

THE SECRET OF EASTVALE

An Adventure for the Dragon Age RPG by Green Ronin Publishing

INTRODUCTION

IF YOU PLAN ON GOING THROUGH *THE SECRET OF EASTVALE* AS A PLAYER STOP READING NOW!

Adventure Synopsis: The party has traveled for several days and come across the small village of Eastvale where the villagers give them a less than warm welcome.

Jorg the local shopkeeper sneaks into the party's room and pleads for their help. He explains to that a Witch of the Wilds has placed the village under a spell and even kidnapped Ardnis, his only daughter. He begs the party to help him and is willing to pay them with them a few items he has managed to acquire.

Any investigations around the village offer little light on the situation and only make the party more suspicious or at least confirm that something odd is going on. After this, they should decide to head into the woods and face off with the witch.

In the woods, the party notices that they are being stalked by a pack wolves. When the party tries to attack them, the pack flees. The wolves lead the adventurers on chase through the woods and right into a trap.

Eventually, the party arrives at the Rowen's Hut (The "Witch of the Wilds"). This where many of the major choices facing the party begin. Here they learn that Rowen is an apostate but has acted the village's healer and wise woman for years. Practically, everyone in the village owes Rowen their life and in exchange they have protected her

secret from the Templars and the Chantry for years. She is harboring the shopkeeper's pregnant daughter from her abusive father.

At this point the adventure can take several directions. They can return the daughter to her father. Escort the girl to the Dalish camp where she can be with her love and the father of her child. There are many possible outcomes.

What's really going on. Jorg is a racist and an abusive drunk. He doesn't know that Ardnis has fallen in love with a young Dalish hunter, Zarren, and that she is pregnant by him. Jorg has ranted, raved and threatened several villagers but has never found out who the father was.

As his daughter has gotten closer to delivery. Jorg has grown more and more angry. Callden, Vahla and Rowen decided it would be best to have the girl stay in the Chanty. This worked for a while until Jorg started pounding on the Chantry doors late one night in a drunken rage. He threatened to burn the building to the ground if his daughter didn't come out. It was decided then to hide Ardnis at Rowen's hut in the woods until she could be reunited with her love.

Rowen is an Apostate who has spent years being a healer and wise woman for the village. The entire village knows that the witch is an apostate and protects her secret. Each of them owe her their lives or the life of a family member. The witch knew of the affair with the hunter and plans to go to the Dalish camp and plead the girl's case to the Keeper to accept the girl and the baby so at least they could be a family together.

THE VILLAGE OF EASTVALE

The Village of Eastvale is just north east of the Korcari Wilds but still west of the Brecilian Forest. The nearest “major” settlement is Lothering which is about two days walk away.

Eastvale consists of only a few buildings.

The Inn/Public House: The largest building and social center of the village. It is ran by Kief, who is also the village's mayor, and his family. The food is hardy and filling. The ale is strong. And the fire is warm and welcoming. The party can get a day's room and board for 5 Silver Pieces in the common room. For 7 Silver Pieces, they can sleep in the only private room at the inn.

The Blacksmith's: Callden is Eastvales's blacksmith. He is also the town sheriff. He keeps order in town and a wary eye on any outsiders. He will mobilize and lead the villagers in times of trouble. Kief has mostly domestic goods. Pots, pans, cooking knives and tools. He can repair armor and weapons but doesn't have any in stock.

The Chantry: Eastvale's Chantry is very small and only has a staff of three. It is lead by the Reverend Mother Vahla and she is assisted by two acolytes, Sister Miri and Sister Eoni. There are no Templars stationed in Eastvale. The place just isn't big or important enough. Occasionally a couple will make the trip from Lothering just to check up on things.

The Village Shop: The village shop is closed until Jorg calms down. If the party peeks through the window or tries to break in they will not find much of great value. Jorg normally only carries mundane things that the villagers would be interested in buying.

Villagers' Homes: There are about a half a dozen or so peasant hovels. These are just people's homes and nothing special is there.

