: Common, Orc

Possessions: dagger, 2 gp, 4 sp

Hunt (Wis) Commoner class skill

With this skill you can hunt wild game or set snares for small animals.

DC Task

10 Provide enough game to sustain yourself for one day. Provide enough game for one other person for every 2 points by which your check result exceeds 10.

Retry: This skill can only be checked once per 24 hours.

Interaction Seed: Love

Grimbor has a crush on Kimberly, the popular barmaid at the Greenbriar Inn. He would never consciously reveal his infatuation, believing himself far too ugly and coarse to interest the lovely Kimberly. Astute observers notice that Grimbor becomes even more shy and tongue-tied around Kimberly than usual.

If the sour Drogo Ravenot ever becomes overly aggressive in his pursuit of Kimberly, Grimbor might intervene in her defense. Of course, where a more temperate person might use a witty remark or timely offer of a drink to quash Drogo's efforts, Grimbor resorts to fisticuffs. This brings out the worst in Drogo, who goads the boy with insults about his heritage and may even draw his sword on the unarmed youth.

Innkeeper Conrad Martel and the druid, Malcolm, if present, try to intercede. If the heroes also defend Grimbor against the raging Drogo, they will earn the enmity of the bitter ex-soldier and the gratitude of Martel, Malcolm and other, more reasonable, villagers.



TANNERY

Wulfric the Tanner turns animal skins and hides into a variety of useful products from clothing to leather for saddles, shoes or other uses in his tannery and leatherworking shop on the edge of Briarton. Many villagers know how to tan hides, but the products of their efforts are not as durable, soft or flexible as those crafted by Wulfric.

The tannery contains countless tools for skinning animals, racks for drying hides and a variety of oils, dyes and softeners for treating the material. Heavy needles, tough threads and strong muscles are used to sew leather into useful products, such as armor, tack and clothing.

Its location on the outer edge of the village proper results from the unfortunate smells associated with some aspects of the work.

Wulfric inherited a quiver half full of *arrows of slaying* that his father used to great effect in the orc raid 15 years ago. At least, that's how it worked out in the stories his father used to tell. In reality, they're just +1 arrows, but as orcs are scarce and Wulfric is no archer, the arrows are mainly conversation pieces now.

Rolf Merick, a youngster from another village, has been apprenticed to Wulfric to learn the tanner's trade. The boy lives with Wulfric and his wife, Hilde, in their cottage.

Wulfric, 26, has black hair and dark brown eyes. He has an average build.



GREENBRIAR INN

Constructed shortly after the founding of Briarton, Greenbriar Inn has offered a hot meal, full tankard of ale and comfortable bed to road-weary travelers for more than 25 years.

Now run by innkeeper Conrad Martel, son of its founder, Greenbriar Inn serves as a focal point for social life in Briarton. Many men and women of the village spend evenings in the common room, sharing drinks, gossip and stories of times gone by. When Martel's niece Geneviève the Fair visits Briarton, everyone crowds into the inn to hear the latest news from afar, along with tales of adventure from long ago.

The largest building in Briarton outside of Arundel Manor, Greenbriar Inn stands two stories high and has several outbuildings. Constructed of sturdy wood, the inn has a stone foundation and wooden flooring.

The first floor of the inn consists of the common room, kitchen and pantry. Beneath a plainly visible trapdoor in the kitchen is a small, below-ground cold cellar. Guests take their meals in the common room, which is also the village tavern. Tables, chairs, booths, a bar and a large, stone fireplace with an *everlasting hearth* spell cast on it fill the room. After everyone else goes home, guests who cannot afford private

rooms sleep in the common room – which can make for a very late bedtime.

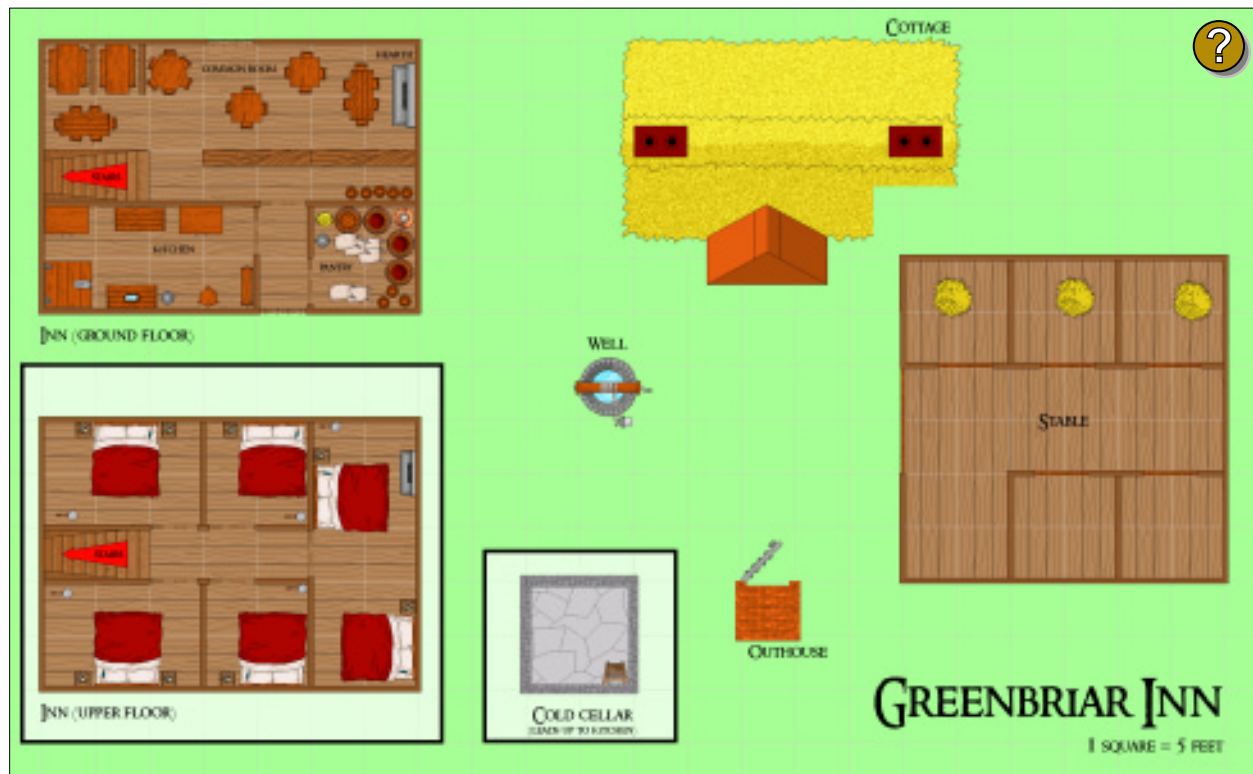
A stairway leads from the common room to the second story, which holds five private rooms for guests. Four rooms, two on each side of the hall, contain beds large enough for two people while the larger fifth room at the end of the hall sleeps up to four in two beds. This room, unlike the others, has its own fireplace. All five rooms are also furnished with nightstands, candles and chamber pots.

The courtyard behind the inn contains a brick oven for baking bread, a stable with room for five horses, and a cottage inhabited by the innkeeper's family.

Several cats live at the inn, accounting for the low population of mice.

Meals are served throughout the day, but are normally not available after the evening hours. Typically, only one or two main dishes are offered at each meal, with fish almost always on the menu. Guests of the inn must pay separately for their food and drink.

Conrad and his entire family work hard to keep Greenbriar Inn operating smoothly. Conrad tends bar and checks in guests, while his wife, Elysande, rules the kitchen. Their daughters keep the inn clean, while their sons cut firewood and handle other chores. Wat, an orphan adopted by the Martel family, serves as the stableboy. Kimberly, a young woman of the village, works as a serving girl and is the only employee of Greenbriar Inn outside the Martel family.





CONRAD MARTEL

The master of Greenbriar Inn, Conrad Martel inherited the business from his father 18 years ago.

A friendly person by nature, Conrad can listen attentively or expound gregariously with equal talent depending on the desires of his guests. He can usually be found tending bar in the common room or arranging a night's stay for a newly arrived guest.

Conrad lives in a cottage behind the inn with his wife, Elysande, three daughters and two sons. The stableboy, Wat, also lives with the Martel family.

Despite his frequent outbursts at the lazy Wat, Conrad cares as deeply for the orphan as his own children. He also considers himself something of a father figure to Kimberly, and is quite protective of the well-liked serving girl.

Conrad, 45, has balding brown hair and merry brown eyes. He has a stocky build, but has put a stop to more than a few bar brawls over the years despite his girth and lack of formal combat training.

Conrad Martel

Male Human 7th-Level Expert

CR 6; Size M (5 ft., 7 in. tall); HD 7d6+7; hp 40; Init +0; Spd 30 ft.; AC 10; Attack +6 melee (1d4/19-20/x2, silvered masterwork dagger), or +6 ranged (1d4/19-20/x2, silvered masterwork dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +3, Ref +2, Will +8; AL NG; Str 10, Dex 11, Con 13, Int 15, Wis 17, Cha 12

PRICE LIST

ACCOMMODATIONS

Common Room	5 sp
Private Room	2 gp
Stabling, with feed	5 sp
Stabling, without feed	4 sp

FOOD AND DRINK

Unless otherwise noted, prices are given for a filling meal.

Ale, tankard	4 cp
Beef, roast	4 sp
Bread, round loaf	2 cp
Fish (bass, bream, catfish, crappie, trout)	3 sp
Fruits, platter mixed	2 sp
Ham	4 sp
Lamb, roast	5 sp
Mead, tankard	6 cp
Milk, cup	2 cp
Mutton, roast	4 sp
Porridge	5 cp
Soup, beef	2 sp
Soup, vegetable	1 sp
Stew, rabbit	3 sp
Venison	3 sp
Vegetables, cooked	2 sp
Wine, bottle	10 gp
Wine, cup	2 sp

Skills: Decipher Script +7, Diplomacy +6, Fish +4, Gather Information +13, Knowledge (Briarton gossip) +12, Intimidate +5, Listen +13, Profession (innkeeper) +15, Profession (cook) +10, Read Lips +9, Speak Language (Goblin, Halfling, Orc, Sylvan)

Feats: Skill Focus (profession [cook]), Skill Focus (gather information), Skill Focus (profession [innkeeper]), Skill Focus (listen)

Languages: Common, Dwarven, Elven, Goblin, Halfling, Orc, Sylvan

Possessions: Greenbriar Inn and stables, six sets of clothes, silvered masterwork dagger (2), light riding horse, 1,500 gp in wine and foodstuffs, 6,500 gp cache

KIMBERY

The lovely Kimberly works as a serving girl at Greenbriar Inn to support herself and her aged grandfather, town drunkard Leoric the Old.

Leoric raised the young woman after her parents were slain by orcs in the attack 15 years ago. Kimberly, a toddler at the time, retains few clear memories of the raid but occasionally has nightmares about the horrific events. She now takes care of her alcoholic grandfather, using her pay from Greenbriar Inn to keep food on the table and a roof over their heads.

Bright and cheerful, Kimberly is very popular in the village. Despite a few romances, she has not committed herself to anyone. The middle-aged Drogo Ravenot, a retired soldier who has settled in Briarton, imagines himself to be wooing Kimberly but she secretly detests him.

Kimberly, 20, has long black hair and blue eyes, with attractive features and a curvaceous figure.

WAT

The stableboy at Greenbriar Inn, Wat is an orphan taken in by Conrad Martel. Oswin the Tinker brought the infant boy to the inn 10 years ago. The roving merchant had discovered the baby miraculously alive alongside the bodies of his parents, apparently slain in a roadside ambush.

The kindly Conrad and Elysande agreed to raise the boy with their own children and named him Wat. Wat often wonders who his parents were, though nothing is known of them beyond the sparse facts reported by the tinker.

A mischievous youth who would rather listen to the tall tales of guests at the inn than tend to his chores, Wat frequently provokes the ire of the innkeeper but is always forgiven later.

The child does enjoy caring for horses, and seems to have a knack for getting along with even the most foul-tempered of mounts. Malcolm the druid quietly suspects Wat may have some elven blood, but has not shared this conjecture with others.

Wat, 10, has short brown hair and brown eyes. Streaks of dirt seem ever-present on his face, and bits of hay from the stables cling to his hair.

SHRINE OF ERILYS

Erilys' shrine is a rectangular, gray stone building. The perennial flowers and shrubs growing around it give the otherwise austere-exterior a homey appearance.

Inside, the shrine contains four rooms: a prayer room, a kitchen, Maerwynn's quarters and a pantry. As food preparation and eating are formal parts of Erilys' prayer services, the shrine's main prayer room resembles a dining hall, with tables and chairs along all sides of the long chamber. The altar, a huge stone hearth with an everlasting flame, rests in the open-door kitchen beyond the main prayer room. In addition to bringing prepared dishes to the services, worshipers enter the kitchen and place small shards of wood into the nonconsuming hearth as an offering to Erilys before being seated for their meal.

Inside the kitchen are two doors. One leads to Maerwynn's personal quarters, and the other to a makeshift pantry/storeroom that used to be a novice's quarters, although there have been no new initiates to house in a very long time.





Erilys, The Protector

Alignment: LG

Domain: Good, Healing, Hearth, Protection

Symbol: A golden flame on a silver shield

Favored Weapon: Quarterstaff

Typical Worshipers: Erilys's worshipers include commoners, fighters, monks, paladins and spellcasters

Description: The goddess of the hearth, Erilys is a lawful good deity known throughout the lands as the Golden Flame or the Hearth Mother. Erilys' followers concern themselves with making their homes and lands safe, and they also provide shelter and healing for those in need. The deity rewards those who risk their lives protecting others, who give freely of their wealth to provide for others, and those who build strong, safe communities.

HEARTH DOMAIN

Granted Power: You cast *hold portal* once per day.

1st Level — *create food and water*

2nd Level — *refresh*

3rd Level — *helping hand*

4th Level — *everlasting hearth*

5th Level — *secure shelter*

6th Level — *heroes' feast*

7th Level — *forbiddance*

8th Level — *antipathy*

9th Level — *magnificent mansion*

Everlasting Hearth

Evocation [Fire]

Level: Hearth 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Illusory flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent to a cooking fire, springs forth from an object that you touch. The flame looks like a regular flame, creating both heat and light, but it doesn't consume fuel or air. The heat from the fire causes 2d4 points of burn damage if touched, but the flame cannot start additional fires or be transferred to a different object (including a victim touching the fire). The flames can be covered and hidden, but not smothered or quenched.

Material Component: You sprinkle ruby dust (worth 50 gp) and sulfur on the item that is to carry the flame.

Refresh

Enchantment/Compulsion [Mind-Affecting]

Level: Clr 2, Hearth 2

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 2 hours

Saving Throw: Will negates

Spell Resistance: Yes

You lower the recipient into a deep sleep which lasts for two hours but grants the sleep the benefit of a full night's rest. The sleeper suffers no fatigue from sleeping in armor with an armor check of -5 or worse. Moreover, a wounded person heals naturally at an accelerated rate, recovering 1/2 hit point per character level after two hours' sleep. At the end of the duration, a wizard or sorcerer finds himself able to cast spells as if he'd had a full night's sleep, although a wizard still has to spend an hour studying his spell books (clerics and druids don't regain spells any faster under the effects of a refresh spell).

Waking up someone from this magical slumber is difficult. Normal noise won't awaken the sleeper before the end of the spell's duration. Shaking, slapping or wounding a sleeper immediately awakens him.

MAERWYNN

Maerwynn is a priestess of Erilys. She tends the shrine to Erilys in Briarton and aids the people of the village with the healing powers granted her by the goddess.

The priestess has lived in Briarton for 20 years, coming to the village as a young woman after being trained in the temples of Erilys in another kingdom.

Fifteen years ago, Maerwynn's left arm was severed by an orc's axe as she tried to defend a child. The priestess nearly died of the grievous wound, and in her delirium had a vision of Erilys sending her back to the realm of the living to continue doing good works.

While Maerwynn could doubtless have her lost arm restored by her religious superiors, or pray directly to her goddess for healing, she chooses not to do so. Maerwynn believes her missing arm teaches her humility and compassion for those in need of her own healing powers.

Maerwynn, 41, has brown hair and brown eyes. She typically wears robes in silver and gold tones.

