

# The Night Is More Than Darkness

A Scenario for  
*Dragon Warriors*  
by Shaun Hately

## GenCon 2020

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## Acknowledgements

This game is dedicated to Dave Morris, Oliver Johnson, James Wallis, and Ian Sturrock – the people behind *Dragon Warriors* in its most official sense. Thanks for giving me the Lands of Legend to play in for over three decades.

And to the memory of fallen comrades who battled well but ultimately fell to a terrible foe – Marcos Manshanden, Ian Broughton and Lindsay Walker.

In devising this scenario, I made considerable use of the Workshop at Lee Barklam's *Dragon Warriors* website – the Cobwebbed Forest ([www.cobwebbedforest.co.uk/](http://www.cobwebbedforest.co.uk/)) I commend this site to all *Dragon Warriors* players and GamesMasters.

In running this game for GenCon, I made use of the Roll 20 Character Sheet created by Stephen Keightley and I thank him for making it available to the gaming community.



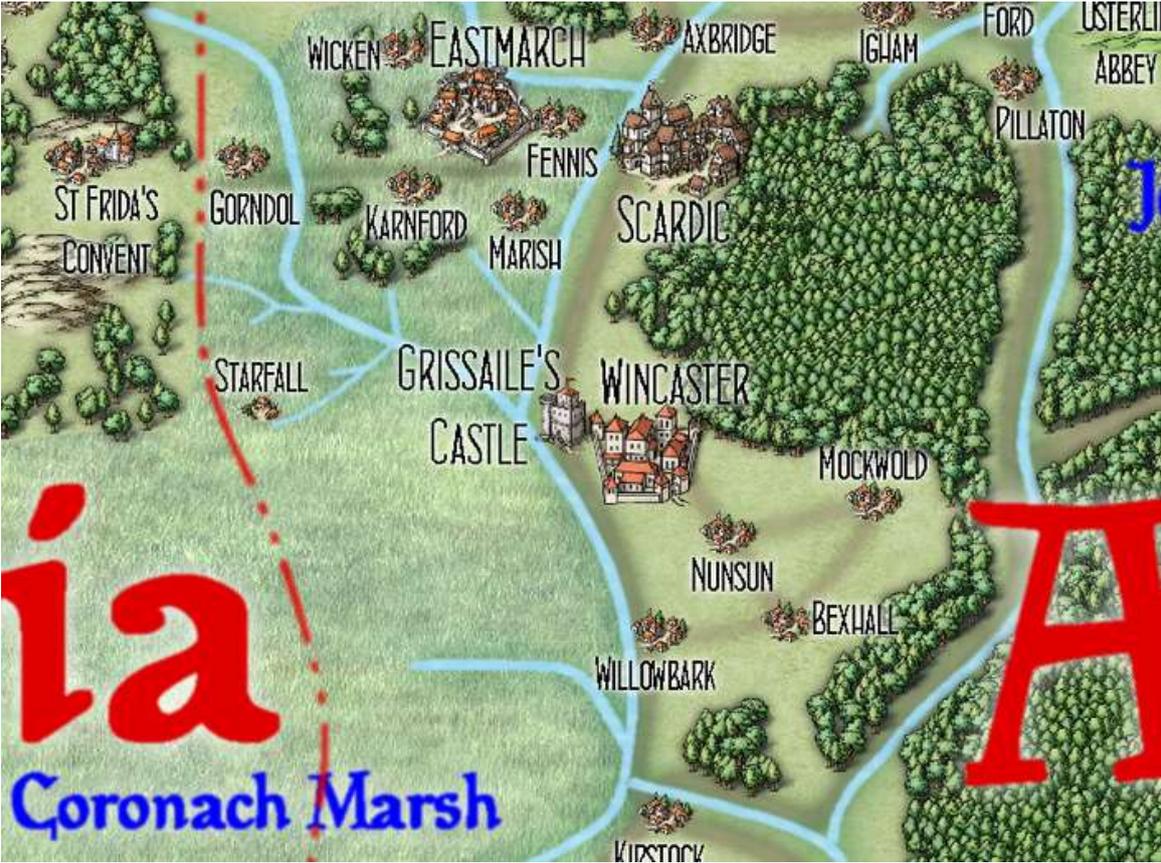
Mapped with Profantasy's Campaign Cartographer 3+ and its add ons – [www.profantasy.com](http://www.profantasy.com)

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# Ellesland



Ellesland – Detail



## Inspiration

“AN ADVENTURE ALMOST always begins with the GM briefing the players - on the most basic level, something like: “You’re in a village on the edge of Gloaming Moor and the innkeeper tells you that a murderous Ogre frequents the area. The villagers will pay forty silvers if you find his lair and put an end to him.”

*Before rushing into danger, the players will probably want to find out as much as they can. In the example above close questioning of some of the villagers might lead them to suspect that it is no mere Ogre that has been causing trouble, but something much more horrible. Bodies drained of blood have been found. This ‘Ogre’ is best tackled with the aid of crucifix and garlic! The GM will not spoon-feed the players with the information they need. If they neglect essential groundwork and forward planning, the adventure may be doomed before they set out.”*

- **Dragon Warriors**, p59.

## Note

This scenario was originally written for GenCon 2020. It can be run as a standalone adventure and pregenerated characters (all 4<sup>th</sup> rank) are provided at the end of the scenario for this purpose, but it could also be incorporated into a campaign using existing characters. In that case, the GM may want to consider reducing the size of the monetary reward for undertaking the mission to save the village of Starfall – for convention purposes, this reward was made large enough to create a very strong incentive for the party to undertake the adventure.

## Introduction

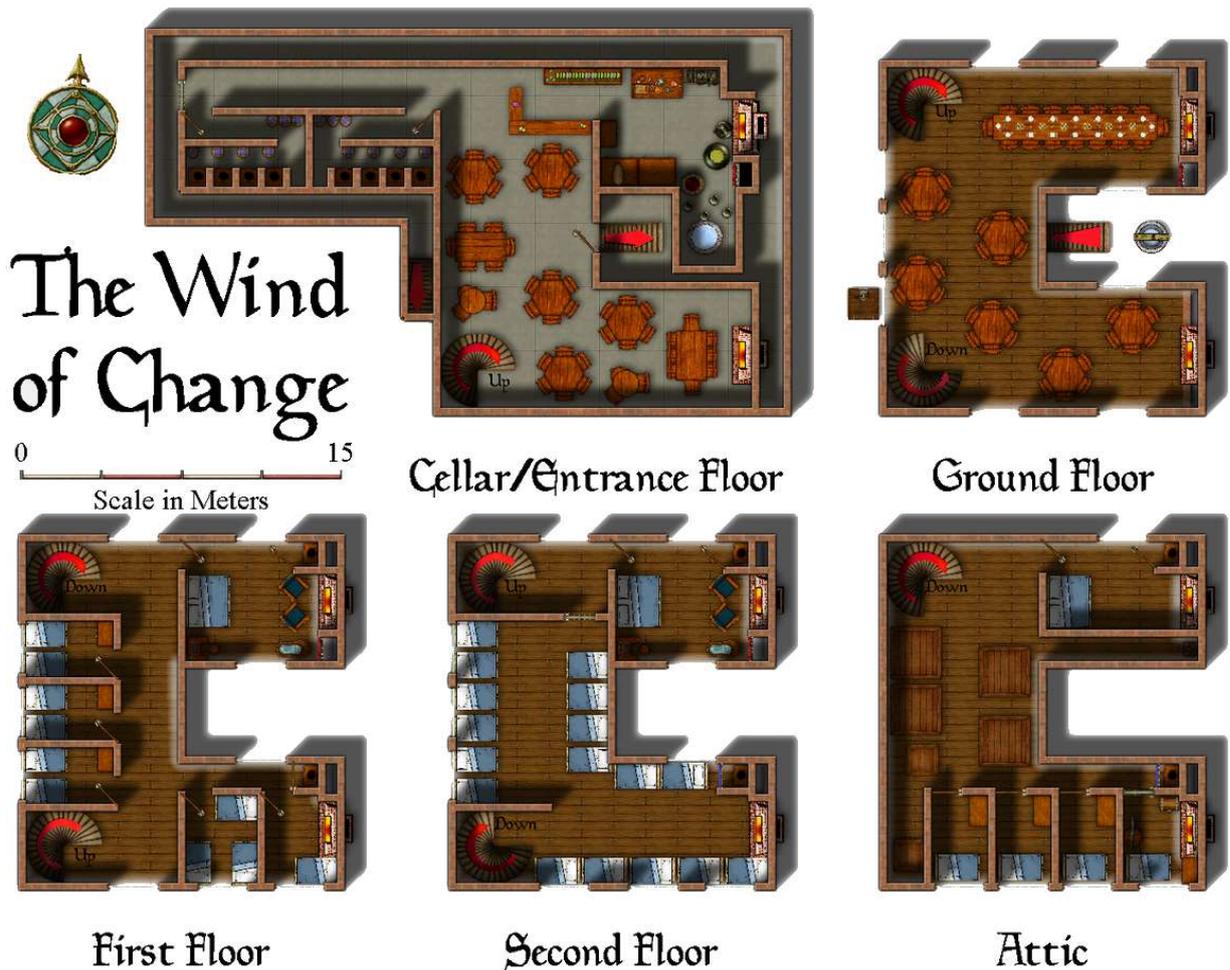
The party are in a tavern (The Wind of Change) in Wincaster, a fairly large town which is the seat of Baron Grissaile’s Barony – his castle is just west of the town, when they are approached by a slightly odd figure – a girl of about 13, who is attired in fine plate armour, with a dagger at her side. She bows slightly as she hands over a small package from a satchel over her shoulder, and moves quickly away.