A WARM DRY BED

The weather has been wet and cold for the last week. The party is ready to find some place warm and dry to spend the night and nice hot meal would raise their spirits. One of the characters

mentions that he knows of village where they can rest and resupply before moving on.

The village looks very quiet and pretty normal. Villagers eye the party suspiciously and keep to themselves.

Eventually, the party is met by Callden the local blacksmith and the town sheriff. He coldly welcomes the party and asks them why they are visiting Eastvale.

He'll direct characters to the Inn. Explain that he is the blacksmith and can repair any items for them. He tells them that the shop is closed because the shop keeper, Jorg, is “not feeling well”.

The inn is quiet and the villagers are still keeping to themselves. If the party decides to start asking questions, see the *Investigations* section. They will go out of their way to avoid the party. The food is good and the ale is fine. As long as the party keep quiet there are no problems.

Eventually, the party will turn in for the night.

A PLEA FOR HELP

That night Jorg sneaks into the party's room. He will absolutely avoid combat and will fall to his knees and beg for mercy if even a weapon is drawn.

Jorg explains his plight to the party. The village is under the spell of the Witch of the Wilds. She kidnapped his daughter who is with child. He has no idea what her fiendish plan is. He doesn't know how he avoided falling under the spell of the Witch. He can offer the party a few choice items that he has managed to acquire for payment.

- The Mercenary Captain's Sword. He only knows that this is finely crafted sword. He doesn't know any of its other abilities.
- A suit of Heavy Mail Armor
- Two Lesser Healing Potions
- One Lesser Lyrium Potion
- A Mysterious Potion (The Abomination Potion). He has no idea what the potion does.

If the party wants more, he will offer up to two Sovereigns (Opposed Bargaining Check). If they

are still reluctant, he will elude that this just might be the legendary Flemeth and if they manage to slay her they would be heroes and he's sure that the Chantry would reward them handsomely.

Jorg explains that the Villagers are keeping a close eye on him and can't leave the village but he will tell the party the location of the Witch's hut.

INVESTIGATIONS

If the party decides to do some investigating before they head off into the forest, they might learn a bit more but just enough to make them suspicious.

The party can use Communication (Investigation) to attempt to gain information. They can use Perception (Empathy) to detect if some one is lying. The inhabitants of Eastvale are used to covering up their secret. These checks should be TN: 15. Pass or fail, they shouldn't learn the truth in the village.

For the villagers of Eastvale, just use the stats for the Angry Villagers in the introductory adventure The Dalish Curse in the Dragon Age RPG GM's Guide.

The villagers won't reveal too much information. If they are intimidated or threatened, they will refer the party to Callden, Keif or Vahla. Bribery will get the party nowhere, However, if they use kindness they can get some information (not all it is totally true).

- Rowen is a harmless, crazy old woman in the woods.
- Jorg is a drunken bastard and probably killed his wife.
- Jorg overcharges for his goods.
- Jorg cheats at cards.
- Jorg is racist asshole.
- Ardnis just ran away and they are not sure who the father of her child is or where she went.
- The forest can be a dangerous place.

If the party goes to question Kief, Callden or Vahla, they will get similar results. If they attempt

bribery or intimidation, they will be asked to leave the village. If they don't quietly leave, then the NPC will shut up and wait until Callden can mobilize the entire village and force the party to leave. The following additional information can be learned from Keif, Callden and/or Vahla if the party is nice (Once again, not all of this information is true):

- There was not enough proof to convict Jorg of his wife's murder.
- Rowen sometimes acts as a midwife. But Ardnis didn't run to her.
- Ardnis probably ran off to Lothering. They don't know who the father is but they suspect it was a member of one of the merchant caravans that Jorg deals with.

If they party tries to question Sister Eoni or Sister Miri, they get involved with some of the drama of the village. Eoni will be polite and helpful but will refer the characters to Vahla for any specifics about Rowen, Jorg and Ardnis. She is more worried about keeping her relationship with Callden a secret. Go ahead and run with this any way you want to. She also knows that Miri wants out of Eastvale and will do anything to do it.

