

DRAGON AGE™



GAME MASTER'S KIT

AN ACCESSORY FOR THE DRAGON AGE RPG

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The *Game Master's Kit* is here to make your job as a *Dragon Age* GM easier. This handy accessory features a three-panel hardback screen that puts all the essential game info right in front you. It also includes a 32-page adventure by Jeff Tidball, *A Bann Too Many*, that can serve as an introduction to the game or as a follow-up to the adventure in the boxed set. With the *Game Master's Kit* and Set 1 of the *Dragon Age RPG*, you'll be ready to kickstart your dark fantasy campaign.



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A BANN TOO MANY

A Bann Too Many is an adventure for the **DRAGON AGE** tabletop roleplaying game. To use this scenario, you must have a copy of the **DRAGON AGE RPG**, Set 1.

Only **DRAGON AGE** Game Masters should read *A Bann Too Many*. If you are likely to play a character in this adventure, stop reading now. Learning the story's secrets in advance will only spoil your fun and that of your friends.

A Bann Too Many is intended to be a good follow up to *The Dalish Curse*, the adventure in the Set 1 **GAME MASTER'S GUIDE**. The action here is not related to Vintiver, Mythallen, or the Link of Rage though. It comes from the premise that led the PCs to be traveling near Vintiver in the first place: that they were following reports of a bann near Breilian Forest looking to hire adventurers. Given that background, *A Bann Too Many* is suitable for any group of PCs eager for adventure, whether they've taken part in *The Dalish Curse* or not.

PREPARING FOR PLAY

To use this adventure, you'll obviously need a group of friends, and they'll need to create characters using the rules in the **DRAGON AGE PLAYER'S GUIDE**.

This adventure is suitable for newly created characters, as well as characters who've been through one or two adventures. If the characters in your campaign are level 3 or higher, you may need to tailor the NPC statistics and test target numbers to account for your group's power level.

It's best if you read *A Bann Too Many* in its entirety before you run it. Don't be afraid to use a highlighter or pen to make marks that will help you remember key elements of the story at the game table, when you're under pressure to keep the game moving. You won't remember every detail of every encounter, but reading the entire adventure and having made some notes in the margins will give you a sense of where to look for the information you need as you need it. Just before starting to play, it may be helpful to re-read the overview sections, and consider whether you intend to use any of the optional subplots.

If you're pressed for preparation time, on the other hand, read the overview sections in their entirety, skim the summaries at the beginning of each part, familiarize yourself with which encounters comprise each part, look over the various "Environments" sections and their maps, and review the background description of each of the NPCs described under **MAJOR NPCs**. Skip over the **OPTIONAL SUBPLOTS** section and leave those out of the adventure when you run it. During play, read each of the encounters as you need them. This approach isn't ideal, but it will get the game going faster.

Assuming that you will play for three or four hours at a sitting—an evening's entertainment—and that your group is closely focused on playing the game, you can expect that it will take two or three sessions of play to make it through *A Bann Too Many*. If the players don't wind up being interested in solving the mysteries behind the adventure's most obvi-

ous task, and if they don't rise to the challenge of righting the injustice revealed when the mystery is solved, completing the adventure will take less time. On the other hand, if the players must create characters at the beginning of the first session, and are intending to learn how to play **DRAGON AGE** as they go along, you can probably expect that it will take a solid three sessions, and perhaps even four, to finish *A Bann Too Many*.

IF YOU NEED TO CREATE CHARACTERS

If this will be your group's first foray into Dragon Age, you'll obviously need to create characters before the adventure can begin. This process is described in detail in the *Dragon Age Player's Guide*, **Chapter 2: Character Creation**. As always, it helps if the players create PCs who are struggling adventurers, willing and able to go out into the world to make their names and earn their keep.

In this scenario, the PCs are tasked by the bann of the Ruswold Valley in southeastern Ferelden to carry out a dangerous task, finding and destroy a murderous gang of outlaws. If you notice any players creating characters who'd be unlikely to take up such a task, guide them toward character concepts that make more sense.

READING THE ADVENTURE

The text of *A Bann Too Many* is largely broken down into parts and encounters (just like *The Dalish Curse*) to help you understand the overall outlines of the action, and to deal with each piece of the puzzle as you need it.

Each part is a collection of related encounters. All of the encounters likely to take place in the village of Logerswold comprise **PART 3**, for example. Each part begins with a broad description of the part and its place in the plot. Each part ends with a "Resolution and Troubleshooting" section that wraps things up, details the important things the PCs should have done or learned, and provides guidance about what you should do if things went—or are going—wrong. The five parts of *A Bann Too Many* are very likely to take place in the order in which they're presented.

Each encounter presents a single challenge, or collection of related challenges (such as a fight) that the PCs must deal with or overcome. Each is classified as either a roleplaying encounter, exploration encounter, or combat encounter. Exploration encounters challenge the PCs to use their skills and ingenuity to find things out about the world and the story, roleplaying encounters let the PCs interact with and influence the NPCs who are part of the adventure, and combat encounters involve battle between the PCs and their foes. Although it's obviously possible to (for example) roleplay in an exploration encounter, the generic classification helps you know what to expect, and understand how that encounter functions in the larger story.

Each encounter has sections of text formatted in different ways to help you find the information you need right away while you're at the game table.

Every encounter begins with a short summary of the action. These are formatted in bold italics.

Next, most encounters have read-aloud text, which is indented slightly from each margin and in a shaded grey box. Although this text is written so that it can simply be read aloud to the players as that encounter begins, it's better and more natural if you paraphrase and embellish what's written, using your own words to communicate the information. This helps the players feel like *A Bann Too Many* is a unique experience for them. Just make sure the players get all of the important pieces of information the read-aloud text provides, and try to end your introduction to each encounter with some question or instruction that requires the PCs to tell you what they want to do.

One word of caution: While the pre-written nature of read-aloud text is helpful when encounters begin as expected, it can be at odds with what's otherwise obvious if the PCs approach a given encounter at a different time, from a different direction (either literally or figuratively), or in the company of different NPCs. A given passage of read-aloud text will still give you clues about the important pieces of information you should communicate to the players, but you'll have to tailor the specifics to match the circumstances.

After each encounter's read-aloud text is the general description of what you, the GM, need to know about the encounter and how the action may unfold in play. In most encounters, this includes specific information about tests the characters are likely to have to make. Tests are formatted in small caps, like this—"a **TN 13 WILLPOWER (COURAGE) TEST**" or "an **OPPOSED DEXTERITY (STEALTH) VS. PERCEPTION (SEEING) TEST**"—to make it easier for you to spot them in the text at a glance.

Some encounters have additional passages of read-aloud text interspersed in the general description, to be read if and when particular conditions are met. Treat these the same way as the read-aloud text that begins each encounter (save, obviously, that you only read them when the relevant conditions apply).

Some encounters include a "Questions and Answers" section. These are pairings of questions the PCs might ask with answers the various NPCs in the encounter might give. The questions and answers are presented in the first person, as those parties might ask and answer them. As with read-aloud text, though, you are encouraged to adapt the phrasing to the situation. And of course, the precise phrasing of the questions is included only to help you locate the right information. Under no circumstances should you insist that the players use these phrasings or say these particular words. The entire point of playing a tabletop roleplaying game (as opposed to a computer RPG) is to let the players exercise their creativity to do and say things just the way they want. That's the fun!

NPC statistics are found in two different places in the adventure. Stats for incidental NPCs are found in the sections where they're used. However, stats for important NPCs—characters of relevance in more than once encounter—are found under **MAJOR NPCs** near the end of the adventure.

Finally, in addition to encounters, some parts have one or more "Environ's" sections. These are not encounters, per se. Each of these describes an area where several of the part's encounters take place, and each one includes a map. They help you understand the overall geography, and how the various encounters in the part fit together in the larger world.



WHAT HAS GONE BEFORE

As with most dramatic situations, the story of *A Bann Too Many* has some dramatic history. This section describes what has already happened, before the PCs' story begins.

The Ruswold Valley is a region that transitions from the Bannorn in central Ferelden to the Brecilian Forest in the east. The valley runs east-to-west, with the opposite ends having notably different characteristics. The west is open, agricultural land where farming is relatively easy. The east is heavily forested, and logging is the chief industry.

The village of Logerswold is the only town of any size in the valley. For 30 years, the villagers and surrounding freeholders have lived and labored under the protection of Bann Valdur Krole. Although gruff, conservative, disfigured, and not particularly well-liked, Bann Krole kept them safe... until recently.

Within the last year, a band of murderous outlaws under the leadership of Waldric the Gore-Handed beset first the loggers operating in the forests near Logerswold and then the villagers themselves as they traveled the region. Many were killed, the local industry was disrupted, and the region was thrown into turmoil.

Although Bann Krole made some progress in harrying the outlaws, Fereldan freeholders are free to elect new banns to protect them, which is what happened in the Ruswold.

A landless lordling named Trumhall, whose family hails from a river valley to the north of the Ruswold, gained popularity in Logerswold when he and his retainers, including a great Mabari mastiff, slew a group of the Gore-hand's outlaws who assaulted his party. Well-spoken, handsome, and dynamic, Trumhall looked like the perfect leader. The harried Logerswolders held a referendum to oust Krole and replace him with their new hero.

Krole was bitter at this reversal of his fortunes, but as an honorable Fereldan, had no recourse but to wait for what he felt was the sure and coming devastation of the area, given the new bann's inexperience. But Trumhall was successful in spectacularly defending Logerswold against two vicious bandit attacks that came soon thereafter. It began to look like Bann Trumhall would stay.

The soldiers who had served Krole had little choice but to disperse from Manor Krole, where some had served their bann for more than 20 years. With his financial support cut off, he had no choice but to let them go. Although some found work with Bann Trumhall, others left the area entirely, and some are still at loose ends in the Ruswold.

Trumhall's next move is to bring his bann's justice out of Logerswold and into the forest where the bandits lair, to end their threat once and for all. But his resources are limited. He doesn't have enough men to search out the outlaws in the trackless Brecilian Forest while also protecting the main road, the village of Logerswold, and the scattered freeholders of the Ruswold.

The clear solution was to put out the call for adventurers willing to explore the forest, find the outlaws, and put an end to their depredations.

BLACK SECRETS

What none of the villagers know is that Bann Trumhall is secretly in league with the forest bandits. Waldric Gore-hand's attacks on Trumhall's traveling party, the loggers in the forests, and the village itself were all carried out with Trumhall's cooperation.

The nefarious scheme benefits both Trumhall and the Gore-hand. The landless Trumhall gains a bannric, while the outlaws gain long-term access to a "herd" of villagers upon whom they can prey at will as long as they don't step too far out of line.

But this story also features wheels *within* wheels. Trumhall's ambitions are not his own, for he has fallen under the domination of an apostate mage who calls himself Blacktail. The "real" Trumhall is noble and true, and would have no part in these black schemes. But the apostate, who remains near to the bann by assuming the form of his Mabari mastiff, dominates Trumhall's mind with a magical item, the Collar of Obedience (see sidebar). It is Blacktail who was responsible for the secret alliance with the outlaws, and who truly pulls the strings.

And the mage has no interest in sharing his new hunting grounds with the likes of common bandits. It is his intention that the adventurers will *succeed* in eliminating the outlaws, leaving himself—alone—at the pinnacle of the Ruswold.

THE COLLAR OF OBEDIENCE

The Collar of Obedience is the source of the apostate Blacktail's unusual powers. The collar has two effects. First, a human mage wearing it can spend 5 mana points to transform into a Mabari war dog. The mage retains his intelligence but cannot cast spells while transformed. Returning to human form also costs 5 MP. Second, the wearer of the collar can reverse the normal master/dog relationship. This is a long process that takes many months but ultimately the transformed mage can make a human "master" obey his wishes without the master realizing that his thoughts are no longer his own. The enchantment is broken if the master witnesses the transformation of the mage/dog, or if the collar is removed.

Blacktail stole the collar from a crazy hermit who lives in the Brecilian Forest. He does not know its origin. The collar is made from copper discs green with age, and each disc is backed with an unnaturally viscous, sharp spike that digs into the flesh of the wearer's neck. A crude pictogram of dog's teeth has been inscribed on each one.

The Collar of Obedience is great for the plot, but not something you want in the hands of a Player Character. If Blacktail is defeated, you should describe how the final blow destroys the collar. This also causes Blacktail to revert to human form and this can be a big surprise for the PCs. If a PC manages to steal or otherwise acquire the collar, you may want to tell them it only works for Blacktail. Perhaps he knows some secret magic words or it is attuned to him in some fashion.

STAGING THE ADVENTURE

You should have no difficulty involving PCs with backgrounds anything like the default **DRAGON AGE** assumption—that the heroes are struggling adventurers looking to make a name and some coin for themselves in a dangerous world—in this adventure. *A Bann Too Many* presents opportunities for glory and gold both; characters motivated by either have built-in hooks.

As mentioned earlier, this adventure is perhaps best played as a follow-on to *The Dalish Curse*. With the events of that scenario wrapped up, the PCs can simply continue the journey they were already on, traveling overland to seek out the bann spreading word of his need for adventurers. The same circumstances can as easily apply to newly created characters who sidestep the events of *The Dalish Curse*. They have heard rumors of Bann Trumhall's need and find themselves en route to learn more. In either case, the events of **PART 1** pick up when the PCs have been on the road for a day or so.

Although it may seem tempting to say that newly created PCs, who have not been on any adventures yet, hail from the Ruswold, this is not the best idea. The players of such characters may feel they've been unfairly misled if and when they learn of Trumhall's treachery. Players might reasonably argue that their characters, in their familiarity with the area, would have known or at least suspected that something fishy was going on. Additionally, the PCs' existing relationships with the major NPCs might complicate matters to the point of making it difficult for you to keep everything straight. Finally, it makes the PCs' introduction to the situation, as described in **PART 1**, **PART 2**, and **PART 3**, much more complicated to stage.

INTRODUCTIONS

If you're beginning *A Bann Too Many* with brand-new PCs, make an effort to help the players get to know each others' PCs from the very beginning. You don't need to take on this task before starting to play. In the first few encounters, simply allow the action to unfold as slowly as it needs to. Encourage all of the players to describe the mundane things that their characters do—on the road, around the campfire, at Trumhall's encampment—in ways that give the other players insight into their PCs' personalities and idiosyncrasies. The very first encounter of the game offers an excellent opportunity for this, as it begins with the PCs in their camp, simply going about the daily chores of travel.