She will do her best to evade attempts to talk to her, or to capture her. If she is able to be questioned she will simply say she has been sent from her village to look for suitable adventurers to aid it in its time of need.

## Landolan (1<sup>st</sup> Rank Knight)

ATTACK	13	Dagger (d4,3)	Armour Factor	5
DEFENCE	7		Movement:	10m
			EVASION	4
MAGICAL DEFENCE	2		STEALTH	13
Health Points	13		PERCEPTION	5

*Strength 12, Reflexes 10, Intelligence 10, Psychic Talent 6, Looks 11*



The package is a folded piece of parchment. It is heavy as if a coin is inside it. If opened, the characters find a square piece of thin metal, about an inch on each side, and the following note (Handout 1).

*To those who have been given this missive, we seek your aid. The village of Starfall seeks brave adventurers to kill a beast that has done us harm. We are not beggars – we will pay handsomely for*

*your service. Two Hundred Golden Crowns, and a bespoke suit of our fine plate armour, lighter than any other you will find, or stronger if weight is not a concern, and which will never rust.  
Given under my hand, Angius, Steward of Starfall*

Hopefully the offer of such a significant amount of money will be enough to get the adventurers moving in the right direction – a map is attached to the note.

The piece of metal is interesting. It has the colour of steel, but any examination by somebody experienced with metal or armour, will reveal it is stronger – harder to bend – than a piece of steel that thickness and weight normally would be.

Asking around – perhaps in the tavern or at a local smiths may reveal some or all of the following information.

- The piece of metal is Starfall Steel. It comes from the small village of Starfall about two days west of Wincaster in the midst of the Coronach Marshes, just inside the border with Cornumbria.
- Starfall is an odd place with odd people that keep to themselves – their isolation helps – but they have a fine armoursmith and people occasionally seek out this person to make them a suit of plate armour made of Starfall Steel. Such a suit costs at least ten times as much as a regular suit of armour and it supposedly can take months for a suit to be completed.
- The metal is somehow mined from the marshes, and the secrets of working it are known only to the armourer of Starfall (note – this last part is not entirely true. Given a decent supply of the metal – difficult to obtain – other skilled armourers could probably eventually work it into a suit, but it takes longer and would require them to experiment with new techniques.
- Starfall steel does not make good blades – only armour (again, only partly true – you can make a decent sword with this metal but it will have no particular advantage over a regular steel blade, so it is rarely done.

## **GM Information**

Starfall is, indeed, a small village – more a hamlet – quite deep in the Coronach Marshes, on the border of Albion and Cornumbria. It can be reached most easily by following a narrow and little known gravel path on the edge of the Lampart River (as indicated on the map in Handout 1) but few make that journey.

The village exists (and is named) because approximately three centuries ago, a star fell from the heavens and landed in the marsh surrounding its current location – in mundane terms, an iron meteorite fractured above the marsh and landed in several large pieces and many smaller ones. The presence of various other substances in the meteorite make it a natural source of a kind of stainless steel – one that does not rust, and which is stronger at a lighter weight than even the finest steel available anywhere near Ellesland. This metal is difficult to work, but the smiths of Starfall have worked it out over the centuries and pass that knowledge on from smith to smith. A suit of plate made of Starfall steel will either be about half the weight of a normal suit of plate armour as it is thinner, or if made to the same weight as a regular suit will have an Armour Factor of 6, as opposed to the normal 5 – this is before any enchantment is added to such armour. But it takes about three months of dedicated work to make such a suit and at any one time, there is only likely to be one or two armourers working in Starfall – the current Master Armoursmith and his or her apprentice. The Master Armoursmith has the same ability to manufacture Enchanted Armour as a 9<sup>th</sup> Rank Mystic but the time necessary for that is added to the 90 days for normal manufacture – a suit of +3 Starfall Plate would take close to three years to complete, time in which he could undertake no other work –

so enchanting such suits is incredibly rare and would only be done at an extreme cost. One suit of unenchanted plate is provided each year to Baron Grissaile as a tribute under an ancient agreement with the Barons of Wincaster – besides that, people need to wait in line for years to have a suit made – for this reason, the offer of a bespoke suit as part of the payment for assisting the village in its time of need is extremely valuable. The lightweight of this armour also makes it especially attractive to users of magic – Warlocks and Mystics can wear this armour without combat penalties, and Sorcerers and Elementalists only suffer a -1 penalty to ATTACK and DEFENCE while wearing it – much less than any other form of plate armour.

The day to day administration of Starfall is in the hands of a Steward – most people from outside Starfall would assume this Steward is appointed by Baron Grissaile, as most people assume the village is part of his Barony. In fact, this is not the case.

When the Star fell three hundred years ago, its fall went largely unnoticed due to the isolation of the area where it fell. Some Sorcerers and other learned types did not see the passage of a shooting star across the skies of Albion and Cornumbria and a few within a hundred miles of the current location of Starfall heard the noise and saw the flash of light as it came to earth, but only in the Coronach Marshes itself was it realised where the Star had fallen. Because it broke up and fell in marshland, no large craters lasted beyond a few days but in that time, representatives of a strange family that live in the Marsh came and staked their claim. This is the Coronach family and they regard the marshes as their own personal domain – a few minor members of the family live and hold land under the crowns of Cornumbria or Albion as typical nobles or gentry, but these are from the edges of the family. The true Coronach family are something... more than human, and for the most part lurk deep inside their Marsh. For the purpose of this adventure, only two members of the family are of relevance, but they are part of a significantly larger group.

### **The House of Coronach**

The House of Coronach goes to great efforts to maintain secrecy about its most unusual characteristics – as mentioned earlier, they have some interactions at the edges of the family with the outside world, but in those cases, they simply represent themselves as a family who have ruled the Coronach Marshes for at least a thousand years, and who now accept the dominion of the Kings of Albion and Cornumbria over those lands in return for their own ancestral rights being respected – they hold positions of nobility in both Kingdoms with demesnes typically lying near the edges of the Marsh, and these members seem entirely human – as indeed they are. But the core of the family are a group of men and women who are difficult to classify – some would regard them as Fay, and that is perhaps an accurate classification, but their characteristics seem more similar to those of Vampires in many ways, although they do not seem to be undead, but most definitely alive. Still, they have similar abilities to Vampires as outlined in the *Dragon Warriors Bestiary* (p.84-85) – the superhuman abilities (they lose these in direct sunlight but can still function normally, and resistance to non-magical weapons, and perhaps most notably an ability to mesmerise those around them.

They can take on any profession, and many do, but they have a particular tendency towards Darkness Elementalism, with earth and water as secondary elements.

When the Star fell, representatives of the family were almost immediately on the scene. They built a small castle – a much easier task when you have elemental control of the Earth to control the surrounding area – and put in place protections to ensure a pocket of firm land within the Marsh. They moved some of their enthralled peasants to this land and began mining the starmetal as they called it and installed two members of the family to rule this small area. It remains in the hands of the family to this day, and the descendants of those original peasants occupy the village.

About a century ago, the Barons of Wincaster asserted their right under the Crown of Albion to claim all lands west of Wincaster to the border of Cornumbria, which technically put Starfall within their demesne. The then Ladies of Starfall met with the Baron and made an agreement that they would be allowed to maintain their independence in exchange for an annual tribute of one suit of Starfall armour – the Baron accepted this because he realised that they were people of some unusual power who he did not wish conflict with. But as part of the agreement, if Starfall is ever left without members of the Coronach family in residence at their castle, the lands will become part of the Barony of Wincaster. Subsequent Barons have made some efforts to take control of the land (assassins were dispatched at least once) but without success – still, they would take immediate advantage of the family's absence if they were aware of it, to stake their claim.

### **The Coronach Family of Starfall**

Since the Coronach family took control of Starfall, they have maintained a peculiar family arrangement – this may give credence to the idea there is something fay about the family if people become aware of it.

The rulers of Starfall have always comprised two twin sisters, each ruling for about twenty years from about the age of twenty until about the age of forty. One of the sisters 'acquires' a consort when they begin their rule to father the next generation – two girl twins are always born to this sister.

There have been over a dozen generations in power since their rule was first established and a pattern has developed by which each of the children are trained by their elder as a Darkness Elementalist with each set of twins covering all four of the other elements as their secondary element. But over time, there have been some changes...

For the last few generations, unknown to the central powers of their family deeper in the Marshes, the Ladies of Starfall have been interacting a little more with the outside world and questioning the old ways of their family. They have also made use of the power of the Earth element to gradually lower their castle into the Marsh, so today only the ramparts of what was originally the top of the castle poke above the ground with the rest comprising a subterranean complex. About 25 years ago, they allowed the building of a True Faith church in the village, and the priest of that Church, Father Fenwick, had a strong influence on the raising of the current generation of rulers – the sisters, Lamatila and Sidalmarta – both of them were sent out at the age of 7, twenty years ago, to train as Squires in the castles of Baron Aldred, and Earl Montombre, respectively. Both were Knighted and returned seven years ago at the age of twenty to take up their positions as rulers, their Mother and Aunt retiring into the depths of the Marsh as was custom. Though Lamatila and Sidalmarta have also been trained as Darkness Elementalist (with Earth and Water, and Fire and Air, as their respective secondary elements), they have also been raised in the True Faith and have difficulty resolving the conflict between the concepts of good they feel the True Faith teaches, and the embracing of evil that goes with Darkness Elementalism.