If the characters don't seek out Miri, she will find them. She knows is that the village is keeping some secret and she has no idea what it is. Her only goal is to get out of Eastvale. She will try to trick, seduce or coerce her way into the party's favor to achieve this goal. She will turn on the villagers and even the other members of Eastvale's Chantry if she thinks it will get her out of Eastvale.

If the party decides that they want to bring Miri along they can easily convince Vahla to issue a Writ of Pilgrimage basically making Miri a wandering Laysister. Vahla doesn't need any convincing, she's looking for an excuse to get rid of Miri. The catch is that she's stuck with party as a "spiritual adviser" and missionary. She is placed under the protection/into the custody of the party.

WE'RE BEING WATCHED

The woods are creepy. An unnatural fog slinks across the ground. The characters feel like they are being watched from the shadows. They occasionally hear a twig snap or some leaves rustle. Play the atmosphere of a spooky forest.

The party is being stalked by Yellow Fang and his pack. Use Mabari War Dog stats for the wolves from the Dragon Age RPG GM's Guide. Yellow Fang's stats are at the end of the adventure.

The party can make Perception (Seeing) TN: 14 and at least a 4 on the Dragon Die to get a glimpse of something large and gray moving through the shadowy woods.

If they bother to check, Perception (Tracking) TN: 12, they will find unusually large wolf tracks.

The wolves will attempt to lure the party into a trap (the lair of a pair of giant spiders). First, they will just let the party see them and then run away. If that doesn't work, they will attack the party. No need to set this up with miniatures if you are using them. The wolves will attack for one round and then retreat. You should use one wolf per party member. They will attempt this twice. Their goal is have the party start stalking or chasing them. The wolves will lead the party straight into the Spiders' Lair. The party can attempt a Cunning (Navigation) TN: 13 to determine that the wolves are leading them away from Rowen's Hut.

If the party doesn't fall for the wolf pack's trap then they will ambush the party. There should be one wolf per party member plus an additional two wolves and Yellow Fang. It should become clear that these are not ordinary wolves with a Cunning (Nature Lore) TN: 12. They are large and smart. The wolves will use very good tactics. They will gang up on weak party members. They will retreat and regroup. They will hit and run. They know that mages and archers can be very dangerous and will go after them. Yellow Fang will sit back and avoid any direct combat. He move around the battlefield and aid the pack where and when they need it. If it looks like a player character is going to fall. Yellow Fang will charge in and finish off the character. Yellow Fang will retreat to Rowen's Hut as soon as things start

going badly for the wolves or he is at or near 50% Life Points. When Yellow Fang retreats, the other wolves will aid his escape even if it means their deaths.

THE SPIDERS' WEB

Two Giant Spiders (use the Giant Spiders from the GM's Guide) are hiding in the trees. The party should make a Perception (Seeing) check vs the Spiders' Dexterity (Stealth) for surprise. This fight will get progressively more difficult.

- First Round/Surprise Round: The spiders will start off by using their Web Attack against the closet party members.
- Second Round: The Spiders spring from the trees and attack the party.
- Third Round: Yellow Fang and his pack join the fight and attack the party. Use the wolves' tactics from the previous section and remember Yellow Fang will retreat to Rowen's Hut.

If the party decides to look for loot let them make a Perception (Searching) TN: 14. If successful, they find a humanoid shaped cocoon in a nearby tree. Inside they find the desiccated remains of a Dalish Hunter. They can scavenge a Long Bow of Dalish manufacture, a Short Sword and 25 Silver Pieces.

ROWEN'S HUT

By the time the party arrives, Rowen has had a chance to prepare her defenses. She has placed a Glyph of Paralysis (Spellpower: 19) just inside the door. She has Spell Wisp and Rock Armor cast on herself. Yellow Fang has been healed of any injuries he received during the previous fight with the player characters. Simon the Woodsman is at her side for protection. She has consumed enough lyrium potion to restore her Mana.