Encouraging good roleplaying in these quiet moments offers a two-fold reward. First, it encourages the players to always think about their characters' nature and persona, and to characterize all of their actions in proactive and interesting ways. Second, it makes the players more familiar with each others' characters, and increases their investment in banding together against the dangers of Thedas.

PC DEATH

It is possible that PCs will die in the course of play. **DRAGON AGE** is a dark fantasy game, and death should stalk the PCs.

There are three particular encounters in *A Bann Too Many* where mortal peril is most likely, and all three are near the end of the adventure. The first is when the party falls under ambush from the outlaws in **PART 4**. The second is when the party attacks the outlaw camp in **PART 4**. The last is in **PART 5**, if it leads the PCs to an armed confrontation with Bann Trumhall or the apostate who dominates him.

When PCs die, try to keep the player involved in the ongoing game, if they wish to be. That said, if the player would rather head home, or just watch the rest of the session, there's no point in badgering them about it.

If you've chosen to use the optional subplot involving other adventurers (see **THE COMPETITION**), a player whose PC is dead can take over running all three of those NPCs, whether they are allied with the PCs or not. (And even if you had previously decided not to use that subplot, a PCs' death might change your mind.)

It's also easy to involve a new PC at just about any point in the evolving adventure. A new PC, having heard of Trumhall's call for adventurers, could show up at any time and find common cause with the rest of the party, who, after all, have just lost one of their number, and could probably use some reinforcements.

The only portion of the adventure where it could prove tricky to introduce a new PC is after the party has entered Brecilian Forest in **PART 4**. However, since the most dangerous encounters are in or after this part, this isn't likely to cause a big problem. That is, you can simply wait to introduce a new character until the PCs leave the forest. However, in case it's needed, one clever way to introduce a new PC might be to say that he is a captive of the bandits, ready to join in the fight against them as soon as someone manages to free him.

There is an outside chance that an unlucky or foolish PC might die in **PART 2** after Valdur Krole's supply wagons are attacked. If this seems likely to transpire, you have two options. On one hand, you could secretly pull your punches, fudging die rolls that would otherwise result in a PC death to reserve real mortal danger for the more threatening encounters to come. On the other hand, you can also simply let the dice fall where they fall. There are two benefits to this approach. First, it underscores the dark brutality of Thedas, where things can go violently wrong in any circumstance. Second, it puts the players' collective skin in the game. The outlaws have spilt their blood, and the surviving heroes should find themselves doubly motivated to end the Gorehand's threat once and for all.

OPTIONAL SUBPLOTS

The three sections that follow outline optional subplots that you can introduce while running *A Bann Too Many*. You may choose to use none, some, or all of them.

Each is almost entirely self-contained. That is, there is little effect on the other elements of the adventure whether you use a given subplot or not.

It should be obvious that each subplot will make running the scenario slightly more complicated, and increase the amount of time that the scenario will take to play.

PLOTS WITHIN SUBPLOTS

If the subplot involving Dealia isn't quite complicated enough, feel free to add any of these potential flies to the ointment:

- While the players might assume that an alehouse proprietor's daughter has no useful adventuring skills, quite the opposite is true. In fact, she turns out to be something of a skilled (1st-level) rogue, albeit without any formal training.
- Dealia would be a reasonable mid-game replacement character for a player whose PC dies prior to **PART 3**, or even in the action of **PART 4**. In the latter case, you can say that Dealia has been stealthily following the PCs through the dark, dangerous forest—effectively proving her skills as a rogue!
- Even though the PCs might manage to disentangle themselves from Dealia's desires to leave Logerswold with them, if one of the male PCs winds up in bed with her, he may be in for a shock if the party returns to Logerswold some months later to find Dealia pregnant.

You don't necessarily need to decide in advance whether to incorporate any given subplot(s) into your game. There's no reason you can't add a given subplot in the middle of things, with the adventure is already underway. If it occurs to you all of a sudden, while the PCs are negotiating with Bann Trumhall, that it would be dramatic and challenging if a different group of adventurers showed up and undercut the PCs and weaken their bargaining position, then by all means introduce the competing adventurers from The Competition subplot right there, on the spot.

SUBPLOT: THE COMPETITION

The PCs are present in the Ruswold because word has spread far and wide that Bann Trumhall is in need of adventurers. It stands to reason that adventurers other than the PCs have also heard these rumors, and seek the same coin and renown the PCs do.

This subplot involves a group of three such NPC adventurers—a mage, a warrior, and a rogue—who arrive in the area at about the same time as the PCs and with the same goal.

Depending on the personalities of both your players and their PCs, as well as the manner in which these NPCs are introduced into the story, these competitors could become either obstacles or allies for the PCs. For a more unpredictable story, they could move from one category to the other—and perhaps back again!—over the course of play. These NPCs' personalities are purposefully neutral, in terms of their general friendliness or hostility, to accommodate either option. That is, while each NPC has a definite personality in order to seem human, these traits can all be easily interpreted as either genial or hostile, as the circumstances of their introduction demands.

The statistics for the competition are presented in the Major NPCs section.

SUBPLOT: THE STAR-STRUCK DAUGHTER

Liwis is the owner of Logerswold's alehouse, the Sign of the Spreading Tree. He's a prominent local citizen whose wife was raped and killed by the outlaws before Bann Trumhall's election. In fact, Liwis—as a highly influential Logerswolder—was personally instrumental in seeing the radical step of Bann Trumhall's election taken in order to bring safety back the region.

Liwis's daughter, Dealia, in her late teens, was affected by the tragedy as well. Where once she would have been content to live in Logerswold forever and eventually take over running the Sign, now she wants to become an adventurer in order to spread justice through the land. She doesn't want others to experience the suffering she and her family had to endure.

Liwis, naturally, will stand for no such thing; he's had his share of tragedy already and has no interest in seeing his daughter—his only remaining flesh and blood—go out into dangerous places and put herself deliberately in harm's way.

Dealia isn't quite brave enough—yet—to simply sneak out in the night. But with a group of adventurers in town to both stoke her romanticized visions and provide what might be a clear route to departure...

Dealia's plan, to the extent that she has one, is to attempt to seduce a male PC to her bed, and then to try to convince that character to take her with him when the party leaves the area. Failing a male PC, a female PC will do. (That is, a female PC is not Dealia's sexual preference, but she's willing to pretend in service of her goal).

It will be difficult enough for a seduced PC to argue with the passionate Dealia when it comes to her desire to accompany the party out of the Ruswold, but in the event that her father finds out about any tryst, the situation will become even more charged. On one hand, Liwis is desperate that the outlaws be brought to justice. But on the other hand, the honor—and safety!—of his daughter is at stake. Liwis is well-liked and persuasive in Logerswold; other villagers are likely to rely on his word and want to help him.

SUBPLOT: THE BITTERED EMPLOYEE

The most successful local logger is named Trewin. Although he once worked in the forests, he had a knack for business that saw him succeed at more than just labor. Over time, he came to be something of a logging "baron," employing others and selling the timber they harvested throughout the regions surrounding the Ruswold.

Prior to Trewin's success, another local man, Ansel, did much the same business, but less well. In time, Trewin's business eclipsed Ansel's. Trewin, seeing that he could make a greater profit from absorbing Ansel's operation than engaging in a pointless trade war, offered to buy Ansel out and employ him. They adopted that arrangement a couple of years ago.

The relatively easy life that Ansel hoped would materialize never came, because that was about the same time that Gorehand's outlaws began to prey on the Ruswold. Rather than seeing his life become easier under Trewin's banner, his life has become more difficult. As fewer and fewer raw materi-

als could be harvested from the forest, there was less and less work to be done brokering their sale. Under Trewin's shrewd but fair arrangement, Ansel is paid mostly by the commercial successes of the accounts he oversees. Since all accounts are down—now to nothing, given that no raw materials have emerged from the forest in weeks—Ansel is embittered.

It's obviously not fair of Ansel to blame Trewin, but he blames Trewin nonetheless. Ansel will tell anyone who'll listen that he's at a standstill and because of the shortcomings—both real and imagined—of Trewin's operation. Since there's essentially no work for him to do until lumber once more begins to emerge from the forest, he's got plenty of time on his hands to spread his distaste to anyone who'll listen... such as the only new people in town, the PCs.

The real problem is that Ansel can be persuasive. His lies seem plausible, especially to newcomers. Ansel's goal is to get Trewin to let him out of the deal they made, so he'll be on his own again. It's shortsighted, but it's what he wants nonetheless.

Ansel wants to convince the PCs to take up his cause and argue it before Bann Trumhall, in hopes that the bann will step in and nullify the deal. Although doing such a thing is not technically within a bann's power—in Ferelden, a bann's authority ends with the protection of the local freeholders—Ansel feels that the bann's moral standing as a community leader will give Trewin no choice but to annul the relationship.

If you use this subplot, you can play Ansel anywhere on the range from devious but ineffective to cunning and malicious. He might be an annoying fount of misinformation, or a dangerous saboteur who blackmails the PCs into "testifying" about Trewin's "bad judgment" before the bann.

The only place Ansel stops short is in causing outright physical harm to any of the Logerswolders. As embittered and distasteful as he is, he won't stoop to trying to hire the adventurers to murder Trewin, for example.

BE FLEXIBLE AND RESPONSIVE

One last word of overall advice: As you run *A Bann Too Many*, it's important to be responsive to what the players want to do. The best tabletop roleplaying experiences feel more like an open field than a railroad. Think about it. From the center of an open field, the players can do what they want and explore the things that interest them. But as passengers on a railroad, they can only go where the tracks lead, with no opportunity to skip over the things they're not interested in or detour for fun sidelines.

In concrete terms, this means that there's no reason for you to try to make sure that the PCs explore every nook, cranny, and nuance of each and every encounter. Instead, let the players take the lead. When they're ready to move on, move on! They can always come back if later experiences make them think that they missed something important. Similarly, there's no reason for you to force the PCs to experience every single encounter described, or to encounter them all in order.

Remember: As long as the players are having fun, and as long as you're having fun, you're doing it right.

PART 1:

CHARGED WITH THE TASK

PART 1 begins with the PCs on the road, having just entered the Ruswold Valley and thus finally nearing their destination. They are spied on while they camp and likely encounter a trio of men-at-arms once in the employ of Valdur Krole, now embittered and at loose ends. One of them imagines some slight and challenges a PC to a duel.

The next day, as the adventurers approach Logerswold, they're met by a patrol of Bann Trumhall's men. These men tell them about the local situation while they ride together to Trumhall's encampment. Finally, the PCs come before the bann, who charges them with the task of finding and rooting out Gore-hand's outlaws.

ENVIRONS: THE RUSWOLD VALLEY

The Ruswold Valley, also know more simply as "the Ruswold," is good farmland in the west and deep forest in the east. The edge of Brecilian Forest crosses the valley from north to south.

The Ruswold is crossed by a well-maintained and well-patrolled main road that brings good timber out of the forest to the greater Bannorn in the east. The valley is also crisscrossed by a great many tracks and trails used by local travelers on foot, mule, horse, and wagon.

The major water route in the region passes from the northeast to the southwest, eventually emptying into a lowland swamp inside the forest. Bann Trumhall has set up his encampment on this river, which also flows through Logerswold.

Logerswold is the only significant population center in the Ruswold. It is the chief staging ground for the timber that comes out of the forest before it heads east. It is also where the region's farmers gather for their weekly market.

Valdur Krole, the ousted bann, has a manor stronghold on defensible land roughly south of Logerswold.

1. WATCHED IN THE NIGHT

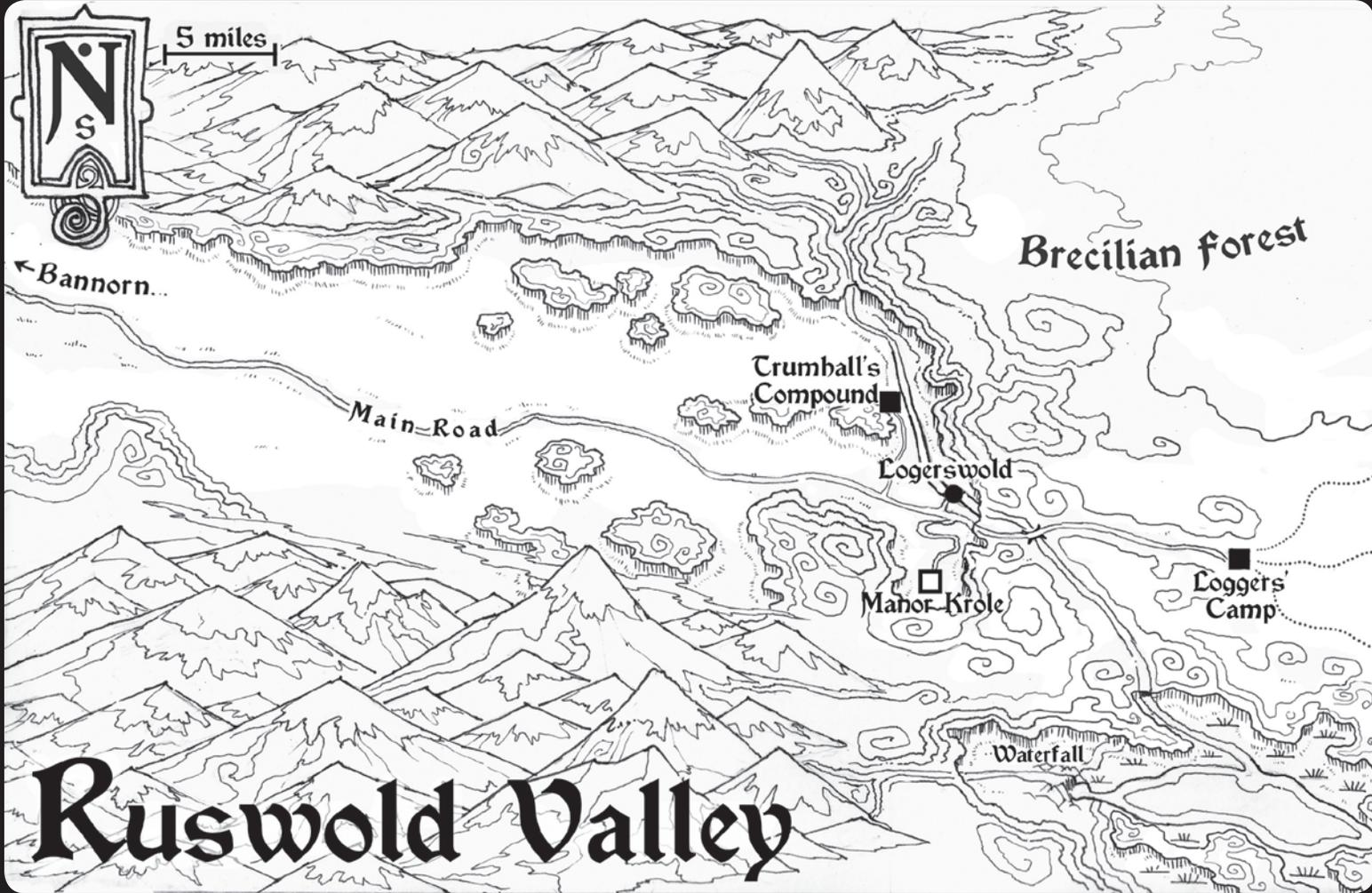
EXPLORATION ENCOUNTER

While the PCs are encamped for the night, three men-at-arms formerly in Valdur Krole's employ approach their campsite, looking for trouble.