One result of this is that since they took over, they have abandoned the previous practice of enthralling a child of the village on their seventh birthday, meaning that the village now has children up to the age of fourteen who are not ensorcelled to obey every command of their rulers – the adults of the village are all still ensorcelled to varying extents. One visible impact of this is that those who are ensorcelled all have sickly yellow eyes, while those who are not retain more normal eye colours.

The other major result is that neither sister has felt able to acquire a consort in the normal way their family has done – by simply identifying a suitable male and bringing him under their spell. This

means that these two twins have no heirs – at their current age of twenty seven, this is not yet a crisis but they are aware that if one of them does not produce offspring soon, there is a real risk that somebody from the Family will be sent to find out what is going on and if they find that the Sisters are not purely dedicated to Darkness and the Coronach ideal, they will take steps to replace them. They also worry for their villagers and what Baron Grissaile might do if he gained power and realised he was dealing with people who can be seen as fay-touched in some way. He is likely to simply slaughter the village – after all, nobody would know what happened in such an isolated place – and install new tenants on his newly acquired lands. At this point, the sisters are looking for a consort, but they only want somebody who is willing – they have no objection to things like marriages arranged for political reasons – that is part and parcel of both Albish and Cornumbrian society for noble families – but they do not want an ensorcelled puppet. They could easily obtain such.

**Lamatila (5<sup>th</sup> Rank Darkness Elementalist, Earth and Water)**

ATTACK	15	Sword+1 (d8+2,6)	Armour Factor	5
DEFENCE	9		Movement:	10m (20m)
MAGICAL ATTACK	20		EVASION	4
MAGICAL DEFENCE	9		STEALTH	14
Health Points	20	Magic Point 15/5/6	PERCEPTION	6
<i>Strength</i> 19,	<i>Reflexes</i> 18,	<i>Intelligence</i> 13,	<i>Psychic Talent</i> 12,	<i>Looks</i> 16

**Sidalmarta (5<sup>th</sup> Rank Darkness Elementalist, Fire and Air)**

ATTACK	15	Mace+1 ((d6+2,7)	Armour Factor	5
DEFENCE	9		Movement:	10m (20m)
MAGICAL ATTACK	20		EVASION	4
MAGICAL DEFENCE	9		STEALTH	14
Health Points	20	Magic Point 15/5/6	PERCEPTION	6
<i>Strength</i> 19,	<i>Reflexes</i> 18,	<i>Intelligence</i> 13,	<i>Psychic Talent</i> 12,	<i>Looks</i> 16

(In both cases, ATTACK and DEFENCE have been reduced by 1 to current values, because of the armour they are wearing).



## **The Current State of Affairs in Starfall**

Starfall is generally a safe place to live – at least, except for the fact it is ruled by a pair of Darkness Elementalists who have the ability to mesmerise those around them and bend them to their will (even if they don't actually do that much anymore). This is down to the protective barrier in place around the village.

This barrier is both physical and magical – the physical consists of standing stones, about four feet tall, round with a depression in their top which is normally full of water – they resemble bird baths (and indeed the local birds do take advantage of them for this purpose). These stones are imbued with the elemental power of earth and water and a magical barrier forms between each of them as long as the top contains water. If any creature with hostile or malevolent intent tries to cross that barrier, it will be subjected to a **MAGICAL ATTACK** of 25 which will drive them away for 1d12 hours. The barrier also ensures that land within the barriers is firm despite the surrounding marsh.

Both effects are lost if the top of a stone does not contain water. It is the duty of one of the children of the village to each day ensure that the stones are kept full.

About a week ago, Cordan, the ten year old son of the village's tailor, failed in this duty. He neglected to ensure one of the pillars was filled, and the results were tragic. In the early hours of the morning, a large beast – manlike in shape, but larger, and with two heads, entered the village through the gap in the protection. The alarm was raised and the village rose to arms and drove it back into the swamp, but before this could be done, the steward of the village, Madamok, and the village priest, Father Fenvick were killed.

The beast is now holed up in a crude shelter less than a hundred yards outside of the village. The new steward, Angius, the fifteen year old son of Madamok – has refused to let any of the villagers attempt to go near it. It is he who went his sister, Landolen, out with messages to seek adventurers to deal with the threat.

Angius is the oldest native person in the village not under the mesmerism of the Ladies (there is one older girl who has avoided this but she is an import from Ongus) – though he was just old enough to have turned seven during the last year of the reign of the previous generation, he was spared as he was always expected to inherit the role of steward from his father, and even the previous generation no longer wanted a mindless thrall in charge of the day to day affairs of the village. He has never quite understood why he was spared but he intends to do his duty by his villagers who he sees as his charge, and even though he has taken office far earlier than he would have wanted to – he mourns his father – he sees his fundamental duty as ensuring the safety of each and every villager, which is why he will not allow any of them to go after the beast – he would rather pay for outsiders to risk their lives. Angius does not want to bring events to the attention of the Ladies if he can help it. He is aware enough of their family practice that he worries that if he got too close to them, they might enthrall him as their consort – a concept that both intrigues him and terrifies him. It does not help that his mother, Murmatrod, would regard this as an excellent outcome.

He will readily pay the price he agreed in his letter, if proof that the beast has been slayed is shown to him (both its heads would be the best such proof). He has the power to order the armourer to produce the suit he has offered as his next piece of work.

## The Journey to Starfall

The journey will take about two days. At the end of the first day, the adventurers are likely to find themselves at the ford indicated on their map. There is a wooden lean to they can shelter in, and a raft available for their use.

Midway through the first day, they will meet a patrol of six soldiers of Baron Grissaile – a corporal and five troopers walking along the path from the opposite direction. If they engage these in conversation, they will say little enough, but say that it is their duty to patrol all the roads of the Baron's demesne. They will fight if needed, but do not seek combat. The Corporal may ask what brings the adventurers to this place and if they answer honestly, will tell them to be very careful to stay on the path until they get to the pillars and then keep between those pillars – entering the marsh will almost certainly lead to nearly immediate attack by one of the Swamp Folk – and while the adventurers look like they could handle one of them, they can turn up in mass.

If the GM needs to drive this home because a party does leave the road, the stats for the Swamp Folk are below. These are green skinned humanoids with toad like heads and sickly yellow eyes.

### Swamp Folk

ATTACK	12	Grapple ( <i>Bestiary</i> )	Armour Factor	0
DEFENCE	6		Movement:	10m, swim 15m
			EVASION	4
MAGICAL DEFENCE	3		STEALTH	17
Health Points	1d6+4		PERCEPTION	6 (darksight)
			Reflexes	12

See *Bestiary*, p.24 for details of grapple attack.

### Guardsmen

ATTACK	14	Spear (2d4,4)	Armour Factor	2 (plus shield)
DEFENCE	8		Movement:	10m, swim 15m
			EVASION	4
MAGICAL DEFENCE	4		STEALTH	13
Health Points	12 each		PERCEPTION	6
			Reflexes	12