Maerwynn

Female Human 6th-Level Cleric

CR 6; Size M (5 ft., 8 in. tall); HD 6d8; hp 35; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +7 melee (1d6+3/x2, +1 quarterstaff), or +5 ranged (1d4+2/x2, sling); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Turn Undead 5/day; SQ Spontaneous Casting (*cure* spells); SV Fort +5, Ref +3, Will +10; AL NG; Str 15, Dex 12, Con 11, Int 13, Wis 17, Cha 14

Skills: Concentration +5, Diplomacy +5, Heal +12, Knowledge (arcane) +6, +Knowledge (religion) +10, Scry +4, Spellcraft +3

Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor, Iron Will

Languages: Common, Dwarven

Possessions: +1 chainmail, +1 lawful quarterstaff, *potion of cure light wounds* (25), *potion of cure moderate wounds* (5), 565 gp

Spells: (5/4+1/4+1/2+1; Base DC = 13 + spell level). Maerwynn's domains are Hearth (cast *hold portal* once per day) and Healing (casts healing spells at +1 caster level). Domain spells are marked with an asterisk.

0 Level — *cure minor wounds* (3), *detect poison*, *purify food and drink*

1st Level — *bane*, *bless water*, *cure light wounds**, *magic stone*, *magic weapon*

2nd Level — *aid*, *cure moderate wounds*, *lesser restoration*, *refresh**, *zone of truth*

3rd Level — *cure serious wounds*, *remove disease*, *everlasting hearth**



OTHER INHABITANTS

Briarton has many inhabitants living outside the village's heart.

BALDUIN

Balduin the woodcutter ventures into the forest near Briarton each day to collect wood for the village. He mostly cuts firewood for sale to other villagers, though Balduin also provides lumber for construction or other carpentry work as needed.

Earnings are slim for a simple woodcutter, at least compared to a skilled craftsman or hard-working farmer. Balduin lives alone in a wattle-and-daub hut on the edge of the village. He is extremely jealous of more prosperous villagers, even though nearly everyone in Briarton would probably be considered fairly poor in a larger town. Bitter with envy, Balduin blames his poverty on unfair treatment by others and a lack of support from his family, including his cousin Leurona, rather than his own lack of ambition.

The teachings of the cult of Vextra appeal to Balduin, and he has joined the secret cabal of worshippers. His job makes it easy for Balduin to keep an eye on the cult's hidden shrine in the forest and ward off anyone who ventures too close.

Balduin, 25, has light brown hair and brown eyes. He is short, and cutting trees has made him very strong.



Balduin

Male Human 2nd-Level Commoner

CR 1; Size M (5 ft., 2 in. tall); HD 2d4+2; hp 8; Init +0; Spd 30 ft.; AC 10; Attack +3 melee (1d6+2/x3, handaxe), or +1 ranged (1d4+2/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +1, Ref +0, Will +1; AL NE; Str 14, Dex 10, Con 12, Int 10, Wis 13, Cha 14

Skills: Bluff +2, Climb +4, Fish +2, Handle Animal +4, Hunt +2, Listen +3, Profession (lumberjack) +5, Spot +3

Feats: Skill Focus (profession [lumberjack]), Run

Languages: Common

Possessions: handaxe, dagger, 1 gp, 25 sp

BLACK DOUGAL

Black Dougal, so named for his thick mane of black hair, settled in Briarton eight years ago to raise a family and run a farm. Once a fierce axeman who served for a time in the Royal Guard, he can still fight ably but nowadays prefers the quiet life of a farmer.

Well, reasonably quiet. Since settling down in Briarton with his wife, Audrye, Black Dougal has sired a brood of eight children with another on the way. Ranging in age from 1 to 8, his rambunctious offspring are the terror of farm animals for miles around.

Black Dougal has a jovial personality that belies his reputation as a ferocious warrior. He often speaks fondly of his good friend, Red Dougal — with hair as

red as his is black — who remains in the service of the kingdom of Galien as a Royal Guardsman. The two Dougals, who were unrelated, joined the guard at the same time, and were dubbed Black and Red to avoid confusion.

After leaving the service of the king, Black Dougal journeyed north in search of adventure. He found it in the barbarian lands of ice and snow, where he slew a cruel frost giant and claimed its enchanted axe as a prize of war. In time, Black Dougal happened across Briarton and decided to settle down. But the enormous battle axe of the giant hangs on the wall of Dougal's cottage as a proud memento of his deed.

Black Dougal, 36, still has the famed deep black locks and beard that gave rise to his name. A tall, muscular man with green eyes, he keeps fit performing the various tasks of life on a farm. He's in charge of the village militia, but despite his best efforts he's dissatisfied with their level of preparedness.

Black Dougal

Male Human 5th-Level Warrior/1st-Level Commoner

CR 5; Size M (6 ft., 7 in. tall); HD 5d8+10 + 1d4+2; hp 42; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +10 melee (1d8+4/x3, battleaxe) or +6 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +6, Ref +2, Will +3; AL CG; Str 18, Dex 13, Con 14, Int 12, Wis 14, Cha 13

Skills: Climb +6, Diplomacy +2, Handle Animal +6, Hunt +2, Intimidate +8, Ride +8, Profession (farmer) +6, Speak Language (Giant), Swim +6

Feats: Blind-fight, Mounted Combat, Power Attack, Weapon Focus (battleaxe),

Languages: Common, Giant, smattering of Elf and Dwarf

Possessions: leather armor, battleaxe, light crossbow, dagger, +1 battleaxe (giant-sized), 566 gp, large house, farm



DROGO RAVENOT

A sour ex-soldier who lives off a pension from the kingdom, Drogo Ravenot can often as not be found at the Greenbriar Inn pestering the barmaid Kimberly.

He dwells alone in a small cottage in the village, taking his meals at the inn. Drogo keeps a small collection of fine weapons, and has a particular fondness for bizarre armaments with a nakedly cruel appearance. His collection includes a dwarven urgrosh, which Gellir, son of Agnar, considers dishonored by Drogo's ownership. Drogo is not well-liked in Briarton due to his cross disposition and even Kimberly, whom Drogo believes himself to be romancing, dislikes him.

A secret follower of Vextra since his days as a soldier, Drogo occasionally slips away from Briarton at night for wicked rituals at the cult's hidden shrine in the woods.

Drogo is wary of the stern druid, Malcolm. Ancient legends claim druids have the power to weigh men's souls, and Drogo has no desire to have his soul examined.

Drogo, 42, has thinning brown hair and squinting brown eyes. His face has a pinched expression, and he has a lean build.

Drogo Ravenot

Male Human 2nd-Level Warrior

CR 1; Size M (5 ft., 4 in. tall); HD 2d8+6; hp 16; Init +5; Spd 30 ft.; AC 11 (+1 Dex); Attack +5 melee (1d8+2/19-20/x2, masterwork longsword), or +4 ranged (1d8/19-20/x2, masterwork light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +6, Ref +1, Will +4; AL LE; Str 14, Dex 12, Con 17, Int 11, Wis 10, Cha 5

Skills: Bluff -2, Climb +6, Jump +5, Ride +5, Swim +4

Feats: Blind-fight, Improved Initiative

Languages: Common

Possessions: house, masterwork longsword, masterwork light crossbow, chain shirt, small steel shield, crossbow bolts (50), dagger, light mace, battleaxe, light flail, orc double axe, caltrops, dwarven urgrosh, spiked gauntlets, 611 gp, *potion of cure moderate wounds* (2)

EMOND STUMPTOOTH

A farmer just outside Briarton, Emond Stumptooth awakens before dawn each day to tend his crops and care for his farm animals. He lives in a wattle-and-daub cottage on farmland he rents from Lord Arundel in exchange for a share of the proceeds at harvest time.

Emond and his wife, Elfrid, have five children. All of the children except the baby help on the farm, performing chores such as herding geese, feeding chick-



ens and milking the cow. The majority of the villagers make most of their own clothes, but Elfrid has a true knack for sewing, and people go to her for non-workaday clothing items.

The hard-working Emond has the dubious distinction of being the champion of the village belching contest for three consecutive years.

Emond, 24, has blond hair and blue eyes. His teeth are in poor condition and he has a problem with bad breath. Elfrid, 23, has reddish-blond hair and green eyes. She is already losing her slim, girlish figure.

LEORIC THE OLD

The unfortunate Leoric has been reduced to the role of village drunkard in Briarton. People whisper that the horrors he saw in the ruins beneath Castle Angorn 15 years ago broke his nerve. He has certainly aged greatly in the intervening years.

Now he can be found sitting under a tree with a jug most days. He avoids Greenbriar Inn because he doesn't want to embarrass his granddaughter, Kimberly, who works as a barmaid there to support him. They live together in a dilapidated cottage in the village.

But it wasn't always so. Before his journey to Castle Angorn in the wake of the orc raid that killed his daughter and her husband, Leoric was renowned as



a master bowyer. Archers came from miles around and paid in gold for his masterwork bows. In fact, some say Leoric even created a few enchanted bows with the aid of Angwyn ap-Llewellyn.

No longer possessing the patience or the steady hands for crafting bows, Leoric sometimes fletches arrows to bring in a few coppers. He can also spin fantastic tales about the places, creatures and history of the province, though the truthfulness of his stories tends to decline in direct proportion to how much he's had to drink.

The folk of Briarton are protective of Leoric, viewing him as a tragic figure rather than someone to be scorned. They do not look kindly on outsiders who deride or harass him.

Leoric bears no malice toward Grimbor, the half-orc son of Ailith the Potter, but the sight of the boy brings back memories that the aged bowyer can drown only in drink.

Leoric, 60, has unkempt gray hair and bloodshot hazel eyes. He has a ruddy complexion and a gaunt frame, despite Kimberly's efforts to get him to eat more.

Leoric the Old

Male Human 7th-Level Expert/3rd-Level Fighter

CR 9; Size M (5 ft., 10 in. tall); HD 7d6+3d10; hp 51; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +9/+4 melee (1d3+1 subdual/x2, unarmed), or +12/+7 ranged (1d6/x3, shortbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +5, Ref +6, Will +4; AL N; Str 13, Dex 17*, Con 11, Int 12*, Wis 12*, Cha 12*

* Leoric's stats are affected by the state of drunkenness in which he is encountered.

Tipsy: -1 Dex, -1 Int, -2 Wis; Leoric is generally tipsy within 30 minutes of starting his day, and within the hour, he progresses to Intoxicated.

Intoxicated: -3 Dex, -2 Int, -4 Wis, -2 Cha; Leoric is usually found in this state, rarely progressing to Inebriated unless he has extra cash on hand or experiences an emotional crisis (something bad happened to Kimberly, the anniversary of the orc raid and/or the rescue mission to the castle, a chance encounter with Grimbor, etc.).

Inebriated: -6 Dex, -3 Int, -6 Wis, -4 Cha

Skills: Appraise +10, Climb +9, Concentration +5, Craft (bowmaking) +13, Escape Artist +7, Fish +6, Hunt +4, Intuit Direction +3, Move Silently +11, Pick Pocket +13, Ride +9, Profession (bowyer) +13, Profession (boatsman) +6, Tumble +10

Feats: Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (craft [weaponsmithing]), Skill Focus (profession [bowyer]), Weapon Focus (shortbow)

Languages: Common, Infernal

Possessions: shortbow, quiver, 20 arrows, bowyer's tools, dilapidated house, 30 cp

INTERACTION SEED: HORRORS

Villagers inclined to gossip tell a strange tale about Leoric the Old's nerve-shattering journey beneath Castle Angorn. The bowyer became separated from his companions in the dark, twisting passages. Presuming him dead, the others returned to the surface after rescuing the survivors of the orc raid.

Even as the village mourned his death, Leoric staggered back into Briarton a few days later and collapsed. Only the ministrations of Malcolm and Maerwynn kept the haggard bowyer alive.

In time, Leoric regained consciousness but retained no clear memory of what transpired after he lost his way in the dungeons. Bits and pieces of hellish scenes shrouded in flame and agony surface in his occasional nightmares, and he awakens screaming in an inhuman tongue.

Anyone knowledgeable in such matters may recognize the language as a tongue spoken in the netherworld, but how Leoric learned this language is a disturbing mystery.

STEFAN DINESCU

An acrobat in a traveling show, Stefan Dinescu came to Briarton 16 years ago for the festival celebrating the marriage of Sir William Fitzhugh and Lady Alianora Arundel. During the celebration, he fell in love with Maire, a maiden of the village. When the troupe moved on, Stefan stayed behind to court Maire.

Her family resisted the match — unknowingly, with good reason. The acrobatic troupe was actually a band of thieves that committed daring thefts as it traveled throughout the kingdom. Stefan was one of the most skilled burglars in the gang.

But he resolved to give up the thieving life for Maire, going to work as a farmhand. After Stefan took part in the rescue mission to Castle Angorn after the orc raids, even Maire's family could no longer deny the change in him and the two young lovers were married.

The couple shared a happy year together building a farm of their own. Then Maire contracted a wasting disease beyond even the power of the priestess, Maerwynn, to heal. Growing steadily weaker, Maire lived to see a new spring bloom across the land. She and Stefan spent a beautiful sunny day reminiscing under a favorite tree outside their cottage. As the shadows lengthened, Stefan picked Maire up to carry her back to the warmth of the cottage. When he reached the door, he was alone.

The grieving Stefan decided to stay in Briarton rather than return to his old ways. Reformed by his love for Maire, he continues to live the honest life of a farmer as a tribute to her. Even though he no longer uses them, Stefan remembers his thieving skills, of course.

Although he has spent more than a decade in Briarton, a number of villagers still consider Stefan an outsider and distrust him. Though no one knows the darker details of his past, Stefan's foreign appearance and former life as a vagabond entertainer merit suspicion in some eyes. Those who can see past those things know him to be a truly decent and honest person, whatever his personal history.

Stefan, 35, has thick black hair and warm brown eyes. He has a dark, swarthy complexion, and a lithe, agile build.



Stefan Dinescu

Male Human 5th-Level Rogue/1st-Level Commoner

CR 5; Size M (5 ft., 10 in. tall); HD 5d6+5 + 1d4+1; hp 34; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +7 melee (1d6+4/19-20/x2, +1 *short sword*) or +7 ranged (1d6/x3, masterwork short composite bow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; SV Fort +2, Ref +9, Will +4; AL CG; Str 16, Dex 17, Con 12, Int 12, Wis 13, Cha 12

Skills: Appraise +4, Balance +10, Bluff +3, Concentration +4, Climb +6, Disable Device +8, Disguise +7, Escape Artist +6, Gather Information +4, Hide +5, Hunt +2, Innuendo +3, Jump +5, Listen +2, Move Silently +5, Open Locks +5, Perform (buffoonery, drama, juggling) +4, Profession (farmer) +5, Ride +4, Search +6, Sense Motive +4, Spot +3, Tumble +10, Use Magic Device +6, Use Rope +4

Feats: Iron Will, Lightning Reflexes, Point Blank Shot, Run

Languages: Common, Goblin

Possessions: +1 *short sword*, +1 *leather armor*, masterwork short composite bow, quiver, 30 arrows, dagger, house, small farm, 130 gp, 85 sp, 45 cp, two 50 gp pearls

WYSTAN HILLSFAR

A shepherd, Wystan Hillsfar spends most of his days and nights tending his sheep as they graze in the grass-swept dales near Briarton. His wife and young children dwell in a small, wattle-and-daub cottage on the edge of town. Wystan returns every few days to visit his family and collect fresh food to take out to his camp in the highlands. During inclement weather, Wystan shelters the flock in rough sheds near his hut.

Wolves are a constant peril to his flock, as are occasional hungry bandits, goblins or other marauders. Wystan carries a spear for protection when out of the village.

Despite these hazards, visitors are always welcome at his camp. Wystan has spent many nights around the fire with the ranger, Arwold Dragoneye, or other travelers.

Wystan, 24, has blond hair and green eyes. His face is scarred by pockmarks from a childhood illness, and he has an average build.

INTERACTION SEED: MONSTER

For several nights, sheep from Wystan Hillsfar's flock have been vanishing. The shepherd has tried keeping an extra-sharp eye on his flock but to no avail. Arwold Dragoneye has investigated but found no sign of wolves or other natural predators in the nearby hills.

The ranger believes some kind of monster may be responsible. Rumors of this conclusion strike fear into the hearts of the villagers; especially those old enough to remember the horrid creations of Dagian the Black from 20 years earlier. The streets of Briarton are deserted after dark, with everyone locked up tight in their cottages, lights blazing all night long.