You've been traveling together across open Fereldan countryside for some days. You've heard news that the bann who protects the Ruswold Valley needs keen eyes and strong swords to deal with some threat that has emerged from Brecilian Forest of late. You've just entered the Ruswold proper, but it seems clear that you will not arrive in the local village tonight no matter how hard you press on, so you've stopped to make camp on a hillock next to the main road.

How do you arrange your camp, and what do you do?





Unless the PCs wish to avoid main roads, they find themselves camped near that of the Ruswold, as described in the read aloud text. The weather is mild, but nights have been getting colder lately.

Ask the players to describe the layout of their camp, and sketch it if they wish. Do they light a fire for cooking or warmth? Scout the area? Post watches overnight? Keep the particulars in mind as you stage the rest of this encounter and the next.

Allow the PCs to interact with one another, especially if this is the group's first adventure. Try to help the players incorporate their characters' backgrounds and quirks into the camp routines. Characters of certain backgrounds (like the Circle) are probably not practiced at camp chores (if they're even willing to carry any of them out), characters who cook well are probably lauded for it, and so on.

Near dusk, three men-at-arms formerly in the employ of Valdur Krole approach the camp. Although they don't take pains to remain hidden, neither do they announce their presence. If any of the PCs leave the camp for any reason—to hunt, for example, or get water—you may choose to initiate this encounter while they are away. The advantage of doing so would be to make the encounter seem more dangerous, with the PCs' numbers reduced. The disadvantage would be that some players will have nothing to do while the encounter plays out.

When the men-at-arms approach, call for OPPOSED PERCEPTION (SEEING OR HEARING) vs. DEXTERITY (STEALTH) TESTS. Roll for all

three men-at-arms as one, with a single throw of the dice, but allow each PC a separate Perception roll.

If any PCs beat the men-at-arms, the degree of their success—as represented by their Dragon Die result—tells how close the men-at-arms are to the camp when first spotted. A low result like one or two indicates that they are practically on top of the camp, while a high result like five or six suggests that the interlopers are spotted or heard at some distance.

If the PCs fail to notice the approach, then the men-at-arms observe the PCs long enough to confirm their (accurate) suspicions that the PCs are adventurers come to take Bann Trumhall up on the task he has been advertising. They then emerge into the PCs' camp.

The men-at-arms do not have a specific goal in interacting with the PCs. Their general intention is to give vent to their bitterness at being out of work and low on funds. In the truest sense of the phrase, they are looking for trouble.

If the PCs spotted the men-at-arms and called them out for sneaking around, the men-at-arms take offense, as surely men such as them do not "sneak." Unless the players take extreme care to avoid giving further offense, the men-at-arms continue looking for opportunities to take offense, until one of them has the opportunity to challenge one of the PCs to a fight in defense of his honor.

If the men-at-arms were not spotted before entering the camp, or the PCs were friendly to them upon spotting them,

then the adventurers may be able to get some useful conversation from the men-at-arms, who know most of the area's recent history. Naturally, these men have a negative spin on Trumhall's recent appearance, and have a good many excuses for why Krole and those in his employ were unable to rid the area of Gore-hand's outlaws when Krole was bann and they were the ones charged with the Ruswold's safety. If any of these excuses are challenged, or the men-at-arms feel that their honor or proficiency is called into question, one of them challenges the offending PC to a fight.

If the PCs are exceptionally courteous or show exceptional restrained when baited, they might manage to gain the men-at-arms grudging respect. Although the men-at-arms aren't interested in sharing the PCs' camp for the night (they have their own camp nearby, where they've stayed for a week or more), a positive interaction with these men could help the PCs when they interact with Krole's men in PART 2.

2. AN AFFRONT TO HONOR

COMBAT ENCOUNTER

One of the PCs must fight a combative man-at-arms who wishes to defend his honor.

Assuming that one of the men-at-arms who approached the PCs' camp was successful in baiting one or more PCs, or if the PCs were combative without any need for baiting, this encounter involves (at least) a duel between one of the men-at-arms and one of the PCs.

If you staged the previous encounter when one or more PCs were away from camp, the preparation for this duel—excess gear being thrown aside, a ring of open ground being cleared—is a fine time for them to return.

Before the fight begins, be crystal clear with the players that none of the men-at-arms intends for anyone to die in this confrontation. New roleplayers sometimes get the idea that all combat encounters inevitably end in death for one side or the other. Here, however, everything the PCs know about life in Ferelden suggests that this duel will be fought to the first blood.

One way to introduce this bit of information would be to call for one or more PCs to make a TN9 CUNNING (CULTURAL LORE) TEST before the taunting stage is over and the duel begins. Alternately, you can work related dialog into the issuance of the challenge itself. For example, if a man-at-arms shouts out a challenge, and then a PC responds with something like "I accept!" then the man-at-arms can shout back something like, "To the blood, then!"

Make sure to wring the full measure of drama from the preparatory portions of this encounter. Although both you and the challenged PCs' player may be eager to throw initiative dice and get started, you can heighten the drama of the situation by putting that roll off as long as possible while buckles are tightened, boasts exchanged, and seconds nominated. Make sure to inquire about any preparations the PCs wish to make. Don't overdo it, of course. You don't want to delay the inevitable to the point that no one finds it exciting when it finally comes.

Unless one of the PCs plans some kind of skullduggery, only the pair of characters actually involved in the fight need to roll initiative.

MEN-AT-ARMS

Three Fereldan men-at-arms called Bron, Lervis, and Roth, former retainers of Valdur Krole.

ABILITIES (FOCUSES)			
-1	COMMUNICATION		
2	CONSTITUTION (STAMINA)		
0	CUNNING (NATURAL LORE)		
0	DEXTERITY (STEALTH)		
-1	MAGIC		
0	PERCEPTION (SEEING)		
2	STRENGTH (HEAVY BLADES)		
1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENSE	ARMOR RATING
8 (10)*	25	12 (10)**	4
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
FIST	+0	1D3+2	
LONG SWORD	+4	2D6+2	
<p>FAVORED STUNTS: <i>Disarm and First Blood (see this page, below).</i></p> <p>TALENTS: <i>Armor Training (Journeyman), Two-Hander Style (Novice), and Weapon and Shield Style (Novice).</i></p> <p>WEAPON GROUPS: <i>Axes, Brawling, Heavy Blades, and Spears.</i></p> <p>*WITHOUT ARMOR **WITHOUT SHIELD</p>			
EQUIPMENT			
LIGHT MAIL, LONG SWORD, DAGGER.			

Even if you typically use a battle map, there should be little need for such elaborate staging here.

Unless the circumstances dictate otherwise, the combatants begin the fight with any weapon or weapons of their choice in hand, at a distance that would make it possible for the character who acts first to use a Charge action to begin the fight—4 yards, say.

The duelists fight according to the regular combat rules, trading blows back and forth until one inflicts a wound sufficient to draw blood. Any attack that does at least five points of damage (after accounting for the target's armor) does the trick.

A character may use the special First Blood stunt to inflict no damage but still draw blood, and in some humiliating fashion, such as by dealing a long cut across the cheek. This both makes that character the clear victor and also humbles his opponent.

NEW STUNT	
SP	STUNT
4	FIRST BLOOD: The character draws blood in a humiliating fashion but without dealing any actual damage.



Ranged attacks are frowned upon in a duel; a TN9 CUNNING (CULTURAL LORE) TEST reveals as much to any PC. Drawing first blood in this way earns the scorn of the defeated man-at-arms, at the very least, and may gain the “winner” a troublesome reputation in the local area as news spreads. None of the men-at-arms launches a ranged attack in this fight.

If a PC wins a duel fair and square, the men-at-arms are none too thrilled, but they do not respond dishonorably. The three gather their things and leave the PCs’ camp.

If a PC wins by suspect means, the men-at-arms also retreat from the PCs camp, but amid insults involving the PCs’ lineage and perhaps even threats of later retaliation.

If a man-at-arms wins, he expects the bested PC to make right the offense that led to the duel, by taking back whatever insult or apologizing for whatever slight. A PC unwilling to do so earns the men-at-arms’ insults and threats.

However the duel turns out, the men-at-arms eventually leave the PCs’ camp for the night, returning to their own.

IF THINGS GO WRONG

If the PCs go off the reservation—attacking and killing all three men-at-arms, for example—use your judgment about what happens next.

THE BANN’S MEN

Five Fereldan soldiers in the employ of Bann Trumhall: Yorle, Ulruch, Ir, Ward, and Pepyn. Two are from the local area, two came with Trumhall from his ancestral lands, and one is a former retainer of Valdur Krole’s who nevertheless supported Krole’s ouster.

ABILITIES (FOCUSES)

0	COMMUNICATION
0	CONSTITUTION
0	CUNNING
1	DEXTERITY (RIDING)
0	MAGIC
1	PERCEPTION (SEEING)
2	STRENGTH (SPEARS)
0	WILLPOWER

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
9 (11)*	33	11	5

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
FIST	+1	1d3+2
TWO-HANDED SPEAR	+4	2d6+2

FAVORED STUNTS: *Disarm and Knock Prone.*

TALENTS: *Armor Training (Novice) and Two-Hander Style (Novice).*

WEAPON GROUPS: *Brawling, Heavy Blades, and Spears.*

*WITHOUT ARMOR

EQUIPMENT

LIGHT MAIL ARMOR, RIDING HORSE, AND SPEAR.

Even assuming that the PCs are not observed in the act of murder, the main road is patrolled daily, and the bodies are likely to be found eventually. Although these men-at-arms are not exactly model citizens of the Ruswold, they remain Fereldan freemen all the same, and the local lord—Bann Trumhall, in this case—is obliged to pursue justice against criminals.

The PCs may have luck blaming things on the outlaws, depending on the circumstances.

3. THE BANN’S MEN

ROLEPLAYING ENCOUNTER

Before they arrive in the village of Logerswold, the PCs are accosted by Bann Trumhall’s men.

After striking your camp in the morning, you proceed along the main road, which winds down toward the valley floor. As you travel, solitary trees join into copses that become more and more dense the further east you go.

It’s still morning when you hear horses approaching, perhaps a half-dozen, most likely coming up the trail toward you.

You don’t see the riders yet. What do you want to do?

The riders are Bann Trumhall’s men, policing the main Ruswold road as part of their daily patrol of the area. They aren’t doing anything to hide their presence. In fact, part of the point of their daily ride is to make sure that all those who live in the area feel safe and secure.

The bulk of this encounter should amount to a roleplaying encounter between the PCs and the bann’s men. The bann’s men are a reasonable lot, neither overly suspicious nor dupes. They hail the PCs and ask them reasonable questions about their travels and intentions. They are fairly skilled at making correct conclusions about travelers given their armament and accoutrements, and their goal is to make sure that no one traveling on the road represents a threat to the area.

If the bann’s men learn that the PCs are responding to their lord’s call for support in dealing with the problems in the Brechilian Forest, they cut short their patrol in favor of escorting the adventurers to meet with Trumhall at his compound. This saves the PCs some time, since otherwise, they’d likely go to Logerswold first, and only there learn where Bann Trumhall has set up his encampment.

If the PCs lie to the bann’s men about their background or intentions, call for an OPPOSED COMMUNICATION (DECEPTION) vs. COMMUNICATION (INVESTIGATION) TEST between the most communicative PC and a representative of the bann’s men to see if they are found out. The bann’s men have no bonus to their roll, having Communication 0 and lacking the Investigation focus.

If lying PCs are found out then the bann’s men insist on escorting the PCs to Trumhall’s encampment for a more thorough questioning.

If lying PCs are not found out, or if the PCs insist that they would rather travel alone, they can get directions to Bann Trumhall’s compound without difficulty.

If the PCs hide from the bann's men, call for an **OPPOSED DEXTERITY (STEALTH) vs. PERCEPTION (SEEING) TEST**. Each PC must make a separate roll, but roll just once for the bann's men as a group. Then bann's men add +3 to their roll, as they have Perception 1 and the Seeing focus.

If the PCs hide and the bann's men pass, the PCs are on their own in continuing to travel. They'll likely end up in Logerswold before the Bann's encampment, in which case, skip to **PART 3: THE VILLAGE OF LOGERSWOLD**.

If the PCs hide and are seen, then the bann's men begin their interactions with the adventurers in a suspicious mode.

If the adventurers wind up traveling with the bann's men to Trumhall's compound, the men are more than willing to tell the PCs anything that is common knowledge about the recent history of the area. These men believe Trumhall's election to protect the local area was a good decision on the part of the local freeholders.

Although the men are leery of actively disrespecting Valdur Krole, it should be clear to the PCs from their subtext that he's a hard man to like—he's gruff, conservative, and demanding—and that he hasn't done the local freeholders any favors since they elected Trumhall to replace him. For example, rather than open the doors of his stout manor to Trumhall, he's essentially closed the shutters and left all those outside to fend for themselves.