Rowen's hut is small a fairly unremarkable. It has one front door and two shuttered windows on the front side side of the building. Inside it has only two rooms. There is the front room which serves as kitchen/dining/living area and a back room that serves as a bedroom. Ardnis is hiding in the bed

room.

If the party takes the time to inspect the hut from the outside, they can attempt a Cunning (Healing or Natural Lore) TN: 12 to recognize the various herbs hanging out to dry as the common ingredients for various healing salves and poultices (or you can just call it Elfroot).

If the party tries to sneak up on the hut, the inhabitants are on alert and opposed Perception and Stealth checks are in order.

If the party is polite and tries to talk first. Rowen will feel them out and use her Perception (Empathy) to detect any lies and try to determine their intentions before letting them in and revealing the truth. She will ask them to escort her and Ardnis to the Dalish camp.

If they go in fighting, Rowen will call out and give them one chance to stop the fight and talk. If they don't she will see the fight to end. Remember, the Glyph near the door, it should stop the first party members through the door. Rowen is no murderer. She will not kill the party. If the party loses, she makes sure that they are disarmed and then will explain what is going on and still ask them to escort her and Ardnis to the Dalish camp. She will do her best to heal them and has two Lesser Lyrium Potions that she will give to assist any mage in the party.

If the party should happen to win this fight. Rowen will still explain what is going on and her plan with her dying breath. She will give them her Dalish staff so the elves will trust the party and beg them to take Ardnis to the Dalish. Rowen has used her healing magic to extend her life but the rigors of combat proved to be too much for her. No matter what the party tries they cannot save her. She will die. If the party kills Rowen, Simon and Yellow Fang will not help them and probably fell during the fight anyway.

THE AMBUSH

A band of Chasind brigands ambushes the party on the way to the Dalish camp. Use the stats for the Chasind Stalkers in the GM's Guide. There should be one Stalker per party member (including Simon, Yellow Fang, Ardnis and Rowen) plus an additional two more. The Stalkers will rely mostly

on their Archery and Stealth Talents to ambush the party.

As the last bandit falls, another bandit pops up from the bushes and fires an arrow into the group. The arrow heads straight for Ardnis. At the last moment, Rowen jumps in front of the attack and takes the arrow. It doesn't matter how many Life Points Rowen has or how much damage the arrow does. This is narrative point in the story. Rowen will die.

She will explain how she has lived passed her prime and that the party shouldn't waste their energy trying to heal her. It just won't work even if they try. She will beg them to finish their task and deliver Ardnis to the Dalish. She will offer her staff to the party and tell them to show it to the Dalish as proof that they bring word from her.

Here is another opportunity for the player characters to gain a couple of companions. If Simon survived the fight, he will insist on taking Rowen's body back to her hut for proper disposal. If the party returns to Rowen's hut or decide to go back with Simon, they can easily convince him to join them.

If Yellow Fang survives the fight and Simon doesn't, the wolf will guard Rowen's body from scavengers until he starves to death. If Simon takes Rowen's body back to her hut, Yellow Fang will accompany him. Once Rowen's remains have been properly attended to, if a player character attempts to befriend Yellow Fang have them make a Communication (Animal Handling) TN: 17 check. On a success, they have gained a loyal wolf companion.

Note: If the party managed to kill Rowen at her hut there is no need to run this encounter just go onto *The Dalish Camp* or *Return to Eastvale* depending on their choices.

THE DALISH CAMP

The Dalish sentries are very cold to the party and ask them to leave until they show Rowen's staff. They will then lead them to the clan's Keeper, Bayrene.

If the party hasn't figured it out by now, Bayrene will explain the story of Rowen and how she had

helped the Dalsih over the years and that the clan had adopted the witch as part of their own even though she is a shemlen.

The party needs to make an opposed Test Bayrene's Willpower (Faith) Vs a player character's Communication (Etiquette). One party member should be appointed as the spokesman for the group. Other party members may aid this check. They will take the appropriate penalty to their check. An assisting character who succeeds adds the result of his Dragon Die to the spokesman's total. There are some modifiers for this test.

