



DRAGON AGE™

THE DALISH CURSE

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THE DALISH CURSE

The *Dalish Curse* is a *Dragon Age* adventure, designed for a group of characters just starting to make their way in the land of Thedas. It originally appeared in the *Dragon Age Set 1* boxed set, and we're proud to present an update version of it here.

You can play *The Dalish Curse* as a stand-alone adventure or as the start of a full-fledged *Dragon Age* campaign. Either way, you should start by reading over the entire adventure and familiarizing yourself with its plot, characters, and encounters. You can reference the adventure during play, so you don't need to memorize it, but you'll find it easier to run the adventure if you know it well before play begins.

Text in red italics like this is meant for you to read aloud to the players, giving them an overview of what their characters sense and notice in a situation. Feel free to paraphrase or adjust the descriptions to suit the events in your version of the adventure and the particular Player Characters in your group.

Warning! The rest of this adventure is meant for the Game Master's eyes **only!** Players are advised to read no further in order to avoid spoiling any surprises or plot twists that may lie ahead.

ADVENTURE SUMMARY

In *The Dalish Curse*, the Player Characters (PCs) visit a village called Vintiver, on the borderlands of Ferelden and the

Brecilian Forest. There they find the people of a nearby farm butchered by unknown attackers, and they find a wounded and exhausted Dalish elf named Eshara (Eh-SHA-ra). When they take Eshara to the village, however, they get a hostile reception.

The reason for this soon becomes clear. It seems a band of Dalish visited Vintiver recently and got involved in a conflict with some villagers. The matter was settled peaceably, and the Dalish moved on, but Vintiver has since fallen prey to a series of mysterious attacks, first on livestock and now on people. They blame the elves, saying the "knife-ears" (as they call them) have placed a curse upon the village.

Eshara, the Dalish elf the PCs (hopefully) rescue, tells a different tale. She says her band fell victim to something in the Brecilian Forest. Something terrible and evil it was, from which she barely escaped. She says it is this mysterious evil that is now attacking Vintiver, but the humans are not inclined to believe her.

If they are willing to help the people of Vintiver, the PCs must travel into the darkness of the haunted Brecilian Forest, search for the missing Dalish elves, and discover the source of the attacks on both peoples: a Dalish hunter transformed into an abomination by a rage demon. He now calls himself Mythallen (myth-al-LEN) – "child of vengeance" in elvish – and seeks revenge on the folk of the village, and the "weaklings" amongst his own people. The PCs must confront the abomination, and their choices leading up to the climactic moment may have grave repercussions for the people of Vintiver.

CHARACTER DEATH

The land of Thedas is dangerous, and PCs must stare down death on a regular basis. Sometimes they fail and fall, never to rise again. If a PC perishes in the course of *The Dalish Curse*, there are a number of things you can do to keep that player involved in the game.

First, you can assign the player the role of one of the NPCs in the story for a time. Eshara, the Dalish elf the PCs rescue in Vintiver, is a good choice, as she may accompany the group into the forest to look for her people. Lirresh, the Dalish hunter who guides the party in **Part 4** of the adventure is also a good option. Another character from the village is also a possibility, especially while the party is still there or close by.

Next, you can ask the player to manage some of the foes the characters are expected to fight, directing the actions of various monsters during combat encounters, or taking on the role of an antagonist in a roleplaying encounter, taking some of the burden off of you to handle these things. Keep in mind some players may not be comfortable with taking an antagonistic role, and nobody should be required to do so.

As soon as possible, allow the player to introduce a new character into the story. Where and how this character appears depends on where the group is in the adventure. In Vintiver, a new character might be a villager who volunteers to help out the party, or even follows them without their knowledge, looking for an opportunity. Outside the village, the character could be a traveler lost in the forest, or waylaid by the abomination's forces, perhaps in need of the PCs' aid. In Mythallen's stronghold, the new character could be one of the Dalish elves or someone else captured and held prisoner there. If a player takes on the role of an NPC like Eshara and comes to like the character, you can also make the part permanent, and convert that character over into a regular part of the group.

GETTING THE CHARACTERS INVOLVED

The Dalish Curse is intended for a group of four to six starting *Dragon Age* characters with a decent mix of abilities to handle the various scenes—combat, exploration, and roleplaying—in this adventure. It can work for larger or smaller groups, or different balances of abilities, with some modification.

The basic plot of *The Dalish Curse* assumes the characters are traveling as a group to or through the village of Vintiver when they encounter the troubles there, and that they are inclined to help the villagers (and the Dalish) with their problem. But why have the characters traveled to the hinterlands of Ferelden in the first place? The default assumption is the characters' recently formed adventuring band has come to the area following word of a local bann (lord) looking for adventurers to explore the Brecilian Forest. If this does not fit the backgrounds and motivations of the Player Characters, you can come up with something more suitable. They could simply be passing through the area for any number of reasons: as couriers, caravan guards, explorers, religious pilgrims, or in some other capacity, when they encounter trouble at the Fulidor farm and in Vintiver.

Another band of Dalish elves, or friends traveling with them, would certainly receive a chilly welcome in Vintiver, but some of the villagers might appeal to elven visitors, thinking they could lift the curse on the community, or at least tell them what must be done. This can lead the characters to investigate further.

If you want to strongly tie the characters to the village and use the events in Vintiver to propel them into a life of adventure, you can decide the PCs all live in the village and were witness to the recent events described in the **Background** section following and by Eshara in **Part 1**. In this case, the villagers choose the characters to investigate Eshara's claims and learn more about the nature of the threat to Vintiver. Along the way,

the fledgling heroes test their skills and learn more about the world beyond the bounds of their home.

BACKGROUND

The story of *The Dalish Curse* begins just over two weeks before the start of the adventure, during Vintiver's Harvest Festival. This is an annual event at which villagers celebrate the completion of the year's harvests and their bounty with a local fair, drawing in farmers and merchants for several days of celebration, trade, and merriment.

This year, as is sometimes the case, the fair also brought a caravan of Dalish elves. They were looking to join in the festivities and sell their wares, and many of the villagers were excited to have such exotic strangers around. Young ladies gathered, giggling, to have their fortunes told, and children delighted to Dalish jugglers and magicians. The elves were left to perform their own religious rites surrounded by their wagons, although some wondered and talked, as people do, about what went on there.

As is also common at village fairs, the drink flowed freely, loosening tongues and numbing the wits of those who should otherwise know better, and bolstering the courage of those who did not. So it was that Coalan, the local blacksmith, and a couple of young hotheads decided to take offense at the way an elven hunter looked at one of the local girls and how they played their games (or so they said).

Knife-ears were notorious cheaters and not to be trusted, they said. Quicklings were hot-tempered and foolish, the elf and his friends shot back. More insults were exchanged and Harralan, the proud young hunter, launched himself at the blacksmith Coalan. Blood might have been spilled, had not Tarl, the village warden, intervened. As it was, he and others on both sides pulled the two apart and Tarl told them both to leave the fair and go home.

"Home?" Harralan sneered. "My people have no home, thanks to you *shems*. May you know just a fraction of what the Dalish have lost!" Then he spat angrily on the churned earth and stalked away.

The remainder of the fair passed without further incident, although spirits were somewhat dampened and the Dalish caravan left Vintiver under a dark cloud, carefully watched by suspicious villagers. Still, the elves caused no further trouble, and the incident was soon forgotten along with the hangovers from too much wine and mead. The people of Vintiver then got back to the business of preparing their homes and farms for the coming winter season.

The one who did not forget was Harralan. The elven hunter's pride was deeply wounded by a lifetime of shame about the fate of his people, of scorn from worthless, drunken flat-ears. Worse still, he had been shamed in front of his people; that burned deep inside him. He carried it in his heart like a red ember, waiting to kindle a raging fire.

The caravan's elders assigned Harralan scouting duties to keep him occupied and to give him time to meditate in the peace and solitude of nature as he considered his actions. So it was in the Brecilian Forest, where human villagers feared to tread, that the hunter came across a very old track. He followed it and found stone markers, overgrown with mosses and leafy vines, cracked paving stones beneath the dead leaves and fallen needles. Something seemed to call him onward, a presence, almost a whisper, so that by the time he climbed down into the steep cleft in the earth, the sun was already setting, the horizon ablaze with the last dying light of day.

In that narrow valley, like the ground torn asunder, Harralan found the grey stones of the ruins, and the dark entrance beckoning to him. The whispering in his thoughts stoked the rage burning in his heart, and it seemed like a thread, tugging at him, pulling him in. Although the fading light did not penetrate far into the ruined passages, Harralan did not hesitate, moving as though he had a map to this place where he had never been.

In the chamber deep under the earth, the heavy links of the chain glowed, each as large as a man's hand. Most of them were forged of dark iron untouched by rust or decay, but one was made of purest silver. The ends of the chain were linked, forming an endless circle within the runes etched into the stone floor around it.

"*The link*," the voice within his heart and mind whispered urgently, eagerly. "*Take up the Link of Rage and vengeance will be yours!*"

Harralan did as he was instructed, seizing upon the silver link before him and pulling with all his might. All the shame and anger and fury in his heart seemed to pour into his efforts as he screamed with primal rage. The chain shattered, iron links exploding. In his hand Harralan held the broken silver link, which had been a prison to a rage demon for hundreds of years. The newly freed demon transformed him, body and soul, through the power of his own hate.

Harralan the hunter became Mythallen, the "child of vengeance," an abomination focused on avenging crimes against the elven people committed by humans long since dead. But Mythallen did not plan to act alone. He intended to share his newfound revelations with his people, the Dalish, and so the "curse" upon Vintiver began...