ENVIRONS: TRUMHALL'S ENCAMPMENT

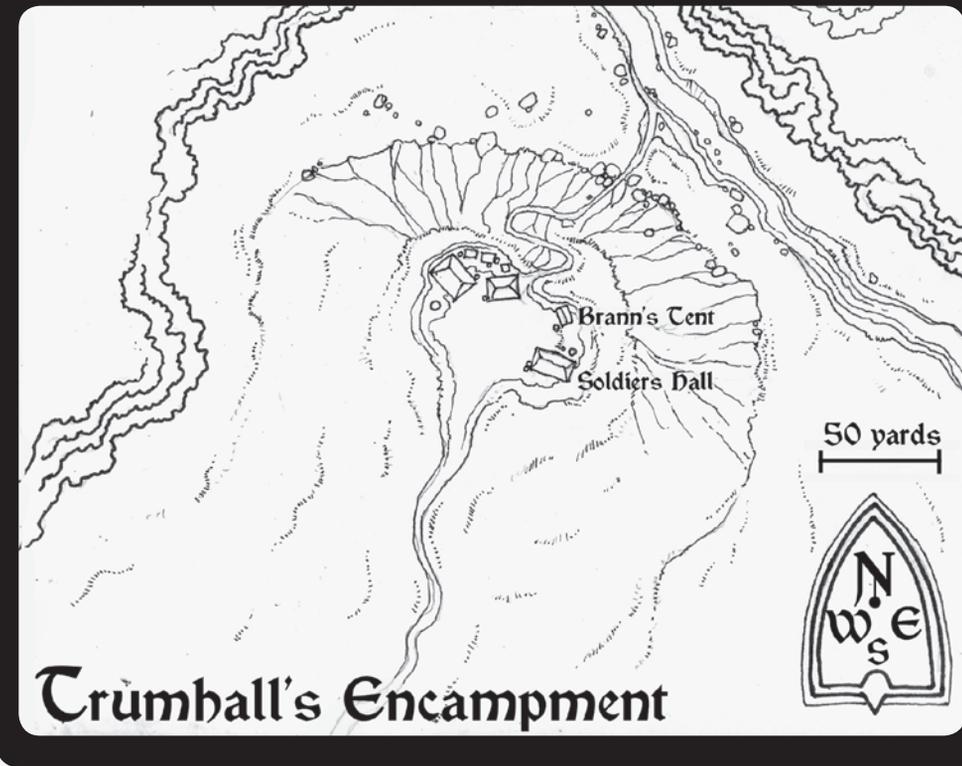
As a recent transplant Bann Trumhall has only just begun building what he hopes will be a long-term holding in the area. His choice of site is good, a hillock that overlooks broad fields on every side, and near to fresh water. On one side of the hill, rocky ground provides both stone for permanent buildings and a defensible approach.

Although Trumhall has grand plans, there is no encircling wall of any kind built yet. Most "buildings" of the encampment are, for the moment, tents. One completed wooden building houses the relatively small number of retainers Trumhall can currently afford to employ. The fact that Trumhall has given more priority to housing his men than housing himself has been a major factor in the high morale among his followers.

Bann Trumhall himself lives in a campaign tent. It is well-made, has been partitioned into two different areas—a sleeping room and an audience room—and contains plenty of sturdy wooden furniture.

There is a wooden pen for the encampment's domestic animals, including a few cows, several goats, and a plethora of chickens. The bann's followers tasked with maintaining the household live in a series of tents near this area.

During most days, there is much activity at the encampment. In addition to a crew of workers digging holes for the very beginnings of a palisade wall, servants take care of animals,



haul supplies, and see to the household's needs. In the evenings, a prudent number of the bann's men stand guard and walk the encampment's perimeter.

4. CHARGED WITH THE BANN'S JUSTICE

ROLEPLAYING ENCOUNTER

The PCs meet Bann Trumhall, are tasked with finding and defeating the Gore-hand's outlaws, and discuss the particulars of the job.

You emerge from the treeline into a broad lowland field with a hillock at the center. Bann Trumhall's encampment is clearly a work in progress, with no fortifications to speak of and many more tents than permanent buildings. Even so, you get a sense of the area's vibrancy. Servants are tending to animals, workmen are digging what look like the beginnings of a palisade, and men-at-arms are drilling in the field.

As you cross the field, one of the bann's men turns to you. "Is there anything you'd like to do before we bring you to Bann Trumhall?"

Give the PCs the opportunity to do anything reasonable, such as water their horses (if they have any), clean themselves up, change their clothing, or similar. Once such tasks are taken care of:

You're surprised when the bann's men bring you not to the single wooden structure on the hillock to meet Bann Trumhall, but instead to a large canvas tent. One of the men exchanges words with the guard at the main entrance, then holds the flap aside.



The interior is dim, and filled with carpets and solid wooden furniture. At the head of a large table, a lean, raven-haired man stands as you enter. “Welcome and well-met!” he booms. “I am Bann Trumhall, lord-protector of the Ruswold Valley.”

How do you respond?

This encounter should be relatively straightforward roleplaying between Trumhall and the PCs.

Shortly after their discussion begins, wine and meat are brought in. Both are quite fine and a welcome break from trail rations and campfire cookery.

In the course of the conversation, Trumhall communicates following points (assuming the PCs do not ask about them first):

- A band of outlaws led by the infamous Waldric the Gore-hand lives in Brecilian Forest somewhere in or near the Ruswold Valley. No one knows where their headquarters is hidden.
- Outlaws have preyed on the loggers who operate in the Ruswold before, but never with the tenacity and violence Gore-hand’s men have shown of late.
- The outlaws’ raids have not followed any predictable pattern.
- Trumhall’s resources—specifically, his financial ability to hire fighters—are stretched too thin for him to send a mass of men into the forest after the outlaws. He needs adventurers, who can travel lightly, are willing to take their reward from among the outlaws’ plunder, and who won’t leave local families without hands to feed them in the event that the worst happens.
- Freeholders from all around the valley have been harassed by the outlaws’ depredations. Many families, especially in the eastern part of the Ruswold, have temporarily relocated to Logerswold for safety. Many of these are staying in what has nearly become a refugee camp in Trewin the Logger’s compound (see **PART 3: 3. TREWIN THE LOGGER**).
- All of the local loggers suspended their operations about a month ago when the attacks were at their worst. However, a group of the bravest ones, their families nearly starving due to their breadwinners’ enforced idleness, returned to the main logging camp in the forest about a week ago, over the objections of both Trumhall and Trewin. Trumhall knew—and said flat-out—that he would not be able to protect these men, and urged them to wait for adventurers to arrive, who could at the very least use the logging camp as a base of operations in tracking the outlaws, and add their sword arms in the event that the camp fell under attack. However, for many of the loggers, it was work or starve to death, so they took what arms they had and returned to their camp. Nothing has been heard from these loggers since. Trumhall doesn’t know if they’re dead or not, but fears the worst.
- The loggers’ camp would be a good place to start looking for clues as to the outlaws’ whereabouts.

- The adventurers will almost certainly find comfort – if not aid – in Logerswold among the freeholders.

If the players seem to be on the fence about whether to accept this charge given either the meager support Trumhall is offering, or the unknown reward to come, he goes out of his way to offer them the comforts and resources of his camp, both now and in the future. His craftsmen can repair their equipment, provide food and wine, and so forth. He also argues convincingly that he will not always be a new bann with a camp of tents and just the beginnings of a wall. Certainly, he argues, it is easy to imagine a future in which it is beneficial for the PCs to have a powerful connection in the Ruswold. If he can think of no other way to seal the deal, he offers to pay the PCs up to 80 silver pieces each in one year's time (although he starts bargaining below this value).

This encounter is a good place to introduce either rumors of – or the fact of – the Competition subplot. The other adventurers may show up in the middle of the PCs' audience with Trumhall. Alternately, one of Trumhall's workers might mention to the PCs that another group of adventurers passed through the camp recently. If you introduce it here, though, make sure you use this subplot to spur the PCs to action ("If we want our fair share of the outlaws' treasure, we'll have to hurry!") rather than to drive them away from it ("Let's just leave – those other adventurers will save these guys.").

At some point in the encounter, Bann Trumhall's Mabari mastiff, Blacktail, emerges from the tent's sleeping room. Call for an OPPOSED PERCEPTION (HEARING) VS. DEXTERITY (STEALTH) TEST a few exchanges before then. Blacktail has +5 on this roll, from Dexterity 3 and the Stealth focus. It is highly likely that none will prevail against the dog's great capacity to move unheard. This is desirable; the PCs complete surprise should both put them a bit off-guard as well as suggest that Bann Trumhall has a few tricks up his sleeves.

For all that, Blacktail does nothing nefarious past startling the PCs with his appearance (assuming that none of them hears him). He simply looks the PCs over, perhaps sniffs at one or two of them if their appearance is strange or alarming, and then pads over to Trumhall and sits down next to him to listen to the remainder of the conversation. For his part, Trumhall is amused by any PCs' surprise, and explains that Blacktail has been his companion for some time.

(Of course, Blacktail is in fact the shape-changed form of the apostate mage who dominates Trumhall's mind and actions. He's listening now to understand the PCs' plans, so he can assist them – if necessary – in getting rid of the outlaws now that he has no further need of them.)

Statistics for Bann Trumhall and Blacktail can be found in the MAJOR NPCs section.

QUESTIONS AND ANSWERS

Bann Trumhall is willing to answer the following sorts of questions, but doesn't bring these subjects up if the PCs don't.

"WE HEAR THAT YOU'RE NEW TO THE RUSWOLD."

It's true, my family's holding are some days from the Ruswold. As my mother's fourth son, it fell to me to seek my own place in the world. I heard of the need for strong swords here in the valley and came to see if I could contribute. Fate seemed to have a place waiting for me.

OTHERS IN THE CAMP

If the PCs want to talk to others in the camp, here's a short list of names and character sketches you can appropriate as needed.

ROOT: A bright-eyed scullery boy, eager to help (within his meager means) for a tale.

BODER: A laborer with a bad cold, interested in shirking his work.

TRYSHE: A woman who cares for Trumhall's tent and belongings.

"WHAT DO YOU HAVE AGAINST KROLE?"

Nothing at all. The freeholders of Logerswold decided who would be best to defend and protect them, not me. That said, I must admit that my only interaction with him was rather unpleasant, and it would certainly have been nice if he had allowed my men and I to lodge at his manor, at least for a little while.

"ISN'T IT YOUR JOB TO GET RID OF THESE BANDITS?"

Of course! (He laughs.) Why do you suppose I spread word of my need across the land, and am treating with you even now?

"WHY DON'T YOU ASSEMBLE ALL OF YOUR MEN AND RIDE INTO THE WOODS AFTER THESE OUTLAWS?"

The woods are the Gore-hand's home turf. We have too few men to cover that ground, and doing it would leave the village and the main road unprotected. What if we were lured into a trap? The woman and children of Logerswold would be slaughtered.

"CAN YOU SEND A FEW MEN WITH US, NOW?"

I wish I could. We are simply too few.

"WHAT CAN YOU PAY US, ASIDE FROM THE SPOILS?"

The glory of serving the cause of justice in Ferelden!

"WILL YOU SEND MORE MEN ONCE WE FIND THE OUTLAWS?"

Find them, and then I'll decide. But keep this in mind: Any men I send will want equal shares of the spoils. But if you deal with the bandits on your own, all the rewards will go to you.

FERRETING SECRETS TOO EARLY

Make sure that you don't give the PCs the opportunity to ferret out the secret of Bann Trumhall's corruption or Blacktail's true nature the first time they meet the bann. Unless they're extremely paranoid, and you feel agile enough to adjudicate the rest of the adventure freeform, it's best to let the clues and their suspicions build through the encounters to come.

It's entirely possible that canny players asking the age-old question "Who benefits?" will begin to suspect some kind of alliance between Trumhall and the bandits. You obviously can't quash their speculation, so don't try. Simply remain silent as the players debate this possibility with one another.

PART 1 RESOLUTION AND TROUBLESHOOTING

By the end of **PART 1**, the PCs should have met Bann Trumhall and know exactly what they're trying to do in this adventure: Enter Brecilian Forest, find Waldric Gore-hand and his band of outlaws, and do what's necessary to eliminate their threat.

The encounters leading up to the PCs meeting the bann are straightforward. Even though different outcomes are possible (for example, the PCs might not fight Krole's former men-at-arms), as long as the adventurers wind up meeting Bann Trumhall and accepting his task, the route they take isn't all that important.

If the PCs hide from the bann's men in encounter 3, they might find Bann Trumhall's encampment on their own, perhaps requiring a TN11 **PERCEPTION (TRACKING)** TEST to spot the correct trail leading north from the main road. Alternately, they might follow the main road to Logerswold first. In the latter case, skip ahead to **PART 3: THE VILLAGE OF LOGERSWOLD** returning to **PART 1** to run the meeting with the bann. Keep in mind that you should be aiming for the PCs to meet Bann Trumhall before they head into the forest, and that nearly anyone in the village is able to tell them where Trumhall's encampment can be found.

If you use the optional subplot **THE COMPETITION**, the latter encounters of **PART 1** are a good time to plant the seeds of their involvement. The bann's men might mention and Bann Trumhall confirm that at least three other adventurers have already gone into the forest. This should give the PCs a sense of urgency. Alternately, if the PCs show signs that they're thinking about turning down the mission out of concern for the danger, the other adventurers might show up and offer to combine forces for equal shares of loot. On the other hand, if the scenario to this point has seemed too easy or free of conflict, the other adventurers might show up at Bann Trumhall's camp at more or less the same time as the PCs, receive the same briefing—perhaps at the same time—and quickly hustle out to find the outlaws on their own. This, again, should light a fire under the PCs to get their show on the road.

As discussed at the end of encounter 4, the only unexpected events that can really throw the adventure for a loop in **PART 1** is if, by some unfounded or unexpected logic, the PCs decide that Trumhall is suspect and approach him with hostility or violence. Exert what influence you can to convince suspicious PCs that Trumhall is trustworthy and true. Any or all of Trumhall's key supporters from Logerswold—Trewin, Liwis, and Sister Pliacinth—could be introduced at the bann's camp rather than in **PART 3** and attest to his good character. Your other option is to simply let them do what they wish to do and carry on with a poker face. Even if the PCs slay Bann Trumhall and burn his tents to the ground (unlikely, if they're remotely heroic!), the fact remains that there are outlaws in the forest and if the PCs can rid the world of their threat, the spoils will be theirs for the taking.

If you and the players are new to **DRAGON AGE**, and this is your first adventure begun in a session where you also created characters, the end of **PART 1** is a good time to break between sessions.

PART 2

KROLE BESET

In **PART 2**, the PCs are accosted by emissaries of the old Ruswold bann, Valdur Krole, who wants to talk to them. While on this sideline (or while they ignore it), Krole's supply wagons are attacked by the Gore-hand's outlaws.

1. EMISSARIES FROM THE OLD BANN

ROLEPLAYING ENCOUNTER

While in the middle of something else, the PCs are accosted by a few servants of former-bann Krole, who wants to meet with them.