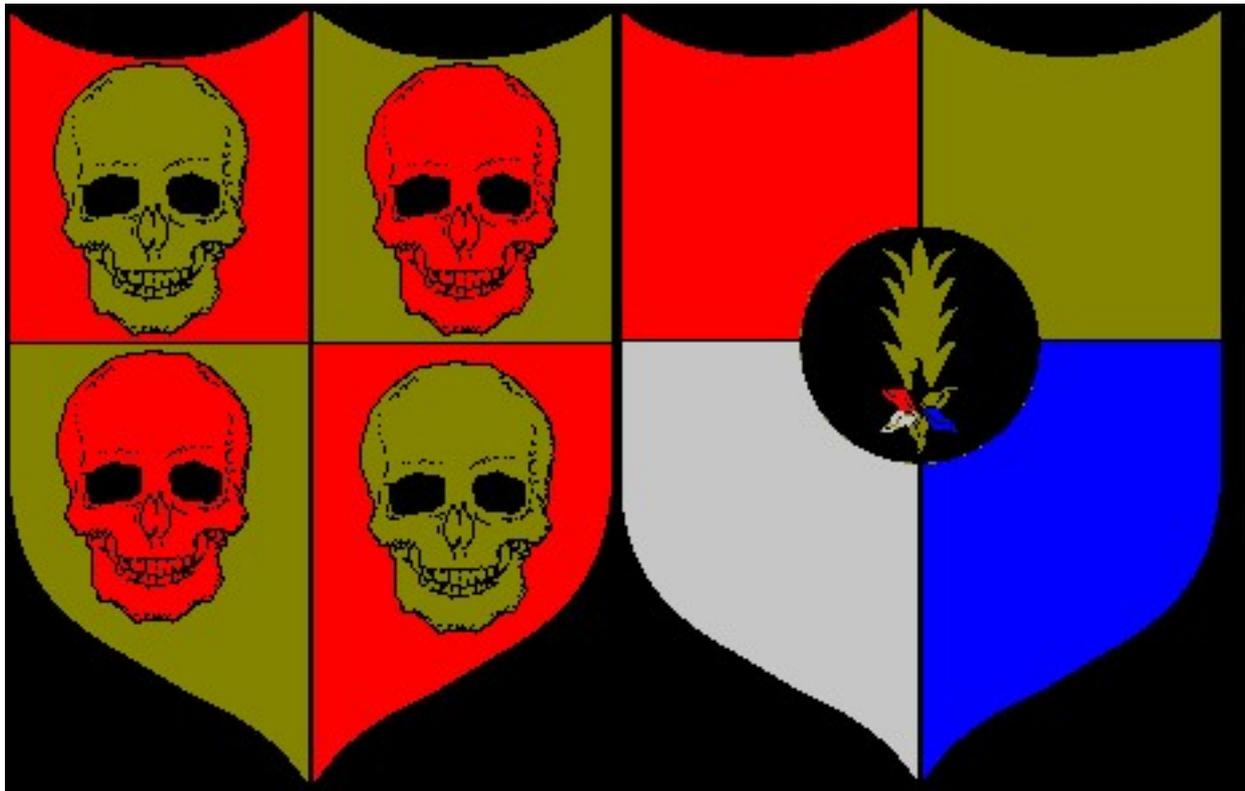


## Village of Starfall

### Key.

**1** – the path to the village. This path runs from the banks of the river to the south for about a mile, passing between the standing stones on each side. These stones are imbued with the elemental power of earth and water and a magical barrier forms between each of them as long as the top contains water – the stones are moulded to allow this, somewhat resembling a birdbath. If any creature with hostile or malevolent intent tries to cross that barrier, it will be subjected to a **MAGICAL ATTACK** of 25 which will drive them away for 1d12 hours. The barrier also ensures that land within the barriers is firm despite the surrounding marsh.

**2** – this wooden pergola marks the formal entrance to the village. It also marks a boundary between the lands claimed by the Ladies of Starfall and those held by the Baron of Wincaster. Because of this, in the centre of the pergola, hanging from its roof is a painted board – the south side of which shows the arms of the Ladies of Starfall, the north side of which shows the arms of the Baron of Wincaster.



3 – The storehouse. A warehouse where goods imported into the village can be stored. Under the control of Tristin (M/36) and Merideth (F/32) and their children Morgan (M/12) and Glynis (F/10). The village imports many items – it is wealthy from the sale of its armour – because it produces relatively little besides that armour, so this warehouse is very well stocked.

4 – The Stones Throw Inn. While this place calls itself an inn, Starfall receives few visitors so it serves more as a barracks for those who bring in goods for trade. It has three decent single rooms and two rooms with two beds each, as well as a bathhouse. There is a bar where mead and ale can be served. It is run by Derwen (M/43) who seems confused if people offer to pay for lodgings. His daughter Meggan (F/13) can provide meals if needed. There is a second daughter, Molmar (F/6) who does little but get underfoot.

5 – Saint Bartal's Church. This is a typical True Faith church, built of red brick (which must have been imported) quite recently – within the last two or three decades. It is good repair. One unusual feature is that it seems that the Priest lived inside the Church in its round tower. From here, he would have had an excellent view of the day to day life of the village. There is no Priest in residence – Father Fenwick was killed in the attack a week ago. He has been interred in an above ground tomb just to the south of his church – this seems to be the only grave in the village – indeed, it is – the villagers have traditionally given their bodies to the marsh – they built this tomb as a mark of respect to the priest who they respected, if few embraced his faith.

6 – Weaver and Tailors – Caryl (F/29) makes clothing for those in the village who need it. She is able to turn her hands to almost any task required, from cobbling shoes to producing an elaborate ballgown, though most of her work is more functional than anything else. Her son, Corvan (M/10) is normally her apprentice, but he is currently occupied elsewhere (see Location 8).

7 – The Armoury. This is the home and workplace of Klaus, a Master Armourer (M/39) and his apprentice Cassandra (F/17). They work the metal gathered from the marshes around into the fine armour for which Starfall is famous. They are unusual in that neither of them was born in the

village – Klaus came here to be apprentice to the previous Master Armourer when he was 14, from Ongus, selected as one of the most promising prospects among the young apprentices there and Cassandra did the same when she was 13. Klaus was mesmerised by the ladies soon after their arrival, Cassandra, however, has never been subjected to this. She knows the village is an odd place, and that the Ladies (who she has only met briefly) are strange people with strange powers, but she stays because the chance to work metal like this and learn from Klaus is incredible – in addition to teaching her how to work the unusual metal, he has also begun teaching her the rudiments of enchanting such – she understands how rare an opportunity this is. There are also two general smiths, Cedwyn (M/28) and Tegged (F/27) who create other metal items as needed, generally working with metals imported into the village.

**8** – in the centre of the village, there are three places of interest. First there is a gallows from which hangs a metal gibbet. Inside the gibbet is Corvan, the tailors son and apprentice. He is being kept fed and watered and will be released in a few days – his gibbeting is punishment for failing to secure the village. Though he would prefer to be released, he accepts he was at fault and that he is being justly punished – the new Steward could have easily ordered him hanged properly, especially as the Steward lost his father to the attack. There is also a well (which produces fine water) and a twelve foot tall statue – fairly new and finely sculpted of a woman in a gown. If asked, Corvan (or most other villagers) can tell people, this statue was erected a few years ago (four years ago, in fact) and is one of the two Ladies who rule Starfall from their castle just outside the village to the northwest. This castle is not visible from here but if the characters ask about they will find out it has sunk into the Marsh – although apparently it is still occupied. Nobody can say which of the Ladies the statue is of, because they are identical twins.

**9** - this small thatched building serves as a communal latrine (or latrina in common parlance) for the village. One wing is officially reserved for men and the other for woman. The central area is set up as a bathhouse with wooden baths that can be filled as needed. All is drained efficiently to somewhere in the marsh to the west.

**10** – the boaters barracks. Six people live here – Edryd (M/49), Robot (M/36), Idris (M/12), Manon (F/44), Sara (F/22), and Jestine (F/11). Under normal circumstances, they go out in their flat bottomed boats each day into the marsh in search of Starfall ore. They are currently not being allowed to do this by order of the steward.

**11** – this building serves as a storeroom for the equipment used by the boaters. It was the location of the attack where the Steward and Priest died, and bloodstains can still be seen on the ground outside – a lot of blood was spilled. The equipment within is mostly mundane but the observant may notice long poles (15 feet long) with strange black crystals fixed to the end – these are lodestones and are used by the boaters to find the magnetically attracted ore deep in the Marsh.

**12** – the boats that the village relies on for exploring the marsh are moored here. These flat bottomed boats can be poled through very little water, and indeed can move across what can sometimes look like solid land in the Marsh.

This is where Angius, the new Steward of Starfall will be found – armoured, and carrying a crossbow. He has been here almost constantly since the attack – keeping watch on the low, crude shelter, that he believes the beast is hiding in (Location 18). He is exhausted and it shows. He will confirm the offer made in his letter if asked – he is reluctant to negotiate because he has made what he considers a fair offer – but he is also desperate for relief at this point.

Angius can answer questions about the village and the Ladies in some detail, although he doesn't know their true nature – only that they rule as their mothers before them did, generation after

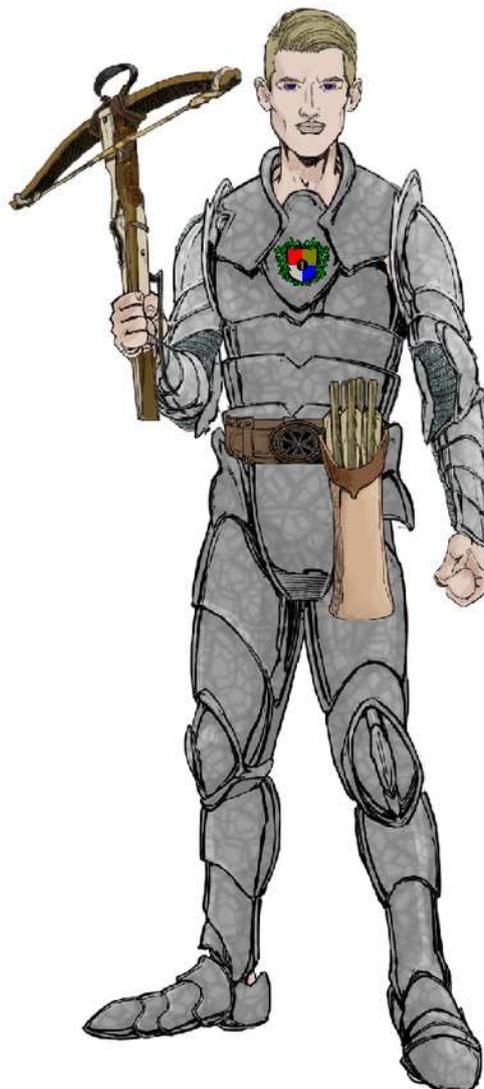
generation, always two women, always twins. And that they can control the minds of people but for some reason, the current women haven't. He is aware that they use men for breeding purposes where needed and while he will not necessarily discuss this, his greatest fear is that he will be used in such a way – he fears the loss of his own autonomy that he believes would come with that more than anything else – which is why he has not yet brought the attack on the village and the death of his father to their attention. But he is utterly dedicated to the idea of keeping his villagers alive, and he will do anything – even submit to the Ladies in the end – if that was the only path he could see to do this. But he is desperate to avoid that

.Angius saw the battle – he was firing his crossbow from cover – and he saw the beast retreat into the marsh. Just before dawn it took shelter in what he is calling the hummock – a crude shelter (Location 18) and he is quite sure it has not emerged since then.