PART 1

TROUBLE IN VINTIVER

The PCs learn of the trouble in Vintiver and meet a Dalish elf who may be able to provide them with clues about what is happening, provided they can keep the angry villagers from punishing her for the "curse" visited upon them.

The party encounters a farm family slain at the outskirts of the village, and blight hounds picking over the remains. Hidden in the barn is Eshara, a member of the Dalish band who passed through Vintiver during the harvest festival, who returned to the village injured and feverish, having narrowly escaped from the abomination Mythallen and his transformed minions. She knows something of what happened to her people and what is causing trouble for the outlying village farms and such.

Unfortunately, some of the frightened people of Vintiver take the appearance of a Dalish elf as confirmation of the rumors about an "elven curse" and want Eshara questioned more vigorously; interrogated, tortured, or even tried and executed as a means of putting an end to the curse. The PCs have to safeguard the elven woman and earn her trust so they can learn what is happening, and what they might be able to do about it.

The primary goals of these encounters are to introduce the PCs to the situation in Vintiver (and to each other, if necessary) and provide them with enough information to send them into the Brecilian Forest looking for Mythallen's stronghold and the missing Dalish elves. It should also make it clear to the players the Dalish are *not* responsible for what is happening at Vintiver and are at least as much victims as the humans, if not more so.

The following is a breakdown of the events of this part of the adventure. Modify them as needed to suit the characters present and their actions. For example, if the party is primarily Dalish elves themselves, then their arrival in Vintiver and their interactions with the villagers may be different from what is described.

PROLOGUE

The adventure begins when the characters arrive near the Ful dor Farm on the outskirts of Vintiver. The default assumption is the characters are already acquainted and working together for one reason or another. If this is not the case, you may want to have a short roleplaying encounter wherein the characters meet and decide to cooperate to solve the problem facing the village, and for their own survival.

Similarly, if the characters are all *from* Vintiver, you may want to start with a short description of the village and what is happening. They will be well acquainted with the events in the initial part of the **Background** section, up until when the Dalish leave the village, and with subsequent events, as the villagers know of them. They might be on routine business or go out to the Ful dor farm to investigate signs of trouble there.



Fuldor Farm

SCENE 1

THE FULDOR FARM

COMBAT ENCOUNTER

The farm of the Fuldor family is east of the main area of Vintiver, situated on the rolling hills towards the Brecilian Forest. It consists of the main farmhouse, a nearby barn, and a few small outbuildings and sheds, all surrounded by fields, which currently lie empty save for the stubble of the recent harvest. The granary and hayloft are filled and the Fuldors are a prosperous family—until now.

There are signs of carnage across the farm, in particular the body of Keltin, one of the farm hands, lying bloody in the field. Circling and squawking over the fields is a large flock of black-winged carrion crows.

The characters find that all eight Fuldor family members have been slaughtered, plus two farm hands. Worse yet, scavengers drawn to the carnage have begun sniffing about, and they are not inclined to give up a potential meal. On the contrary, they are quite interested in the possibility of some fresh meat, in the form of the party.

A small pack of blight wolves lopes through the farm. They are presently circling the farmhouse, about to investigate the bodies

within, when the Player Characters arrive. The blight wolves move to try and surround and attack the intruders threatening their meal: roll a DEXTERITY (STEALTH) TEST for the creatures and a PERCEPTION (HEARING OR SEEING) TEST for the characters to see if they notice or the blight wolves get the drop on them. If the wolves win the opposed test, they surprise the PCs. Surprised characters take no actions in the first round of combat.

The blight wolves rush to the attack and fight savagely. This is not meant to be a difficult fight. It is a chance for the players to get a taste of combat and see how the system works. Remind your players that rolling doubles on successful attack rolls lets them perform stunts. The first few times they deal with stunts, this may slow down play a bit as they decide what to do with any Stunt Points generated. That's to be expected, but as they get used to the available stunts this will become faster in regular play.

Once the PCs manage to kill more than half of them, the remaining wolves attempt to flee and look for easier prey.

ADVERSARIES

There should be one more wolf than there are Player Characters (so if your group has three PCs, they should face four blight wolves). Statistics for blight wolves can be found in **CHAPTER 12: ADVERSARIES** in the *Dragon Age Core Rulebook*.

SCENE 2

DALISH IN DISTRESS

EXPLORATION ENCOUNTER

The Ful dor family consisted of Edred Ful dor and his wife Miren, their four children Hann, Brella, Borren, and Quint, ages 13 through 20, Hann's wife Faleen, and their newborn son (named Edred for his grandfather). Two hired hands, Keltin and Drul, also worked on the farm. All ten are dead: the men in the fields and yard outside the house, the three women and child inside.

Some examination shows the blight wolves did *not* kill the farmers: there are claw and bite marks inconsistent with the wolves, as well as doors broken in by forceful blows. The floors and earth are sticky with blood. Moreover, on the wall inside main room of the farmhouse, there is writing in the blood of the slain. It is just one word in elvish script: "Mythal." A TN 11 CUNNING (CULTURAL LORE) TEST reveals Mythal is the name of the elven god of vengeance. (If none of the characters can read elvish, Eshara can read and explain the writing to them later, if they ask her.)

After the fight, the PCs can search the barn and outbuildings. They discover most of the farm's livestock is still alive, including the Ful dor's aging workhorse and a couple of cows. While they are looking around, they hear a low moan from the barn.

Hidden under the hay in the loft is a young elf woman; this is Eshara. She is in a bad way: with a nasty, inflamed wound in her side, her clothes torn and covered in blood, dirt, and stray bits of hay and straw. She has been hiding, but is exhausted and feverish from her wound and not thinking clearly. When the group approaches her hiding place, she tries to escape, but can only manage a feeble crawl before she passes out.

A character may attend to her wound, making a TN 11 CUNNING (HEALING) TEST, with success stabilizing her condition and ensuring it does not worsen, although she will still need rest and time to recover her strength. If a Heal spell is cast on her, she visibly relaxes but remains unconscious. If none of the PCs can treat her (or they are unable to do

so successfully) then they can seek help from the village. Regardless, it is best if they take her out of this slaughterhouse to a place of safety.

Examination of the young woman reveals fairly little: her wound is a set of four closely-spaced gashes along her side, apparently made by some sort of claws, and her clothing shows that she is a Dalish elf. Her wound is consistent with those suffered by many of the Ful dor family; it seems the same creatures attacked her. She carries no means of identification or anything of value save for a small leather pouch at her waist that holds a heavy link, forged out of silver, about the size of a man's hand. It has been broken and twisted by some great force.

SCENE 3

MOB JUSTICE

ROLEPLAYING ENCOUNTER

The Ferelden village of Vintiver is a small and fairly typical borderlands community, primarily known for its grape arbors and local winemaking, and the harvest festival that accompanies them. See **The Village of Vintiver** section at the end of the adventure for details about the village and its people.

Most likely, the group goes to Vintiver after their discovery at the Ful dor farm, probably with the unconscious elven woman in tow. If they choose to remain at the farm, then a search party from the village comes to investigate sooner or later and finds them there, which may not look very good for the characters, unless they have an explanation for their previous whereabouts. If the group left the farm before discovering Eshara's hiding place, then a later search party finds her and brings her back to the village, where the PCs hear about her along with everyone else.

Unless the PCs are *extremely* circumspect, the story of the elf woman found alive at the site of the slaughter of the Ful dor family spreads quickly throughout the village. If nothing else, villagers may stumble upon the characters tending to Eshara at the farm, or on the way back to the village, if they do not simply see them at the village inn or temple, or in the street. The story grows in the telling, as frightened and suspicious

THE LINK OF RAGE

What Eshara carries is the Link of Rage. It is a magical artifact dating back to the Second Blight that was used to imprison the essence of a powerful rage demon. It was connected to links of iron, forming a never-ending circle that contained and neutralized the demons' power, turning it in on itself. The chain was placed inside a hidden keep to guard it, but the keep was overrun before the Blight ended. The darkspawn could not breach the warded chamber to free the demons and the link's creators took their secrets to their graves.

The link was broken when Harralan freed the demon bound within with his desire for revenge. Still, it retains some of its residual enchantment, and the rage abomination is potentially vulnerable to it. The bearer of the Link of Rage can perform stunts against rage abominations like Mythallen at a cost of 1 fewer Stunt Point than usual. Often, when this ability is used, the wielder's weapon or even a part of the body (like a hand) emits silvery arcane sparks of energy, showing the stunt is more than mere luck or skill.

An examination of the Link of Rage shows magical etchings all over its surface. A mage that makes a successful TN 13 MAGIC (SPIRIT) TEST can feel a residue of the power the link once contained, but cannot divine its nature. You should keep track of who has the Link of Rage throughout the adventure, as it can be an important factor in the climax.

people speculate: What was a Dalish woman doing at the Fulidor farm? Why did she survive the attack when none of the humans did?

The rumors and speculation quickly turn to accusations. The elf woman is a witch or sorceress, a part of a Dalish plot. She came to the farm to lure the Fulidor men out into the open. Or she led the attack and her wound came from one of the farm's defenders (regardless of the inconsistency). At the least, the people of Vintiver think the mysterious woman should be questioned to find out who she is and what she was doing there. The more extreme and hysterical elements of the populace think she should be cast out, or even executed to protect Vintiver from further attack and to purge any "unclean" element she might have brought into the village.