A pair of sober commoners approach you, and after they waiting patiently for you to finish your conversation [or saddle your horses, or whatever], they speak.

"We are servants of Valdur Krole, once the lord-protector of these lands. Our master would have a word with you. Will you accompany us to his manor?"

You can stage this encounter in roughly three different ways.

- First, the servants may approach the PC after they meet with Bann Trumhall but before they leave his encampment. In this case, ask the PCs to make a TN 13 **PERCEPTION (SEEING)** TEST to notice that Krole's servants are subtly shunned by Trumhall's servants as they approach the PCs.
- Second, the servants may approach the PCs on the road after they've left Bann Trumhall's outpost.
- Finally, the servants may approach the PCs in Logerswold, between any of the encounters in **PART 3**. (In this case, you will obviously have skipped over the events of **PART 2** in order to interweave them with the Logerswold encounters of **PART 3**.)

In all of these three cases, the servants' question—"Will you accompany us to his manor?"—both sets the scene and establishes the servants' goal.

The servants are honest and persuasive, with no hint of guile. If the PCs are suspicious—which is entirely reasonable, considering their encounter with Krole's former men-at-arms—encourage them to make **PERCEPTION (EMPATHY)** OR **COMMUNICATION (INVESTIGATION)** TESTS, and roll a few dice of your own behind your screen. This isn't a legitimate opposed test, since there's no lie to see through. Simply roll your dice and tell the players that their characters aren't able to detect any deception on the servants' part.

The servants don't know what Krole wants to talk to the PCs about. He didn't offer, they didn't ask, and they have no wish to speculate. The PCs may get the sense that Krole is a hard master who brooks little questioning.

These two have been Krole's servants for many years, and at present are working without pay because they don't know

KROLE'S SERVANTS

Oluvur and Vims, Fereldan freemen and servants of Valdur Krole.

ABILITIES (FOCUSES)	
1	COMMUNICATION (ETIQUETTE)
0	CONSTITUTION
1	CUNNING
0	DEXTERITY
-1	MAGIC
1	PERCEPTION (EMPATHY, HEARING)
0	STRENGTH
0	WILLPOWER

where else they'd go. They have some bitterness about their master's ouster, but there's nothing they can do about it. They don't offer this information.

If the PCs simply agree to accompany the servants, this encounter is quite short, and the servants travel to Manor Krole with the adventurers. Proceed to **2. KROLE**, below.

It is also possible that the adventurers will not agree to accompany them. The servants do their best to persuade the PCs, but if it becomes clear that they cannot, they make sure that the PCs know how to get to Manor Krole if they change their mind later, and take their leave. The PCs are free to continue on in whatever way they wish, either heading into Logerswold (in which case skip ahead to **PART 3: THE VILLAGE OF LOGERSWOLD**) or heading directly into the forest after the outlaws (**PART 4: INTO THE FOREST**).

If the PCs refuse to come with Krole's servants but then follow them in secret, they return to Manor Krole straightaway, as might be expected. The PCs, then, are faced with essentially the same choice about how to proceed as if they had not followed at all.

Full statistics should not be needed for these servants. If you require more information than the abbreviated stat block on this page provides, improvise statistics that seem reasonable.

2. KROLE

ROLEPLAYING ENCOUNTER

The PCs are brought before Valdur Krole, who apologizes for the way the men-at-arms once in his employ treated them on the road.

Manor Krole is an imposing structure behind a wooden palisade at the foot of a tall bluff, with a watchtower at its summit. In that prominent position, the watchtower commands a broad view, and you can see it long before you approach the wall's stone gatehouse.

The main gate opens at your arrival, and the servants lead you directly to the main manor building, an edifice of stone built against – and perhaps into – the rock bluff behind it.



The rooms within are dim and dank, and there are few people – either servants or guards – in evidence. One of the servants peels away from your party, leaving you in the care of the other, who leads the way up a spiral staircase. At the top of the stairs is a stout wooden door, upon which the servant knocks.

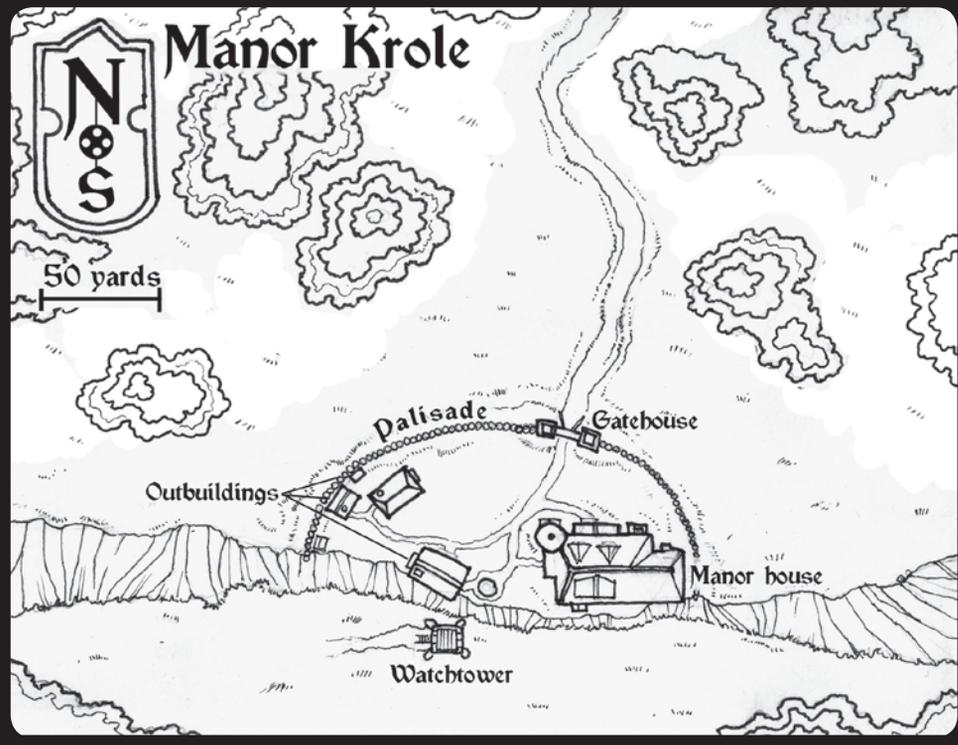
“Come,” issues a voice from within.

The servant opens the door and stands aside, motioning for you to enter.

Inside his study, Valdur Krole, an exceedingly ugly individual with a lumpy face and pockmarks, sits alone in a chair behind a great wooden desk. The servant follows the PCs in and stands available just inside the door, which he closes behind them.

Each PC may make a TN11 PERCEPTION (SEEING) TEST. Anyone who is successful realizes that Krole is missing one of his legs, although is attempting to avoid having this be noticed by sitting behind the table with a blanket in his lap. To be clear, he's not engaging in active subterfuge. He's simply sitting in a way that will encourage the PCs not to notice.

Once the PCs are arrayed before the former bann, he introduces himself – as Valdur Krole, without fanfare or title – and gruffly asks whether the PCs are the ones who were accosted on the road last night by the soldiers formerly in his employ.



If they answer affirmatively, he says:

Although it is not my duty to do it, I apologize to you for their behavior. Times are hard for those who once called me lord. This is no excuse for their actions, but an apology even so.

With that, he nods brusquely to the servant, indicating that the PCs should be shown out.

The PCs are likely to want to speak further with Krole. He is not particularly excited to talk to them, but neither will he have them thrown out without answering their questions. However, if the PCs draw out the encounter, he eventually cuts one of them off in mid-sentence, asserts that he has other matters to attend to, and nods for the servant to show them out of his study.

Full statistics for Valdur Krole can be found in the MAJOR NPCs section.

QUESTIONS AND ANSWERS

“HOW DID YOU FIND OUT WHAT HAPPENED BETWEEN YOUR MEN-AT-ARMS AND US?”

Word travels, and I still have the respect of some in the Ruswold.

“ARE YOU ANGRY WITH THE FREEHOLDERS FOR ELECTING TRUMHALL AS THEIR NEW LORD-PROTECTOR?”

It is their right to do it.

“DO YOU BEAR TRUMHALL ILL WILL?”

I wish him no harm.

“WHY PREVENT TRUMHALL FROM TAKING OVER THIS MANOR?”

It has belonged to my family in three ages. Why should I turn it over to him?

“WHAT ABOUT THE OUTLAWS?”

They are the concern of others, now.

“BANN TRUMHALL HAS HIRED US TO FIND THE OUTLAWS, AND ELIMINATE THEM.”

(He grunts.)

“ARE YOU WILLING TO HELP US FIND THE OUTLAWS AND ELIMINATE THEIR THREAT?”

As you can see, I no longer command men I could lend to such a cause.

“HOW DID YOU LOSE YOUR LEG?”

Protecting the Ruswold from harm, as was my duty.

ENVIRONS: MANOR KROLE

The surroundings of Manor Krole are exactly as described in the read-aloud text of PART 2: 2. KROLE.

A trail wide enough for wagon traffic leads from the main road south and uphill, through mixed trees. The manor is set against a bluff, with a palisade wall half-ringing the manor house, which lies almost directly below a wooden watchtower at the top of the bluff. There are a few additional outbuildings—most now empty—within the palisade, and also a well that provides the manor’s water supply.

3. ATTACKED

COMBAT ENCOUNTER

Supply wagons coming up the trail to Manor Krole fall under outlaw attack.

There aren’t enough residents at Manor Krole for what’s happening to truly be called a commotion, but you hear running feet, and then someone call out: “The wagons! They’re attacking the supply wagons!”

It’s relatively easy for the PCs to get the rest of the story by questioning a running servant or one of the few remaining guards. The lone lookout in the watchtower at the top of the bluff saw, just moments ago, the monthly pair of supply wagons coming up the trail from the main road fall under attack from horsemen. Everyone assumes the attackers are Gore-hand’s outlaws. It goes without saying unless the PCs think to ask.

In point of fact, these are Gore-hand’s outlaws, though this is not a random attack. Gore-hand has sent eight men, in collusion with Trumhall, to strike at the resource-poor Krole where it will hurt him most. The hope is that this might drive him from the Ruswold for good.

Any guards the PCs find are hurrying to don their armor and rush to the wagons’ aid, their demeanor is grim. They don’t expect to find any survivors.



And indeed, no matter how fast the PCs respond to the hue-and-cry, as they approach the thin column of smoke rising from the now-burning wagons, they can see from several hundred yards' distance that there is no one standing at the scene of the scuffle.

It may or may not be worthwhile to draw the encounter out on a battle map. On one hand, fighting will not take place at the wagons themselves. On the other hand, having a concrete map to refer to so the players understand the tactical situation—where they're being ambushed from (see the paragraphs that follow)—may help avoid any misunderstandings.

As the PCs approach the site, they must make TN 15 PERCEPTION (SEEING) TESTS. Allow the players to assume that they are trying to discern something about the scene of the attack. In actuality, the test is to see if they detect the outlaws who are still hidden in a pair of groves about 50 yards on either side of the ambush site, waiting to attack those who rush forth from the manor. What the PCs detect and when they detect it are determined by the result of the Dragon Die on a successful test. If all the PCs fail the test, they walk right into the ambush and are surprised when the arrows start flying.

OUTLAW AMBUSH	
DRAGON DIE	PERCEPTION TEST RESULT
1-2	The character detects one group of outlaws but not until the party is within long bow range (52 yards).
3-4	The character detects both groups of outlaws but not until the party is within long bow range (52 yards).
5-6	The character detects both groups of outlaws before the party is within long bow range.

Presumably, combat ensues. The outlaws' goal is very simple: to kill as many people as they can before escaping back into Breilian Forest.

Each group has four horses hidden in the trees and bushes near them. If either group is about to fall under a determined hand-to-hand assault, they flee rather than stand and fight, as Waldric has instructed them.

Each group of four outlaws comprises two archers with long bows and two with short bows. The former are able to rain fire as far away as the ambush site (which is 50 yards distant from each group's hiding spot), while the latter can increase the number of arrows in the air for a round or two if the PCs charge them and close the distance. The outlaws with short bows can also harry any pursuers once they take to horseback. (Firing a long bow from horseback is not possible.)

The outlaws are not willing to commit suicide in order to avoid capture, but neither do they have any illusions. That is, they know that if they're captured, they may be executed for their crimes, and that their fellows won't waste any time trying to rescue them from the freeholders' justice. So to the extent that any opportunity to escape pursuing PCs presents itself, they are willing to try it, the potential for death or grievous injury be damned.

Use the statistics for rank-and-file outlaws in the MAJOR NPCs section to represent all eight ambushers.

OTHERS AT THE MANOR

If the PCs want to talk to others around the manor, here's a short list of names and character sketches you can appropriate as needed.

FREDERICK: Krole's chamberlain, a smart man with smart ideas.

OBERWALDER: An old man-at-arms, nearly past all use, but with nowhere to go.

ISTER: A young, widowed mother, always looking for ways to protect and take care of her three young children.

GIVING CHASE

Mounted heroes may stand a chance of running one or more outlaws to ground. (PCs on foot simply do not. They can't keep up with horsemen no matter what.)

Each chase should be handled as an advanced test. It is unlikely but possible that PCs will end up chasing outlaws from both groups, who naturally flee in opposite directions. If that happens, you'll have to run separate tests concurrently, or simplify it for yourself by saying the outlaws from one group just had too much of a head start to catch.

Participants in the chase must make a TN11 DEXTERITY (RIDING) TEST each round. Racing through the forest in this way requires both a major action and a minor action. A character that only uses a major action takes a -2 penalty on the test that round, but can then use a minor action for something else. The success threshold for the advanced test is 10. Any outlaw that reaches it first disappears into the forest and escapes. If the PCs reach it first, they catch up to the outlaws, who surrender.

The outlaws do not have the Riding focus, so their basic roll is equal to their Dexterity of +2. On top of this, however, they get a further +1 bonus due to their familiarity with the local area, so their total is +3. The PCs can earn bonuses on their rolls with clever tactics at your discretion.

The PCs' ultimate goal in this chase is presumably to capture one or more outlaws in order to interrogate them about Gore-hand's location and operations. The encounter has been arranged to make this difficult but not impossible.

Running a chase with an advanced test is different than using the normal movement rules. You won't be measuring distance down to the yard but rather interpreting the Dragon Die results as they relate to the success threshold to narrate the action. If a PC succeeded at a test and got a Dragon Die result of 5 while on the same round the outlaw she was chasing failed her test, you could say, "The outlaw's horse stumbles and he almost falls, but your mount makes a spectacular leap over a dry riverbed and you continue to close the distance between you."