A grass cloaker has taken up residence near Briarton. If it isn't dealt with, the monster may switch from preying on livestock to devouring unwary travelers and others passing through its domain.

Grass Cloaker

CR 3; Size Large Aberration; HD 4d8+8; hp 26; Init +8 (+8 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (-1 size, +4 Dex, +5 natural); Attack +8 melee (1d4+5, bite); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Engulf, Entrancing Buzz; SV Fort +3, Ref +1, Will +5; AL CN; Str 19, Dex 18, Con 14, Int 14, Wis 15, Cha 10; Skills: Hide +8*, Listen +10, Move Silently +12, Spot +10;

Feats: Alertness, Improved Initiative; Climate: temperate plains and grasslands; Organization: Solitary, mob (3-6), flock (7-12); Treasure: standard; Advancement: 5-8 HD (Large), 9-16 (Huge)

* *The grass cloaker's chameleon abilities and movement rate affect its Hide skill (see Skills below)*

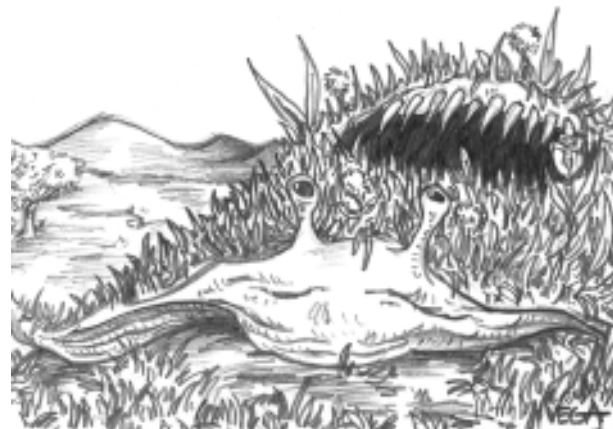
The mad sorcerer Dagian the Black created these and other monstrosities over 20 years ago at Castle Angorn. They are found throughout North Province, and they're spreading to other areas.

Grass cloakers are similar to their underground cloaker kin, lurking in plains and grasslands, using their chameleon and entrancing abilities to catch unwary prey. The grass cloaker is almost impossible to distinguish from its surrounding terrain as it lies in wait for possible victims. As it has only one attack mode, it seeks mostly solitary prey.

Entrancing Buzz (Su): A grass cloaker can emit a curious buzzing noise that attracts living things within a 100-ft. radius to it. Creatures hearing the buzzing for two consecutive rounds must make a successful Will save (DC 15) or become intrigued by the noise and seek to investigate its source. When the victim walks onto its body, the grass cloaker attempts an engulfing attack.

Engulf (Ex): A grass cloaker can try to wrap a Medium-size or smaller creature in its body as a standard action. The grass cloaker attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it bites the engulfed victim with a +4 attack bonus. Attacks that hit an engulfing grass cloaker deal half their damage to the monster and half to the trapped victim.

Skills: The grass cloaker's body takes on the color and texture of the terrain it hides in, conferring a +12 racial bonus to Hide checks. The grass cloaker suffers a -5 penalty to Hide checks if it moves at greater than half speed. It receives -20 penalty when it lunges at a victim.



TRAVELERS

Along with its inhabitants, Briarton sees a fair number of travelers. Some merely stop at the inn for a day in passing, but others are regular visitors.

GENEVIEVE THE FAIR

The bard Geneviève the Fair frequently visits Briarton in her travels throughout the province. When not in search of new adventures to inspire songs, Geneviève visits villages too small to support bards of their own. Her normal circuit brings her to Briarton about once a month, though opportunities for adventure or other circumstances may delay her visits by weeks.

A skilled storyteller and songmaker, Geneviève entertains visitors at Greenbriar Inn while staying with her aunt, uncle and cousins, the Martels, during her visits to Briarton. Her tales of daring, romance and long-ago events, not to mention the news she brings, are very welcome to the villagers. The common room at the inn is always crowded when Geneviève visits the community.

While ostensibly providing mere entertainment, Geneviève also strives to educate people about the history of the kingdom with her songs and stories. She also helps prevent remote villages from falling into isolation.

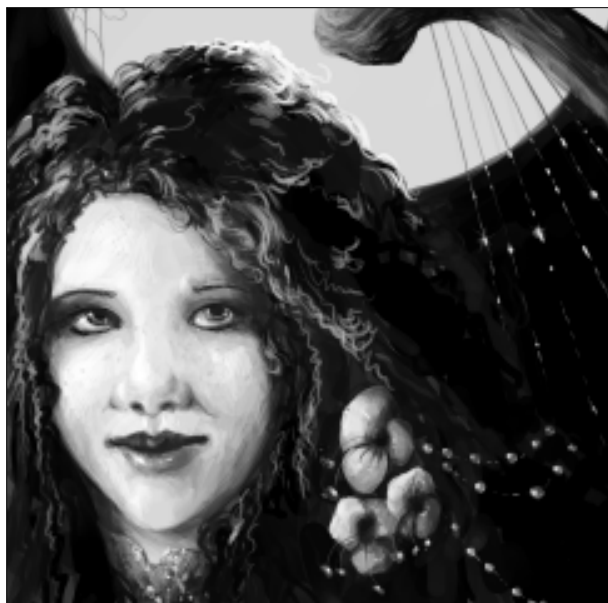
Geneviève is filled with a love for life. She laughs often, and enjoys spending time with others. Her friendly rivalries with other bards of the province challenge Geneviève to find new songs and stories for her repertoire.

Geneviève, 26, has curly brown hair and brown eyes. She has a lithe, fit build, and is quite agile. As she often travels alone in barely settled regions of the province, Geneviève has become quite proficient with the longsword always at her side.

Geneviève the Fair Female Half-Elf 7th-Level Bard

CR 7; Size M (5 ft., 2 in. tall); HD 7d6+21; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, *bracers of armor* +2); Attack +6 melee (1d8+1/19-20/x2, +1 *longsword*), or +7 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Bardic Knowledge, Bardic Music, Half-Elf Traits, Low-Light Vision; SV Fort +6, Ref +9, Will +6; AL CG; Str 11, Dex 16, Con 17, Int 12, Wis 10, Cha 17

Skills: Climb +2, Concentration +4, Craft (instrument) +8, Decipher Script +5, Diplomacy +4, Gather Information +5, Hide +3, Knowledge (history) +5,



Knowledge (local) +5, Listen +3, Move Silently +4, Perform (ballad, chant, dance, drama, epic, flute, lute, storyteller) +13, Search +4, Sense Motive +2, Spot +1

Feats: Combat Reflexes, Improved Initiative, Craft Wondrous Item

Languages: Common, Celestial, Dwarven, Elven, Giant, Goblin, Halfling, Orc, Sylvan

Possessions: +1 *longsword*, dagger, whip, *cloak of resistance* +1, *bracers of armor* +1, masterwork lute, flute, 255 gp, 30 sp, 8 cp, five 35 gp amethyst gems

Spells: (3/4/3/1; Base DC = 13 + spell level)

0 Level — *daze*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *read magic*

1st Level — *charm person*, *cure light wounds*, *identify*, *ventriloquism*

2nd Level — *allure*, *cat's grace*, *cure moderate wounds*, *detect thoughts*

3rd Level — *blink*, *displacement*

INTERACTION SEED: TALENT

Geneviève has decided to host a talent competition in Briarton. Anyone, young or old, is welcome to play an instrument, recite poetry, tell a story, *etc.* The winner receives 10 gp and a week of performance tutelage from Geneviève or a handcrafted masterwork instrument (winner's choice).

A desire to promote the arts in North Province prompted the bard to host this contest, but she's also on the lookout for possible apprentices. Assuming a good turnout for the competition from Briarton and the neighboring settlements, she plans to host more contests in the area every five years or so.



OSWIN THE TINKER

A traveling peddler, Oswin the Tinker roams from village to village selling his wares. His route takes him into Briarton every six weeks or so, and Oswin typically spends a few days relaxing at Greenbriar Inn before setting back out on the road.

Oswin makes and repairs metal vessels, mostly pots and pans for kitchen use. Completed pots, coppersmithing tools and other goods hang from his handcart, which also contains all the necessities for camping between towns. As a side trade, Oswin sharpens knives, scissors and other edged implements on the grindstones in his cart.

Along with his pots and pans, Oswin brings welcome news from other communities to Briarton. Sometimes he has information about affairs in the rest of the kingdom, gleaned from fellow travelers. Naturally, he also knows quite a bit about the people, places and landmarks of the province.

Oswin, 50, has short gray hair and merry blue eyes. He has a fit build from years of walking between villages of the province. His handcart full of cooking utensils jingles and clangs as he walks.

Oswin

Male Human 3rd-Level Commoner

CR 2; Size M (5 ft., 8 in. tall); HD 3d4+3; hp 10; Init +0; Spd 30 ft.; AC 10; Attack +1 melee (1d4/19-20/x2, dagger), or +1 ranged (1d4/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +3, Ref +1, Will +5; AL NG; Str 11, Dex 11, Con 14, Int 15, Wis 15, Cha 10

Skills: Appraise +4, Craft (basketweaving) +4, Craft (carpentry) +3, Craft (cobbling) +3, Craft (leatherworking) +3, Craft (locksmithing) +4, Craft (mending) +5, Craft (stonemasonry) +3, Craft (tinsmithing) +3, Craft (weaving) +4, Handle Animal +2, Listen +4, Profession (peddler) +5, Profession (driver) +3

Feats: Endurance, Iron Will

Languages: Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

Possessions: stocked peddler's cart, dagger, tools, 7 gp, 27 sp, 40 cp

INTERACTION SEED: SUCCESS

One day, instead of his usual handcart, Oswin pulls up steering a huge wagon pulled by a team of horses. He has his usual range of goods, only more of them, plus numerous new items. When asked about his change in fortunes, he hedges or changes the subject.

On his next run through town, he's pulling the handcart again, and he swears he doesn't know anything about a horse-drawn wagon or newfound wealth. He also swears that he didn't miss his last round through Briarton.



OUTLYING REGIONS

The countryside around Briarton contains a number of people and landmarks of import to the village. Some are occasional visitors to the community, while others play important roles in its history.



PEOPLE OF NOTE

While they may not dwell in Briarton, some of the other inhabitants of the North Province frequently interact with the people of the village.

ANGWYN AP-LLEWELLYN

The uninitiated may see Angwyn ap-Llewellyn simply as a crazy old hermit living in a ramshackle cottage in the forest near Briarton. But those who know better recognize him as a powerful, if reclusive, wizard.

Angwyn has lived in his cottage in the woods for as long as anyone now alive can remember. He keeps a vegetable garden and a few goats, which he milks, for food. Angwyn can often be found ranting in mock outrage as he drives deer, rabbits and other forest creatures away from the delicacies of his garden. For that matter, the goats sometimes slip their tethers to pillage Angwyn's beloved garden as well.

Jealous of his privacy, Angwyn does not react well

to most visitors – particularly the unannounced kind. He prefers to spend his days engaged in studying magic in the many tomes and volumes filling his one-room cottage, or conducting various experiments in potion-brewing.

Angwyn does enjoy conversing with the druid, Malcolm, who drops by on occasion, though the cantankerous hedge wizard would never admit it. He might be prevailed upon to trade spells with another wizard, or even train a less-experienced spellcaster for a time, but it's unlikely that anyone other than Malcolm could persuade him to do so. The ranger, Arwold, is friendly with Angwyn, although he seldom visits the gruff wizard's cottage.

While he plays the part of a grumpy old coot to perfection, Angwyn has a kind heart beneath his gruff exterior and remains very much in control of his mental faculties.

Angwyn, 81, has long white hair and a flowing white beard. His eyes are piercing blue, and he has a pale complexion. The hedge wizard wears long robes and carries a magical staff.



Angwyn ap-Llewellyn
Male Human 13th-Level Wizard

CR 13; Size M (5 ft., 10 in. tall); HD 13d4+13+26 (amulet); hp 52(65*); Init +4 (Improved Initiative); Spd 30 ft.; AC 17 (bracers of armor +5, ring of protection +2); Attack +5/+0 melee (1d6-1/x2, +1 quarterstaff), or +6/+1 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Empathic Link, Share Spells; SV Fort +5(+6*), Ref +4, Will +11; AL NG; Str 6, Dex 10, Con 13(14*), Int 21, Wis 17, Cha 16

* if within 1 mile of Daffyd, his familiar

Skills: Alchemy +19, Concentration +11, Craft (bookbinding) +12, Handle Animal +13, Knowledge (arcana) +21, Knowledge (Briarton gossip) +8, Knowledge (local) +13, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (history) +12, Knowledge (planes) +21, Knowledge (nobility) +10, Scry +11, Spellcraft +11

Feats: Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Empower Spell, Improved Initiative, Forge Ring, Scribe Scroll, Spell Penetration, Still Spell

Languages: Common, Celestial, Draconic, Dwarven, Elven, Sylvan

Possessions: bracers of armor +5, +1 quarterstaff, wand of fireballs (8th-level caster), wand of polymorph other, amulet of health +2, bag of holding, cloak of displacement, ring of protection +2, potion of cure serious

wounds (4), potion of bull's strength, potion of cat's grace, light crossbow, cottage, cache of 7,500 gp

Spells (4/6/5/5/5/4/2/1; Base DC = 15 + spell level)

Spellbook: Spells marked in bold are some of those Angwyn prepares on any typical day.

0 Level—arcane mark, dancing lights, **daze**, **detect magic**, detect poison, disrupt undead, **flare**, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, **read magic**, resistance

1st Level—alarm, **burning hands**, charm person, color spray, hold portal, identify, mage armor, **magic missile**, magic weapon, **shield**, **shocking grasp**, spider climb, summon monster I, true strike, unseen servant, ventriloquism

2nd Level—arcane lock, **blur**, **bull's strength**, **cat's grace**, detect thoughts, endurance, flaming sphere, hypnotic pattern, **invisibility**, knock, levitate, resist elements, rope trick, **summon monster II**, web

3rd Level—blink, **dispel magic**, **fireball**, flame arrow, greater magic weapon, haste, hold person, illusory script, **lightning bolt**, protection from elements, slow, stinking cloud, **summon monster III**, tongues

4th Level—arcane eye, **charm monster**, **fire shield**, fire trap, **improved invisibility**, lesser geas, minor globe of invulnerability, polymorph other, polymorph self, remove curse, **stoneskin**, **summon monster IV**, wall of ice

5th Level—**cone of cold**, cloudkill, **contact other plane**, dominate person, lesser planar binding, mirage arcana, passwall, secret chest, seeming, **summon monster V**, teleport, **wall of force**

6th Level—**antimagic field**, analyze dweomer, flesh to stone, **globe of invulnerability**, legend lore, summon monster VI

7th Level—mass invisibility, phase door, summon monster VII, **teleport without error**

Daffyd: goat familiar; CR 2; Small animal; HD 13d8+26; hp 26(32*); Init +1 (Dex); Spd 30 ft.; AC 20 (+1 size, +1 Dex, +8 natural); Attack: melee +7/+2 (1d6, butt); Face: 5 ft. x 5 ft.; Reach 5 ft.; SA Alertness, Empathic Link, Improved Evasion, Share Spells, Touch, Speak With Master, Speak With Ruminants, Spell Resistance 18, Scry; Master gains +1 bonus on Fortitude saves if within 1 mile; SV Fort +6, Ref +5, Will +9; AL N; Str 10, Dex 12, Con 13, Int 12, Wis 12, Cha 5

*if within 1 mile of ap-Llewellyn

Skills: Balance +9, Escape Artist +3, Listen +4, Spot +7

Feats: Improved Bull Rush

Daffyd is an unremarkable brindled goat indistinguishable from the mundane goats on Angwyn ap-Llewellyn's land. In fact, of all the wizard's acquaintances, only Malcolm suspects that the goat is ap-Llewellyn's familiar.

Daffyd shares much of his master's standoffish nature, preferring to roam widely, although always remaining within a mile of his master. If the wizard tires of conversation with a visitor, he sometimes silently summons the goat to his side, and Daffyd herds the visitor away with insistent but non-damaging head butts.

In combat, Daffyd prefers charging over regular melee attacks, adding +2 to his attack but suffering -2 to his AC that round. If bull rushing, he receives a +4 stability bonus, a +2 charge bonus (if charging), and a -4 size penalty to his Strength check. He doesn't draw an attack of opportunity when bull rushing.