This means, within hours of bringing Eshara into the village, the PCs are confronted by an angry mob, led by Vintiver blacksmith Coalan. The mob demands the elf woman be turned over to them "to answer for the crimes of the treacherous elves and to face justice." It should be clear to the players that the mob is unreasonable, whipped up into a near-frenzy by fear and anger, and that the only "justice" Eshara can expect from them is torture and execution.

Tarl Dale, the village Warden, is patrolling the outlying farms all day, so it is initially up to the characters to deal with the angry mob and its demands. While they could try and fight, they are considerably outnumbered; the mob numbers at least thirty, mostly men armed with farm implements and tools. Individually, they are not much of a match for well-armed adventurers, but there are many of them, and the PCs can hardly help the village by fighting and disabling most of its able-bodied men!

Their best bet is a faceoff against Coalan, who serves as the spokesman for the group, and issues their demands. An impassioned speech or a determined stance against Coalan's angry threats may sway the crowd. In game terms, dealing with the mob without violence is an advanced test. As this is the first advanced test the players will attempt, make sure you pause to explain how they work.

It takes an **ADVANCED TN 13 COMMUNICATION TEST** with a **success threshold of 10** to get through to the villagers, using whatever focus suits each character's approach. Persuasion, for example, is suitable for a reasoned argument, Leadership for an authoritative approach, Performance for a passionate speech, and so forth. Each test takes a minute and you should have Coalan or another angry villager respond to each one with more angry invective. As the PCs approach the threshold, these outbursts should be delivered with less confidence, as the mood of the crowd begins to shift.

If the PCs reach the threshold, the mob disperses reluctantly. They will leave Eshara alone, but further actions could still inflame the villagers again. Coalan is noticeably deflated after this encounter but clearly still angry. He stomps off, muttering under his breath.

In the evening, Tarl Dale returns and tries to get to the bottom of the day's events. He is well aware of Coalan's hot-headedness and if dealt with forthrightly, he can become an ally for the party. If insulted or blatantly lied to, Tarl turns cold and will be much more difficult to deal with for the remainder of the adventure.



ADVERSARIES

Coalan and a mob of 30+ angry villagers. Stats can be found on page 18 of **Appendix 1: NPCs**.

SCENE 4

ESHARA'S TALE

ROLEPLAYING ENCOUNTER

After dealing with the mob and attending to Eshara's wound, the characters have the opportunity to speak with her. Eshara regains consciousness, although she is weak and exhausted from her recent trials. She is grateful to the PCs for their aid, and does her best to explain what is happening. Read or paraphrase the following to the players as Eshara relates her tale:

"As you may know, our band visited this village just two weeks ago, during their harvest festival. We were welcomed, then, but there was a bit of trouble: some of the locals had too much to drink, and there was a confrontation with some of our young men. Harsh words were exchanged, and Harralan, one of our hunters, attacked the big blacksmith. The village warden separated them before it could get out of hand, but still the damage was done. We were no longer welcome here and we moved on as soon as the festival ended."

"Harralan was angry at our treatment, but our elders assigned him the duty of scouting as we made our way through the Brecilian Forest, to give him time to cool off. He was the first to disappear – he simply didn't return from his scouting one night."

"Then other scouts and hunters began to go missing, as did the ones sent to look for them. The elders decided we should go back, but by then it was too late."

"Three days after Harralan disappeared, before we could reach the edge of the forest, they attacked our camp: darkspawn emerging from the trees in the dead of night. My people were taken. Those who fought were beaten or killed. I was captured along with the rest, taken to an ancient ruin in a rift valley deep in the forest, off the trails. The master of the darkspawn is a creature, an abomination. He calls himself Mythallen, which in our tongue means "child of vengeance". I was brought before him, and then to his chambers. I managed to escape, taking the broken link of silver I found laid out as if on a shrine."

"The darkspawn pursued me, accompanied by a pack of baying beasts. I was wounded, but managed to avoid them, hiding among the trees and gullies in the forest for more than a day, always moving, never resting for long. I stumbled upon the farm where you found me and managed to conceal myself in the hayloft. I heard some of the farmers coming... The darkspawn must have attacked. I remember the terrible screams... Then nothing until you found me."

"Please... You must help my people! Mythallen and his creatures must be stopped!"

Eshara does her best to answer any questions the PCs might have about her story. If anyone tries to determine if she is being truthful, roll the dice out of sight of the players and tell them their impression is that she is telling the truth, regardless of the result (this is actually the case and may help the players to believe Eshara's story, without knowing for certain that it is true, since they do not know the result of the roll).

She can give them rough directions to the rift valley where Mythallen's lair is hidden, sketching out a map. She emphasizes that time may be running out for her people, as well as the villagers. She can guide the characters if necessary, but she may be too wounded to go right back out into the forest without additional time to heal.

RESOLUTION OF PART 1

By the conclusion of **Part 1**, the PCs should have a good idea from Eshara that the threat to Vintiver lies in the Brecilian Forest, in the mysterious ruin she spoke of, and that the only way to deal with it, and to help the missing Dalish elves, is for someone to go into the haunted wood and investigate further.

Depending on how they resolved things with the villagers, the characters may be more or less inclined to aid Vintiver in its time of trouble. Still, even if the villagers attacked or threatened them, the PCs may be motivated by duty to investigate, plus Eshara's pleas to aid her people should carry some weight with them. If nothing else, the possibility of the threat spreading beyond Vintiver should be enough, but you can also remind the more mercenary characters of the potential treasures to be found in the ruins, items such as a heavy solid silver chain, perhaps?

PART 2

INTO THE FOREST

Armed with Eshara's information, the PCs go into the Brecilian Forest to find out more about the disappearance of the Dalish elves and about the creature Mythallen and his forces threatening the village of Vintiver. They face the hazards of the forest, as well as an attack by Mythallen's revengers, and uncover their first hints that the disappearance of the elves is even more closely connected to Mythallen than it first appears.

The main goals of **Part 2** are to get the PCs working together towards dealing with the threat to Vintiver, provide them their first encounter with the revengers (and their first sample of Mythallen's power), and initial clues about the transformation of the Dalish and the real danger the rage abomination poses.

The following is a breakdown of the encounters in this adventure, in their approximate order of occurrence. Modify the details as needed to suit the characters' own actions and plans.

SCENE 1

ON THE TRACK

COMBAT ENCOUNTER

The PCs set out to follow Eshara's directions and find the mysterious ruin that is the lair of Mythallen and, presumably, where the Dalish elves are being held prisoner. If they did not alienate Tarl Dale, the PCs depart with his blessings. He offers them what material assistance he can, at least in terms of supplies. He is sorry that he cannot offer anyone to accompany the party, but he feels it is his duty to remain and see to the safety and security of his people, and sentiment against the Dalish elves still runs high in Vintiver, so they are not likely to find any volunteers willing to help them. Indeed, many skeptical villagers still believe it is some sort of trap, with Eshara as the bait. Tarl promises to look after the elven woman (if she stays behind) and keep her safe while she is recovering. If she is able, and the party is willing, Eshara accompanies them.

When and how the PCs set out is up to the players. According to Eshara's information, the place they are looking for is only two days' travel on foot from the village, assuming they keep a reasonable pace. If they set out during the day, they reach the Dalish encampment (**Encounter 2**) by nightfall; if they depart later, then they may need to stop for the night before reaching the camp, in which case, the attack by the revengers may occur earlier (see **Encounter 3**).

Before they can face the Mythallen and his revengers, the PCs must face a more familiar enemy: Coalan. The blacksmith is not content with letting the dangers of the forest deal with them. Instead, convinced the characters are part of the "Dalish plot" and not wanting them to escape to warn their confederates or plot more trouble for Vintiver, he gathers together a few other stout fellows and lays an ambush for the party before they enter the forest.

The ambushers conceal themselves alongside the road out of sight of the village. The PCs must make a **PERCEPTION (SIGHT)** TEST, which is opposed by the villagers' **DEXTERITY (STEALTH)** TEST (just make one test for the group of NPCs). If the PCs win the test, they notice the ambush moments before it is sprung, allowing them to act on the first turn. If they lose, they are surprised and the PCs do not act during the first turn of the fight.

Coalan and his cronies mainly intend to beat up the characters and convince them to stay out of the village's affairs. Of course, once the fight starts, things may get out of hand, and the blacksmith, in particular, seems gripped by rage. Still, the men are not completely out of their heads, and they choose to pull any killing blows, leaving the characters unconscious. Once it becomes clear they are outmatched (when more than half their number are defeated, or Coalan is), they turn tail and run, possibly shouting threats and curses back at the adventurers as they do so.

The PCs have an important choice in this encounter. They may not realize it now, but it becomes important later in the adventure. When their attacks would take one of the villagers to 0 Health, the PCs can kill the ambusher or choose to pull the killing blow. This rule is in **CHAPTER 2** of the *Dragon Age Core Rulebook* and you should remind the players of it the first time they have an opportunity to kill a villager. Don't pressure the players one way or the other; just let them know the choice whether or not to use lethal force is theirs. If they decide to pull their killing blows, the villagers will be reduced to 1 Health and knocked unconscious instead of being slain. This means they'll be around to help defend the village later when Mythallen's forces attack. The dead, of course, will not.

ADVERSARIES

Coalan, plus a goon squad of two angry villagers per Player Character. Stats can be found on pages 18 of **Appendix 1: NPCs**.

SCENE 2

THE DALISH CAMP

EXPLORATION ENCOUNTER

After traveling for most of the day, the group comes across the remains of the Dalish encampment, not far off the track in the forest. The elves' colorful wagons are circled around the remains of a campfire in a shallow pit, long since turned to cold ashes. The carcass of at least one carthorse lies outside the circle of wagons, picked over by forest scavengers, and the wagons themselves as well as the debris scattered around the camp show signs of a struggle.