**Angius (1<sup>st</sup> Rank Knight)**

ATTACK	12 (13)	Crossbow (d10,4)	Armour Factor	5
DEFENCE	8	(25m/75m/250m)	Movement:	10m (20m)
			EVASION	5
MAGICAL DEFENCE	2		STEALTH	13
Health Points	9		PERCEPTION	5

*Strength 7, Reflexes 14, Intelligence 11, Psychic Talent 6, Looks 8*



**13** – a small, thatched building that is the home of two children – Patrice (M/12) and Malor (F/10). These two are orphans who are being communally raised by the village. Neither have been asked to take on any particular roles as yet, and spend their days doing odd jobs for others as needed. They are healthy, if none too clean – the village does look after its own. If approached they will offer to assist the adventurers in any way they can. They can point out the sunken path to the castle if it goes unnoticed. From here, a successful PERCEPTION check (roll under PERCEPTION on 1d20) in daylight will allow people to see the ramparts of the top of the castle just poking above the marsh.

**14** – Stonemasons and Builders – Bronwyn (F/63) is the stonemason for the village. Though she is no great artist – she has almost no imagination (perhaps because of a lifetime as a thrall) she produces excellent work and can copy ornamentation – she has a small library of books that contain sketches of ornamental stonework. She has two identical twin daughters, Erian (F/40) Margos (F/40) and two sons-in-law Will (M/42) and Davyd (M/37), all of whom assist her in her work and who carry out general maintenance and building work around the village as needed. Margos has two daughters, Rhonwen (F/8) and Liesa (F/8), again identical twins, and a baby son, Kilmartus (M/1) – the girls have begun to be trained in the work of their family.

**15** – The Manor House. This stone structure is quite defensible. It is now the home of Murmatrod (F/40) and her children Angius (M/15) and Landolen (F/14) although neither of them are currently at home – Angius is guarding against attack outside, and Landolen has left the village to seek help. Murmatrod is in deep mourning for her husband. The only other residents of the house are two servants – Cadman (M/21) and Nussal (F/18).

**16** – the home of Berenice the Wise (F/102) an ancient woman, still apparently in reasonable health. She is quite mad – in her younger days, she was a Darkness Elementalist (Air and Water) who came here generations ago to seek out the then rulers, for their power. She lies in her bed, all day and is brought food and drink by the villagers. If any outsiders talk to her, she will try to get them to worship her God, Balor, the Prince of Darkness – this might create problems with certain adherents of the true faith. If it comes down to it, she is still capable of using her magic.

### **Berenice (6<sup>th</sup> Rank Darkness Elementalist, Air and Water)**

ATTACK	12	Dagger (d4,3)	Armour Factor	0
DEFENCE	6		Movement:	10m (20m)
MAGICAL ATTACK	20		EVASION	4
MAGICAL DEFENCE	10		STEALTH	14
Health Points	13	Magic Point 18/6/6	PERCEPTION	6

*Strength 10, Reflexes 9, Intelligence 13, Psychic Talent 12, Looks 9*

**17** – a shrine to Balor, Prince of Darkness. Occasionally tended by Berenice, shunned by the villagers in general, it contains an altar strewn with blood and bones, all very old.

**18** – The beast's lair. The best way to approach this is to use a couple of the boats – each can take four people in relative comfort, and they are not difficult to pole through the marsh. The hummock itself is a pile of dried marsh grasses and mud with an entrance on the eastern side.

The beast is within, lurking in the corner. It is about 7 feet tall, thin, with greyish, white skin and a foul odour – almost man shaped but for the fact it has two heads that constantly jabber at each other. This creature is a troll, although whether the adventurers will be able to put a name to it is uncertain. Trolls cannot function in daylight – in fact they turn to stone under direct sunlight – they have thick rubbery skin that non-metallic weapons cannot penetrate.

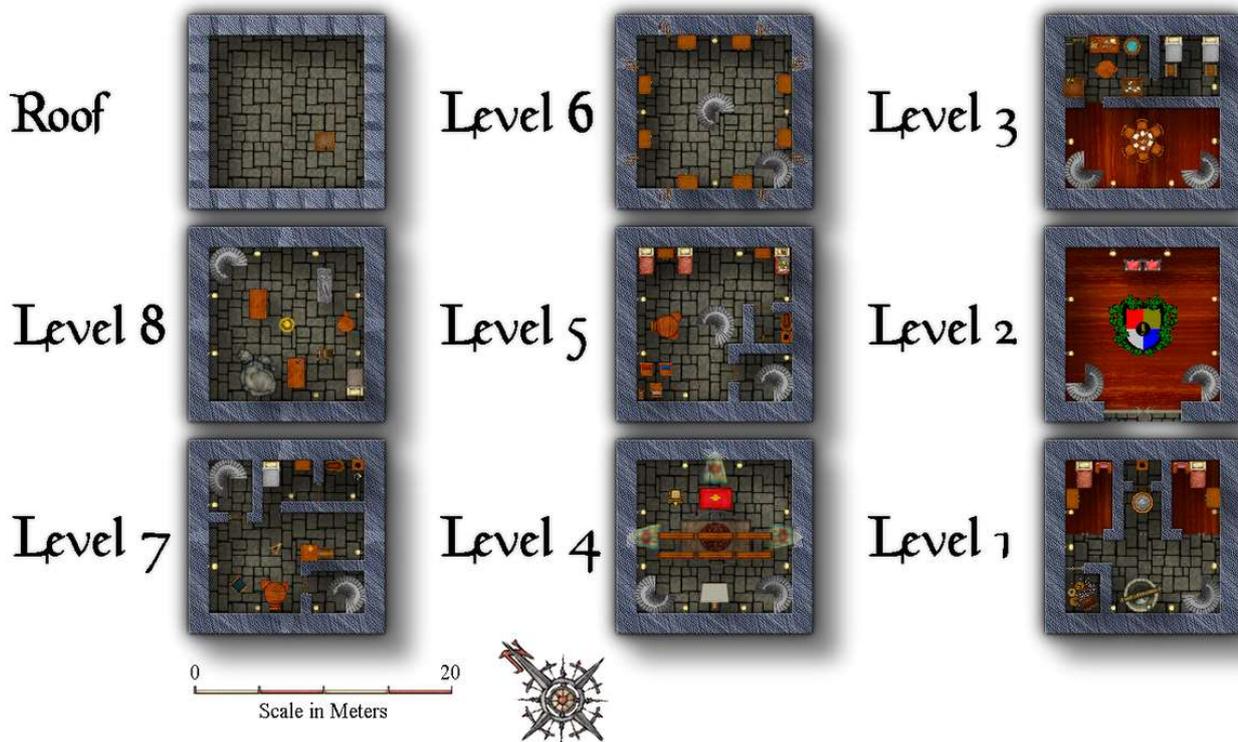
## Troll

ATTACK	18	Talons (d6+1, 5)	Armour Factor	2
DEFENCE	10		Movement:	10m (20m)
			EVASION	4
MAGICAL DEFENCE	11		STEALTH	14
Health Points	21		PERCEPTION	6 (darksight)
			<i>Reflexes</i>	12



**19** – Castle Coronach. The ramparts of the castle only rise about three feet above the marsh. The Castle can be approached by walking along the submerged path from the village – the water here is only a foot or so deep.

## Castle Coronach



**Roof** – There is a wooden trap door set into the rooftop. It is not locked but it is heavy enough to require a combined *Strength* of 20 to lift and open. Doing this will expose a ladder descending into the castle below.

**Level 8** – This level (as all levels in the castle) is lit by permanently flaming torches (a piece of fire elemental magic – they cannot be removed from the walls or they will stop working but they can be temporarily doused by those with knowledge of a special technique). This room is outfitted as a sculptor's studio – the Ladies of the Castle have artworks made of themselves, as did their ancestors, partly out of tradition, partly out of attempt to possibly attract the attention of a potential consort – remember, the current Ladies do not wish to force somebody to be consort to one of them, but they also have little idea of courtship or anything related to it – they know they are considered attractive though and so they try to use art to attract attention. The sculptor is still in residence in this room. He is a man in late middle age, utterly enthralled by a previous generation, which is why he has had to stay here. He is harmless unless somebody tries to damage his artwork, or himself. His tools sit on a table in the room, large pieces of stone are available for him to work on, and a near complete reclining statue of a nude woman – one of the Ladies – is found in the room. The large statue in the centre of the village was also his work. The man is able to answer basic questions but knows little – he never leaves this room and hasn't in decades. Food is brought for him twice a day by a woman who comes up the spiral staircase from below. He does not remember his name, or anything about his past before he came here. Occasionally one or both of the Ladies come to see him – they seem fond of him. He has no idea that he is, in fact, their father. They are vaguely aware of this but while they wish him no ill will and indeed, quite like him, they are not overly attached to him.