ARWOLD DRAGONEYE

A wandering ranger, Arwold Dragoneye protects the people of the North Province from the many dangers lurking in the wilderness. When a fearsome green dragon ravaged a village of the province years ago, Arwold drove it off with an expert arrow shot to its eye. Since then, he has been known as Arwold Dragoneye.

Along with his talent at tracking and woodcraft, Arwold has considerable skill at archery. He carries an enchanted bow crafted for him by Angwyn ap-Llewellyn and Leoric the Old, in the bowyer's younger days.

More comfortable in the wild than in human society, Arwold seems reserved, sometimes even brusque, to others. He sometimes visits the druid, Malcolm, in his grove or shares a campfire with shepherd Wystan Hillsfar, only occasionally entering Briarton itself.

Arwold, 46, has long brown hair and a short reddish-brown beard. He has far-seeing brown eyes. Tall, with a muscular build, he wears rustic clothing of greens and browns to conceal him in the woods.

Arwold Dragoneye

Male Human 8th-Level Ranger

CR 8; Size M (5 ft., 9 in. tall); HD 8d10; hp 46; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 from +2 leather armor); Attack +8/+3 melee (1d6/19-20/x2, +1 masterwork shortsword) and +8/+3 off-hand melee (1d6/19-20/x2, masterwork shortsword), or +11/+6 ranged (1d8+1/x3, +1 mighty composite longbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Favored Enemy Dragons (+2 bonus) and Orcs (+1 bonus); SQ Ambidexterity, Two-Weapon Fighting; SV Fort +6, Ref +4, Will +6; AL CG; Str 12, Dex 15, Con 10, Int 11, Wis 14, Cha 13

Skills: Animal Empathy +6, Handle Animal +6, Heal +6, Hide +6, Jump +4, Listen +5, Move Silently* +18, Profession (guide) +4, Search +5, Speak Language (Terran, Elven), Spot +4, Swim +4, Use Rope



+4, Wilderness Lore +7

* Includes bonus from *boots of elvenkind*

Feats: Dodge, Iron Will, Point Blank Shot, Track, Quick Draw

Languages: Common, Sylvan, Terran, Elven

Possessions: +2 leather armor, +1 mighty composite longbow (+1 Str bonus), masterwork short swords (2), dagger, light mace, *boots of elvenkind*, *rope of climbing*, *potion of cure light wounds* (3), 45 gp, 20 sp

Spells: (2/1; Base DC = 12 + spell level)

1st Level — *animal friendship*, *entangle*

2nd Level — *cure light wounds*

GISELA

A skilled horsewoman who owns a prosperous ranch just outside Briarton, Gisela has a colorful but tragic past. She ran away from a small village much like Briarton as a teenager, seeking a grander destiny than life as a farmwife. Chance brought her to a school of the fighting arts, where her agility and wits brought her to the attention of the swordmaster. Accepted as a student despite her lack of funds, Gisela trained hard and emerged a capable warrior.



Gisela became a mercenary roaming the kingdoms of the world, but she yearned to fight for something more than a pouchful of gold. Hired to help besiege an evil temple, Gisela befriended a paladin comrade. When the paladin perished in the final battle against the temple's defenders, she asked Gisela to convey her armor and tale back to the chapterhouse of her fighting order, consecrated to the goddess Erilys. Gisela did so, and, having heard the call to paladinhood herself, remained to take training as a holy knight of Erilys.

One of her fondest memories came a few years after Gisela completed her training. A mysterious stallion appeared one misty morning outside the chapterhouse as Gisela rested and recovered from her latest adventure. The spirited steed would allow none but Gisela to ride him, and he became her trusted warhorse, Mistrider.

Fighting evil and injustice in many lands, Gisela became a great champion of good. On a quest to defeat a vile sorcerer, however, Gisela fell under his arcane power. The sorcerer's enchantments forced Gisela to serve as his bodyguard, slaying other good-hearted adventurers who also sought his end. Months passed, until at last a fellow paladin broke the spell's hold on Gisela even as she slew him. Gisela destroyed her former master in a rage, but her thirst for vengeance convinced her that she had forsaken the ideals of her order. She could no longer bear to call on her powers as a paladin or carry on the fight against evil.

Believing herself unworthy of atonement, Gisela left the order and came north to Briarton to try to forget her former life. Using money given to her as a parting gift by her order, Gisela established a horse ranch just outside the village. Her knack with horses, strong will and good heart have turned her ranch into an excellent source of well-bred, well-trained horses.

Mistrider remains Gisela's trusted companion. The great stallion serves as the prize stud of her ranch. Retired before his time, Mistrider's yearns for the open road. Gisela feels his dismay, yet cannot bring herself to again take up the sword and armor packed away in a chest in her bedroom.

The crestfallen paladin keeps most people at a distance, even Maerwynn, the priestess of Erilys in Briarton, much to the cleric's dismay. But Gisela and the druid, Malcolm, have struck up a friendship of a sort. Gisela respects his stern wisdom, while Malcolm appreciates her love of horses and subtly encourages her to regain that which she has lost.

(Note: If Gisela ever does reassume the mantle of paladin, the cultists of Vextra may feel pressured to step up the timetable of their secret plot; p. 44.)

Gisela, 38, has black hair and deep blue eyes. She has a fit, strong build. While not dour, Gisela has a serious demeanor tinged by an ever-present sadness.

Gisela

Female Human 2nd-Level Warrior/6th-Level Paladin

CR 7; Size M (5 ft., 7 in. tall); HD 2d8+8 + 6d10+24; hp 72; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +13/+8 melee (1d8+5/x2, +2 *heavy mace of defending*), or +10/+5 ranged (1d8/19-20/x2, masterwork light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Smite Evil +3 to attack and damage, Turn Undead 6/day; SQ Aura of Courage, *Detect Evil*, Divine Grace, Divine Health, *Lay on Hands* 18 hit points, *Remove Disease* 2/week, Special Mount; SV Fort +15, Ref +5, Will +5; AL LG; Str 17, Dex 13, Con 18, Int 12, Wis 13, Cha 16

Skills: Climb +8, Diplomacy +4, Handle Animal +11, Heal +3, Jump +8, Knowledge (religion) +3, Profession (horse rancher) +8, Ride +10, Swim +8

Feats: Blind-fight, Improved Initiative, Leadership, Power Attack

Languages: Common, Orc

Possessions: +2 *heavy mace of defending*, +1 *chain shirt*, dagger, masterwork light crossbow, house, horse ranch, 60 gp, 34 sp

Spells: (2; Base DC = 11+ spell level) If Gisela finds her way back to her faith, she chooses the below listed spells daily.

1st Level — *cure light wounds*, *protection from evil*

Mistrider: paladin's mount; CR 4; Large magical beast; HD 6d8+18; hp 52; Init +1 (Dex); Spd 50 ft.; AC 18 (-1 size, +1 Dex, +8 natural); Attacks: melee +6 (1d6+4, two hooves), +1 (1d4+2, bite); Face: 5 ft. x 10 ft.; Reach 5 ft.; SA Improved Evasion, Share Spells, Empathic Link, Share Saving Throws; SQ Scent; SV Fort +8, Ref +6, Will +3; AL N; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6

Skills: Listen +7, Spot +7

Filled with boundless energy, Mistrider was born to ride headlong into the thick of a battle. Now the listless gray beast chaffs at his role as a pampered stud stallion (horses bred with Mistrider produce offspring with +1 HD, +1 Str, and an Int 4, and some 10% have the Evasion special ability). On many occasions he's jumped the fence of his paddock to run free in the surrounding countryside, always returning when Gisela calls hoping it signals a return to their holy mission.

INTERACTION SEED: RUNAWAY

Maryal, the oldest daughter of farmer Black Dougal, has an innate empathy for animals, and the druid, Malcolm, has started teaching her the ways of nature.

One day, Malcolm brings Maryal with him to Gisela's ranch. While the adults talk, Maryal visits the horses. She senses Mistrider's sadness about his role and his master's melancholy, and determines to do something about it. The child and the warhorse run off together in hopes of shaking Gisela out of her doldrums.

MALCOLM

Malcolm, a druid, lives in a forest grove just outside Briarton. Its location is known to everyone in the village, though they rarely disturb the druid there.

Malcolm dwells in a homey cottage along a babbling brook in a tree-shaded meadow surrounded by thick natural hedges. Those who seek the druid with an open heart easily find a path through the bushes to his cottage, but those with secret or hostile intent find the hedge an impenetrable maze of dead ends.

A respected figure in Briarton, Malcolm frequently visits Greenbriar Inn. Normally a friendly person, Malcolm can be remote, even stern, at times in carrying out his role as a protector of the natural world. Those who would despoil the wonders of nature for short-sighted gain have cause to fear the druid's wrath.



He has a strong affinity for nature, of course. Small animals and birds trust Malcolm implicitly, and often come to him for the tidbits he carries in his robe for them.

Malcolm is extremely wise, and willing to offer advice even to those who do not follow his faith. His judgments, though fair, can be exceedingly strict. Few have the strength of will to submit to the druid's soul-deep scrutiny.

The druid is friendly with Angwyn ap-Llewellyn, and occasionally visits the cantankerous wizard at his cottage. He also gets along well with Arwold Dragoneye and Gisela.

Malcolm, 48, has black hair and a thick black beard, with measuring brown eyes. He has a burly build, and typically wears a dark brown robe.

Malcolm

Male Human 7th-Level Druid

CR 7; Size M (6 ft., 1 in. tall); HD 7d8; hp 41; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 from +1 *leather armor*); Attack +7 melee (1d6+2/x2, +2 quarterstaff), or +8 ranged (1d4/x2, sling); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Animal Companion, Nature Sense, Resist Nature's Lure, Trackless Step, *Wild Shape* 3/day, Woodlands Stride; SV Fort +6, Ref +6, Will +9; AL NG; Str 11, Dex 16, Con 11, Int 13, Wis 17, Cha 12

Skills: Animal Empathy +10, Diplomacy +5, Handle Animal +6, Heal +9, Hide +6, Knowledge (nature) +8, Swim +3, Wilderness Lore +13

Feats: Brew Potion, Craft Arms and Armor, Craft Wondrous Item, Extend Spell

Languages: Celestial, Common, Druidic

Possessions: +2 quarterstaff, +1 leather armor, cloak of resistance +1, boots of speed, dagger, shortspear, sling, potion of cure light wounds (3), flame strike scroll, transmute rock to mud scroll, cottage, 540 gp, three 100 gp pearls

Spells: (6/5/4/3/1; Base DC = 13 + spell level)

0 Level—create water, cure minor wounds (2), detect poison, flare, guidance

1st Level—animal friendship, cure light wounds, detect snares and pits, goodberry, obscuring mist

2nd Level—animal messenger, barkskin, flaming sphere, hold animal

3rd Level—call lightning, plant growth, summon nature's ally III

4th Level—summon nature's ally IV

Grace and Abel: dire weasels; CR 2; Medium-size animal; HD 3d8; hp 13; Init +4 (Dex); Spd 40 ft.; AC 16 (+4 Dex, +2 natural); Attack melee +6 (1d6+3, bite); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Attach, Blood Drain; SQ Scent; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11

Abel's Skills: Hide +11, Move Silently +6, Spot +5

Grace's Skills: Hide +9, Move Silently +6, Pick Pockets +6

Feats: Weapon Finesse (bite)

Grace and Abel are siblings. The energetic, mischievous male, Abel, loves tormenting Tracker; he pulls his tail, drops things on his head from above and finds other ways to disrupt the wolf's sleep. Grace is somewhat vain, and preens constantly. She also has a penchant for "finding" things, especially shiny coins and jewelry.

Tracker: wolf; CR 1; Medium animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Attack melee +3 (1d6+1, bite); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Trip; SQ Scent; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +1*

* Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent

Feats: Weapon Finesse (bite)

A band of shepherds killed Tracker's mother when he was just a cub. Luckily, Malcolm happened upon the group before they had a chance to kill the cub. In the year since, Tracker has traveled with the druid wherever he goes. Barely into adulthood, the young wolf is still very much playful, and he enjoys chasing Abel and good-naturedly chewing on his ears.

Kayla: eagle; CR 1/2; Small animal; HD 1d8+1; hp 5; Init +2 (Dex); Spd 10 ft., fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural); Attack melee +3 (1d3, two claws) and melee -2 (1d4, bite); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills: Listen +6, Spot +6*

* Eagles receive a +8 racial bonus to Spot checks during daylight

Feats: Weapon Finesse (claw, bite)

The regal Kayla is quite aloof toward the other animals, for she sees herself as Malcolm's only true companion; the others are just the druid's occasionally useful lackeys. When not flying about, Kayla, with head held high and never sparing a glance for the lesser animals, takes 10-minute perch breaks on the druid's shoulder.

PLACES OF NOTE

The countryside around Briarton contains a few places of interest to villagers or travelers. GMs can use the information on these places as a starting point to devise their own adventures.

CASTLE ANGORN

Constructed 100 years ago to tame the North Province, Castle Angorn stands atop a hill two days' walk from Briarton. The great stone castle, with an inner keep, outer wall and numerous towers, stood for more than 50 years before falling during a war with a neighboring power.

The king did not rebuild the castle, and it moldered until 20 years ago, when a wicked sorcerer named Dagian the Black turned one of the remaining towers into a stronghold. Guarded by a loyal tribe of orcs, he conducted vile experiments that loosed many dangerous creatures, strange crosses between animals both natural and fantastical, to wreak havoc on farms and villages until the king dispatched a force to end his depredations.

Lord Arundel and several former soldiers living in Briarton joined the force. The soldiers destroyed the orcs and toppled the sorcerer's tower, but Dagian vanished before their arrival and has not been seen again.

While the upper works of Castle Angorn continue to crumble, the dungeons and storerooms below are now home to all manner of fell beasts. There are reports that a catacomb lies somewhere under the cellars, and it is known that the excavations tap into a network of natural caverns extending deep into the

earth. Some whisper that Dagian the Black escaped into this subterranean world before the fall of his dark tower 20 years ago and dwells there still.

Among other monsters, the ruins below Castle Angorn are home to a band of orcs that raided Briarton some 15 years ago. Several people were carried back to the orc lair, but were later rescued by a party of villagers. The orcish tribe continues to dwell beneath the castle ruins.

Over the years, many adventurers have passed through Briarton on their way to explore the dungeons of Castle Angorn. Only a few have returned, bearing treasures and stories of countless hazards.

GRAAK

Chieftain of the orc tribe dwelling below Castle Angorn, Graak rules with an iron hand.

Once servants of Dagian the Black, the orcish survivors of the battle with the human soldiers 20 years ago fled into the welcoming darkness below the castle ruins.

About 15 years ago, the orcs ventured forth to attack Briarton. The raiders carried off a number of villagers, resulting in the arrival of a rescue party at their lair a few hours later. The humans retrieved the captives, but at great cost.

In the years since, the tribe has contented itself with fighting adventurers who enter the dungeons in search of loot, waylaying an occasional traveler passing by the ruined castle and raiding in other directions.

The tribal shaman has informed Graak of a vision revealing that the chief has a half-orc son in Briarton. This news pleased Graak greatly, as all his orcish sons have perished at the hands of adventurers or other threats over the years. Graak awaits the day when his son will return to slay him and take his place as chieftain, in accordance with orcish ways.

Fairly old for an orc at 36 years of age, Graak relies on guile more than brute force to keep younger orcs in line. He remains a dangerous foe in combat, however, with cunning gained from years of experience compensating for any lessening of physical ability as he ages.

Graak has coarse black hair and red-brown eyes. He has grayish-green skin with a jutting forehead and snout-like nose. His muscular body has a stooped posture. In combat, Graak wears a captured suit of rusty chain armor and wields an orc double axe. His command of Common is far from perfect.