Closer examination shows overturned campstools, broken mugs and crockery, and an overturned iron cauldron that once hung from a tripod over the fire. A small amount of spoiled stew still sits in the bottom, but most of it has spilled and been consumed by scavengers.

Further examination of the camp can turn up the following information. Any character searching through the site can



DALISH CAMP INVESTIGATION

DRAGON DIE	INFORMATION
1	Some of the wagons show signs of being broken into, such as smashed or kicked in doors. Hoof prints show that most of the carthorses ran off at some point, probably panicked by the attack.
2-3	There are traces of dried blood in spots, indicating there were at least some wounded. From the size of some of the spots, there were probably at least a few deaths, but not a wholesale slaughter. In spite of that, there are no elven bodies or remains at the campsite.
4-5	Footprints and drag marks on the ground show a large number (over twenty) were marched or carried away from the site, including some that were dragged over the ground. It is likely any dead bodies were dragged or carried away as well.
6	The tracks lead off towards the south-southeast, in the direction shown on Eshara's crude map. Interestingly, all the footprints appear to belong to the elves. There is no sign of which, if any, were made by their attackers. It is a fairly easy matter to follow the tracks.



make a **TN 9 PERCEPTION (TRACKING) TEST**. Successful characters notice further detail depending on the result of the Dragon Die. Consult the **Dalish Camp Investigation** table on the previous page. Provide the player with all of the information listed for that result and the lesser ones. So, for example, a Dragon Die result of 4 provides the information for the 3-4 entry and that of 1 and 2-3.

Searching the wagons does also turn up the elves' remaining valuables, mainly coin earned during the Vintiver harvest

DEFEAT AND CAPTURE

If the revengers overcome the PCs in this scene, they take the survivors prisoner and bring them back to their master, the abomination Mythallen. The rage abomination is interested to know how much the outside world and the people of Vintiver have learned of him and his plans, and he wants to recover the Link of Rage and find out what (if anything) the PCs know of it.

You can pass over **Part 3**, as the revengers carry or escort the captured characters to their master, and assume Mythallen imprisons the Player Characters with the remaining Dalish elves. The party must come up with a means of escape and dealing with the fanged skeletons Mythallen has left behind as guards. Then they can pursue the darkspawn and attempt to aid Vintiver, as detailed in **Part 4**. Naturally, in this case the PCs do not earn Experience for the encounters in **Part 3**, just for escaping and overcoming the skeletons (an average encounter overall).

festival and personal items like jewelry. It amounts to 34 sp, assuming the characters are mercenary enough to loot the belongings of the people they are supposed to be saving, that is.

SCENE 3

REVENGER ATTACK

COMBAT ENCOUNTER

When night falls on the forest – most likely while the group is investigating the abandoned Dalish camp – they get their first real encounter with the threat to Vintiver, the revengers.

Unlike the other foes that have laid in ambush for the PCs, the revengers are tired of sneak attacks on their human prey. Finding intruders closer to their lair, and amidst the ruins of their encampment, the revengers want to strike fear into their victims' hearts before they strike.

The first hint of trouble comes as the shadows darken towards night and faint, wheezing and mocking laughter seems to drift out of the trees. Have the players make **TN 13 WILLPOWER (COURAGE) TESTS** for their characters to resist the unnatural fear the revengers' laughter provokes. Those that fail suffer a -1 penalty on attack rolls made against revengers for the duration of the encounter.

The laughter gets louder as the revengers surround the party before emerging from the forest to attack. The PCs get their first look at the creatures' jackal-like appearance and their glowing reddish eyes just as they rush to the attack.

ADVERSARIES

There is one revenger for each PC. Stats can be found on page 22 of **Appendix 2: Monsters**.

If the PCs kill or disable more than half their number, the remaining revengers flee into the darkness of the forest. Characters can pursue, but it is not advisable, given the revengers' ability to see in the dark, their superior speed, and their knowledge of the terrain, to say nothing of following them headlong into an ambush or reinforcements from their lair.

When the fight is over and they bend to examining the fallen bodies of their foes, the PCs are in for a surprise. In death, the revengers revert to their original forms: the missing Dalish! The bodies are those of normal elves, bearing the same wounds as the slain darkspawn.

RESOLUTION OF PART 2

By the end of this adventure, the PCs should have a fairly good idea what has happened to the missing elves, and a desire to free them from their unnatural transformation. They should also have a fair trail to follow off the main track into the dark forest, with the combination of Eshara's map and the tracks left by the Dalish and any retreating revengers. Of course, if any of the creatures escaped, the party should also know their master Mythallen will be expecting them, so caution in approaching his lair is clearly indicated.

PART 3

THE LOST KEEP

In **Part 3**, the PCs make their way through the dangers of the forest to reach the ancient ruins that are Mythallen's stronghold. They must brave a perilous crossing over a deep gorge and finally the ruins themselves. They deal with a few guards and find the remaining Dalish elves, only to discover that Mythallen has already left his lair with the majority of his followers to lead an assault on Vintiver!

The main goals of **Part 3** are to challenge the characters en route and set things up for the events in **Part 4**. It allows them to garner some aid from the captured Dalish elves they rescue, and possibly return to Vintiver in time to save the village, especially if they figure out how to overcome the rage abomination leading the attack.

SCENE 1

BLOODCROW BRIDGE

COMBAT ENCOUNTER

Following Eshara's map (and possibly the trails of the darkspawn), the party comes to a massive tree that has fallen across a deep chasm in the forest, forming a natural bridge to the far side. The chasm is nearly a hundred feet deep, with



a river rushing across tumbled rocks below. Finding their way around means looking for another place to cross the chasm and the river and there is no such place for miles.

Getting across the bridge in normal circumstances is challenging enough, but it also has guardians. A flock of bloodcrows, forest creatures corrupted by the abomination Mythallen, swoop down to attack anyone trying to cross the bridge.

To give this encounter tension and unpredictability, crossing the bridge is handled as an advanced test. The bridge itself is 16 yards long and 2 yards wide (it was a huge tree) and it's covered with moss and jutting branches that make it difficult to traverse.

Moving on the bridge takes a major action and requires a **TN 11 DEXTERITY (ACROBATICS)** TEST. The success threshold to get across is 8. A character that made two successful tests with Dragon Die results of 5 and 3, for example, would make it across in only two rounds. A failed test means the character slips and is now in danger of falling. Before he can resume his movement across the bridge, he must make a successful **TN 9 STRENGTH (CLIMBING)** TEST to stand back up (a minor action). If this test is also failed, the character falls unless the PCs took precautions (like trying ropes to each other), suffering 7d6 damage.

The PCs can increase their chances with good planning. If one of them gets across with a guide rope, for example, you can drop the TN of the **DEXTERITY (ACROBATICS)** test to 9. They'll have to decide if they all want to cross at once,

or leave some to lay down covering fire while others cross. The bloodcrows continue to attack throughout. They try to focus their attacks on wounded characters, using their Blood Drain stunt whenever possible.

ADVERSARIES

There are eight bloodcrows to start, but you can have more swoop in to keep the encounter interesting if the PCs deal with them too quickly. Stats can be found on page 22 of **Appendix 2: Monsters**.

SCENE 2

DEAD GUARDIANS

COMBAT ENCOUNTER

The party makes its way down into a narrow valley, at the far end of which is the ruins of an ancient stone keep. Only the first floor is intact, and it is lacking a roof and largely filled with rubble, some of which has been cleared away to reveal a stone staircase leading down into darkness. Read or paraphrase the following to the players when the PCs move down the stairs:

You move down the stairs into the basement of the ancient keep. Smashed furniture and broken, decaying weapons litter the floor. There was a battle here long ago, that much is clear. In the darkness you can just make out the bones of the dead, but they do not rest quietly. You can see three skeletons staring at you, their sockets empty but their hate palpable. The keep has guardians still, and they will defend it.

In the large chamber at the foot of the stairs are creatures Mythallen has left behind to guard the prisoners (see **Encounter 3**), a trio of skeletons. They attack intruders without hesitation and fight until they are destroyed. As the skeletons stand guard out in the open, and there is no way for the party to approach them without being seen, neither side stands to surprise the other; roll for initiative normally at the start of the encounter.

ADVERSARIES

There are three skeletons, two with spears and one with a bow. Appropriate stats can be found on page 304 of **CHAPTER 12: ADVERSARIES** in the *Dragon Age Core Rulebook*.

SCENE 3

THE DALISH DUNGEON

EXPLORATION ENCOUNTER

Once the skeletons are dealt with, the party hears voices coming from down one corridor off the main chamber, calling out for help, in both human and elven languages. The Dalish elves held in Mythallen's dungeon have heard the sounds of the fight and dare to hope of rescue.

Before the characters can free the elves, however, they must face one more challenge: a trap laid by the abomination, should any intruders get this far, or should any of the prisoners escape.

THE BLADE TRAP

A thin cord is stretched across the doorway leading into the dungeon, at about ankle height, covered with soot and lampblack, and nearly invisible in the gloom. It is tied to a jury-rigged deadfall trap over the door, piled with some of the rusted but still dangerous blades and other debris gathered up from the ruins. The first character through the doorway triggers the trap, bringing all of it raining down. The falling blades and debris inflict 3d6 damage to the unfortunate victim.

Roll a **PERCEPTION (SEEING)** TEST for each of the characters in secret as they approach or declare their intention to enter the dungeon. The TN is 13 for the lead character, 15 for everyone else. If a player specifically notes that his or her character is on the lookout for a trap, the TN drops to 11. Any character succeeding on the Perception test notices the cord stretched across the entrance before anyone enters.