Human: -1

Chantry Member or City Elf -2

If they fail then Bayrene refuses to accept Arndis. Zarren will become angry and proclaim that he will take Ardnis as his wife anyway and move to Denerum. If they succeed then Bayrene will accept the girl into the clan as a token of respect to Rowen.

At this time, Jorg the Abomination attacks the Dalish Camp. He is covered in blood and still carries the empty vial that held the Abomination Potion. He calls out to his daughter and accuses her of terrible things and calls her unsavory names. He'll accuse the party of being betrayers, oath breakers, knife-ear lovers and worse. Use your imagination. He has a hoard of Enraged Corpses with him (various Eastvale villagers who he has murdered including Callden, Eoni and Keif, and possibly the Chasind bandits or Rowen if the party did not dispose of the bodies.) Most of this fight occurs off screen. Enraged corpses will be fighting the other Dalish all around the camp.

Jorg and several of the Enraged Corpses attack the party at the meeting with Bayrene. The Enraged Corpses will attack whomever is closest. This combat should be chaotic with Dalish hunters (Use the Dalish Raider stats from GM's Guide). and Enraged corpses joining the fray and then leaving it for new targets. Keep reminding the party about the sounds of battle all around them. You don't have to do full combats between the Hunters and the Corpses just a quick contest of combat skills to see who lives and who dies. The main focus should be on the fight between the party and Jorg.

Don't overwhelm the party but don't make it easy on them either. If the party is winning quickly have a few more Enraged Corpses join the fight. If they are losing then have a couple of Dalish Hunters join in. Keep the action going.

If Ardnis survives the encounter then the party can again attempt to convince Bayrene to accept the girl as before. If Zarren survived he will also assist (just grant the party a +4 bonus). If Zarren died in the fight, then party takes an additional -4 penalty to their check. Bayrene doesn't want to be reminded of his dead son and what he considers his death due to betrayal of his heritage. If they still fail, Zarren will take Ardnis and the couple moves to Denerum.

If Zarren is dead and Bayrene refuses to aid Ardnis the party needs to decide what to do with girl. More than likely they will return to Eastvale.

RETURN TO EASTVALE

Lots of different things could be happen here depending on previous events and choices.

If the party decided to double cross Rowen and just bring Ardnis back to her father, then Jorg will pay them and then they go on their way. They will see a posting on the Chantry Board. Jorg is wanted for the murder of his daughter and a Dalish elf. They also end up with the Abomination Potion which in its own way can be a good karmic reward.

If Jorg took the Abomination Potion, he went on a rampage through the village first. Most of the buildings are smoldering ruins by the time the party returns. Vahla, Miri (if she isn't already with the party) and few other random villagers are hiding in the Chantry. They are waiting for help and some one to escort them to Lothering where they can start new lives.

FINAL NOTES

There are lots of different directions that the player characters can take with this adventure. There's no way to predict every choice that a group of player characters may make. Just look to the descriptions of the major NPC's and the encounters for guidance. Just keep the story interesting and be flexible.

MAJOR NPC'S

ARNDIS THE DAUGHTER

The lovely young daughter of Jorg. She fell in love with a young Dalish hunter, Zarren, and the couple conceived a child. Arndis has hid the identity of the father from Jorg.

Arndis is very quiet and shy. Combat frightens her. She has been physically and emotionally abused her whole life and these scars run deep.

Communication(Deception): 2

Constitution: 1

Cunning: 1

Dexterity: -1

Magic: 1

Perception: 2

Strength: 0

Willpower: -1

Speed: 9 Health: 11 Defense: 9 Armor: 0

Attacks: Staff -3, (1d6+1)/2

BAYRENE THE DALISH KEEPER

Bayrene is the Keeper of the Dalish clan that travels through the area. This clan has adopted Rowen thanks to her help. Despite this Bayrene is not fond of shemlen. He has a low opinion of humans and a lower opinion of members of the Chantry. The only thing he dislikes more are City Elves who he believes have betrayed their Dalish heritage.