Those who participate in the chase have basically removed themselves from the action back at the ambush site by dashing off into the woods. Unless the chasing PCs catch their quarry very quickly indeed, they won't return to site until after the combat is over.

4. QUESTIONS OF IMPORT

ROLEPLAYING ENCOUNTER

The PCs interrogate one or more captured outlaws.

The villain before you is dirty from a hard life in the woods, and sweaty from his flight. Even so, he looks you defiantly in the eye—no cowering here. What now?

Any outlaws the PCs manage to capture are tough nuts. Each remains silent through any questions posed to him unless the PCs take extraordinary measures.

The PCs' first option is an **OPPOSED STRENGTH (INTIMIDATION) VS. WILLPOWER (SELF-DISCIPLINE) TEST**. Each outlaw adds +1 to such rolls, from his Willpower 1. A PC who wins such a test gets one answer to one question from one outlaw. Additional answers require additional tests. To make matters worse, answers are not guaranteed to be truthful. See the following **QUESTIONS AND ANSWERS** section for the kind of answers the outlaws give. Spotting a lie requires an **OPPOSED COMMUNICATION (INVESTIGATION) VS. COMMUNICATION (DECEPTION) TEST**; the outlaws' rolls should always be made in secret so as to keep the players guessing. The outlaws have no bonus to these rolls, as they have Communication 0 and lack the relevant focus.

Torture is the second option. Using physical violence to elicit an answer requires the same opposed test as above, but gives the PC a +2 bonus on his roll. The downsides are twofold. First is the potential fallout—from uncomfortably zealous encouragement to quiet horror—among those who witness the brutality. Second is that all responses elicited by torture in this circumstance are lies. Use the same opposed test as above to recognize lies.

One final, potentially fruitful option is the promise of freedom in exchange for cooperation. No roll to determine whether an answer is forthcoming is required. An outlaw answers or not depending on how likely he thinks it is that he will actually be freed for cooperating. He lies or not depending on whether he thinks he can get away with it. Under no circumstances will an outlaw divulge any information before being set free, or, at the very least, being guaranteed that he will be set free by a PC who seems trustworthy. That is, an outlaw will not spill the beans about the hideout's location if he's going to have to stick around in captivity to see whether he'll be freed based on whether the PCs find Gore-hand.

A captured outlaw forced to lead the PCs to the outlaws' camp leads them into the outlaws' ambush (**PART 4: 2. AMBUSHED**) instead. To make matters worse, this trek requires at least one overnight with a captive who'll take every opportunity to try to escape.

QUESTIONS AND ANSWERS

"ARE YOU PART OF WALDRIC GORE-HAND'S BAND?"

The scourge of Ruswold Valley? Indeed I am, pissant! Unbind my hands or my fellows will string your entrails from tree to tree!

"HAVE THE OUTLAWS KILLED THE LOGGERS FROM LOGERSWOLD THAT HAVE GONE MISSING IN BRECILIAN FOREST?"

(Cruel laughter.) Of course.

"TELL US WHERE GORE-HAND'S BAND HIDES OUT."

I'd sooner stab yonder sword into my own guts. If I don't do it, the Gore-hand will do it for me, Maker be certain.

WHAT RANK-AND-FILE OUTLAWS KNOW

Even given the difficulty of getting answers and the potential for lies, here are the basic pieces of information that these rank-and-file outlaws know, and could conceivably tell the PCs.

- They know that Waldric Gore-hand is a highly effective, and highly ruthless, leader. His followers are well-fed, well-trained, and make good money under his leadership. Some of these men have experience with other bands of robbers and brigands, but never have they been more successful.
- They know the true location of their hideout, deep in the forest. They can describe the route they take to get there, but aren't able to locate that place on a map, if one is placed before them. It's simply too well hidden, too hard to find.
- They know roughly how many outlaws are in their band (which is five times the number of PCs, minus any bowmen killed in the previous encounter, plus Waldric himself).
- Each knows, in what is obviously great detail, their own personal histories: how they were driven to brigandage by circumstances beyond their control, how they came to join Waldric's band, and so on.
- They do not know that Waldric is in league with Bann Trumhall, or that Blacktail is anything other than a frighteningly large dog.
- They do not know anything about recent events among the Ruswold Valley's freeholders (since they spend all of their time removed from civilization in their forest hideout).

PART 2 RESOLUTION AND TROUBLESHOOTING

If the PCs' encounter with Krole's men-at-arms in **PART 1: 1. WATCHED IN THE NIGHT** went differently than expected—if the PCs didn't wind up at odds with the men-at-arms—then Krole has nothing to apologize for, and no cause to summon the PCs.

If that happened, you have three basic options. First, you can simply skip **PART 2**, and assume that the attack on Krole's supply wagons happens, but "off screen." Second, you can assume that Krole hears through the grapevine that adventurers have finally responded to Trumhall's call and he wants to warn them not to trust the new bann, in which case **PART 2** proceeds essentially as written. Finally, you can decide that that Krole doesn't summon the PCs at all, but that the attack on his supply wagons happens somewhere near to where the PCs otherwise find themselves,



such as while they're traveling on the main road between Bann Trumhall's encampment and Logerswold.

If, for whatever reason, the PCs are not nearby when the outlaws attack Krole's supply wagons, arrange for one of the locals to mention it to them. Travelers met on the main road might have heard this gossip, for example, and everyone in Logerswold will know about it soon enough. Of course, by that time, there will be nothing for the PCs to do but curse their luck at the missed opportunity.

If the PCs don't manage to track down any of the outlaws to interrogate, simply skip Encounter 4. This isn't a derail-the-adventure problem at all; they'll have other opportunities to find the outlaws later.

If the PCs take an active role in trying to get Trumhall to deal with the attack on Krole's wagons, it may wind up being their first indication that Trumhall is less than entirely responsive to the needs of the Ruswolders. That is, even though the answer is that yes, absolutely, it is Trumhall's responsibility to protect Ruswold freeholder Krole from the outlaws, Trumhall does next to nothing to indicate that he takes that responsibility seriously. Of course, others will argue that Krole is perfectly capable of taking care of himself, and anyway, Trumhall can only be expected to put himself out so far to take care of the former bann who wouldn't do him any favors, either. If the argument comes up, make sure it's an interesting one.

PART 3

THE VILLAGE OF LOGERSWOLD

In **PART 3**, the PCs pass through the village of Logerswold, taking as much or as little time as they want to interact with the villagers before heading into Brecilian Forest.

If the PCs interact with the locals, there are many interesting things they can learn in Logerswold. However, any of the encounters in **PART 3** can be skipped without any great damage to the overall story, so if the players are eager for more physical action, or if the pacing of the adventure is flagging, you needn't encourage the adventurers to tarry in Logerswold before proceeding to **PART 4: INTO THE FOREST**.

ENVIRONS: LOGERSWOLD

Logerswold exists almost entirely to support the logging industry that brings lumber out of Brecilian Forest and transports it west into the flat, open, tree-poor Bannorn.

Only a few dozen families—perhaps 200 souls—call Logerswold home. More Ruswold freeholders live in the surrounding area as farmers and craftsmen of various types. Although hardy Fereldans all, they are not a particularly martial people, and the recent outlaw attacks have devastated both their morale and their numbers (although, truth be told, their morale is in the worse shape of the two at the moment).

Logerswold buildings of note are the Sign of the Spreading Tree, which is the local alehouse; the compound belonging to Trewin the Logger, where most of the local industry is centered; and the local Chantry, where Sister Pliacinth tends to the community's spiritual needs.

The PCs are able to find most services they might require in town, save perhaps high-end armor- or weapon-smithing. This isn't to say that there aren't blacksmiths among the craftsmen of Logerswold, but simply that they are much more accustomed to building wagon wheels, shoeing horses, and forging working axes than making or repairing long swords or breastplates.

No map is provided for Logerswold; none should be needed. If the relationships between the various town locations become important, improvise as necessary.

1. THE SIGN OF THE SPREADING TREE

ROLEPLAYING ENCOUNTER

The PCs visit the local alehouse and meet its proprietor.

The Sign of the Spreading Tree looks to have been built from the same template as every other Fereldan village alehouse you've seen in your lives: A wooden building with a wood-shingled roof and a stone chimney, with friendly smoke rising from the latter.

Service in the alehouse is speedy and proper. The place's food and drink are more than adequate in warmth, taste, and nourishment.

Lodging is available as well as food and drink, although there are no private rooms. A clear spot on the main room's floor is all that's available and all that most Fereldans expect from a public house.

The only thing the Sign of the Spreading Tree lacks is an alewife, and the reason she is lacking is part of the reason why the Sign's proprietor, Liwis, threw the weight of his considerable local reputation behind the election of Bann Trumhall: Gore-hand and his outlaws raped and killed her just a few months ago. (As the PCs may eventually discover, she was the target of this injustice in the precise hopes that they would help trigger such events.)

If the PCs enter his alehouse, Liwis has heard that they're coming through the local rumor mill, and is more than enthusiastic to offer them all the hospitality of his house free of charge, assuming that they've taken on—or plan to take on—Bann Trumhall's charge of finding and eliminating Gore-hand's outlaws.

OTHERS IN LOGERSWOLD

If the PCs want to talk to others around town, here's a short list of names and character sketches you can appropriate as needed.

HORIS: An old man, looking for a place to take a nap, complaining loudly.

RIK: A seven-year-old boy who knows the best places to hide and wants to have a knife.

SEYTH: A young girl who lies about everything.



LIWIS

Alehouse proprietor and grieving husband.

ABILITIES (FOCUSES)	
2	COMMUNICATION (BARGAINING, PERSUASION)
0	CONSTITUTION
1	CUNNING (CULTURAL LORE)
-1	DEXTERITY
0	MAGIC
2	PERCEPTION (EMPATHY)
0	STRENGTH
1	WILLPOWER

Liwis is a strong supporter of Bann Trumhall, and although he’s loathe to badmouth anyone – not good for his business – he had never felt particularly comfortable with the conservative and difficult Valdur Krole.

Liwis is more than happy to arrange introductions to any of the other freeholders in the village, all of whom know and like him.

Although Liwis doesn’t volunteer the events of his wife’s death, knowledge of them is widespread enough that the PCs are likely to hear the story from someone before they leave Logerswold.

The remainder of Liwis’s family consists of his teenage daughter Dealia, who helps him run the alehouse. See **THE STAR-STRUCK DAUGHTER**, under **OPTIONAL SUBPLOTS**, for more information.

An abbreviated stat block is provided here for Liwis; improve any missing stats in the unlikely event that they’re needed. Full stats for Dealia are provided in the **MAJOR NPCs** section.

2. THE STABLEHAND

ROLEPLAYING ENCOUNTER

The PCs meet a former retainer of Valdur Krole, relegated to mucking the alehouse’s stables to keep his family fed.

You come around the corner of the alehouse and hear the man before you see him.

“You’re the ones hired by this new bann to clean up the forest, eh? Interesting how the great new protector hasn’t done a thing to get rid of the bandits he was elected to save us from.”

He grunts and shovels a few more road apples off of the path that leads to the alehouse’s stables.

“Good luck to you,” he adds. “You’ll probably need it.”

Ridyk was a soldier in the employ of Bann Krole before the winds of change left him without a job. With a family to take care of and few other options given that his conscience wouldn’t allow him to take a job with Trumhall, who he views as an opportunist, he considers himself lucky to have managed to get work from Liwis in the alehouse’s stables.

Although he couldn’t disagree more strongly with Liwis about the wisdom of replacing Krole with Trumhall, his disagreement didn’t prevent him from taking a job he needed. Although he’s frustrated with how things have gone, he’s also trustworthy and honorable.

Ridyk can tell the PCs about Krole’s strategies for dealing with the outlaws, which were – and he’ll be the first to admit it – very conservative. He knows the forest reasonably well, but has no idea where the outlaws might be found. He’d be willing to accept a share of the spoils to join the PCs in bringing the fight to the outlaws if they ask him to – he could use the money – but he doesn’t suggest it himself.

This encounter is designed to begin or continue suggesting to the PCs that the local situation may not be everything that it appears to be.

If you need stats for Ridyk, use the stat blocks for Krole’s former men-at-arms found in **PART 1: 1. WATCHED IN THE NIGHT**. He once held the same job for Krole that they did.

3. TREWIN THE LOGGER

ROLEPLAYING ENCOUNTER

The PCs meet the local captain of industry.

The tallest building in Logerswold is a three-story frame house with a fenced-in courtyard and gates wide enough to admit stout, lumber-hauling carts. It looks like a working compound, and you’d guess it was the center of the local logging trade... at least, it would be if anyone here was working.

But as you come closer, you can see into the courtyard through the open gates, where the tents, animals, and maybe as many as a dozen families are camped out, cooking meager meals over fires and playing games to pass the time.

Trewin the Logger, who owns the house, compound, and every idle tool inside it, is the paymaster for almost every logging man who works in the Ruswold Valley. He earned his position by the sweat of his own brow and labor of his own brawny muscles, spending countless years in the forest sawing, hauling, and selling. A shrewd businessman as well as a tireless worker, he spent more and more time arranging business and less and less time wielding tools, hiring more and more men to work for him. Everyone profited, and even Bann Krole could find little that was curmudgeonly to say about either Trewin or the business he ran.

Now, of course, the Gore-hand’s outlaws have demolished the local industry, killing outright a great many of the men who used to work for Trewin. Far from encouraging his men to get back to work in the dangerous environment, Trewin was so concerned for their safety that he tried to forbid the last group of loggers to head into the forest. Just as he feared, those men haven’t been heard from since.

The families living in Trewin’s compound are refugees from the surrounding areas. He has opened the protection of his walls to any freeholders too frightened to remain in their homes while the outlaws – and Waldric Gore-hand, specifically – remain at large. Many of them are the families of log-

TREWIN

Fereldan freeman, merchant, and logger.

ABILITIES (FOCUSES)

3	COMMUNICATION (BARGAINING)
1	CONSTITUTION
1	CUNNING (EVALUATION)
-1	DEXTERITY
-2	MAGIC
1	PERCEPTION (HEARING)
1	STRENGTH
3	WILLPOWER (SELF-DISCIPLINE)

ANSEL

Embittered factor and general disgrace to Ferelden's honor.