The nature of the trap can be determined with a successful **TN 9 DEXTERITY (TRAPS)** TEST. Success determines that simply stepping over the cord and not touching it is safe. Failure leaves the character not knowing for certain without actually trying it. A character can neutralize the deadfall with a **TN 11 DEXTERITY (TRAPS)** TEST if desired. Failure triggers the trap, so stepping over the cord is the more sensible course of action.

SCENE 4

AIDING THE ELVES

ROLEPLAYING ENCOUNTER

The corridor beyond the deadfall trap leads to the rest of the keep's basement. At the far end is a smaller circular chamber with an arcane circle inscribed on its floor. This is where Eshara took the Link the Rage, and if one of the PC carries the link back into the room it briefly sparks with power. This is the first indication that the link is not totally inert.

The rooms on one side of the corridor are empty and ruined, their original functions indiscernible in the wreckage. On the other side is the keep's dungeon and that is in use once again. Here are the remaining members of Mythallen's clan, primarily women and children, and those able to resist transformation into his revengers. Lorekeeper Orellis, the clan's elder, is also here and he has the most experience with the forces Harralan has unleashed.

The imprisoned elves are tired, dirty, hungry, and frightened. Mythallen kept them alive to continue proving to himself that everything he is doing is "for his people" and that they will eventually come to understand and respect him and his power. Perhaps there is even a small shred of decency and compassion left in him that makes him unable to bring himself to slaughter his own, although he gladly dispatched his revengers to hunt down Eshara when she escaped.

THE LOST KEEP



The Dalish prisoners are initially somewhat leery of the adventurers, not knowing what to make of them, and not overly trusting of outsiders in general, but they are in dire need and Orellis, at least, quickly tries to befriend them. If the Dalish learn the characters assisted Eshara and that she is alive, or if she accompanies them, they warm to the PCs immediately and treat them as friends and allies.

Orellis and the others can fill the characters in on what has happened, having learned most of the details from Mythallen's deranged rants. Orellis knows the real identity of the so-called "child of vengeance" and what likely brought about his transformation, but not the history of the keep or who created the Link of Rage.

Most important, the elves can tell the characters that Mythallen and his remaining darkspawn left the ruins vowing to bring "terrible vengeance" upon the humans of Vintiver! They left just hours before the PCs arrived, but one of the Dalish hunters, named Lirresh, says he knows a more direct route back to the village than the one the abomination's larger force must take, if the party is willing to risk the hazards of the forest to get there in time.

Give the players a bit of time in this encounter to ask questions and tell the elves of all they have seen and heard. This

is a prime opportunity for the players to portray their characters and potentially win over some new friends. They also need to decide what to do about the Dalish; many of the elves are too weak to accompany the PCs back to Vintiver at the pace they must maintain, and would not be of much help once they arrived anyway. The few able-bodied elves other than Lirresh prefer to stay behind to aid the rest of their people in getting clear of the ruins and to safeguard them against other dangers. A convincing or rousing speech by one of the players can convince another two elven hunters to accompany them back to Vintiver to help the humans. Eshara also remains with the adventurers, if she accompanied them to the keep.

RESOLUTION OF PART 3

At the end of **Part 3**, the player characters have information, but also a sense of urgency. They should know, from the rescued Dalish, exactly who and what they are up against. They also know the rage abomination and his forces are on their way to attack a relatively helpless village, unless the party can get back and aid the people of Vintiver before it is too late.

CHILD OF VENGEANCE

In **Part 4**, the player characters rush to get back to Vintiver in time to intervene against Mythallen and his forces. They encounter dangers along the way, including another creature spawned by the corrupt forces released by the breaking of the Link of Rage. Finally, they reach Vintiver during a battle between the darkspawn and the human villagers, just in time to (hopefully) tip the balance towards victory.

SCENE 1

WEB OF CORRUPTION

COMBAT ENCOUNTER

Lirresh, the Dalish hunter, leads the party from the Lost Keep, past the chasm (where the bloodcrows are either too thinned in number or wary enough not to attack again). He strikes out into the deep forest, off the main trails, as night begins to fall (if it hasn't already based on how long it took the characters to reach this point). The deepening twilight lends a sense of menace to the looming trees and the trail is only barely visible from some ancient, cracked cobblestones hidden beneath the undergrowth and moss.



THE WEB

After the group has gone a short distance, roll a secret TN 11 PERCEPTION (SEEING) TEST for each character. Any character failing the test stumbles into a giant web stretched between the trees, nearly invisible in the dark. The web's strands are sticky, and those who stumble into it find themselves unable to move unless they succeed at a TN 13 STRENGTH (MIGHT) TEST to break free. Even if all the characters manage to avoid becoming caught in the web, their approach alerts the web's owner of their presence.

THE WEB-WEAVER

A giant spider, corrupted by the unleashed power of the Link of Rage, attacks the prey near its web. The spider has been subsisting off forest animals, so it is eager to feast on humanoids. It scuttles down the strands of the web, initially attacking those who are not trapped (it assumes it can feed on the others in its web at its leisure). The spider's fangs are venomous, capable of paralyzing its prey.

The spider fights fiercely, but if its Health drops below 15, the abomination attempts to scuttle away into the darkness of the forest and escape.

ADVERSARY

One giant spider. Stats can be found on page 281 of **CHAPTER 12: ADVERSARIES** in the *Dragon Age Core Rulebook*. Due to the corrupting influence of Mythallen, however, the giant spider is susceptible to the magic of the Link of Rage. Any character carrying or holding Link of Rage can perform stunts against the spider at a cost of 1 less Stunt Point: The character's weapon flashes with sparks of silvery-blue arcane energy as it strikes during any combat stunts, and the spider recoils from such attacks. This gives the players a valuable clue that the link is a weapon of sorts they can use against Mythallen as well.

SCENE 2

THE DANGEROUS PATH

EXPLORATION ENCOUNTER

The corrupt spider is not the only danger the party must face on their journey back to Vintiver. The trail they take through the depths of the forest is dangerous, not only because of the growing influence of the rage demon in the area and the corruption freed from the Link of Rage, but also just the natural hazards of the terrain. These include gullies and uneven ground, potential pitfalls in the darkness.

You can handle the hazards of the journey back to Vintiver as a singular hazardous encounter. Ask each player to make a TN 11 PERCEPTION TEST. **SEARCHING**, **SEEING**, and **TRACKING** are all applicable focuses, given the nature of the hazards. A failed test results in 1d6 penetrating damage from minor injuries and inconveniences.

If you want to extend this encounter, you can give the player characters a greater challenge to overcome, like an unex-

pected flooding of a river ford. See **Handling Hazards** for additional detail and ideas.

SCENE 3

THE BATTLE OF VINTIVER

COMBAT ENCOUNTER

The PCs return to Vintiver to find Mythallen's assault underway. Read or paraphrase the following:

You arrive back in Vintiver to find it in chaos. Villagers run through the streets trying to escape diving blood crows. Revengers stalk between burning houses looking for prey. Many villagers have already fallen, but all is not lost. You can see Tarl, the Warden, defending himself with a knot of stout villagers. The inn is another center of resistance. In the village square you see a figure that can only be Mythallen. What was once an elf has been twisted beyond recognition. The abomination is now a thing of corruption, its long claws already slick with blood.

Mythallen has mustered a dozen revengers and a flock of twenty blood crows for his assault, and by his reckoning his force should more than suffice to rout these weak humans. With this many monsters and dozens of villagers running around, you do not want to track every combatant in this fight. It'd take a whole evening and grind the game to a halt.

Focus this scene instead on the actions of the PCs and Mythallen (see page 21), with the rest of the fighting going on as a backdrop. After all, the villagers are not trained soldiers, and their hopes rest largely with the PCs, who must defeat Mythallen if they are to free the Dalish from his power and defeat his forces. It is the villagers' job to hold off the other forces as long as they can to allow the PCs to do their job. You can describe the ongoing struggle of the villagers as the PCs take their actions.

The primary battle should be between Mythallen and the characters. The trick here is to pace this climax so the fight is memorable and neither too easy nor impossible. Here are some options to keep in mind:

If Coalan survived his earlier encounter with the PCs (that is, they left him unconscious rather than killing him), then the smith is engaged in fierce combat with Mythallen himself. Just as the PCs arrive, Mythallen strikes him down, leaving Coalan lying bloody on the battlefield. Reduce Mythallen's Health by 10, however, to represent the damage Coalan inflicted before he went down. As the fight begins, Coalan is dying. If a PC reaches him before 4 rounds have elapsed and administers healing, he can be saved.

If the PCs are having a hard time of it, Tarl Dale can fight free of the revengers and provide some assistance.

On the other hand, if the PCs are going to make short work of Mythallen, you can make the fight more interesting by having a revenger or two come to the abomination's aid, or have a flight of blood crows tear through the village square.

You can set up vignettes as part of the larger battle that provide other opportunities for heroism. A family may be stuck in a burning house, for example. A child may run screaming as a blood crow chases him down the street. A villager may try to use this moment to even an old score with the neighbor,

hoping no one will notice in the confusion. Each of these vignettes is a decision point for the PCs. Do they intervene or concentrate on defeating Mythallen? If they do not, make sure you note the consequences in the aftermath.

Sister Arda tends to the wounded throughout the battle, running from villager to villager to try to save lives. She can help out wounded PCs in a pinch as well. Her Cunning is 2 and she has the Chirurgery (Journeyman) talent. This means her heal tests are minor actions that restore Health equal to double the Dragon Die + Cunning.