Bayrene is stubborn and set in his ways. He doesn't anger easily.

Communication (Leadership): 2

Constitution: 1

Cunning(Cultural Lore, Healing, Historical Lore, Nature Lore): 3

Dexterity: 2

Magic: 1

Perception: 1

Strength: 0

Willpower(Courage, Faith): 3

Speed: 14 Health: 30 Defense: 12 Armor: 3 (Light Leather)

Talent: Lore

Attacks: Quarterstaff +2, 1d6+1

CALLDEN THE BLACKSMITH

Callden is one of the few villagers who wasn't born in Eastvale. The villagers don't much about his past other than he is former mercenary and for some reason left his company. At first the villagers were apprehensive about Callden but he quickly earned their trust.

He is the most skilled Warrior in the village. He was chosen as the village's sheriff. While he doesn't have much trouble with the locals. He always keep an eye on any visitors to the village.

He is worried about his relationship with Sister Eoni. Not only is she half his age but she is also a sister in the Chantry and such things are forbidden.

Callden is gruff but fair. He can easily recognize competent warriors in the group. He dislikes Jorg and wishes the man dead but will uphold laws rather than let his emotions get the best of him.

4th Level Warrior

Communication: 2

Constitution: 3

Cunning (Military Lore, Engineering): 1

Dexterity: 1

Magic: 0

Perception: 1

Strength (Climbing, Heavy Blades, Intimidation): 3

Willpower: 1

Speed: 11(9) Health: 60 Defense: 11 Armor: 5 (Light Mail)

Talents: Armor Training (N), 2 Hander Style (J), Unarmed Strike (N)

Class Abilities: Stunt Bonus

Attacks: 2 Handed Sword +5, 3d6+3

JORG THE SHOPKEEPER

Jorg is the most hated man in the village. He charges nearly astronomical prices in his shop. He is a gambler and not always an honest one. He is an abusive and mean drunk. And most outspoken racist especially when it comes to the Dalish. The villagers are almost certain that Jorg killed his wife in drunken rage but could never prove it.

Jorg will be mostly sober when he is around the player characters. He will avoid addressing or even looking at any Elves in the party. He will try to deal with just the humans. Jorg is a coward and bully

Communication (Bargaining, Gambling): 1
Constitution: 0
Cunning(Evaluation): 1
Dexterity: -1
Magic: 0
Perception: 1
Strength(Intimidation): 0
Willpower : 1
Speed: 9 Health: 10 Defense: 9 Armor: 0
Attacks: Dagger -3, (1d6+1)/2

JORG THE ABOMINATION

Due to his own hatred and rage the Abomination potion works differently on him. It has transformed him into something else, a strange being that is neither a true abomination nor an undead. He has armed himself the goods that he has promised the party as payment and went on a rampage thru Eastvale.

Communication: -2
Constitution: 5
Cunning: 1
Dexterity: 2
Magic: 2
Perception: 1
Strength(Heavy Blades): 6
Willpower: 2
Speed: 10/7 Health: 55 Defense: 12 Armor: 7 (Heavy Mail)
Talents: Armor Training (N)
Attacks: Mercenary Captain's Sword +9, 2d6+7
Favored Stunts: *Animate Dead, Drain Life*
Special Stunts:
Animate Dead: For 4 SP, Jorg can re-animate any corpse within 20 yards as an Enraged Corpse. The corpse raises on that round and will begin attacking.
Drain Life: For 4 SP, Jorg can drain the life force of the character he is attacking. The attack does an additional 1d6+Magic penetrating damage (1d6+2) and heals Jorg and equal amount up to his maximum Health.

KEIF THE INNKEEPER/MAYOR

Kief has lived in Eastvale all of his life. He inherited the inn from his father. This town is home and considers all of the villagers his family. He is very protective of the village. He is one of the older villagers. He has been chosen as the mayor of the village. Kief know about what is happening in town and is keeping a close eye on Jorg. Especially, since there are strangers in town.