Graak

Male Orc 12th-Level Barbarian

CR 12; Size M (6 ft., 0 in. tall); HD 12d12+36; hp 106; Init +6 (+2 Dex, +4 Improved initiative); Spd 40 ft.; AC 21 (+2 Dex, +7 from +3 *chain shirt*, *ring of protection* +2); Attack +17/+12/+7 melee (1d8+7/x3, +2 *orc double axe of wounding*) or +15/+10/+5 ranged (1d8+1/19-20/x2, +1 *light crossbow* with +1 bolts); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Damage Reduction 1/-, Darkvision 60 ft., Light Sensitivity, Rage 4/day, Uncanny Dodge (Dex bonus to AC, can't be flanked, +1 against traps); SV Fort +11, Ref +6, Will +4; AL NE; Str 21, Dex 14, Con 16, Int 12, Wis 11, Cha 12

Skills: Climb* +16, Craft (weaponsmithing) +9, Handle Animal +5, Hide +3, Intimidate +9, Intuit Direction +7, Jump +11, Listen +7, Move Silently +3, Ride +7, Spot +2, Swim +9, Wilderness Lore +7

* includes bonuses from *ring of climbing*

Feats: Alertness, Cleave, Improved Initiative, Power Attack, Track

Languages: Common, Orc, Undercommon

Possessions: +2 *orc double axe of wounding*, +3 *chain shirt*, +1 *light crossbow*, +1 bolts (20), dagger, *ring of climbing*, *ring of protection* +2, *potion of cure serious wounds* (2), warhorse



CLAYHILL ABBEY

A former monastery sacked by bandits nearly 50 years ago, shortly after the fall of Castle Angorn, Clayhill Abbey attracts occasional curious adventurers even today. The ruined abbey lies about a day's walk from Briarton.

The abbey, which once consisted of a great cathedral, library, scriptorium, chapel and monks' quarters, was constructed by an order dedicated to a deity of knowledge. Monks turned out beautifully illuminated manuscripts copied from ancient volumes in its rich library.

But roving bandits attacked the abbey one night, slaying most of the monks and setting fire to the library. The few survivors sorrowfully set out for other monasteries of their order, leaving the ravaged abbey abandoned.

Moss and vines now creep across tumbled stone blocks in the upper works, which have largely collapsed over the years. But the cellars and crypts beneath the monastery are reputed to contain the lairs of various foul monsters and, according to rumor, forgotten treasures of the abbey.

SHRINE OF VEXTRA

Vextra's shrine consists of an eerie circle of standing stones around a sacrificial altar of rock hidden away in a shadowed glen deep within the forest near Briarton. Thorn bushes form maze-like paths surround the shrine, and only the cult of Vextra knows the true path to the center.

A god of pestilence and trickery, Vextra commands blood sacrifices and other wicked rituals of his followers. Cultists hope to avert his fearsome anger with their worship, and beg for his assistance as they further goals born in greed, envy, hate or other malign desires.

Naturally, the good kingdom of Galien frowns on worship of such an evil deity. Vextra's followers meet in secret, their identities concealed by masks and hoods, to conduct their horrific rites. A handful of villagers from Briarton, as well as inhabitants of other communities, slip away to meet at the shrine for their periodic ceremonies.

Balduin, a woodcutter from Briarton who is a cultist, contrives to do much of his work in the forest near the shrine so he can keep an eye out for possible intruders. He tries to mislead or otherwise deceive anyone poking around in the woods near the shrine. He may even try to kill intruders if it seems possible. Otherwise, Balduin sends word of the intrusion to other cultists via seemingly innocuous symbols and marks left in public places.

Vextra, Lord of Pestilence

Alignment: LE

Domain: Evil, Pestilence, Trickery

Symbol: A black iron star with a ruby in its center

Favored Weapon: Morningstar

Typical Worshipers: Vextra's worshippers include evil fighters, rogues, sorcerers and wizards and those making their living through trickery.

Description: The god of pestilence and trickery, Vextra is a lawful evil deity. His titles include the Dark Star and the Blight Bringer. Vextra favors those who cheat and steal from others and who destroy whole communities through blights or contagions. His clerics rarely form temples, as they are constantly on the move, sowing seeds of disease and deception wherever they go.



PESTILENCE DOMAIN

Granted Power: You may use a withering touch once per day. Your withering touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, the victim attempts a Fortitude save vs. a DC equal to 10+ your level. If the victim fails the save, he permanently loses 1 point of Strength, Constitution or Dexterity (victim's choice).

1st Level — *ray of enfeeblement*

2nd Level — *summon swarm*

3rd Level — *contagion*

4th Level — *diminish plants*

5th Level — *malaise*

6th Level — *plant blight*

7th Level — *creeping doom*

8th Level — *horrid wilting*

9th Level — *plague*

Malaise

Necromancy

Levels: Clr 5, Pestilence 5

Components: V, S, DF

Casting Time: 1 Round

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more creatures, not two of which can be more than 20 ft./level apart

Duration: 2 hours per level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible pall descends on the affected creatures, causing them to suffer a generalized ill health (-2 to Fortitude saves).

The spells affects a total number of hit dice of creatures (persons of not) up to 10 HD per level of the caster. If there are too many potential targets, the caster picks creatures one at a time until the limit is reached.

The malaise can be countered by *dispel magic*, *heal*, *limited wish*, *miracle* or *wish* spells.

Plant Blight

Transmutation

Level: Drd 6, Pestilence 6

Components: V, S, DF

Range: Long (400 ft. + 40 ft./level)

Target or Area: See text

Duration: Instantaneous

Saving Throw: Fortitude negates

This spell can be used one of two ways. If can target normal plants, reducing their potential production over the course of the following year to 10-40%

of normal. Or if cast on a single plant creature or animated plant, the target suffers a permanent loss of 10% of its hit points every month until it dies or the spell is countered by *plant growth*, which stops the progression of the blight but doesn't restore lost hit points.

Plague

Necromancy

Level: Pestilence 9

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: Two individuals per caster's level within a 100-ft radius

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subjects contract pneumonic plague, which strikes its initial victims within 3-36 (3d12) minutes. Subjects are -2 to save against this spell, and once they are infected, they quickly spread the disease to others. Secondary infections require a 1d4 day incubation period, after which the victims suffer the effects of the disease and become contagious themselves.

Pneumonic plague: Transmitted through coughs, sneezes or fluid contact, pneumonic plague's symptoms include: chills, high fever, headache and blood in the lungs. Without treatment, pneumonic plague's mortality rate is 100%, and unless its victims are quarantined the disease affects 1d20 people daily, spreading quickly to other communities via infected travelers.

Disease	Infection	DC	Incubation	Dmg
Pneumonic plague	Inhaled	20	1d4 days	1d6 Con

BENEGER CORBEN

Beneger Corben presides over the depraved rites at Vextra's hidden shrine. Clad in a blood-red robe and silver mask, the priest commits the sacrifices necessary to gain Vextra's awful favor. Other cultists both revere Beneger and fear him, much as they do Vextra himself.

When not conducting rituals for the cult, Beneger adopts a variety of guises as he travels throughout the North Province. He particularly enjoys posing as a mendicant friar collecting alms for the poor, or as a pilgrim off to see holy shrines; it amuses Beneger to trick others into receiving his unholy blessing.

Originally from a great city in another kingdom, Beneger was forced to flee when paladins and priests of a god of law uncovered his malevolent cult. Many

of his followers sacrificed their lives to enable his escape, and Beneger fled to the sparsely populated North Province without sparing a second thought for them.

Now he seeks to rebuild his power by bringing others to the worship of Vextra, though with much greater care and secrecy than before.

Beneger, 50, has iron-gray hair and icy blue eyes. He is tall, with a commanding presence that he sometimes conceals while in disguise.

Beneger Corben

Male Human 9th-Level Cleric

CR 9; Size M (5 ft., 10 in. tall); HD 9d8; hp 52; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +6 from +1 chainmail); Attack +9/+4 melee (1d8+3/x2, +1 morningstar), or +7/+2 ranged (1d8/19-20/x2, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Rebuke Undead 5/day; SQ Spontaneous Casting (*inflict* spells); SV Fort +6, Ref +4, Will +10; AL LE; Str 15, Dex 13, Con 11, Int 10, Wis 18, Cha 14

Skills: Bluff +12, Concentration +2, Diplomacy +7, Disguise +7, Hide +5, Heal +8, Knowledge (religion) +5, Profession (merchant) +7

Feats: Brew Potion, Combat Casting, Craft Rod, Leadership, Skill Focus (bluff)

Languages: Common

Possessions: +1 morningstar, +1 chainmail, amulet of proof against detection and location, rod of cancellation, potion of bull's strength, potion of cat's grace, potion of cure moderate wounds (3), potion of detect thoughts, black iron star "charms" (40), 150 gp, 46 sp, two 75 gp rubies

Spells: (6/5+1/5+1/4+1/3+1/1+1; Base DC 14 + spell level) Benegar's domains are Trickery (Bluff, Disguise and Hide are class skills) and Pestilence (may use a withering touch, a spell-like ability, once per day). Domain spells are marked with an asterisk.

0 Level — *cure minor wounds* (2), *detect magic*, *inflict minor wounds* (2), *resistance*

1st Level — *bane*, *change self**, *comprehend languages*, *cure light wounds*, *inflict light wounds*, *sanctuary*

2nd Level — *aid*, *bull's strength*, *cure moderate wounds*, *desecrate*, *hold person*, *invisibility**

3rd Level — *bestow curse*, *blindness/deafness*, *cure serious wounds*, *contagion**, *inflict serious wounds*

4th Level — *diminish plants**, *giant vermin*, *inflict critical wounds*, *lesser planar ally*

5th Level — *flame strike*, *malaise**

INTERACTION SEED: BLIGHT

Benegar Corben has concocted an insidious scheme to bring more followers to the cult of Vextra. This plot is designed to unfold gradually, advancing in stages between adventures by the PCs.

At first, the cultists secretly cause a series of accidents, illnesses, crop blights and other misfortunes to befall their fellow villagers. As worries mount, the cultists mention that they haven't experienced any such tribulations since purchasing good luck charms from a wandering friar a few months back. The cultists happen to have a few extras to sell to other villagers, who are then exempted from the secret attacks of the cultists.

The charms are actually unholy symbols of Vextra, modified by removing the ruby to throw off anyone familiar with the cult.

In time, Benegar, disguised as a mendicant friar, again passes through Briarton. He sells his luck charms to all who desire them and preaches about the harvest-protecting god whose worship he spreads. After a day or so, Benegar leaves the village to continue his journeys through the province. Some villagers who declined the charms are beset by diseases, crop failures, *etc.*

Some time later, Benegar returns to Briarton in his friar guise. He invites the people of the village to add worship of his deity, Vextra, to their reverence for Erilys. If the villagers agree, a small shrine to Vextra is constructed in the community. Rites at the shrine are tame by comparison to the horrific rituals conducted secret forest altar; for example, only symbolic sacrifices are used. But rituals and teachings at the village shrine grow imperceptibly darker as Benegar and the other cultists seek to slowly corrupt the people of Briarton.

As Oswin the Tinker and Geneviève the Fair visit other parts of North Province frequently, either might run across other tales of woe averted by a mendicant friar and become suspicious. Voicing such suspicions in the wrong places would make one a targets for action by the cultists, and anyone with one of the friar's charms would be seen as a potential enemies by the two.

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ACTION! SYSTEM STATS

LORD RODERICK ARUNDEL

Attributes:

STR	6	REF	6	HLT	6
PRE	5	INT	4	WIL	4
DEF	16/17*	INI	5/7*	MOV	12
TGH	5	LIF	26		

Advantages: Famous: Fair and just lord (Conv.; +3 to Social skills), Fast Reflexes (+2 INI*), Membership: Nobility (Major; MR: 4), Phys. Adv.: Blind fighting (+3 to offset penalties for poor/no sight), Extra Action Points (+7 AP)

Disadvantages: Psych. Disad.: Lawful good morality (Peril), Senior: 62 years old (Inconv.)

Skills: Animal Handling +5, *Athletics* +2, *Awareness* +2, Crossbows +6, Knowledge (nobility) +4, Knowledge (wilderness lore) +1, Negotiation +4, Orate (Command +4) +1, *Persuasion* +2, Polearms (Lances +4) +2, Riding +6, Society (high) +4, *Stealth* +2, Swimming +4, Swords +9*

Equipment: dagger (1d6; 2d6 w/STR), magic chainmail armor* (AV: 15, Loc: 3, 5-15; +1 DEF), lance (3d6, 5d6 w/charge), magic ring of defense (+1 DEF), Ravensblade—magic longsword (3d6; 4d6+2 w/STR; +2 to Swords skill), small crossbow (2d6), potion of strength—1 dose (adds +4 STR potion of healing—10 doses (heals 1d6 LIF per dose), magic ring of protection (+3 to DEF and skill rolls to avoid damage), magic horseshoes (+6 MOV when worn by horse), five sets of clothing, manor house, light warhorse, a 6,000 gp cache.

LADY ALIANORA FITZHUGH

Attributes:

STR	3	REF	5	HLT	3
PRE	7/10*	INT	5	WIL	7
DEF	15	INI	5/6*	MOV	8
TGH	3	LIF	23		

Advantages: Famous: local Lady and great moderator (Conv.; +3 to Social skills), Fast Reflexes (+1 INI), Membership: Nobility (Major; MR: 3)

Disadvantages: Psych. Disad.: Neutral good morality (Inconv.)

Skills: *Athletics* +2, *Awareness* (hearing +2) +4, Conversation +5, Dancing +4, History +5, Instrument (harp) +7, Instrument (flute) +4, Language (Dwarven) +4, Negotiations +6, Orate (bard +2) +2, *Persuasion* +4, Religion +5, Riding +3, Singing +4, Society (high) +3, *Stealth* +2, Throwing +4

Equipment: silver dagger, Ring of Influence, master quality lute (+1 to skill roll), master quality flute (+1 to skill roll), harp, armoire of 20 fine dresses and cloaks, light riding horse, 500 gp in gold and gems

RAVENSBLADE

Magic, master quality sword, provides +2 bonus to the wielder's Swords skill.

RING OF INFLUENCE

+3 bonus to PRE when worn.

ARUNDEL MANOR DEFENSES

Walls (reinforced masonry): AV: 18, Hits: 15, Tricky Climbing roll (TN 15); To break: Legendary STR roll (TN 30).

Doors (wood, heavy): AV: 10, Hits: 9; Break: Difficult STR roll (TN 21)

Locks: Challenging Lockpicking roll (TN 18)

Windows: AV: 2, Hits: 2, DEF: 10

Wooden Shutters: AV: 6, Hits: 4, DEF: 12

GELLIR

DWARVEN WARRIOR

Attributes:

STR	7	REF	4	HLT	7
PRE	4	INT	5	WIL	5
DEF	14/15*	INI	5/6	MOV	4*
TGH	6	LIF	41		

Advantages: Phys. Advantage: Blind Fighting (+3 to offset penalties for poor/no sight), Fast Reflexes (+1 INI), Strong Willed (Gift), Extra Action Points (+7 AP), Night Vision (Edge)

Disadvantages: Psych. Disad.: Lawful good morality (Peril), Psych. Disad.: Loyal to Lord Arundel (Hardship), Psych. Disad.: Loves/protective of Arundel family (Hardship), Psych. Disad.: Values truth/scorns liars (Hardship), Short (dwarf; max MOV 4)*

Skills: Appraisal +5, *Athletics* +3, *Awareness* +4, Maces/Clubs (Warhammer +2) +6, Craft (stonemasonry) +5, Crossbows +5, Language (Common) +5, Language (Orc) +3, *Persuasion* +2, Riding +3, Society (high) +2, Smith (armor +2) +5, *Stealth* +2, Swords +6, Throwing +5

Equipment: dagger (1d6; 2d6 w/STR), *magical chainmail armor (AV: 14, Loc: 3, 5-15; +1 DEF), small crossbow (2d6), magical warhammer (3d6; 4d6+2 w/STR; +1 to Maces/Clubs skill), potion of strength—1 dose (adds +4 STR for 1 hour), potion of healing—1 dose (heals 2d6 LIF per dose), magic ring of warmth (+6 to TGH to resist cold damage), smithing and stonemasonry tools, 1,000 gp.

ALFGAR STRONGARM

BLACKSMITH

Attributes:

STR	8	REF	7	HLT	5
PRE	5	INT	5	WIL	4
DEF	17	INI	6	MOV	13
TGH	6	LIF	23		

Advantages: High Pain Threshold (Conv.)

Disadvantages: Psych. Disad.: Neutral morality (Inconv.), Psych. Disad.: Suspicious of strangers (Inconv.), Secret: Runaway apprentice (Hardship), Social Disad.: Shy around attractive women (Inconv.; -3 to social skill rolls)

Skills: Animal Handling +4, *Athletics* +2, *Awareness* +2, Crossbows +4, Language (Dwarven) +1, Locksmith +4, *Maces/Clubs* +4, Mechanics +4, *Persuasion* (Intimidation +2) +2, Smith (blacksmith +2) +4, *Stealth* +4, Use Magic Device +4.