THE POWER OF THE LINK

The bearer of the broken Link of Rage subtracts 1 from the usual stunt point cost of all combat stunts performed against Mythallen, because of the lingering power of the rage demon's former prison. Inform the link-bearer of this as soon as the player rolls doubles and generate stunt points. This gives the characters a slight edge in their fight against the abomination. They may be familiar with this benefit from their prior encounter with the corrupted spider; otherwise they may learn of it here.

If an NPC, like Eshara, carries the link, have that character realize its potential and hand it over to a PC, perhaps requiring a **TN 9 DEXTERITY (LEGERDEMAIN)** TEST to catch the thrown item. If Mythallen knows one of the heroes carries the Link of Rage, he will attack that character as soon as he is able.

MYTHALLEN FALLS

When the final blow is struck against the rage abomination, read or paraphrase the following to the players:

As the abomination falls, a simultaneous cry of both pain and defeat seems to go up from his darkspawn followers. As if following the sound of the terrible cry, ghostly, screaming shapes emerge from their mouths, swirling like glowing mist into the night air.

The spirits gather in a greenish cloud overhead, stirring like a gathering storm, and then the most powerful unholy light erupts from Mythallen, lancing skyward with an echoing cry. It scatters the other shapes with a thunderclap and then goes out, leaving a sudden darkness and silence all across the grape arbor that has become a battlefield.

Where the revengers once stood are now the elves of the Dalish clan; some dead or wounded, but others simply dazed, trying to make sense of their surroundings. In the dirt at your feet lies, not the form of the rage abomination, but that of an elven hunter, dead of the same blow that slew Mythallen. The rage demon is gone, and the threat of the darkspawn with it.

RESOLUTION OF PART 4

The end of Part 4 is the end of *The Dalish Curse*, wherein the PCs hopefully triumph over the forces of evil and save the people and village of Vintiver from almost certain destruction, as well as helping to heal a rift between the humans and the elves, at least in this corner of the world. Once the final battle is concluded and Mythallen is defeated, you can move on to the *Epilogue*.

EPilogue

After the final battle against Mythallen's forces and the confrontation with the rage abomination, the dust settles and you can wrap up any remaining threads of the story.

The villagers aid the surviving Dalish (perhaps with some encouragement from stalwarts like the PCs, Warden Tarl, and Vintiver's priestess Sister Arda). Any darkspawn left behind at the Keep are destroyed at the same time as the abomination that created them, and any elves the PCs were forced to leave behind find their way to the village (or are met by search parties in the forest), allowing them to reunite with their freed loved ones.

The state of the village depends on the PCs' actions. If they killed Coalan and his followers early in the adventure then Mythallen's attack will have caused much more damage. More villagers are dead and many buildings are burned down. If the blacksmith and his men were not killed, they were able to blunt Mythallen's attack until the PCs showed up, and the village is thus in better shape. There are still losses, but it could have been much worse.

The people of Vintiver are naturally grateful to the PCs for the protection of their village, even more so if the PCs managed to save Vintiver with minimal loss of life and property. They can expect to be treated well any time they visit. The villagers provide whatever assistance the characters need in the form of rest and recovery, free food and lodging, and the equivalent of 50 silvers each in equipment and supplies—as much as the villagers can spare. This is reduced to 25 silvers if the party killed Coalan early in the adventure.

If Coalan survives, he is quite contrite with the characters and offers them his skills in repairing any of their damaged equipment such as weapons or armor, perhaps even offering to make them new items, if they plan to spend some additional time in Vintiver. If Coalan does not survive (perhaps dying a hero's death in defense of Vintiver), then Dorn Mullin, his apprentice, takes on the duties of village smith and makes them the same offer.

The Dalish are also quite grateful for their rescue from the rage abomination, especially if the PCs managed to free most or all of the revengers from Mythallen's thrall without having to kill them. At the very least, the Dalish make the characters adopted members of their clan, offering them tokens showing them to be *vhennallin*, or “friends of the People.” If the party wishes, they may travel with the Dalish as part of their caravan, giving them companions along the route to their next adventure, and a kind of mobile “home base.” If not, they are still welcome around the Dalish’s campfire at any time.

EXPLORING THE RUINS

If the players express interest, you can extend this **Epilogue** by allowing their characters to further explore the ruins of the ancient Keep of the Chain now that the abomination and its thralls no longer control it. There may be further treasures and clues about the nature of the Link of Rage and

the threat released by its sundering to be found there. Of course, there may also be additional traps and defenses left by the builders of the Keep, or by the release of the demons, without the residual magic of the builders to help protect the PCs.

If the characters take some time in getting back to the ruins, other darkspawn or creatures from the forest might move in and take up residence, forcing the characters to root them out, and leading to a whole additional adventure. You can also create additional levels or layers to the ruins, either hidden parts of the Keep's lower levels or other nearby structures, previously buried. Some additional encounters can help out Player Characters who didn't make it to 2nd level at the conclusion of **Part 4**, giving them a small additional XP boost to wrap things up on a high note.

Left to their own devices, the people of Vintiver and the Dalish agree to destroy the “bridge” leading to the lost valley, pushing the fallen tree down into the chasm, cutting off easier access to the ruins to avoid any further temptation. Still, there is always the possibility a new threat might arise from there later on, giving the characters another reason to return to Vintiver.

VINTIVER

The Ferelden village of Vintiver is where much of *The Dalish Curse* takes place, and provides both a “home base” for the PCs and an endangered populace for them to defend against the darkspawn threat. You may choose to have the fledgling PCs actually originate in Vintiver, in which case their ties to the village—and their motives for wanting to protect it from harm—will be even stronger.

LOCATION AND LAYOUT

Vintiver is in the southeastern part of Ferelden, in the Southron Hills, where the rolling hillocks and elevation of the land are well suited to the village's primary crop: grapes. The village itself is nestled in a shallow vale between the hills, affording some protection from the weather and an ample water supply.

Vintiver itself is made up of about two dozen homesteads, each with its own garden plot, where the locals grow their own food. The vineyards extend further up the hillsides, outside of the village proper, and there are a number of outlying farms considered part of Vintiver, but located a mile or more away from the center of the village itself. The Fulidor farm the PCs visit at the start of the adventure is one such.

In addition to the homesteads, the other main buildings in Vintiver are:

1 THE TEMPLE

A small Chantry temple is set up in Vintiver to tend to the people's spiritual needs. It is a long building with tall, thin windows equipped with shutters, which are usually open in fair weather to allow light and air to fill the inside. Rows of

benches are set for services before the altar at the far end of the main room of the temple, with the priest's quarters in the rooms at the back. Vintiver's temple is not especially rich, although it does have fine altar cloths, and the parishioners are humble and devout, much like the Priestess, Sister Arda.

2 THE WINERY

Vintiver's prime export is wine made from the grapes of its vineyards. The whole village works together to crush the grapes in large wooden vats, straining and storing the juice to ferment into wine, which is then casked and bottled and aged before being sold to wine merchants who take it all across Ferelden and beyond.

The village winery is most active during harvest season, of course, when the villagers gather for the year's wine preparations. For the rest of the year, it is tended by the most skilled winemakers, who oversee the aging of the casks, and by their young apprentices, who handle most of the cleaning and maintenance. The main area of the winery can be used for village functions when the Temple or common room at the inn will not suffice, and gatherings are sometimes held there.

3 THE ARBOR INN

Vintiver has a small inn, primarily to attend to the needs of visiting merchants and traders, and to provide the locals with a common taproom. The two-story wood beam and plaster structure has heavy, dark wood shutters and window boxes kept full of brightly colored flowers in the spring and summertime. A carved and painted wooden sign bearing a dark purple bunch of grapes surrounded by curling leaves and vines and the name "The Arbor Inn" hangs above the front door, while a small bell hangs just inside, ringing when the door is opened, so the innkeeper knows when guests arrive and depart.

Haran and Kesla Mullin own and run the Arbor Inn. Kesla's father Ulten started it, and she inherited, being the oldest child. Kesla's mother Torra still cooks in the inn's kitchen, vital and vivacious in her 60s, and still fully involved in her daughter's business (in all ways). Haran and Kesla's four younger children Finella (16), Dagmar (14), Amina (12), and Elfrida (10) all work at the inn in various capacities, while their oldest son, Dorn, age 18, is apprenticed to Coalan, the smith.

4. THE SMITHY

Master Coalan's smithy is located near the village stables, where he does most of his work shoeing horses and fixing various farm implements for the villagers. The smithy itself



contains Coalan's forge, anvil, and various tools of his trade, along with small supplies of scrap metal, crucibles and molds, and so forth. The forge fire is kept burning whenever the smith is working, tended by his apprentice, Dorn Mullin.

5. THE STABLES

The village stables provide shelter for draft and farm horses apart from the villagers' own properties, and particularly for the mounts and pack animals of visiting merchants and other travelers staying at the inn. The stables also store bales of hay in their large barn along with various items of tack and harness.

CUSTOMS AND HISTORY

Vintiver was founded decades ago on the frontier of Ferelden to take advantage of the fertile soil of the hills, which provided an excellent environment for the cultivation of grapes. The village's history has been largely peaceful, far from the crime of the most densely populated cities, and from wars and border conflicts. Of sole concern has been the occasional creature from the depths of the Brecilian Forest but, even then, the people of Vintiver tend to steer clear of the forest and its inhabitants rarely venture so far as the village itself.

Like so many rural villages, life in Vintiver revolves around the seasons and the harvest. In particular, the villagers all contribute to work on the vineyards, as well as caring for their own small plots of land and food crops. The heaviest work is done during spring planting season and the autumn harvest,

which is followed by crushing the grapes and the preparation of wine to be fermented throughout the remainder of the fall and winter.