ABILITIES (FOCUSES)

1	COMMUNICATION (PERSUASION)
0	CONSTITUTION
1	CUNNING
0	DEXTERITY
-2	MAGIC
1	PERCEPTION (HEARING)
1	STRENGTH
0	WILLPOWER

gers who went back into the forest to work, and whose husbands and fathers are now presumed dead. The air of both desperation and poverty is palpable, but that doesn't prevent the wives and children—and a few men—here from cheering the adventurers when they arrive, and offering food and comfort to those who many of these people believe are their last hope.

Trewin supported replacing Bann Krole with Trumhall, because he believed at the time—and still does, although his conviction has flagged somewhat—that Krole was too conservative about running the bandits to ground.

Trewin wishes the adventurers all the success in the world. He can provide them with detailed directions about how to get to the camp that the most recent loggers to go into the forest intended to work from, and can give them maps of the logging trails his men have used. (Sketch maps from the information shown in the Ruswold Valley map, being careful not to accidentally include any secret information, such as the location of the outlaws' camp!)

Trewin doesn't know anything about the outlaws' operations or hiding place. The PCs would have to be very convincing (on the order of a TN 15 COMMUNICATION (LEADERSHIP) TEST) to lure him into accompanying them into the forest. Even if they do, he makes it clear that he's no adventurer. Although he's hauled a great many logs and swung an axe thousands of times, he's neither stealthy nor very good in a fight. His gift, he's very willing to admit, is business. And he's not nearly as young as he once was.



The overall feeling of this encounter should be one of quiet resignation, and barely concealed desperation. The freeholders' pride is the only thing that keeps them from flat-out begging the adventurers to deliver them from the outlaws.

The only exception—if you use the optional subplot **THE EMBITTERED EMPLOYEE**—is Trewin's factor Ansel, who goes out of his way to tell the PCs about how Trewin's cowardice, Krole's stupidity, Trumhall's arrogance, and the shortcomings of every other freeholder in the Ruswold have conspired to ruin his life. See the **OPTIONAL SUBPLOTS** section for more information about this unpleasant man.

Abbreviated stat blocks are provided for both Trewin and Ansel. Improvise other stats if they're needed, as well as any statistics required for the refugees housed here.

4. THE CHANTRY

ROLEPLAYING ENCOUNTER

The PCs meet Sister Pliacinth, the Chantry's representative to the Ruswold.

The only building in town made from stone, the Chantry is obviously a religious edifice. As you approach, a younger woman wearing religious garb appears in the doorway.

"Maker's blessings upon you!" she calls to you.

SISTER PLIACINTH

Sister of the Chantry.

ABILITIES (FOCUSES)	
1	COMMUNICATION
-1	CONSTITUTION
1	CUNNING (HEALING, RELIGIOUS LORE)
0	DEXTERITY
1	MAGIC
1	PERCEPTION (EMPATHY)
0	STRENGTH
0	WILLPOWER

The village chantry in Logerswold has much in common with every other village chantry in Ferelden. It's a dark building made of stone, with small windows, and containing nearly no furniture (freemen worship while standing). Sister Pliacinth lives in a small alcove in the rear of the building.

The story of the Chantry in Logerswold is likewise the same as its story elsewhere, of an organization desperate to recover and increase its political heft in Ferelden after its disastrous alliance to the Usurper from Orlais in the time of the Rebel Queen. After years of being rebuffed by the brusque Bann Krole, Pliacinth needed none of the tragedy that befell Logerswold's other leading citizens—Liwis and Trewin—to agitate among her flock for the ouster of Krole and election of Trumhall as bann, especially when Trumhall promised her that he would respect the proper place of the Chantry in the community. Thus, the sister speaks glowingly of Trumhall (almost to the point that it's suspicious), hails the adventurers as true heroes, and offers prayers to the Maker on their behalf. Canny adventurers may make a TN 13 PERCEPTION (EMPATHY) OR CUNNING (RELIGIOUS LORE) TEST to get an accurate sense of the sister's true motivations in supporting Trumhall.

In truth, Trumhall hasn't been exactly the dedicated religious man she hoped, but on the other hand, it hasn't been very long since his election, and surely the bann has had other important matters on his mind. Sister Pliacinth is sure the influence of the Chantry in Logerswold is still in its ascendance.

In addition to her prayers and chants, the sister offers her (mundane) healing capabilities to the adventurers. They will have to bring their wounds to her, though; she is not willing to head into the forest herself unless the PCs bring absolutely inexorable arguments to bear.

Abbreviated stats for the sister are provided. Improvise other statistics if they are needed.

PART 3 RESOLUTION AND TROUBLESHOOTING

PART 3 draws to a close when the PCs leave Logerswold and head into Brecilian Forest after the outlaws. Given that none of the encounters in PART 3 are strictly necessary to move the plot forward, and none are likely to provoke unforeseen tangents, little troubleshooting should be needed for PART 3.

The chief gameplay danger is that the pace of the adventure may slacken if the PCs dither in Logerswold in order to talk to all the townsfolk they can find. If any of the players seem to be getting bored, do what you can to move things forward more quickly.

The secondary danger is that the PCs may avoid or ignore the mounting clues that Bann Trumhall is not entirely the selfless savior they may have believed at first. Try to hit this point in at least one interaction in the village.

PART 4

INTO THE FOREST

PART 4 is the true meat and gristle of *A Bann Too Many*. Here, the PCs enter the dark Brecilian Forest to find and do battle with the scenario's obvious enemy, the band of outlaws led by the infamous Waldric Gore-hand.

ENVIRONS: BRECILIAN FOREST

The forest environs—particularly the location of the main trail, a few minor trails, the loggers' camp, and the outlaws' hideout—are shown in the Ruswold Valley area map on page 8.

When you describe the Brecilian Forest, far more important than the relationships of its locations to one another is the mood of the place. Although tree cover slowly builds up the further east the players travel upon entering the valley, at some point, they should be presented with a sudden realization that they have left open land behind and entered something different entirely. That is, the Brecilian Forest is an imposing woodland with a nigh-impenetrable canopy, densely packed trees, and thick undergrowth. Daylight filters to the ground poorly, where it filters at all. The calls of birds are lonely and forlorn rather than frequent and cheerful.

Although the main path is relatively well traveled and wide enough for a wagon to pass, the undergrowth seems hungry to reclaim the narrow ribbon, and branches reach out for those walking down the trail. The side trails used for logging in the past are already reverting to forest. It's easy, standing amid the trees, to understand how even a large band of outlaws could hide within its precincts as long as they wished.

1. WATCHED

EXPLORATION ENCOUNTER

As the PCs travel the main trail toward the logging camp, they are watched—and perhaps followed—by Gore-hand's men.

It's been hours since you looked up and realized that you were within the forest proper, with nothing to see but trees and foliage as far as your eyes can penetrate in every direction. Even the sun is an infrequent sight through the dense canopy overhead.

In addition to being dark, the wood is silent... mostly. From time to time, a lonely bird calls. A lone

2. AMBUSHED

COMBAT ENCOUNTER

The PCs are ambushed by outlaws.

If the PCs ran the scout in the previous encounter to ground and either killed or captured him, skip this encounter; the outlaws don't know about the PCs in time to set an ambush if their lookout hasn't told them.

You've marched on in the forest's oppressive quiet for some time when you realize, as you make your way along a narrow part of the trail where a ravine rises to your left and falls to your right, that the past few moments haven't just been quiet, but silent.

Surely something's wrong... make **PERCEPTION (SEEING OR HEARING)** rolls.

squirrel scuttles across a tree limb. Everything smells damp.

You know that there are outlaws—and perhaps worse—concealed in the forest, and it would be hard to imagine an easier environment for them to hide in.

You hear a noise—or think you do—out in the woods, away from the trail. Make a **PERCEPTION (HEARING)** TEST.

The PCs are, indeed, being stalked by one of the outlaws. Waldric Gore-hand always has one or two of his bandits tasked with watching the main trail leading from Logerswold into the forest. Advance eyes and ears to help him know what the villagers are up to.

The PCs are making an **OPPOSED PERCEPTION (HEARING) vs. DEXTERITY (STEALTH)** TEST against a single outlaw, who is matching their pace about 30 yards into the forest to the north of them. The outlaw has a +4 to his roll from his Dexterity 2 and Stealth focus. Due to the favorability of his surroundings, the outlaw receives a further +3 situational bonus to his roll, for a total of +7.

If the PCs hear, and then rush into forest after the outlaw, you can use an advanced test as described in **PART 2: 3. ATTACKED** (the chase scene in the aftermath of the supply wagon attack), save that this is a foot chase rather than a mounted chase. (It is essentially impossible to travel anywhere other than on the path on horseback.) You can run the test as described in the previous encounter, but this time participants should make **CONSTITUTION (RUNNING)** TESTS.

The scout's goal is to learn as much as he can about what the adventurers are up to and communicate this back to Waldric at the outlaws' hideout. When in doubt, the bandit errs on the side of caution. Better to escape and learn more later than watch for too long and get caught.

The dramatic goal of this encounter is to give the PCs a concrete sense that they are now in danger. The best thing that could happen is for the PCs to hear the outlaw in the woods, chase after him, and lose him almost immediately in the underbrush... only to hear him again a few moments later, in a completely unexpected direction.

Unless strange luck conspires such that it would destroy the adventure's credibility, the PCs should not catch their watcher in this encounter, unless he dies trying to escape. If his capture is unavoidable, the scout knows the same things that captured outlaws from **PART 2: 3. ATTACKED** do (see **WHAT RANK-AND-FILE OUTLAWS KNOW**). He is equally difficult to interrogate.

This encounter can be used more than once, essentially at any time in **PART 4** when you want to remind the PCs that they'll be in constant peril for as long as they remain in the forest.

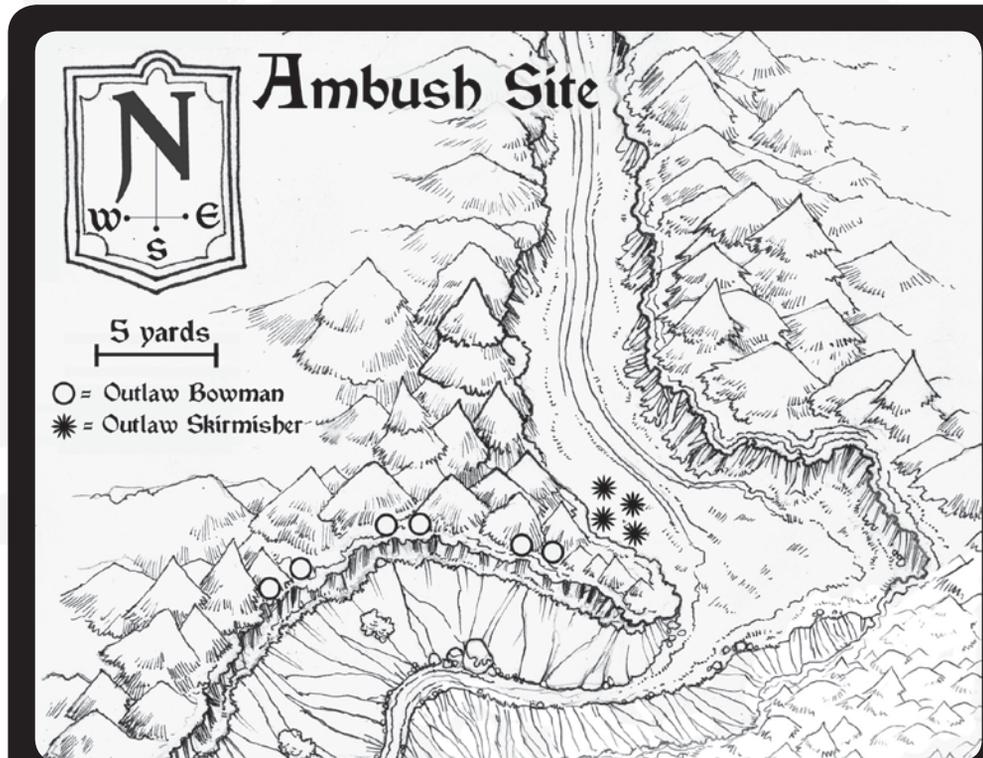
The outlaw has the regular statistics for outlaws presented in the **MAJOR NPCs** section.

The PCs are about to walk into an ambush. Four outlaws with long bows are hidden in the bushes at the top of the ravine, while six skirmishers with short swords wait ahead in the clearing to charge as soon as the adventurers fall under fire from the bowmen. The steep downward slope away from the bowmen leaves only a perilous route of retreat.

The bandits' strategy is straightforward. Once the PCs are in the clear below them, the bowmen open fire on the members of the party at the rear of their line. The next round, the skirmishers rush out and attack the front of the line. The bandits' goal is also straightforward: To kill the PCs and any who accompany them.

The outlaws are very well hidden. It requires a TN 16 **PERCEPTION (SEEING OR HEARING)** TEST to spot some of the bowmen before blundering into the ravine kill zone. PCs that fail the test are surprised, which means they do not get to act on the first round of the combat.

You may, at your option, offer extremely paranoid PCs who succeed very well (with a 5+ on their Dragon Die) at their initial Perception text the opportunity to turn the tables on their



BLACKTAIL IN THE FOREST

Blacktail, the apostate sorcerer who dominates Bann Trumhall's mind and actions, and who has taken the form of Trumhall's Mabari mastiff companion, is especially interested in seeing Waldric and his outlaws eliminated from the local equation. Although it was by his machinations that Trumhall became allied with Waldric, now that the bandits' utility has run its course in seeing Trumhall elected to the local bannric, it is also Blacktail's design that the adventurers should rid the Ruswold of this destabilizing element.

Blacktail (alone) shadows the PCs as they depart Logerswold, while they move through the forest. In the event that the PCs fall into extreme danger from the outlaws' ambush in Encounter 2, or during the PCs' attack on the outlaw camp, Blacktail may rush from the forest to join in the battle against the bandits.

Likewise, if the PCs have completely lost the trail that leads to the outlaws' camp, Blacktail may surreptitiously help them. For example, if the PCs have difficulty finding the track where the stolen horses were led away from the loggers' camp, Blacktail might bark or howl from the head of the track, disappearing into the forest when the PCs approach, but having led them to the place they needed to find.

You don't want Blacktail showing up all the time, but he should appear at least once (the fight with Waldric is a good choice if he hasn't been needed previously). When he appears, try to keep his goals in mind. Remember that his first aim is to get rid of the outlaws, and his second is to preserve the secrecy of his identity.