Equipment: chainmail (AV: 12, Loc: 6-15), dagger (1d6; 2d6 w/STR), light crossbow (2d6), warhammer (3d6; 4d6+2 w/STR), thieves' tools, smithy, forge, 1,000 gp of pre-made items, 75 gp, 80 sp

HENNA THE WISE

MERCHANT/ALCHEMIST

Attributes:

STR	3	REF	3	HLT	4
PRE	5	INT	6	WIL	7
DEF	13	INI	5	MOV	7
TGH	5	LIF	26		

Advantages: Strong Willed (Conv.)

Disadvantages: Psych. Disad.: Lawful neutral morality (Inconv.), Secret: Childhood accident (Hardship)

Skills: Alchemy +7, Art (sculpting) +7, *Athletics* +2, *Awareness* +5, Craft (bookbinding) +4, Craft (brewing) +4, Craft (pottery) +4, Craft (weaving) +5, Herbalism +6, Knives +3, Language (Dwarven) +4, Language (Gnome) +4, Lip Reading +4, *Persuasion* +2, Professional (apothecary) +6, Professional (bookkeeper) +5, Professional (moneylender) +5, *Stealth* +2, Throwing +4, Writing +5

Equipment: curio shop, 2,500 gp of items for sale (curios, maps, potions, books, etc.), alchemist's lab, five dresses, 1,500 gp of coins in various denominations (for money changing) kept in three locked chests, a personal cache of 650 gp

LEURONA

MERCANTILE SHOP OWNER

Attributes:

STR	5	REF	5	HLT	4
PRE	4	INT	4	WIL	6
DEF	15/17	INI	5	MOV	10
TGH	6	LIF	24		

Advantages: Membership: MR4/minor priestess in Cult of Vextra (Moderate)

Disadvantages: Psych. Disad.: Lawful evil morality (Hardship), Psych. Disad.: Distrustful/watchful of customers in shop (Inconv.), Psych. Disad.: Overcharges outsiders (Inconv.), Secret: Member of Cult of Vextra (Peril)

Skills: *Athletics* +2, *Awareness* +6, Concentration +4, Contortionist +4, Crossbows +3, Disguise +4, *Mace/Clubs* +3, *Persuasion* +5, Professional (shopowner) +4, Religion +4, *Stealth* +4, Trading +4

Equipment: mercantile shop, 1,500 gp of items for sale, cottage, morning star (3d6; 3d6+2 w/STR), small crossbow (2d6), magical leather armor* (AV: 6; Loc: 7-15; +2 DEF), 90 gp, 47 sp, 32 cp

ULRIC THE RED

HENPECKED HUSBAND

Attributes:

STR	4	REF	6	HLT	5
PRE	6	INT	4	WIL	2
DEF	16	INI	5	MOV	10
TGH	6	LIF	22		

Advantages: Membership: MR2/member of Cult of Vextra (Moderate)

Disadvantages: Psych. Disad.: Lawful evil morality (Hardship), Secret: Member of Cult of Vextra (Peril), Social Disadv.: Whiny/annoying demeanor (Inconv.)

Skills: Animal Handling +3, *Awareness* +2, *Climbing* +3, Craft (weaving) +4, Crossbows +3, Knives +2, *Persuasion* +3, Riding +5, *Stealth* +2, Throwing +3

Equipment: dagger (1d6; 2d6 w/STR), small crossbow (2d6), leather armor (AV: 6; Loc: 7-15)

KENRICK THE LAME

GLASSBLOWER

Attributes:

STR	4	REF	5	HLT	6
PRE	8	INT	4	WIL	3
DEF	15	INI	5	MOV	10*
TGH	4	LIF	24		

Advantages: Phys. Adv.: Endurance (Edge; +2 to skill rolls involving physical endurance), Extra Action Points (+3 AP)

Disadvantages: Phys. Disad.: bad leg* (Hardship; cannot Run or Sprint, -3 Climbing), Psych. Disad.: Neutral good morality

Skills: Acting (comedy/buffoonery +4) +2, Animal Handling +5, Athletics +2, Awareness +2, Conversation +5, Craft (basketweaving) +5, Craft (glassblowing) +6, Craft (leadsmithing) +2, Craft (leatherworking) +5, Fish and Game +1, Instrument (flute) +6, Instrument (pan pipes) +6, Juggling +6, Knives +3, Language (Signing) +4, Orate (storytelling +4) +2, Persuasion +2, Poetry (limricks) +6, Stealth +2, Throwing +4, Unarmed Combat +3

Equipment: glassblowing shop, magical goggles of minute seeing, 700 gp worth of glass wares for sale, tools, dagger (1d6; 2d6 w/STR), house, 120 gp, 95 sp, 70 cp

HEWALD THE MILLER

MILLER

Attributes:

STR	4	REF	5	HLT	5
PRE	3	INT	5*	WIL	5
DEF	15	INI	5	MOV	10
TGH	5	LIF	25		

Advantages: Fast Reflexes (Conv.; +1 INI*)

Disadvantages: Phys. Disad.: Overweight (Inconv.), Psych. Disad.: Neutral good morality (Inconv.), Psych. Disad.: Often daydreams (Inconv.)

Skills: Appraisal +4, Athletics +2, Awareness +6, Binding +4, Cooking +5, Craft (Carpentry) +3, Fish & Game +2, Intuition +4, Knives +3, Knowledge (geography) +3, Maces/Clubs +3, Persuasion +2, Professional (miller) +7, Religion +4, Stealth +2, Throwing (Knives +2) +2, Unarmed Combat +2,

Equipment: mill, house, dagger (1d6; 2d6 w/STR)

GRIMBOR

INN SERVANT

Attributes:

STR	8	REF	4	HLT	6
PRE	2	INT	4	WIL	4
DEF	14	INI	4	MOV	10
TGH	7	LIF	26		

Advantages: Night Vision (Edge)

Disadvantages: Distinctive Features: half-orc (Hardship), Outsider (Inconv.), Psych. Disad.: Chaotic neutral morality (Inconv.), Psych. Disad.: Has crush on (Inconv.), Psych. Disad.: Self-loathing (Inconv.), Psych. Disad.: Vow to find & kill his father (Hardship)

Skills: Art (pottery) +3, Awareness +2, Climbing +4, Fish and Game +3, Knives +4, Language (Orc) +2, Maces/Clubs +4, Persuasion +2, Stealth +2, Swimming +4

Equipment: dagger (1d6; 2d6 w/STR), 2 gp, 4 sp

CONRAD MARTEL

INNKEEPER

Attributes:

STR	4	REF	4	HLT	5
PRE	5	INT	6	WIL	7
DEF	14	INI	5	MOV	10
TGH	6	LIF	29		

Advantages: Famous: owner of popular inn (Conv.), Tall (Conv.)

Disadvantages: Psych. Disad.: Protective of Kimberly (Inconv.)

Skills: Awareness (hearing +4) +3, Conversation +4, Cooking +6, Knives +4, Language (Dwarven) +3, Fish and Game +4, Knowledge (Briarton gossip) +6, Language (Elven) +3, Language (Goblin) +1, Language (Halfling) +4, Language (Orc) +2, Language (Sylvan) +2, Lip Reading +5, Maces/Clubs +4, Negotiation +4, Persuasion (Intimidate +2) +2, Professional (innkeeper) +7, Society +7, Stealth +2, Symbols +5, Throwing +4

Equipment: Greenbriar Inn and stables, six sets of clothes, pair of silvered master quality daggers (1d6; 2s6 w/STR), light riding horse, 1,500 gp in wine and foodstuffs, 6,500 gp cache

MAERWYNN

PRIESTESS OF ERILYS

Attributes:

STR	6	REF	5	HLT	4
PRE	6	INT	5	WIL	7
DEF	15	INI	5	MOV	10
TGH	7	LIF	26		

Advantages: Membership: MR5/priestess of Erilys (Moderate), Strong Willed (Conv.)

Disadvantages: Psych. Disad.: Neutral good morality (Inconv.)

Skills: *Athletics* +2, *Awareness* +2, *Concentration* +4, *First Aid* (or *Herbalism*) +6, *Knowledge* (arcane) +4, *Language* (Dwarven) +4, *Maces/Clubs* +5, *Persuasion* +2, *Polearms* (Staves +2) +3, *Religion* (Erilys) +6, *Scry* +4, *Slings* +4, *Spellcraft* +3, *Stealth* +2,

Special Abilities: *Turn undead*: Up to 6 times per day the character may cause undead creatures to flee—multiply the character's PRE times Religion score (Maerwyn's total is 36); any undead creature with this many LIF points or less is automatically destroyed and those with up to 2x this amount must turn and flee;

Equipment: *magical chainmail* (AV: 14; Loc: 7-17), *magical quarterstaff* (3d6; 4d6+2 w/STR; +1 to Polearms (Staves) skill rolls), 25 doses of *minor healing potion* (heals 1d6 LIF per dose), 5 doses of *strong healing potion* (heals 3d6 LIF per dose), 565 gp

BALDUIN

WOODCUTTER

Attributes:

STR	6	REF	4	HLT	5
PRE	6	INT	4	WIL	5
DEF	14	INI	4	MOV	10
TGH	6	LIF	25		

Advantages: Membership: MR2/member of Cult of Vextra (Moderate)

Disadvantages: Psych. Disad.: Jealous of more prosperous villagers (Inconv.), Psych. Disad.: Neutral evil morality (Hardship), Secret: member of the Cult of Vextra (Peril)

Skills: *Animal Handling* +4, *Axes* +3, *Athletics* +2, *Awareness* +3, *Fish and Game* +2, *Maces/Clubs* +3, *Persuasion* +2, *Professional* (lumberjack) +4, *Stealth* +2, *Throwing* +2, *Unarmed Combat* +3

Equipment: handaxe (2d6; 3d6+2 w/STR), dagger (1d6; 2d6 w/STR), 1 gp, 25 sp

BLACK DOUGAL

FARMER / FORMER ROYAL GUARD

Attributes:

STR	8	REF	5	HLT	6
PRE	5	INT	5	WIL	6
DEF	15	INI	5	MOV	12
TGH	7	LIF	30		

Advantages: Ally: Red Dougal in the Galian Royal Guard (Edge), Famous: fierce warrior (based on past exploits; Conv.), Lucky (Conv.; +2 AP), Membership: MR10/leader of village militia (Trivial)

Disadvantages: Psych. Disad.: Chaotic good morality (Hardship), Psych. Disad.: Prefers quiet life of a farmer (Inconv.)

Skills: *Animal Handling* +4, *Axes* (great axes +2) +5, *Athletics* +2, *Awareness* +2, *Climbing* +4, *Crossbows* +4, *Language* (Dwarf) +1, *Language* (Elf) +1, *Language* (Giant) +4, *Maces/Clubs* +6, *Negotiation* +2, *Persuasion* (Intimidation +4) +2, *Professional* (farmer) +5, *Riding* +5, *Stealth* +2, *Swimming* +4, *Throwing* +4, *Unarmed Combat* +2

Equipment: leather armor (AV: 6; Loc: 7-15), battleaxe (5d6; 6d6+2 w/STR), small crossbow (2d6), dagger (1d6; 2d6 w/STR), *magical battleaxe* (giant-sized; 8d6 P/L, , Siz: L, Init: -2, Acc: -1, STR Min: 10, Wt: 40; enchantment: +1 to skill roll), 566 gp, large house, farm

DROGO RAVENOT

EX-SOLDIER

Attributes:

STR	6	REF	5	HLT	7
PRE	1	INT	4	WIL	4
DEF	15	INI	6*	MOV	10
TGH	5	LIF	29		

Advantages: Fast Reflexes (+1 INI*), Membership: MR2/member of Cult of Vextra (Mod.), Phys. Adv.: Bling fighting (Conv.; +3 to offset sight penalties)

Disadvantages: Psych. Disad.: Loves/believes he is courting Kimberly (Hardship), Secret: member of Cult of Vextra (Peril), Social Disad.: Disliked by most residents (Inconv.), Unattractive (Inconv.)

Skills: *Athletics* +2, *Awareness* +2, *Climbing* +5, *Crossbows* +4, *Maces/Clubs* +5, *Persuasion* +2, *Riding* +4, *Stealth* +2, *Swimming* +4, *Swords* +5, *Throwing* +4

Equipment: house, master quality longsword (3d6; 4d6+2 w/STR), master quality small crossbow (2d6), chain shirt (AV: 12; Loc: 7-13), small steel shield (AV: 12; Loc: 6-12), 50 crossbow bolts, dagger (1d6; 2d6 w/STR), light mace (3d6; 4d6+2 w/STR), battleaxe (4d6; 4d6+2 w/STR), light flail (3d6; 4d6+2 w/STR), orc

double axe (treat as battle ax), caltrops (1d3 points dmg when stepped on), dwarven urgosh (treat as battle ax), spiked gauntlets (AV: 10, Loc: 9; causes 1d6 damage, 2d6 w/STR), 611 gp, *magic potion of healing* (2 doses; heals 2d6 LIF per dose).

LEORIC THE OLD

RETIRED MASTER FLETCHER/DRUNK

Attributes:

STR	5	REF	7*	HLT	4
PRE	5*	INT	5*	WIL	5*
DEF	17	INI	6	MOV	12
TGH	5	LIF	22		

* Leoric's stats are affected by the state of drunkenness in which he is encountered.

Advantages: Extra Action Points (+1 AP), Famous: local tragic hero (Conv.)

Disadvantages: Phys. Disad.: Alcoholic (Hardship), Psych. Disad.: Neutral morality (Inconv.)

Skills: Athletics +2, Awareness +2, Bows +6, Persuasion +2, Stealth +2, Unarmed Combat +5

Equipment: Clothing

DRUNKENNESS EFFECTS

Tipsy: -1 REF, -1 INT, -1 WIL; Leoric is generally tipsy within 30 minutes of starting his day, and within the hour, he progresses to Intoxicated.

Intoxicated: -2 REF, -2 INT, -2 WIL, -1 PRE; Leoric is usually found in this state, rarely progressing to Inebriated unless he has extra cash on hand or experiences an emotional crisis (something bad happened to Kimberly, the anniversary of the orc raid and/or the rescue mission to the castle, a chance encounter with Grimbor, etc.).

Inebriated: -3 REF, -3 INT, -3 WIL, -3 PRE

STEFAN DINESCU

FARMER/FORMER ENTERTAINER

Attributes:

STR	7	REF	7	HLT	5
PRE	5	INT	5	WIL	5
DEF	19*	INI	8*	MOV	13
TGH	6	LIF	25		

Advantages: Fast Reflexes (+2 INI*), Phys. Adv.: Accurate at short range (Conv.; missile weapon attacks at up to 10 meters distance are at +3), Phys. Adv.: Natural dodge (Edge; the character receives the +2 DEF bonus for dodging without using an action, which may be stacked with a normal Dodge action), Phys. Adv.: Sneak attack (Edge; On a successful attacking from surprise, the character chooses the Hit

Location instead of rolling randomly), Strong Willed

Disadvantages: Outsider: nt fully accepted by all villagers (Inconv.), Psych. Disad.: Chaotic good morality (Hardship), Psych. Disad.: Reformed/won't use thieving skills (Hardship), Secret: former burglar/thief (Hardship)

Skills: Acrobatics +6, Acting +4, Appraisal +4, Awareness +4, Binding +4, Bows +5, Climbing +6, Concentration +4, Contortionist +4, Disguise +5, Fish and Game +2, Intuition +4, Juggling +4, Language (Goblin) +2, Lockpicking +5, Persuasion +3, Professional (farmer) +4, Riding +4, Society +4, Stealth +4, Swords +6*, Throwing (knives +2) +3, Unarmed Combat +5, Use Magic Device +4

Equipment: magical short sword (2d6; 4d6 w/STR; +1 to skill roll*), magical leather armor (AV: 8; Loc: 7-15), master quality short bow (3d6), quiver, 30 arrows, dagger (1d6; 2d6 w/STR), house, small farm, 130 gp, 85 sp, 45 cp, two 50 gp pearls

GRASS CLOAKER

CREATURE

Attributes:

STR	10	REF	8	HLT	6
PRE	4	INT	6	WIL	6
DEF	16	INI	9*	MOV	16
TGH	8	LIF	30		

Grass Cloaker's DEF modified for size.