### Old Sculptor (Normal Human)

ATTACK	11	Dagger (d4,3)	Armour Factor	0					
DEFENCE	5		Movement:	10m (20m)					
			EVASION	3					
MAGICAL DEFENCE	3		STEALTH	12					
Health Points	7		PERCEPTION	4					
<i>Strength</i>	9,	<i>Reflexes</i>	9,	<i>Intelligence</i>	10,	<i>Psychic Talent</i>	9,	<i>Looks</i>	11

**Level 7** – this level was the living quarters of a painter who was bought her from Ongus two years ago to paint portraits of the sisters. He was not enthralled and was well paid for his work and was allowed to leave when he had completed his task. He lived in relative comfort in these chambers. His paints can be found in a chest in the central room and would be quite valuable to the right buyer. His completed canvases – all but one of them are hung around the walls of this central room. They show the same woman in various poses and clothing – from gowns to suits of armour and everything in between – in fact, they are paintings of both the Ladies, but as they are identical twins, they seem to all be of the same person. Each painting is a masterpiece. The Ladies are planning to eventually distribute these paintings in the hope of attracting a consort.

**Level 6** – this room occupies the entire level of the castle, with spiral staircases (one up in a corner and one down in the centre of the room). There are eight upright cupboards standing around the room. The eight arrowslits around the room each contain a bow and a quiver of ten arrows. Inside each of the cupboards, standing upright is a strange creature – humanoid but with green wrinkled skin, a toadlike head, and sickly yellow eyes. These creatures seem asleep – their breathing is slow – but if anybody steps within three feet of the central staircase, the doors slam open and the creatures emerge to attack. They are each armed with a metal club, but will take up their bows if they can – they have been specially trained, possibly even bred, as archers.

Each of the cupboards has a lock which can be turned to keep them inside, as long as this is done before they become active. They are the main defence for the castle but the castle occupants know to lock them up when needed.

### Swamp Folk

ATTACK	12 (14)		Armour Factor	0
DEFENCE	8	Club (d6, 4)	Movement:	10m
		Bow (d6,4)	EVASION	6
MAGICAL DEFENCE	3		STEALTH	18
Health Points	10,9,9,8,7,6,6,6		PERCEPTION	6 (dark sight)
			<i>Reflexes</i>	All 18

**Level 5** – this level was the nursery and schoolroom for the Ladies when they were young, and may one day serve that purpose for a new generation. It is simply furnished – the most notable feature is that a bed in a corner contains the skeleton of a human. This was the girl's Nanny and Governess who died some years ago. Her bed is covered in flowers – the Ladies had begun their journey to the True Faith when she passed away of old age, and they were not quite sure what to do with her. So they simply left her where she died.

Seriously disturbing the corpse would be a very bad idea (although minor movement, such as those involved in examining it will not do this.) It will rise as some sort of ghost (a shadow gaunt – see *Bestiary*, p.65-66 for full details) and attack anybody who commits any sort of serious desecration. It will also know if the Ladies are attacked within the castle and will try to get to their aid, but it may take some time to arrive at their location.

### The Gaunt Governess

ATTACK	22	Talons (automatic 4)	Armour Factor	Only magic
DEFENCE	22		Movement:	12m
MAGICAL ATTACK	22		EVASION	10
MAGICAL DEFENCE	12		STEALTH	25
Health Points	N/A		PERCEPTION	15
			<i>Reflexes</i>	11

**Level 4** – This room is laid out as a True Faith chapel – for that is what it is. There are three oddities about it – the remnants of a pentagram, partly covered by a rug, can be seen carved into the floor, and the three stained glass windows each depict one of the Ladies of the Castle, rather than more traditional religious scenes. And at one end of the room, directly opposite the altar, standing on an easel is a large painting – of a standing naked woman. Again, one of the Ladies. This painting seems to obviously be the work of the same artist who did the paintings found on the sixth floor, but it is almost anatomical in nature. The subject stands rigid facing full out and there are no attempts at artistic licence. It is a completely accurate painting.

**Level 3** – on arrival in this room, the adventurers will find a woman (Peren, F/27) dressed as a maid standing near a dining table which is laid with freshly cooked food. She will gesture to them to sit down and eat. She is one of two servants in the house – the other is Barclay (M/34) who acts as a cook and handyman. They are both fully enthralled by the Ladies. They were instructed to provide the adventurers with a fine meal and they have done that. The food is completely safe to eat – and is a fine feast of roast mutton and vegetables – but the party may well be cautious about eating it. Peren and Barclay say little except that they are following instructions and that the Ladies wait below for their guests.

### Peren and Barclay (Normal Humans)

ATTACK	11	Dagger (d4,3)	Armour Factor	0
DEFENCE	5		Movement:	10m (20m)
			EVASION	3
MAGICAL DEFENCE	3		STEALTH	12
Health Points	8, 7		PERCEPTION	4
			<i>Reflexes</i>	12, 11

**Level 2** – this room is almost empty except for two thrones at one end and the doors that used to lead to the outside world when the castle was above ground at the other. The coat of arms of the Castles occupants is painted on the floor. The Ladies sit in their thrones waiting for the adventurers. They are ready to defend themselves but are not hostile.

If given the chance, they will explain much of their history – but the most important thing they wish to get across to the adventurers is that they are good people who care for their villagers and their people. Their manner is somewhat alien but they do their best to appear sincere (because they are). They will respond to any threat, but they do not want to hurt anybody if they can avoid it. They explain their need for a willing consort if given the chance and would welcome any advice the adventurers can offer in this regard. If a male adventurer offers his hand, they would accept that, but they would also be open to suggestions that the party might act as brokers for some marriage arrangement with a noble family of Albion or Cornumbria – they understand that though their demesne is small, it does have value and there are other nobles who would welcome an alliance through marriage. While they do not wish to coerce anybody, they have no particular need for anything like love to come into this.

**Level 1** – The Ladies’ privy chambers. There is an enchanted bathtub down here which will fill with hot water at command and drain at command. There is also a well of fresh water, and a room with a heavy metal door (locked) which contains the Ladies’ considerable wealth. Those who choose to kill the Ladies – if they make that choice – may be able to acquire these treasures, but some may also be given as gifts to those who please them or who offer help.

### **The Treasure Hoard**

**Gold Crowns: 515 Silver Florins: 5,993**

#### Gems (8)

1. An unremarkable *Amethyst* of terrible quality worth **141F**
2. A very small *Topaz* of breathtaking quality worth **731F**
3. A huge *Moonstone* of average quality worth **526F**
4. A small *Amethyst* of unmatched quality worth **813F**
5. A huge *Moonstone* of exceptional quality worth **796F**
6. A small *Opal* of breathtaking quality worth **918F**
7. An enormous *Amber* of unmatched quality worth **659F**
8. An enormous *Garnet* of average quality worth **851F**