Therefore, Vintiver's largest festival celebrates the Autumn Harvest, intended to give thanks for a bountiful and successful year and to bless the fields that will lie fallow until Spring to bring forth new life. It is a time of feasting and the enjoyment of the village's work in winemaking, as well as trade, as wine merchants visit to purchase vintages from the previous years, and tinkers and traders from the surrounding areas come looking to sell their wares. The visit by the traveling band of Dalish elves at the most recent harvest festival is the spark that triggered the events in this adventure and the trouble Vintiver faces in *The Dalish Curse*.

APPENDIX 1

NPCS

This appendix includes game stats and descriptions for the NPCs encountered in *The Dalish Curse*. NPCs unlikely to see combat use the abbreviated stat block format.

ANGRY VILLAGERS

While most of the people of Vintiver are peaceful enough, there are enough rowdies to give Coalan his mob. Their belligerency comes in handy when Mythallen attacks the village, however.

ANGRY VILLAGERS			
ABILITIES (FOCUSES)			
0	COMMUNICATION (ANIMAL HANDLING, BARGAINING)		
1	CONSTITUTION (STAMINA)		
0	CUNNING		
2	DEXTERITY		
0	MAGIC		
1	PERCEPTION (SEEING)		
1	STRENGTH		
0	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	11	12	0
WEAPON	ATTACK ROLL		DAMAGE
CLUB	+2		1D6+1
FIST	+2		1D3+1
SPECIAL QUALITIES			

FAVORED STUNTS: Knock Prone and Skirmish.

WEAPON GROUPS: Brawling and Staves.

EQUIPMENT: Club.

ENRAGED MOB

COALAN

Coalan has lived in Vintiver all his life. He learned the blacksmith's trade here, took over the smithy and forge, and has been a good and upstanding member of the community. Coalan has always been a somewhat solitary fellow; as a lad his large size made him somewhat awkward and shy. As a man, he has focused on his work and finds little time for "foolishness," as he refers to most sorts of recreation. He is a serious man, with serious responsibilities.



Unfortunately, Master Coalan also has something of a temper. He manages to keep it in check most of the time, but it is one of the reasons why he doesn't make friends easily, or socialize all that much. Dorn Mullin, Coalan's eighteen year-old apprentice, receives the brunt of his master's ill-temper, but even he thinks of Coalan as more prickly than violent. Recent events have worsened the blacksmith's temper. After all, everything in the village was just fine until the festival, until those damned sneaky knifearns came along and started trouble. It was getting back to normal until they came back, now *they* want help? It is some elven trick! It *has* to be.

Master Coalan likes to think he knows what is going on and what is best, but he's not the sort people listen to. No, they

COALAN			
ABILITIES (FOCUSES)			
1	COMMUNICATION (LEADERSHIP)		
2	CONSTITUTION (DRINKING)		
0	CUNNING		
1	DEXTERITY (BRAWLING)		
0	MAGIC		
0	PERCEPTION		
3	STRENGTH (BLUDGEONS, INTIMIDATION, MIGHT)		
1	WILLPOWER (COURAGE, MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	11	12	0
WEAPON	ATTACK ROLL		DAMAGE
MAUL	+5		1D6+6
FIST	+3		1D6+3
SPECIAL QUALITIES			

FAVORED STUNTS: Dual Strike and Mighty Blow.

SPECIALIZATIONS: Armor Training (Novice), Unarmed Style (Novice).

WEAPON GROUPS: Bludgeons and Brawling.

EQUIPMENT: Light Leather, Maul.

BLACKSMITH

prefer the placid calm of Sister Arda or the quiet authority of Warden Tarl, or even some mothering from Kesla Mullin rather than deal with the hard, cold facts and the reality of what needs doing. Well, Coalan isn't one to shy away from something because it's too hot, and he knows full well some things need to be hammered into shape if you want to fix them.

ESHARA

A bright and clever young elf woman, Eshara also proves to be quite brave and determined when given the responsibility of aiding her people. She manages to escape from the clutches of the rage abomination and his minions, absconding with the broken Link of Rage, and making her way back to Vintiver in spite of the danger and the injuries she suffers in the process. She's willing to trust outsiders and to accompany them back into certain danger to bring help to her fellow Dalish and to put an end to the threat looming over them and the human village as well.

Eshara is training to become a lorekeeper herself and is a devout believer in the elven gods, as shown by her facial



ESHARA

ABILITIES (FOCUSES)

1	COMMUNICATION
1	CONSTITUTION
2	CUNNING (CULTURAL LORE)
2	DEXTERITY (LIGHT BLADES)
0	MAGIC
3	PERCEPTION
1	STRENGTH
2	WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	34	12	3
WEAPON	ATTACK ROLL	DAMAGE	
DAGGER			
+4			
1D6+2			
SPECIAL QUALITIES			

BACKSTAB: As per the level 1 rogue power.

FAVORED STUNTS: Pierce Armor and Skirmish.

ROGUE'S ARMOR: Eshara ignores the Armor Penalty of leather armor altogether.

SPECIALIZATIONS: Scouting (Novice).

STUNT BONUS: Eshara can perform the Pierce Armor stunt for 1 SP instead of the usual 2.

WEAPON GROUPS: Bows, Brawling, Light Blades, and Staves.

EQUIPMENT: Light Leather, Dagger..

DALISH ELF SURVIVOR

tattoos. She is proud of her heritage and her people, but does not let her pride blind her to reality. If outsiders—like the Player Characters—are willing to offer aid, then she is willing to accept and aid them in return.

If you want to introduce an element of romance into the adventure, Eshara might find herself inexplicably drawn to one of her rescuers. She likely tries to deny any romantic feelings for a non-elf, at least initially, but may admit or even act on those feelings, given the dangers everyone must face in this adventure. If not a Player Character, then Eshara may find herself drawn to the brave and humble Warden Tarl, providing a reason for her to remain behind in Vintiver, should you need one, either during or after the story ends.

HARAN AND KESLA MULLIN

The Mullins are the owners and keepers of the Arbor Inn, Vintiver's sole inn and taproom, and therefore the center of social life in the village. Kesla's father started the inn and she inherited it, her husband Haran willingly gave up a career as a carpenter to help his wife run the family business, although he still puts his skills to work maintaining and fixing up the inn.



The Mullins are good folk with a live-and-let-live attitude and a belief in hard work, hospitality, and caring for family and neighbors. They are deeply concerned about recent happenings and aggrieved about the loss of people they have known. Kesla in particular keeps her children closer to home, until the matter is resolved.

The Mullins' game stats are not likely to be important in this adventure. Should any tests be necessary on their part, you can assume they have an average level of ability and focuses only concerning matters of inn-keeping, hospitality, and (in Haran's case) carpentry.

HARAN MULLIN

ABILITIES (FOCUSES)

COMMUNICATION 1(ANIMAL HANDLING, BARGAINING), CONSTITUTION 2(DRINKING), CUNNING 0, DEXTERITY 1, MAGIC 0, PERCEPTION 1 (HEARING), STRENGTH 2, WILLPOWER 1

INNKEEPER

KESLA MULLIN

ABILITIES (FOCUSES)

COMMUNICATION 2 (BARGAINING, PERSUASION), CONSTITUTION 1, CUNNING 1 (CULTURAL LORE, EVALUATION), DEXTERITY 2, MAGIC 0, PERCEPTION 2 (SEEING), STRENGTH 0, WILLPOWER 1

INNKEEPERS

ORELLIS

Orellis is an older elf, his hair silvery white and his face beginning to show the hints of wrinkles and lines that would, in a human, be the early signs of middle age. In truth, Orellis is the eldest member of his band and has been their Lorekeeper for many years. He knows a great deal about elven history, legends, and religion in particular, and looks after the spiritual needs of his people. Orellis can tell the Player Characters about the rage demon and the nature of the abomination that calls itself Mythallen. The Lorekeeper is not overly fond of humans, nor does he trust them any more than he must, but he befriends the Player Characters if they show themselves to be friends of the Dalish, and encourages his people to do the same.

SISTER ARDA

Sister Arda is a devout servant of the Chantry and follower of its beliefs. Raised and trained in Denerim, she chose to immigrate to the frontier lands some eighteen years ago to minister to people in need of spiritual guidance, feeling she could do more there than in the great temples of the capital city. She has helped build up the Chantry in Vintiver, both figuratively and with her own hands. In spite of being a “newcomer” by the standards of some, Sister Arda is a known and welcomed part of the community.



At least part of her success is owed to her cosmopolitan education and willingness to acknowledge that the Song might need slightly different words or tempo here than in the heart of the Chantry’s power, so long as the tune is still the same. She does not believe in blind adherence to dogma, and tends to politely overlook various local superstitions

SISTER ARDA

ABILITIES (FOCUSES)

COMMUNICATION 3 (PERSUASION), CONSTITUTION 0, CUNNING 2 (CULTURAL LORE, HEALING, HISTORICAL LORE, RELIGIOUS LORE), DEXTERITY 1, MAGIC 0, PERCEPTION 2 (EMPATHY), STRENGTH 1, WILLPOWER 3 (FAITH, SELF-DISCIPLINE)

CHANTRY PRIESTESS

ORELLIS

ABILITIES (FOCUSES)

COMMUNICATION 3 (LEADERSHIP), CONSTITUTION 0, CUNNING 5 (CULTURAL LORE, HISTORICAL LORE, NATURAL LORE, NAVIGATION, RELIGIOUS LORE), DEXTERITY 2 (BOWS), MAGIC 2, PERCEPTION 2 (SEEING), STRENGTH 0, WILLPOWER 3 (SELF-DISCIPLINE)

DALISH LOREKEEPER

and customs dating back to tribal times. After all, the people of Vintiver are good, hard working, and devout. They need spiritual guidance to make their lives better, not more difficult, as she sees it.