Communication(Bargaining): 0
Constitution: 0
Cunning: 2
Dexterity: 1
Magic: 1
Perception: 3
Strength: -1
Willpower: 2
Speed: 11 Health: 10 Defense: 11 Armor: 0
Attacks: Club +1, 1d6-1

REVEREND MOTHER VAHLA

A native of Eastvale who returned at the earliest opportunity. She has spent most of her active career at the Chantry in Eastvale and only has been recently promoted to the position of Reverend Mother. She has been admonished by the Chantry for her more "liberal" views on the Chant of Light, treatment of the Dalish and the Mages. She knows the secret of the Witch of the Wilds and will protect it and the witch at all costs.

Vahla is gentle older woman. If you've played the video game then think of Wynne.

Communication(Persuasion): 2
Constitution: 0
Cunning(Historical Lore, Religious Lore,): 2
Dexterity: 1
Magic: 1
Perception(Empathy): 2
Strength: 1
Willpower(Faith): 1
Speed: 11 Health:10 Defense: 11 Armor: 0
Attacks: Staff +1, 1d6+2

ROWEN "THE WITCH OF THE WILDS"

An apostate who has lived in the woods for years. She has aided all who have come across her path.

She aided a nearby Dalish clan and they adopted her as one of their own. She healed most of the villagers during an outbreak of Night Fever last winter. She's has delivered most of the babies in the village for the last three generations. Not only that she played the role veterinarian and some times councilor to the village. She has gained a unique insight into the woods and has even managed to get a pack of wolves to act as her guards and spies in the forest.

Rowen is a kindly old woman with a mischeivous streak.

5th Level Apostate Mage

Communication: 1

Constitution: 0

Cunning(Healing, Nature Lore): 2

Dexterity: 1

Magic(Arcane Lance, Creation): 6

Perception(Empathy): 3

Strength: 0

Willpower: 3

Speed: 11 Health: 39 Defense: 11 Armor: 0/6

Mana: 51

Talents: Chirurgy (N), Creation Magic (J)

Class Abilities: Spell Lance

Spells: Heal, Heroic Offense, Glyph of Paralysis,

Spell Wisp, Weakness, Vulnerability Hex

Attacks: Arcane Lance +8, 1d6+6

SIMON THE WOODSMAN

Simon was one of the village children in Eastvale when he fell from a tree. He sustained severe head injuries and just hasn't been the same since.

Rowen keeps him around both to help her around her hut and the forest but also out of a sense duty and guilt. Her magic and healing skills could do nothing to help him.

Simon is innocent and simple but will still defend Rowen with his life. If the party manages to gain him as a companion will pick out one PC's as his special friend.

Communication (Animal Handling): 1

Constitution: 2

Cunning: -2

Dexterity: 2

Magic: 1

Perception: 0

Strength (Axes): 4

Willpower: 1

Speed: 12 Health: 25 Defense: 12 Armor: 3

(Light Leather)

Attacks: Woodsman's Axe +6, 1d6+6

SISTER MIRI

The spoiled daughter of minor Ban. Life went well until her mother died and her stepmother had her hauled to the Chantry. Miri hated it and she made everyone around her miserable. So at the first opportunity the Chantry sent the girl off to the most back water Chantry that was convenient. Miri hates Eastvale. She hates the people. She hates the Reverend Mother and Brother Eoni. She knows that the Reverend Mother and the village have a secret but she doesn't know what it is. She thinks Rowen is just a crazy old midwife who lives in the woods. She will help the player characters but for her own ends. Mainly to get out of Eastvale. She is not above using her feminine charms, a childish, blackmail or any other dirty trick to get her way. She will sell out the Reverend Mother, the whole village and even the player characters if she thinks it will make the Chantry move her to some place "civilized".