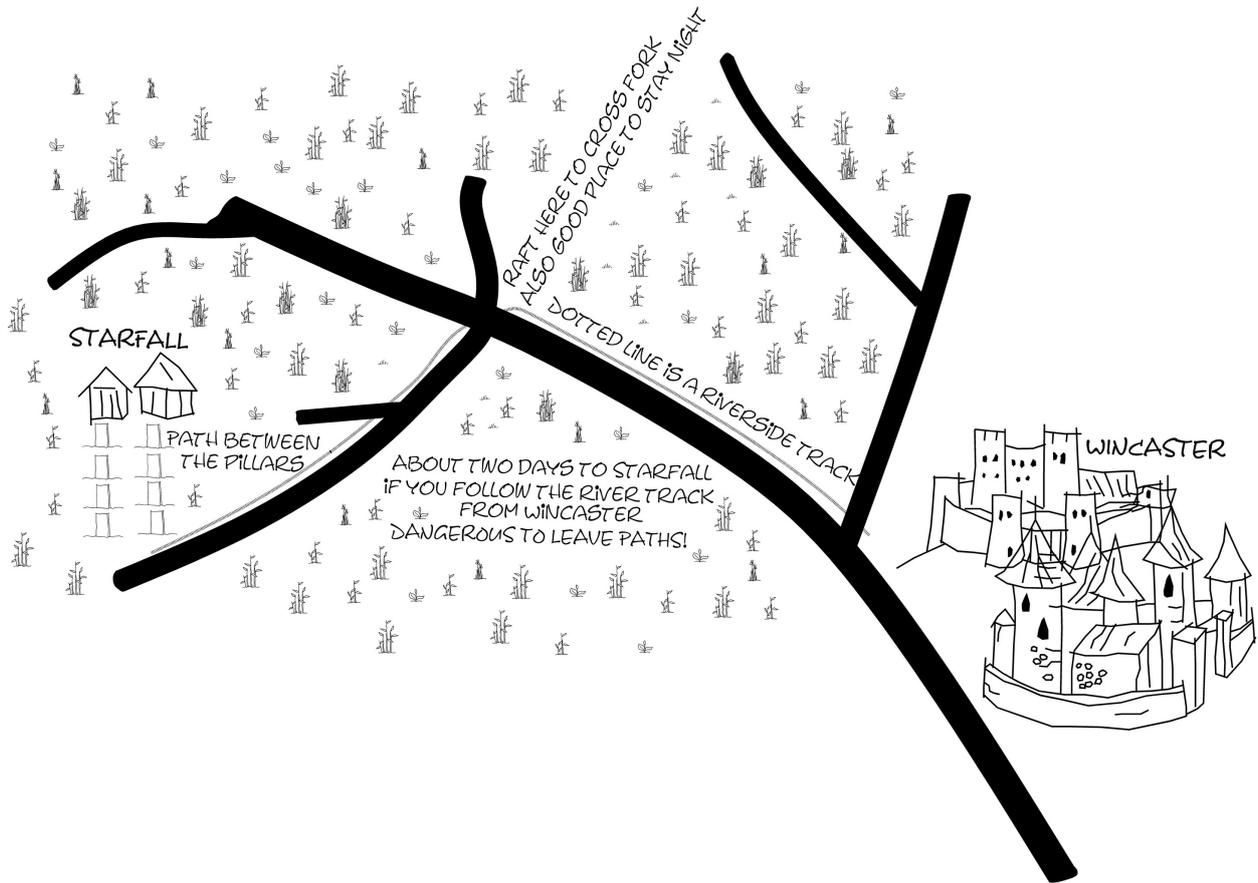
**Gem values total: 5,435 Florins**

#### Magic Items (5)

1. A dagger (+3)
2. A love philtre
3. A scroll of *Animate Bones*
4. A scroll of *Nova*
5. Sands of slumber

TO THOSE WHO HAVE BEEN GIVEN THIS MISSIVE, WE SEEK YOUR AID. THE VILLAGE OF STARFALL SEEKS BRAVE ADVENTURERS TO KILL A BEAST THAT HAS DONE US HARM. WE ARE NOT BEGGARS - WE WILL PAY HANDSOMELY FOR YOUR SERVICE. TWO HUNDRED GOLDEN CROWNS, AND A BESPOKE SUIT OF OUR FINE PLATE ARMOUR, LIGHTER THAN ANY OTHER YOU WILL FIND, OR STRONGER IF WEIGHT IS NOT A CONCERN, AND WHICH WILL NEVER RUST.

GIVEN UNDER MY HAND, ANGIUS, STEWARD OF STARFALL



## Isopel



**Gender:** Female  
**Age:** 26  
**Height:** 5'7" (170cm)  
**Weight:** 174lbs (79kg)  
**Eyes:** Blue  
**Hair:** Brown, curled  
**Country of Origin:** Albion  
**Background:** Riff Raff

**Modern Languages:**

Elleslandic (Fluent and literate in Classic)

Arcane (Fluent and literate in Arcane)

**Ancient Languages:**

Bacchile (Fluent and literate in Classic)

**Background Details:**

Isopel grew up on the streets of Ongus. At seven, she was identified by Mistress Marta as having potential and was taken into her school for both a mundane and sorcerous education.

# DRAGON WARRIORS CHARACTER SHEET

NAME  
Isopel

PROFESSION  
Sorceress

RANK **4**

STRENGTH **11**  
REFLEXES **12**  
INTELLIGENCE **13**  
PSYCHIC TALENT **12**  
LOOKS **8**

ATTACK 12  
DEFENCE 4

## WEAPONS

Staff (d6,4)  
Dagger (d4,3)

EVASION 3

STEALTH 14  
PERCEPTION 6

HEALTH POINTS **12**

CURRENT SCORE


ARMOUR FACTOR **0**  
ARMOUR TYPE None  
SHIELD? XXX/NO

## SKILLS/MAGIC

Calligraphy  
Spellcasting - MP 15

MAGICAL ATTACK 18  
MAGICAL DEFENCE 8

## OTHER EQUIPMENT

Lantern  
Oil (2 flasks)  
Flint-and-Tinder  
Backpack  
Waterskin  
Ration (7 Days)

## AMULETS, POTIONS

Scroll of Dispel Magic  
Scroll of Dishearten

EXPERIENCE POINTS **98**

REGULAR OUTGOINGS

## CASH

16C  
62F  
5P

## Symen



<b>Gender:</b>	Male
<b>Age:</b>	24
<b>Height:</b>	5'7" (170cm)
<b>Weight:</b>	141lbs (64kg)
<b>Eyes:</b>	Brown
<b>Hair:</b>	Black, short with beard
<b>Country of Origin:</b>	Albion
<b>Background:</b>	Professional

### **Modern Languages:**

Elleslandic (Fluent and literate in Classic)

Algandarve (Intermediate and literate in Classic)

### **Ancient Languages:**

Bacchile (Fluent and literate in Classic)

Emphidian (Fluent and literate in Emphidian)

### **Background Details:**

Symen is the third son of the best dye and ink makers in Ongus. He could not face a life working in his family's shop so he sought out training as a warlock from his great uncle.

# DRAGON WARRIORS CHARACTER SHEET

NAME  
Symen

PROFESSION  
Warlock

RANK **4**

STRENGTH **15**  
REFLEXES **10**  
INTELLIGENCE **11**  
PSYCHIC TALENT **14**  
LOOKS **11**

ATTACK          **16**  
DEFENCE          **8**

WEAPONS

Shortsword+2 (d8+2,5)  
Dagger (d4,3)  
Bow (d6,4)

EVASION          **3**

STEALTH          **14**  
PERCEPTION          **6**

HEALTH POINTS **11**

CURRENT SCORE


ARMOUR FACTOR **4**

ARMOUR TYPE          Mail

SHIELD?          YES/XX

SKILLS/MAGIC

Simultaneous Casting  
Weapon Groups II & III  
Spellcasting - MP 8

MAGICAL ATTACK          **16**

MAGICAL DEFENCE          **8**

OTHER EQUIPMENT

Lantern  
Oil (2 flasks)  
Flint-and-Tinder  
Backpack  
Waterskin  
Rations (7 Days)  
6 Arrows  
Quiver

AMULETS, POTIONS

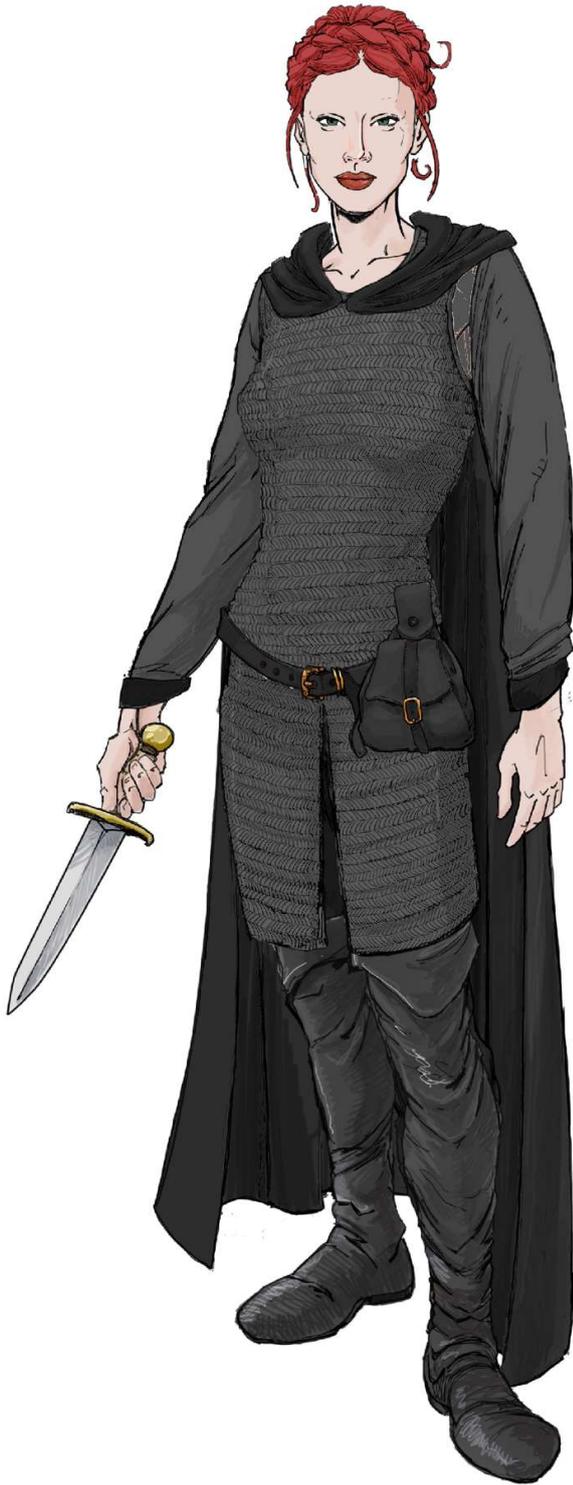
EXPERIENCE POINTS **91**

REGULAR OUTGOINGS

CASH

12C  
28F  
1P

## Tomasima



<b>Gender:</b>	Female
<b>Age:</b>	25
<b>Height:</b>	5'3" (167cm)
<b>Weight:</b>	140lbs (63kg)
<b>Eyes:</b>	Green
<b>Hair:</b>	Red, braided
<b>Country of Origin:</b>	Albion
<b>Background:</b>	Menial

### **Modern Languages:**

Elleslandic (Fluent and literate in Classic)

Coradian Traders Argot (Fluent and literate in Classic)

Beaulangue (Intermediate and literate in Classic)

### **Ancient Languages:**

Bacchile (Intermediate and literate in Classic)

### **Background Details:**

Tomasima's parents are servants in Port Clyster. She never wanted that life and so spent most of her time on the streets of the city, stealing as she could, before becoming a skilled catburglar. No longer welcome in Port Clyster – but Wanted there.