Advantages: Fast Reflexes (+2 INI*), Light Sleeper (Gift), Well Rested (Gift)

Disadvantages: Phys. Disadvantage: Animal intelligence (Hardship), Phys. Disadvantage (Peril): Can't run or Sprint, Psych. Disad.: Chaotic neutral morality (Inconv.)

Skills: Awareness +6, Bite +5, Engulf +5, Stealth +10

Special Abilities: *Bite:* 3d6+2 P/L damage; Chameleon: The creature can mimic the color and texture of the surrounding area, making it extremely difficult to see (Awareness TN24 to see or hear; TN 18 to detect with other senses); *Engulf:* On a successful Grab attack against a target, the Grass Cloaker has engulfed the target, which is then considered Restrained. Attacks against the creature inflict half the damage rolled upon the engulfed victim, as well; *Entrancing Buzz:* All sentient beings within 30 meters must make a WIL roll (add any bonuses for Strong Willed) vs. TN 18 or approach the sounds. When they step on the Grass Cloaker, it attempts an Engulf attack.

Equipment: 5d6 x100 silver coins within the creature (from previous victims).

GENEVIÈVE THE FAIR

TRAVELING BARD

Attributes:

STR	4	REF	7	HLT	7
PRE	7	INT	5	WIL	4
DEF	18*	INI	10*	MOV	12
TGH	4	LIF	29		

Advantages: Famous: local celebrity (Conv.), Fast Reflexes (+4 INI*), Life Experience (+3 to lore & other applicable skill rolls), Night Vision (Conv.), Immunity to Sleep spells (Edge), Extra Action Points (+2 AP)

Disadvantages: Distinctive Features: Half-elf (Inconv.)

Skills: Acting +7, *Awareness* (avoid surprise +3) +4, Bows +5, *Climbing* +2, Concentration +4, Craft (make wind instruments) +5, Crossbows +5, Dancing +7, Flexible weapons +4, History +5, Instrument (flutes) +7, Instrument (lutes) +7, Intuition +2, Knowledge (local lore) +5, Language (Elven/native) +6, Language (Common) +4, Language (Celestial) +5, Language (Dwarven) +4, Language (Halfling) +4, Language (Orc) +3, Language (Sylvan) +5, *Maces/Clubs* +4, Negotiation +4, Oratory +7, *Persuasion* +2, Singing (ballads) +7, Society +5, *Stealth* +4, Swords +4, Symbols +4

Special Abilities: *Enchanted Music*: with a successful Instrument, Orate or Singing skill roll (TN 15), user grants either 1 free Action Point to all friends and allies within 10 meters, which lasts for up to 1 minute (after which time it is lost), or beguiles any 1 creature that can see and hear the user, making it unable to perform any action except Move or observe the user, for up to 10 minutes. Usable 3 times per day.

Equipment: *magical longsword* (3d6; 3d6+2 w/STR; +1 to skill rolls), dagger (1d6; 2d6 w/STR), whip (1d6 B/L; 1d6+2 w/STR; can Grab), *magical cloak* (+1 DEF*), *magical bracers* (AV: +1; Loc: All), master quality lute and flute, 255 gp, 30 sp, 8 cp, five 35 gp amethyst gems.

OSWIN

TRAVELING MERCHANT/TINKERER

Attributes:

STR	4	REF	4	HLT	6
PRE	4	INT	6	WIL	6
DEF	14	INI	5	MOV	9
TGH	5	LIF	30		

Advantages: Phys. Adv.: Good endurance (Conv.; +3 to skill rolls involving endurance), Strong Willed (Conv.)

Disadvantages: Easy to Kill (Inconv.; +1 point per wound); Psych. Disad.: Neutral good morality (Inconv.)

Skills: Animal Handling +2, Appraisal +4, *Athletics* +2, *Awareness* +2, Craft (basketweaving) +4, Craft (carpentry) +3, Craft (cobbling) +3, Craft (leatherworking) +3, Craft (locksmithing) +4, Craft (mending) +5, Craft (stonemasonry) +3, Craft (tinsmithing) +3, Craft (weaving) +4, Knives +2, Language (Dwarven) +3, Language (Elven) +3, Language (Gnome) +3, Language (Halfling) +4, Language (Orc) +2, Lockpicking +4, *Maces/Clubs* +2, *Persuasion* +2, *Stealth* +2, Teamster +3, Throwing +2, Trading +5

Equipment: stocked peddler's cart, dagger, tools, 7 gp, 27 sp, 40 cp

ANGWYN AP-JLEWELLYN

WIZARD

Attributes:

STR	2	REF	4	HLT	3/4*
PRE	7	INT	9	WIL	7
DEF	14	INI	7	MOV	7
TGH	5	LIF	23		

Advantages: Famous: legendary wizard (Gift), Fast Reflexes (Conv.; +2 INI), Mystic Adv.: Penetrating magic (Conv.; +2 to skill rolls when used in opposed rolls to resist), Mystic Adv.: Potent magic (Edge; effects of spells with random effects increased by 1/2), Mystic Adv.: Still spell (Edge; spells requiring motion/gestures can be cast while still), Extra Action Points (+5 AP)

Disadvantages: Infamous: crazy old hermit (Inconv.), Psych. Disad.: Neutral good morality (Inconv.), Psych. Disad.: Solitary/dislikes visitors (Inconv.)

Skills: Alchemy +9, Animal Handling +7, *Athletics* +2, *Awareness* (avoid surprise +3) +2, Concentration +6, Craft (bookbinding) +6, Crossbows +2, Engineering (general) +6, Geography (local kingdom) +6, History +6, Knowledge (arcana) +9, Knowledge

(Briarton gossip) +5, Knowledge (local lore) +7, Knowledge (nobility) +6, Knowledge (dimensions/planes) +9, Language (Common; *native*) +7, Language (Celestial) +4, Language (Dragon) +4, Language (Elven) +5, Language (Sylvan) +4, *Maces/Clubs* 2, *Persuasion* +2, *Polearms* (Staves +2) +2, *Scry* +6, *Stealth* +2, *Throwing* +2

Special Abilities: *Create magical items:* The user can create magical items (including weapons, armor, wands, rings, and the like); *Empathic link:* User can read emotions of target for 1 turn with successful opposed Knowledge (arcana) roll vs. target's WIL attribute roll; *Share magic:* any spells Angwyn casts on himself may also affect his familiars (GM's option).

Equipment: *bracers of armor* +5, +1 *quarterstaff*, *wand of fireballs* (8th-level caster), *wand of polymorph other*, *amulet of health* +2, *bag of holding*, *cloak of displacement*, *ring of protection* +2, *potion of cure serious wounds* (4), *potion of bull's strength*, *potion of cat's grace*, *light cross-bow*, *cottage*, *cache* of 7,500 gp

DAFFYD

GOAT FAMILIAR

Attributes:

STR	4	REF	5	HLT	5
PRE	1	INT	5	WIL	5
DEF	19*	INI	5	MOV	10
TGH	5	LIF	25	SR	18

*if within 1 mile of ap-Llewellyn; DEF includes bonus for size

Advantages: *Mystic Adv.:* Magic resistance (Conv.; Spells cast upon the character are at one greater Difficulty Level), *Phys. Adv.:* Natural dodge (Edge; the character receives the +2 DEF bonus for dodging without using an action, which may be stacked with a normal Dodge action)

Disadvantages: *Phys. Disad.:* Animal (Inconv.; no fine manipulation, cannot speak, etc.), *Psych. Disad.:* Loyal to Angwyn (Peril)

Skills: *Acrobatics* (for balance only) +6, *Awareness* (vision +2) +5, *Bite* +4, *Contortionist* (for escape only) +3, *Geography* (local terrain & paths) +6, *Navigation* +6, *Persuasion* +2, *Ram* +5, *Stealth* +2

Special Abilities: *Empathic link* with Angwyn ap-Llewellyn; *Share magic:* any spells Angwyn casts on himself may also affect Daffyd (GM's option), *Communicate with master:* Daffyd may communicate with Angwyn, though any observers may only understand this by using magic to translate the speech

Attacks: *Ram* (2d6 B/L), *Bite* (1d6 P/L)

ARWOLD DRAGONEYE

RANGER

Attributes:

STR	5	REF	6	HLT	4
PRE	5	INT	4	WIL	6
DEF	17*	INI	5	MOV	14*
TGH	6	LIF	24		

* Includes bonus from magic boots of elven speed

Advantages: *Ambidexterity* (Edge), *Famous:* legendary dragonslayer (Conv.), *Fast Draw:* load bow (Conv.), *Phys. Adv.:* Natural dodge* (Conv.; the character receives the +2 DEF bonus for dodging without using an action, which may be stacked with a normal Dodge action), *Strong Willed* (Conv.)

Disadvantages: *Psych. Disad.:* Hates dragons and orcs (Inconv.), *Psych. Disad.:* More comfortable in wilds than in human society (Inconv.)

Skills: *Animal Handling* +4, *Awareness* +4, *Binding* +4, *Bows* +6, *Fish and Game* +4, *Healing* (or *Herbalist*) +4, *Knowledge* (wilderness lore) +5, *Language* (Elven) +5, *Language* (Sylvan) +4, *Language* (Terran) +3, *Maces/Clubs* +5, *Navigation* +5, *Persuasion* +2, *Polearms* +4, *Professional* (guide) +4, *Stealth* +8, *Survival* +4, *Swimming* +4, *Swords* +5, *Tracking* +5, *Two Weapons* (short swords) +5, *Unarmed Combat* +5

Special Abilities: *Befriend animal:* Once per day the character may automatically befriend any one wild animal; *Plant entangle:* Once per day, the character may "Grab" an opponent at range as a normal action (up to 10 meters distance) by causing flora to magically animate and entwine around the target; *Heal wounds:* Once per day the character can magically heal 1d6 LIF when cast upon a creature (human or other).

Equipment: *magic leather armor* (AV: 8, Loc: 7-15), *magic compound bow* (4d6+2), master quality short swords (pair; 2d6; 3d6 w/STR), *dagger* (1d6; 2d6 w/STR), *light mace* (3d6; 4d6 w/STR), *magic boots of elven speed* (+2 MOV and +2 DEF), *magic rope* (rope is self-setting and may be climbed without one end being attached/anchored to a solid object), *potion of healing* (3 doses; heals 1d6 LIF per dose), 45 gp, 20 sp

GISELA

RANCHER/FALLEN PALADIN

Attributes:

STR	7	REF	5	HLT	8
PRE	7	INT	5	WIL	5
DEF	15	INI	7*	MOV	13
TGH	6	LIF	34		

Advantages: Famous: former paladin (Conv.), Phys. Adv.: Blind fighting (Conv.; +3 to offset penalties for blindness or obscured vision), Fast Reflexes (+2 INI*), Follower: Mistrider, magical warhorse (Gift)

Disadvantages: Psych. Disad.: Lawful good morality (Peril), Psych. Disad.: Feels unworthy of atonement (Hardship)

Skills: Animal Handling +6, Awareness +2, Climbing +5, Crossbows +6, Healing (or Herbalism) +3, Language (Orc) +3, Maces/Clubs +9*, Negotiation +4, Oratory (Command) +4, Persuasion +2, Professional (horse rancher) +5, Religion (Erilys) +3, Riding +6, Stealth +2, Swimming +5, Throwing +6

Special Abilities: *Smite evil creatures:* Attacks against evil creatures do damage as if the character had +3 additional STR; *Turn undead:* Up to 6 times per day the character may cause undead creatures to flee—multiply the character's PRE times Religion score (Gisela's total is 21); any undead creature with this many LIF points or less is automatically destroyed and those with up to 2x this amount must turn and flee; *Radiate courage:* , *Detect Evil*, Divine Grace, Divine Health, *Cure disease* : Twice per week the character can remove all disease from a single living creature.

If Gisela finds her way back to her faith, she gains the following spells, each usable once per day: The character heals 3d6 LIF; *Protection against evil:* Caster gains a +3 DEF against attacks from evil creatures.

Equipment: *magic mace* (3d6; 5d6 w/STR; +2 to skill rolls*), *magic chain shirt* (AV: 16, LOC: 7-13), dagger (1d6; 2d6 w/STR), master quality small crossbow (2d6), house, horse ranch, 60 gp, 34 sp

MISTRIDER

MYSTICAL WARHORSE

Attributes:

STR	8	REF	5	HLT	7
PRE	2	INT	2	WIL	5
DEF	15*	INI	4	MOV	18
TGH	8	LIF	31		

* Includes modifier for size & Natural Dodge advantage.

Advantages: Advantage: Natural dodge (Edge; the character receives the +2 DEF* bonus for dodging without using an action, which may be stacked with a normal Dodge action), Famous: prized stud (Conv.)

Disadvantages: Phys. Disad.: Animal (Inconv.; no fine manipulation, cannot speak, etc.), Psych. Disad.: Longs for Gisela to return to her calling as a paladin (Hardship), Psych. Disad.: Loyal to Gisela (Peril)

Skills: Athletics +2, Awareness (smell +4) +4, Persuasion +2, Stealth +2, Unarmed combat (hooves & bite) +4

Special Abilities: *Empathic link* with Gisela; *Share magic:* any spells Gisela casts on herself may also affect Mistrider (GM's option)

Attacks: Bite (1d6 B/L); Hooves (4d6 B/L)

Equipment: Tack and bridle, blanket, saddle-bags

MALCOLM

DRUID

Attributes:

STR	4	REF	7	HLT	4
PRE	5	INT	5	WIL	7
DEF	18*	INI	6	MOV	15*
TGH	6	LIF	26		

Advantages: Famous: local protector of nature (Conv.), Followers: Animal companions (Edge), Mystic Adv.: Extended magic (Gift; the duration of spells cast is extended by 50%), Mystic Adv.: Resist fey magic (Conv.; +3 to resist fey/faerie magic), Mystic Adv.: Trackless path (Edge; the character can pass through natural terrain without leaving tracks), Nature Sense (Gift; +6 to Survival rolls* involving nature)

Disadvantages: Psych. Disad.: Neutral good morality (Inconv.), Psych. Disad.: Protects nature (Hardship), Psych. Disad.: Makes strict judgments (Inconv.)

Skills: Animal Handling +6, Awareness +2, Maces/Clubs +3, Fish and Game +3, Healing (or Herbalism) +5, Knowledge (nature) +5, Knives +5, Knowledge (wilderness Lore) +7, Language (Celestial) +4, Language (Druidic) +6, Navigation +4, Negotiation +4, Persuasion +2, Polearms (magic staff +2*) +5, Slings +5, Spellcasting +7, Stealth +4, Survival (nature +6*) +7, Swimming +3, Unarmed Combat +5

Special Abilities: *Animal shape:* 3 times per day the character can assume the form of a normal animal, of human or smaller size, for up to 1 hour), *Pass through plants:* the character can move through natural terrain, including thorns and brush, without hindrance to MOV or suffering damage from cuts and the like; *Spells:* as per the character description.

Equipment: *magic quarterstaff* (3d6 B/L; 3d6+2 w/STR; +2 to skill rolls*), *magic leather armor* (AV: 8, Loc: 7-15), *magic cloak of defense* (+1 DEF*), *magic boots of speed* (+2 MOV*), *dagger* (1d6 P/L; 2d6 w/STR), *shortspear* (3d6 B/L; 3d6+2 w/STR), *sling* (2d6 B/L), *potion of healing* (3 doses; heals 1d6 LIF per dose), *magic scroll: flame burst* (usable once; inflicts 6d6 Sp/L damage), *magic scroll: change rock to mud* (usable once), cottage, 540 gp, three 100 gp pearls

GRACE & ABEL

GIANT WEASELS/ANIMAL COMPANIONS

Attributes:

STR	6	REF	8	HLT	4
PRE	4	INT	1	WIL	5
DEF	18	INI	7*	MOV	13
TGH	6	LIF	22		

Advantages: Acute Sense: smell (Edge), Fast Reflexes (Conv.; +2 INI*), Light Sleeper (Edge.)

Disadvantages: Phys. Disadvantage: Animal (Inconv.; no fine manipulation, cannot speak, etc.), Psych. Disad.: Michievous (Hardship), Psych. Disad.: Protective of Malcolm (Hardship)

Skills: Awareness (smell +6) +4, Bite +7, Persuasion +2, Sleight of Hand (for picking pockets & pilfering) +4, Stealth +6, tracking +6

Special Abilities: *Drain blood:* On a successful Grab or bite against an opponent, the weasel automatically inflicts 1d6-1 points of damage on each subsequent turn from draining the victim's blood.