Sister Arda is gravely concerned with recent events. In all her years in Vintiver, she has never had to face true evil. Now she fears corrupt forces are closing in around the souls entrusted into her care, and she does not know if she has the courage necessary to sing out loudly in the face of mortal peril, to be the guiding light her people need. She is sincerely grateful for the assistance of the PCs, although she has a touch of Chantry mistrust for magic-wielders, particularly given the circumstances. Still, she does whatever she can to aid the PCs, and to focus the attention of the villagers on the true threat to them all.

TARL DALE

Tarl Dale, the village Warden of Vintiver, is the legal authority of the village as well as enforcer of the will of the Bann (the local lord). Master Tarl, as he is known, was a soldier in the Bann’s army, and a good one by all accounts. He retired years ago, and found that life in a rural village on the frontier suited him well enough. He likes the quiet and the people of Vintiver, and never expected to have to deal with trouble such as he is now.

TARL DALE

ABILITIES (FOCUSES)

2	COMMUNICATION (LEADERSHIP)
4	CONSTITUTION (SWIMMING)
1	CUNNING (MILITARY LORE)
1	DEXTERITY (RIDING)
0	MAGIC
1	PERCEPTION
3	STRENGTH
1	WILLPOWER (COURAGE)

SPEED HEALTH DEFENSE ARMOR RATING

9 52 11 5

WEAPON ATTACK ROLL DAMAGE

LONG SWORD +3 2d6+3

DAGGER +1 1d6+4

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike and Mighty Blow.

SPECIALIZATIONS: Armor Training (Novice), Single Weapon Style (Journeyman), Weapon and Shield Style (Novice).

STUNT BONUS: Tarl can perform the Dual Strike stunt for 3 stunt points instead of the usual 4.

WEAPON GROUPS: Brawling, Heavy Blades, Light Blades, Spears, Staves.

EQUIPMENT: Light Mail, Long Sword, Dagger.

FERELDAN FREEMAN, VILLAGE WARDEN

The warden is a fairly tall man, still fit in his 50s, with longish dark brown hair going to grey, and a mixture of the same in his short beard. His pale eyes are still sharp, however, and he has laugh-lines around them from an easy smile, although he has found little reason to grin of late. He's virtually the only man in Vintiver who regularly wears (or even owns) a sword and these days he has taken to wearing some of his old armor as well, just in case.

Tarl's primary duty is to protect Vintiver. He doesn't know much about magic and curses and the like, but he has fought things that would make your blood run cold, and he knows there is evil at work in the world. He does not have anything particular against the Dalish, knowing full well they didn't start the incident he broke up during the festival. He finds it difficult to believe in any sort of a curse, but he has seen stranger things in his time.



MYTHALLEN

Harralan was a skilled hunter and tracker for his clan, but known for having a temper and a certain amount of arrogance about his abilities. He dreamed of the days when his people were the masters of the land, with great cities and nations of their own, not dispirited wanderers living out of wagons and performing shows and tricks for the very people who oppressed and enslaved them. They were better than that; they *should* be better.

The indignity at the human village of Vintiver was the final straw of Harralan's pride; that those quickling fools *dared* to speak to him in such a way! Worse yet, that his own elders admonished him for it! The hunter stewed and fumed as the clan left the insignificant village behind and continued on their journey, as Harralan was exiled to scouting alone in the woods to cool his anger, but he merely stoked the flames of it the more he thought about it.

So his mind and spirit were primed to hear the call of the demon bound in the mystic Link of Rage. Drawn by that siren call, with hooks planted deep in Harralan's own anger, the hunter found the hidden vale where the ruins of the keep lay, bypassed its defenses, and took hold of the Link of Rage. All of his anger and hatred poured into it, magnified and returned a thousand times over. The Chain exploded and Harralan the elven hunter was no more.

Transformed by the power of the rage demon, the Dalish elf became Mythallen (pronounced myth-al-LEN), "child of vengeance." He felt the power thundering within every fiber of his being, the power to take revenge on those who mocked him, on the people who degraded his own. Moreover, he knew that he had the power to lead his clan, his people, along a different path.



MYTHALLEN

ABILITIES (FOCUSES)

2	COMMUNICATION
3	CONSTITUTION (STAMINA)
2	CUNNING
3	DEXTERITY (STEALTH, TRAPS)
2	MAGIC
1	PERCEPTION (SEEING)
3	STRENGTH (CLAWS, INTIMIDATION)
4	WILLPOWER (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	60	13	5

WEAPON	ATTACK ROLL	DAMAGE
CLAWS	+5	2d6+3

SPECIAL QUALITIES

ABOMINATION FORM: Mythallen's transformed body gives him an AR of 5.

FAVORED STUNTS: Lighting Attack and Mighty Blow.

THE FIRES OF HATE: Mythallen can create a burst of flame as a special stunt for 2 SP. Anyone within 2 yards of Mythallen takes 1d6 penetrating damage.

RAGE ABOMINATION

Mythallen is a creature of primal rage, hate, and a never-ending thirst for vengeance. He may espouse concern for the future of the People, and for the injustices they have suffered, but he understands nothing of sympathy, compassion, forgiveness, or true leadership. Instead, he enslaves, yoking others to his revenge, transforming them into little more than weapons, extensions of his will. Mythallen is too far gone; whatever remains of Harralan has been burned away in the fires of his hate and the influence of the demon.

APPENDIX 2

MONSTERS

This appendix includes stats for creatures unique to this adventure. The remaining stats needed to run *The Dalish Curse* can be found in **CHAPTER 12: ADVERSARIES** in the *Dragon Age Core Rulebook*.

BLOODCROW

Infected by darkspawn, these black carrion birds gain a thirst for the blood of the living along with a savage nature and cunning. Bloodcrows are larger than their mundane kin, with a dark reddish sheen to their black feathers and blood-red eyes. They have sharp beaks and snake-like tails with small spikes or spines along them.

BLOOD CROW

Abilities (Focuses)				
0 COMMUNICATION				
-2 CONSTITUTION (STAMINA)				
-2 CUNNING				
3 DEXTERITY (BITE, STEALTH)				
-2 MAGIC				
2 PERCEPTION (SMELLING)				
-1 STRENGTH (INTIMIDATION)				
0 WILLPOWER				
Speed	Health	Defense	Armor Rating	
5 (FLY 20)	10	13	0	
Weapon	Attack Roll	Damage		
BITE	+5	1D6-1		
Special Qualities				

BLOOD DRAIN: For 3 SP, a bloodcrow can strike and latch onto its target to drain blood from the victim. The damage from the bloodcrow's attack ignores armor.

EYE-STRIKE: For 2 SP, a bloodcrow can rake or peck at its target's eyes or other vulnerable spots. The target suffers a -1 penalty on all tests until the end of its next turn.

FAVORED STUNTS: Blood Drain, Eye Strike, Mighty Blow.

HUNGER DARKSPAWN

Bloodcrows usually attack in flocks, striking at the eyes and face as well as any other unprotected or vulnerable areas on their prey. As a group they can bring down much larger creatures, allowing them to feast.

REVENGER

The rage of Mythallen is like a fire, capable of igniting and burning other creatures, transforming them into extensions of his unholy will like sparks spreading a bonfire. A revenger is a normal humanoid possessed and changed by Mythallen into an instrument of death and destruction.

Revengers are a sickly grey color, their flesh tough and leathery, drawn tight on their bones. Their lips are drawn back in a rictus parody of a grin, and their teeth and nails grow sharp and predatory. Their eyes become dark pools of nothingness swirling with reddish shadows, and able to pierce the darkest gloom, but sensitive to the light of day. They are

REVENGER

Abilities (Focuses)				
0 COMMUNICATION	2 CONSTITUTION (STAMINA)	0 CUNNING	2 DEXTERITY (STEALTH)	1 MAGIC
2 PERCEPTION (SMELLING)	3 STRENGTH (CLAWS, INTIMIDATION)	1 WILLPOWER (MORALE)		
Speed	Health	Defense	Armor Rating	
14	20	12	3	
Weapon	Attack Roll	Damage		
CLAWS	+5	1D6+6		
BITE	+2	1D6+3		
Special Qualities				

DARK VISION: Revengers can see in the dark as if it were daylight. This does, however, make their eyes light sensitive. In actual daylight or other bright light, revengers suffer a -1 penalty to their Perception ability and all attack rolls.

QUICK BITE: A revenger can follow up a successful attack with its claws with a Quick Bite as a special stunt costing 2 SP. This bite attack must be taken against the same target as the original attack. Rolling doubles on the bite attack roll does not generate more stunt points.

FAVORED STUNTS: Lighting Attack and Mighty Blow.

HUNGER DARKSPAWN

usually clad in the ragged remains of whatever clothing they wore before their transformation, or else are garbed as their creator and master sees fit.

Revengers have a measure of intelligence left to them, more an animal cunning, and they are still capable of speech, although they are more likely to issue only growls and animal cries. They are otherwise nothing more than extensions of their master's will, incapable of disobedience or betrayal.

A revenger given the opportunity to attack does so savagely, striking with claws and biting targets that get too close. They fight with no regard for their own safety. A slain revenger reverts back to its original, untainted, form, often to the shock and surprise of its slayers.