2nd Level Rogue

Communication(Seduction): 2

Constitution: 2

Cunning: 3

Dexterity: 3

Magic: 0

Perception: 0

Strength: 0

Willpower(Courage, Self Discipline): 1

Talents: Contacts (Novice)

Class Abilities: Back Stab, Rogue's Armor

Speed:12 Health: 35 Defense: 13 Armor: 3 (Light Leather)

Attacks: Dagger +3, Damage: 1d6+1

Gear: 2x Daggers

SISTER EONI

Sister Eoni is young, enthusiastic and helpful. She knows that there is something that Vahla hasn't told her yet about the village. But she isn't that

concerned about what she is hiding. She has her own secrets. Mainly, her relationship with Callden.

Eoni is sweet, friendly and just a bit nerdy and awkward. She is in love with Callden but she still feels uneasy around any dashing male characters and may ask for relationship advice from any sensible female characters.

Communication(Performance): 1
Constitution: 0
Cunning(Religious Lore, Research): 2
Dexterity(Calligraphy): 1
Magic: 1
Perception: 2
Strength: 1
Willpower: 0
Speed: 11 Health: 10 Defense: 11 Armor: 0
Attacks: Staff +1, 1d6+2

YELLOW FANG

Yellow Fang is the Alpha Wolf of the pack loyal to Rowen. The beast is huge. Yellow Fang is no ordinary wolf. He is as smart and crafty as any Mabari.

Communication: 0
Constitution (Running): 3
Cunning: 0
Dexterity (Bite, Initiative): 3
Magic: -1
Perception (Tracing, Scent, Hearing): 2

Strength (Jumping): 3
Willpower (Morale): 1
Speed:16 Health: 31 Defense: 13 Armor: 1
Attacks: Bite +5, Damage: 1d6+5
Favored Stunts: Knock Prone, Mighty Blow

ZARREN THE DALISH HUNTER

Zarren is Bayrene's eldest son and the best hunter in the clan. He is also a bit of rebel. He enjoys the Dalish lifestyle and is proud of his heritage but he believes the old hatred towards the shemlen is an outdated notion and does nothing to help the Dalish cause.

He is madly in love with Ardnis and will do anything to save her. He will protect her and his unborn child with his life.

3rd Level Rogue
Communication: 0
Constitution: 1
Cunning (Nature Lore): 2
Dexterity (Bows, Light Blades, Stealth): 4
Magic: 1
Perception(Seeing): 3
Strength: 2
Willpower: 2
Speed: 16 Health:40 Defense: 14 Armor: 4
(Heavy Leather)
Talents: Archery (N), Scouting (N)
Attacks: Long Bow +6, 1d6+6
Short Sword +6, 1d6+4

MAGIC ITEMS

THE ABOMINATION POTION

This was a failed experiment by an insane maleficar. He attempted to combine a lyrium potion, a healing potion and the power of an abomination into a single draught. The potion has some unfortunate side effects.

Note: When Jorg drinks the potion there are special effects reference the stats for Jorg the Abomination.

If the player characters manage to get this potion then use these stats.

When a character drinks this potion, he gains a +5 Bonus to his Strength. The side effect is that as soon as the character drinks the potion he comes under the effect of the Walking Bomb spell with a Spellpower of 16. The effects of the potion end when the effects of the Walking Bomb spell end.

Characters may attempt to make Cunning (Arcane Lore) TN: 16 check to identify the potion and its effects.

THE MERCENARY CAPTAIN'S SWORD

This fine bastard sword was crafted by the finest dwarven smiths as payment to a long forgotten mercenary captain.

The quality of the sword grants a +1 bonus to attack.

Turn the Tide: The sword reduces the cost of the Seize the Initiative stunt from 4 Stunt Points to 3 Points.

ROWEN'S DALISH STAFF

This Iron Bark staff was created by a clan of Dalish Elves as gift to Rowen for her aid over the years.

Fast Creation: The staff reduces the Stunt Point cost of the Fast Casting stunt to 2 Stunt Points but only if the original and the second spell are Creation Spells.

Penetrating Arcane Lance: The Pierce Armor stunt costs only one Stunt Point when attacking with Arcane Lance.