Attacks: Bite (1d6+2 P/L)

TRACKER

WOLF/ANIMAL COMPANION

Attributes:

STR	5	REF	6	HLT	6
PRE	2	INT	1	WIL	6
DEF	16	INI	6*	MOV	12
TGH	8*	LIF	30		

Advantages: Acute Sense: smell (Gift), Fast Reflexes (Conv.; +2 INI*), Light Sleeper (Edge.)

Disadvantages: Phys. Disadvantage: Animal (Inconv.; no fine manipulation, cannot speak, etc.), Psych. Disad.: Protective of Malcolm (Hardship)

Skills: Awareness (smell +9) +4, Bite +5, Persuasion +2, Stealth +2, Survival +4, Tracking +8, Unarmed Combat (tackle) +5

Attacks: Bite (1d6+2 P/L), Tackle (2d6+2 B/S)

Equipment: Fur (+2 TGH*)

KAYLA

EAGLE/ANIMAL COMPANION

Attributes:

STR	3	REF	6	HLT	5
PRE	2	INT	1	WIL	6
DEF	18*	INI	6*	MOV	10*
TGH	5	LIF	27		

* Includes +2 DEF for size.

Advantages: Acute Sense: sight (Gift), Fast Reflexes (Conv.; +2 INI*), Light Sleeper (Edge.)

Disadvantages: Easy to Kill (Hardship), Phys. Disadvantage: Can't Run or Sprint on ground* (Inconv.), Phys. Disad.: Animal (Inconv.; no fine manipulation, cannot speak, etc.), Psych. Disad.: Protective of Malcolm (Hardship)

Skills: Awareness (sight +9) +4, Bite +3, Claws +5, Persuasion +2, Stealth +2,

Special Abilities: Flight: Use MOV attribute, above, and allow "Run" and "Sprint" speeds in air.

Attacks: Bite (1d6 P/L), Claws (1d6 P/L)

GRAAK

ORC CHIEFTAN

Attributes:

STR	9	REF	6	HLT	7
PRE	5	INT	5	WIL	4
DEF	20*	INI	8*	MOV	14
TGH	7	LIF	29	AV	4*

Advantages: Fast Reflexes (+2 INI*), Night Vision (Edge), Hard to Kill (Edge; 4 TGH acts as AV*), Lucky: +4 AP, Phys. Adv.: Natural dodge — the character receives the +2 DEF* bonus for dodging without using an action, which may be stacked with a normal Dodge action (Edge)

Disadvantages: Bad Tempered (Hardship), Infamous (Hardship), Phys. Disad.: Light sensitive (Hardship), Psych. Disad.: Neutral evil morality (Hardship), Secret: Grimbor's father (Hardship.)

Skills: Animal Handling +4, Awareness (hearing +2) +4, Axes (magic double ax +2) +8, Climbing +8*, Crossbows (magic crossbow +2) +7, Fish and Game +5, Language (Common) +3, Language (Orc; native) +6, Language (Undercommon) +4, Maces/Clubs +8, Navigation +5, Persuasion (Intimidate +4) +2, Riding +5, Smith (weapons) +5, Stealth +3, Swimming +5, Tracking +4, Survival +5, Unarmed Combat +7

Special Abilities: Enraged: 4 times per day, the character can fly into a battle rage, increasing his STR by +2 and taking a -2 penalty to DEF.

Equipment: magic orc double axe (4d6 P/L; 6d6 w/STR; +2 to skill rolls*), magic chain shirt (AV: 14; Loc:

7-15), magic small crossbow (2d6; +1 to skill rolls*), +1 bolts* (20), dagger (1d6; 2d6 w/STR), magic ring (+4 to Climbing skill rolls*), magic ring (+2 to DEF*), potion of healing wounds (2 doses; each dose heals 2d6 LIF), warhorse

BENEGER CORBEN

CLERIC

Attributes:

STR	6	REF	5	HLT	4
PRE	6	INT	4	WIL	8
DEF	15	INI	5	MOV	10
TGH	7	LIF	28		

Advantages: Membership: MR4/minor priest of the Cult of Vextra (Moderate)

Disadvantages: Psych. Disad.: Lawful evil morality (Hardship), Secret: Member of Cult of Vextra (Peril)

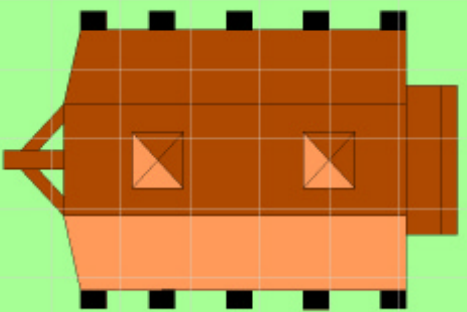
Skills: Awareness +2, Concentration +2, Crossbows +5, Disguise +5, Healing (or Herbalism) +5, Maces/Clubs (magic mace +2) +4, Negotiation +5, Oratory (Command +4) +2, Persuasion (Fast talk +4) +4, Professional (merchant) +5, Religion (Vextra) +5, Stealth +4, Trading +5

Special Abilities: Rebuke undead: Up to 5 times per day the character may cause undead creatures to cower in fear and awe — multiply the character's PRE times Religion score (Beneger's total is 30); any undead creature with this many LIF points or less is automatically awed and those with up to 2x this amount cannot attack the rebuking character.

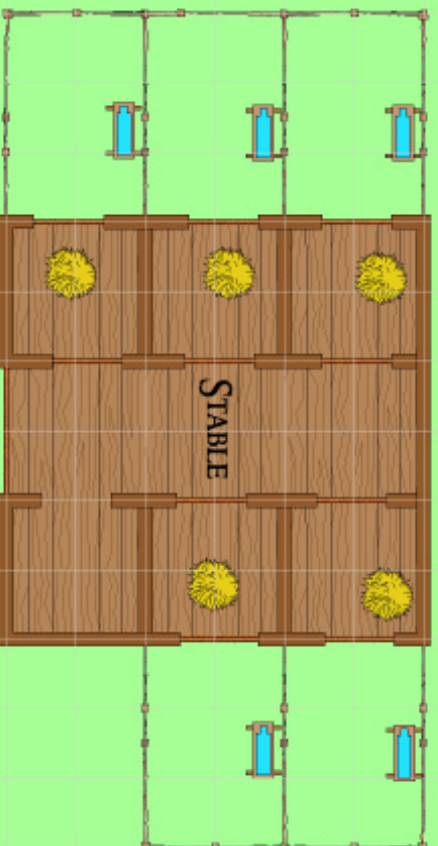
Equipment: morningstar (3d6; 4d6+2 w/STR; +2 to skill rolls*), magic chainmail (AV: 14; Loc: 7-17), magic amulet of protection from detection and location (-6 to attempts to magically locate the wearer), rod of cancellation, magic potion of strength (+4 STR, lasts for 10 minutes), magic potion of dexterity (+4 REF, lasts for 10 minutes), magic potion of healing (3 doses; each dose heals 2d6 LIF), magic potion of telepathy (allows user to read surface thoughts of one target, for up to one minute), black iron star "charms" (40), 150 gp, 46 sp, two 75 gp rubies

ARUNDEL MANOR

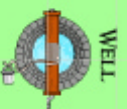
1 SQUARE = 5 FEET



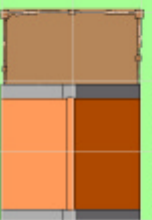
MANOR



STABLE



WELL



CHICKEN COOP

- GROUND FLOOR**
- 1 - GREAT HALL
 - 2 - SERVANTS CHAMBERS
 - 3 - KITCHEN
 - 4 - TRAP DOOR (TO CELLAR)

- SECOND FLOOR**
- 5 - STAIRS / LANDING
 - 6 - ROBIN FITZHUGH'S CHAMBERS
 - 7 - LORD ARUNDEL'S CHAMBERS
 - 8 - LADY FITZHUGH'S CHAMBERS
 - 9 - GUEST ROOM
 - 10 - STUDY



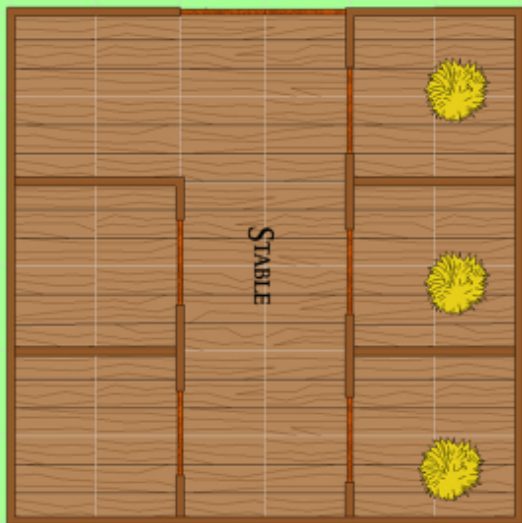
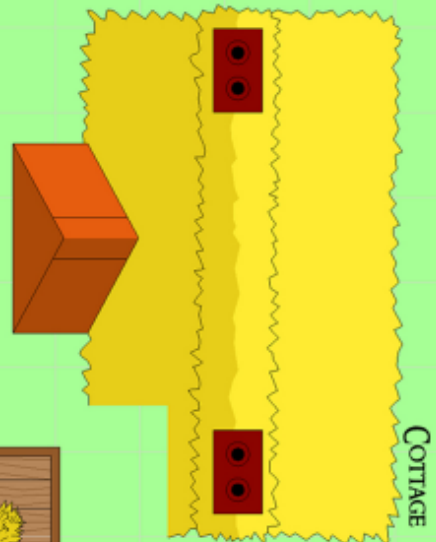
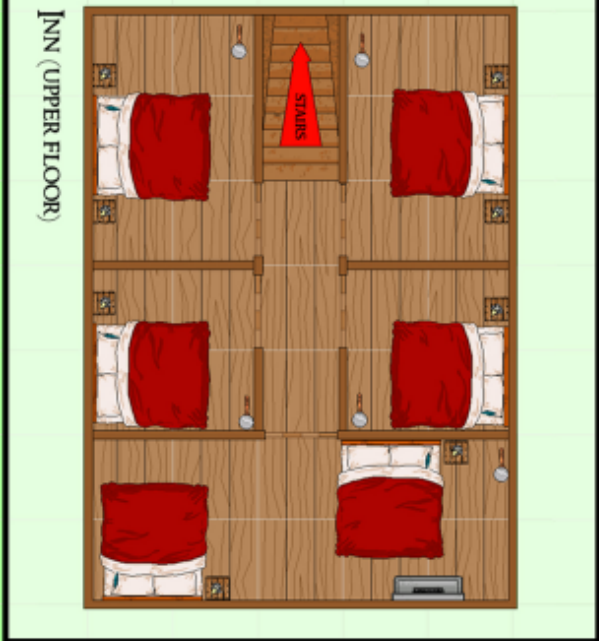
MANOR (GROUND FLOOR)



MANOR (SECOND FLOOR)

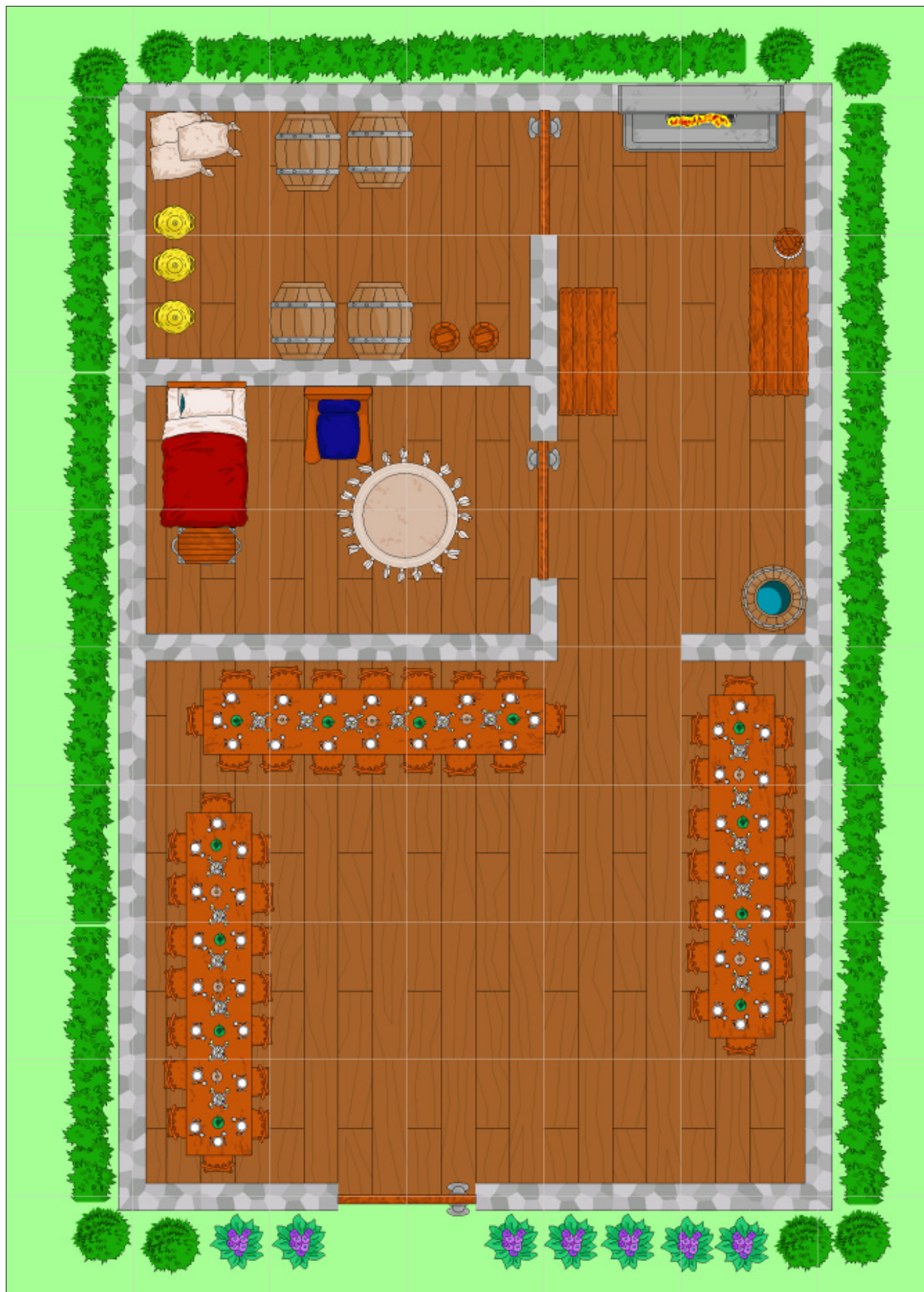


CELLAR
(LEADS TO KITCHEN)



GREENBRIAR INN

1 SQUARE = 5 FEET



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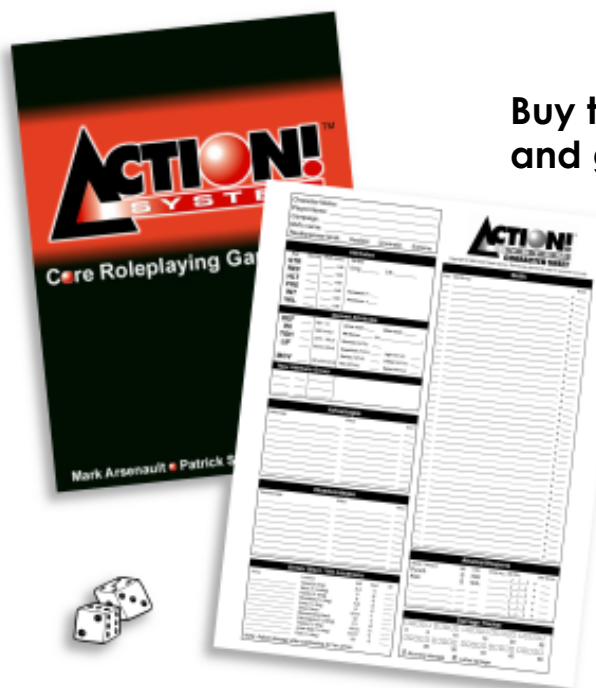
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