# DRAGON WARRIORS CHARACTER SHEET

NAME  
Tomasima

PROFESSION  
Assassin

RANK **4**

STRENGTH **16**  
REFLEXES **14**  
INTELLIGENCE **16**  
PSYCHIC TALENT **9**  
LOOKS **9**

ATTACK        19  
DEFENCE        9

## WEAPONS

Dagger+1 (d4+2,4)  
Spikes (d2+1,2)

EVASION        6

STEALTH        21  
PERCEPTION        11

HEALTH POINTS **10**

CURRENT SCORE


ARMOUR FACTOR **4**

ARMOUR TYPE Hauberk+1

SHIELD? XXXXNO

## SKILLS/MAGIC

Alchemical Techniques  
Climbing  
Disguise  
Trance - Light  
Trance - Darkness  
Trance - Water  
Memorise  
Shock Attack

MAGICAL  
ATTACK       

MAGICAL  
DEFENCE        7

## OTHER EQUIPMENT

Lantern  
Oil (2 flasks)  
Flint-and-Tinder  
Backpack  
Waterskin  
Rations (7 Days)  
Climbing Claws

EXPERIENCE POINTS **109**

## AMULETS, POTIONS

REGULAR OUTGOINGS

## CASH

17C  
1F  
4P

## Gerold



<b>Gender:</b>	Male
<b>Age:</b>	20
<b>Height:</b>	5'3" (160cm)
<b>Weight:</b>	155lbs (70kg)
<b>Eyes:</b>	Green
<b>Hair:</b>	Bald (shaved)
<b>Country of Origin:</b>	Albion
<b>Background:</b>	Professional
<b>Modern Languages:</b>	Elleslandic (Fluent and literate in Classic)
<b>Ancient Languages:</b>	None

### **Background Details:**

Only son of a Jeweller of Port Clyster, Gerold has sought a simpler life, travelling from place to place, doing what good he can where he can. His mysticism came to him naturally which is unusual, but not unheard of. Devoted to the True Faith but willing to tolerate the beliefs of others as long as they work for the good and not for the bad.

# DRAGON WARRIORS CHARACTER SHEET

NAME  
Gerold

PROFESSION  
Mystic

RANK **4**

STRENGTH **14**  
REFLEXES **9**  
INTELLIGENCE **17**  
PSYCHIC TALENT **16**  
LOOKS **11**

ATTACK        19  
DEFENCE        9

## WEAPONS

Sword (d8,4)  
Bow (d6,4)

EVASION        6

STEALTH        21  
PERCEPTION        11

HEALTH POINTS **11**

CURRENT SCORE


ARMOUR FACTOR **3**

ARMOUR TYPE Hauberk

SHIELD? ~~XXX~~NO

## SKILLS/MAGIC

ESP - 17%  
Enchant Arms and  
Armour to +1 (40%  
failure)  
Premonition - 43%  
Spell Mastery - See  
Enchantment  
Spellcasting

MAGICAL  
ATTACK        20

MAGICAL  
DEFENCE        10

## OTHER EQUIPMENT

Lantern  
Oil (2 flasks)  
Flint-and-Tinder  
Backpack  
Waterskin  
Rations (7 Days)  
Quiver  
6 arrows

EXPERIENCE POINTS **122**

## AMULETS, POTIONS

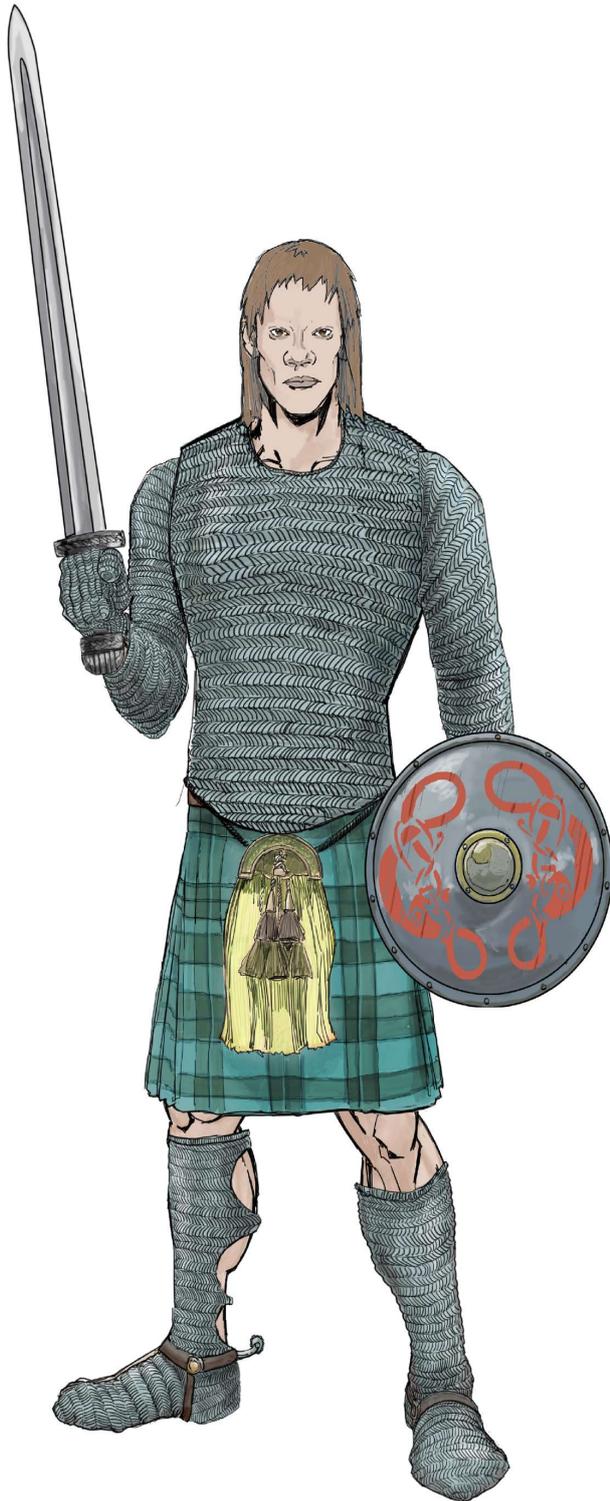
Hydon  
Potion of Truth

## REGULAR OUTGOINGS

## CASH

8C  
0F  
8P

## Margild



**Gender:** Male  
**Age:** 22  
**Height:** 5'11" (180cm)  
**Weight:** 185lbs (84kg)  
**Eyes:** Green  
**Hair:** Brown  
**Country of Origin:** Thuland  
**Background:** Traders

**Modern Languages:**  
Visic (Fluent but illiterate)  
Elleslandic (Fluent but illiterate)

**Ancient Languages:**  
None

### **Background Details:**

Margild comes from a family of horsetraders. One day he will go back to them, but he decided to see a bit more of the world first.

# DRAGON WARRIORS CHARACTER SHEET

NAME  
Margild

PROFESSION  
Barbarian

RANK **4**

STRENGTH **14**  
REFLEXES **12**  
INTELLIGENCE **13**  
PSYCHIC TALENT **12**  
LOOKS **10**

ATTACK        18  
DEFENCE        9

## WEAPONS

Sword+1 (d8+1,5)  
Dagger (d4,3)

EVASION        5

STEALTH        14  
PERCEPTION        6

HEALTH POINTS **14**

CURRENT SCORE


ARMOUR FACTOR **4**

ARMOUR TYPE        Mail

SHIELD?        XXXXNO

## SKILLS/MAGIC

Berserk  
Ride Warhorse  
Track  
True Grit

MAGICAL  
ATTACK       

MAGICAL  
DEFENCE        6

## OTHER EQUIPMENT

Lantern  
Oil (2 flasks)  
Flint-and-Tinder  
Backpack  
Waterskin  
Rations (7 Days)

## AMULETS, POTIONS

EXPERIENCE POINTS **128**

REGULAR OUTGOINGS

## CASH

6C  
60F  
4P

## Lady Alise



<b>Gender:</b>	Female
<b>Age:</b>	26
<b>Height:</b>	5'11" (180cm)
<b>Weight:</b>	198lbs (90kg)
<b>Eyes:</b>	Green
<b>Hair:</b>	Blonde, short
<b>Country of Origin:</b>	Albion
<b>Background:</b>	Gentry
<b>Modern Languages:</b>	Elleslandic (Fluent and literate in Classic)
<b>Ancient Languages:</b>	None

### **Background Details:**

Lady Alise is the daughter and heir of Sir Kasterbook of Eastleigh, a returned crusader. She wanted to be a knight herself from an early age and her father was proud to see this happen, although her mother was less enthusiastic.

# DRAGON WARRIORS CHARACTER SHEET

NAME  
Lady Alise

PROFESSION  
Knight

RANK **4**

STRENGTH **14**  
REFLEXES **10**  
INTELLIGENCE **11**  
PSYCHIC TALENT **14**  
LOOKS **14**

ATTACK 17  
DEFENCE 10

## WEAPONS

Battleaxe+3 (d10+3,6)  
Dagger (d4,3)

EVASION 4

STEALTH 14  
PERCEPTION 6

HEALTH POINTS **14**

CURRENT SCORE


ARMOUR FACTOR **5**

ARMOUR TYPE Plate

SHIELD? ~~XXX~~NO

## SKILLS/MAGIC

Armour Expert  
Intimidate  
Ride Warhorse  
Track

MAGICAL  
ATTACK       

MAGICAL  
DEFENCE 7

## OTHER EQUIPMENT

Lantern  
Oil (2 flasks)  
Flint-and-Tinder  
Backpack  
Waterskin  
Rations (7 Days)

## AMULETS, POTIONS

EXPERIENCE POINTS **102**

REGULAR OUTGOINGS

## CASH

6C  
60F  
4P