If he appears to help the PCs, he doesn't stick around once he's given enough help to get the PCs moving in the right direction, or overcome their enemies. Even the most alert and tenacious PCs are not successful in following the agile, dusky creature through the depths of the forest. However, the PCs should be allowed to take a TN 9 PERCEPTION (SEEING) TEST. Any character that succeeds notices the unusual collar the dog is wearing (it's made of copper discs green with age) and remembers seeing it on Bann Trumhall's dog. They may wonder, quite reasonably, why the bann's war dog is in the forest by himself.

attackers by spotting the excellent ambush site from far enough in advance to allow them to circle above the bowmen.

The only thing the PCs have going for them is that the outlaws are not used to encountering stiff opposition. Given their easy successes in recent weeks and months, it is relatively easy to rout them. The bandits must make individual TN 11 WILLPOWER (MORALE) TESTS to avoid fleeing as safe opportunities for flight present themselves once four of their number have fallen, and if fewer than three bandits ever remain in the fight, these must make a group TN17 WILLPOWER (MORALE) TEST or throw down their weapons and sprint off into the forest. The bandits add only +1, from their Willpower 1 stat, to these rolls.

The sheer ravine is difficult to either ascend or descend safely and a character's Speed is halved when trying to do so.

Descending without regard for safety allows normal movement, but requires a TN13 STRENGTH (CLIMBING) OR DEXTERITY (ACROBATICS) TEST. Those that fail the test take 1d6 penetrating damage and end their movement prone. The Skirmish stunt has its normal effect in the ravine. However, any character sent downhill by use of the Skirmish stunt must make the test or take damage as just described. In this case the attacker is basically forcing the defender downhill.

With the number of bandits present in this encounter, and their close proximity to the PCs at the start of the fight, the adventurers have an excellent chance to capture one or more of their enemies. These outlaws have the same basic knowledge and disinclination to talk as bandits encountered previously (see PART 2: 3. ATTACKED). However, the PCs gain a +2 bonus on their rolls when interrogating any bandits questioned in the aftermath of a fight that the PCs won handily. It is also possible to force these bandits to lead the PCs to their hideout (which was not possible with the bandits captured previously) if the PCs roll well or are particularly persuasive.

These outlaws have the regular statistics for bandits presented in the MAJOR NPCs section.

Given the effectiveness of the ambush that the outlaws have set, unfortunate (for the PCs) outcomes of the fight are entirely possible. That is, this is an intentionally dangerous encounter, and adventurers who don't take decisive action or work together could easily be slain to a man. The world of DRAGON AGE is dark and dangerous, and death's door is never far away. That said, avoid a total party kill if the players' main failing is simple bad luck with the dice. But making an example of one or two foolish PCs is not a bad decision, especially if it communicates the nature of the world to the players.

If you want your game to be less fatal — as some GMs prefer — it's better to reduce the number of outlaws present than to have them behave like buffoons, or for you to fudge roll after roll in order to keep the heroes alive. Those strategies are a recipe for the players to stop taking the dangers of your campaign seriously, however.

The aftermath of this encounter is a good place to break between sessions, if it happens to come near a time when you'd be thinking about doing so.

3. THE LOGGERS' CAMP

EXPLORATION ENCOUNTER

The PCs arrive at the loggers' camp to see their worst fears realized — all present have been gruesomely slain.

You pick up the scent of rotting flesh at almost exactly the same moment that one of you notices, and points out to the others, a buzzard circling above through a break in the trees.

Then you come around a bend in the trail and a whole flock of carrion birds take flight. Ahead of you lies the largest clearing you've seen since you entered the forest near Logerswold.

Three men hang from a broad oak, two hung by the neck and the third crucified.

Although these three command your immediate attention, a glance around the clearing shows that many other bodies lay where they fell, some hacked limb from limb, some pierced with arrows, some bludgeoned to death as they tried to crawl away.

The PCs will probably want to establish that the clearing is not being watched by bandits; allow them the full measure of their paranoia, calling for Perception tests as appropriate, rolling dice of your own in secret behind your screen. In reality, though, there are no outlaws here.

The heroes can learn the following by searching this area.

- All of the bodies present seem to belong to the loggers; there are no apparent outlaw bodies here.
- If they investigate the bodies, a TN 11 CUNNING (HEALING) OR PERCEPTION (SEARCHING) TEST suggests that these men were killed about a week ago, probably the day after they left Logerswold. The causes of death are easy to determine in each case. All are battle-related (save the hung and crucified victims, who were slain immediately after the battle).
- The loggers seem to have been working, either earlier in the day or while they were attacked. Recently felled logs are stacked near a pair of carts, for example.
- There are no horses or other draft animals present here.
- A TN13 PERCEPTION (TRACKING) TEST suggests that the loggers were attacked from all sides at once, and that the battle was a wide-ranging and chaotic melee. There is little evidence that the loggers ever stood a chance.
- A TN 13 PERCEPTION (TRACKING) TEST allows a PC to find any number of tracks that lead off into the woods, but all are nearly a week old, and most peter out within 100 yards.
- A TN 17 PERCEPTION (TRACKING) TEST allows a diligent PC—one who spends several hours following bad trails and false starts—to find a trail with promise. This one begins nearly 100 yards further up one of the logging trails that spiders out from this site. This seems to be the place where the outlaws led the draft animals that they stole from the site before leading them off into the woods. This is the track described in the encounter that follows.

The animal trail is the PCs' best lead in making forward progress in finding the outlaws' hideout, if they haven't yet had any luck in forcing a captured outlaw to give them that intelligence. However, the test to find the animal trail is difficult, and you don't want the scenario to dead-end if the PCs aren't able to succeed at making it. You essentially have three options for dealing with an apparent dead end to the PCs' progress. First, you can allow their test to find the animal trail to succeed regardless of their dice results. Second, you can allow them to stumble upon the animal trail as they leave the massacre site to head in whichever direction they otherwise elect to go. Perhaps they spot horse dung just off the trail, or perhaps one of the horses died just off the path, having broken its leg in the dense undergrowth, and was left behind by the bandits. Finally, you can have Blacktail intervene as described in the sidebar **BLACKTAIL IN THE FOREST**.

4. FOLLOWING THE TRAIL

EXPLORATION ENCOUNTER

The PCs follow the trail through the forest that the outlaws made while leading the draft animals they stole from the loggers.

You've never been so happy to find shit on the ground as when you discover a lump of the stuff left behind by what looks like a draft horse, on an otherwise overgrown trail about 100 yards past the camp, leading off into the woods.

In this encounter, the PCs follow the trail left by the outlaws as they led the stolen draft animals through the woods. Eventually, the tracks lead to a narrow, seldom-traveled smugglers' footpath, which the outlaws then followed for a time. This path eventually crosses a stream, where the tracks disappear. It becomes clear that the outlaws and animals left the footpath there to walk in the shallow stream. It isn't immediately clear whether they went upstream or down.

Call for a PERCEPTION (TRACKING) TEST where the track meets the footpath, and again where the footpath meets the stream. This is a TN 7 test, so only a miserable failure will throw the PCs off the track. Allow the players to correct miserable failure by suffering inconvenience—the trail is lost and finding it again takes many hours, cherished equipment is destroyed in freak accidents, and so on. You can also make use of Blacktail here.

Rather than concentrating in this encounter on the success or failure of the tracking, focus the players' attention on the precautions they take for their safety as the move through the forest—after all, they've already been ambushed once. So, for example, require the players to write down the order in which their characters are moving down the trail, and request that they make PERCEPTION (SEEING OR HEARING) TESTS from time to time, also rolling dice in secret behind your screen.

The simple purpose of this encounter is to heighten the players' anticipation of finding the outlaws' camp, which occurs in the next encounter. As soon as the anticipation stops building tension and being fun, the characters arrive in the vicinity of Gore-hand's camp.

5: THE OUTLAW CAMP

EXPLORATION AND COMBAT ENCOUNTER

The PCs find the hidden camp of Waldric the Gore-hand and his outlaws, and must eliminate their threat.

After interminable trudging through dark forests and cold streams you spy it: a thin wisp of smoke rising from a campfire. It can only mean people, and likely, your quarry.

The shallow stream you've been walking in cuts through a rise ahead, the gash overgrown with shrubs and tree roots. The hill is relatively steep. From the smoke, you guess that the camp lies in a depression beyond it.

It occurs to you that the outlaws would be unlikely place their camp behind a knoll without setting a watch to keep an eye on the most obvious avenue of approach—that being the stream you’re standing in right now.

Are you being observed, even now?

Call for a TN 13 PERCEPTION (SEEING) TEST to spot lone outlaw on sentry duty, who is hidden away in a tree on the knoll ridge. If the PCs spot the lookout, a further TN11 PERCEPTION (SEEING) TEST reveals their good fortune: the guard is sleeping peacefully in the tree-bough.

The players have been given the truth of the matter. The outlaws’ camp lies behind the ridge in a depression ringed on all sides by steep hills that make it impossible to see the camp from any direction. The stream cuts through the hill-ring once to enter the depression and again to leave it. No paths lead in or out; the outlaws always follow the stream to disguise their tracks. As with all of the surroundings, the entire area is blanketed with dense tree-cover.

To determine how many outlaws are present in the camp, use the following math: Assume that the band originally comprised five outlaws per Player Character, plus Waldric. Subtract from that number all of the outlaws killed or captured in the PCs’ encounters with them to date.

Having discovered the outlaws’ hideout, and assuming that they remain undiscovered, the PCs have a near-infinite number of options.

OBSERVING THE CAMP

If the PCs are wise and scout the area thoroughly, they can learn the following over time. Call for tests to sneak and perceive as appropriate as they move and look around.

- There are two lookouts in the trees at any given time, one (theoretically) watching each stream approach. These guards are changed irregularly, with shifts that last from one to six hours. Shifts are not the same at both watch-posts. Rather, they correspond to the fortunes of the dice games that are the bandits’ main pastime. From time to time, one—or even, occasionally, both—watch-posts are empty as their current occupants descend their trees and head back into the camp to complain that it’s someone else’s turn for lookout.
- Waldric is relatively easy to spot, given any effort to single him out. He remains apart from his rank-and-file, spending a lot of time just outside his tent, writing in a book while seated at a sturdy wooden table. Whenever he realizes that either of the watch-posts is empty, physical punishments are meted out with a short but stout wooden stick he keeps handy. Its business end is stained brown with blood.
- There are about 18 horses—a mix of draft and animals and riding horses—in the crude horse pen. They are neither particularly calm nor particularly skittish.
- The outlaws spend most of their time playing dice, gambling their ill-gotten spoils amongst each other. There is exultation at victory and anger at defeat. Fights frequently come to the verge of breaking out, but never

quite do. Perceptive watchers might notice outlaws looking to Waldric’s vicinity whenever the outlaws threaten one another seriously; he clearly brooks no physical violence among the band.

- Once a day in the early morning, one or two outlaws arrive and depart. These are the watchmen assigned to the main trail that leads into the forest. Each gives a report to Waldric before attending to the dice.
- Most of the outlaws play dice well into the night, and sleep well past dawn. However, enough go to bed and get up earlier that there are only about three hours in the middle of the night when the camp is truly quiet.

Obviously, the PCs must remain stealthy to learn these things without being spotted. In the event that they are insufficiently careful—or have a run of back luck—they could easily be found out, and find themselves under attack by the full mass of surviving outlaws without the opportunity to choose for themselves the time and circumstances of battle. This, needless to say, could be disastrous, and could easily lead to the deaths of the entire party. Because of the grim consequences, give the PCs the benefit of the doubt, and opportunities to get away silently even if they’re spotted by an outlaw on watch, or if something similar goes wrong.

REINFORCEMENTS

The PCs may wish to retreat back to Logerswold, Manor Krole, or Trumhall’s encampment hoping to find allies to attack the hideout, once they know where it is. Roleplay such encounters as seems best, keeping in mind that the men of Logerswold who were notably brave are already dead (these are the ones who were massacred in the forest), that the mass of Krole’s soldiers and men-at-arms have long since departed his service for lack of pay, and that Trumhall’s entire purpose in seeking adventurers is to have people not in his employ deal with the outlaws.

One potential source of allies may be the adventuring party described in the optional subplot **THE COMPETITION**. Even if not introduced yet, you may introduce these three as latecomers to the Ruswold who the PCs meet in Logerswold upon leaving the forest to seek allies.

In the end, the PCs may be able to wrangle an additional half-dozen fighting me to help them. However, don’t make this easy. All of these allies should have outsized demands about the share of spoils they’ll be entitled to, should grumble and complain about the dangers of the role they’re assigned to play in the attack, and so forth. In no circumstances will either Krole (due to his disability) or Trumhall (he must remain to protect those who elected him) accompany the PCs on their attack. Your goal, in essence, is to force the PCs to do the heavy lifting.

THE ATTACK

Eventually, the PCs must attack the outlaws’ camp. Unless they botch their surveillance, the timing of the attack is entirely up to them, and thus, they should be able to at least neutralize—and perhaps reverse—the outlaws’ advantage of numbers.

The options available for an attack are too numerous to detail here. Simply use what you know about the outlaws day-to-day behavior to determine their reaction to whatever thrust of attack the heroes devise. However, make sure that they behave intelligently. Rather than all rushing toward the

attacking heroes to be slaughtered, some should use bows to strike from a distance, different groups should try to attack from different sides, and so forth.

Keep in mind the unique props and conditions of the area. Even if the PCs don't make use of the trees, ground cover, stream, hillsides, tents, campfires, and so on that mark the battlefield, make sure that the outlaws do. As you make use of the scenery, the players are likely to follow your example.

If things are going particularly badly for the PCs, remember that Blacktail is watching. Even if things are not going badly for the PCs, if it looks like the adventurers are likely to capture Waldric rather than kill him, Blacktail leaps from the forest and tries to make sure the Gore-hand is killed. Blacktail doesn't want the bandit leader to implicate Trumhall as his co-conspirator. He wants the bandit leader dead.

While Waldric is known to them to be alive—even if he is a captive—any given cluster of outlaws fights until about two-thirds of their number are slain before they must make a TN 13 WILLPOWER (MORALE) TEST to avoid fleeing from battle into the forest. The outlaws add +1 to their rolls, from their Willpower 1. If Waldric is known to be dead, the fraction that triggers a test drops to one-third.

Waldric has no interest in dying. He surrenders (no test) if things look bad for him personally. He does his best to preserve the lives of the outlaws, not out of any love for them as human beings, but because they are a resource to him. But he has no compunctions about spending their lives if it gives him advantage, or might help him escape death or capture.

6. SILENT AND STILL

EXPLORATION ENCOUNTER

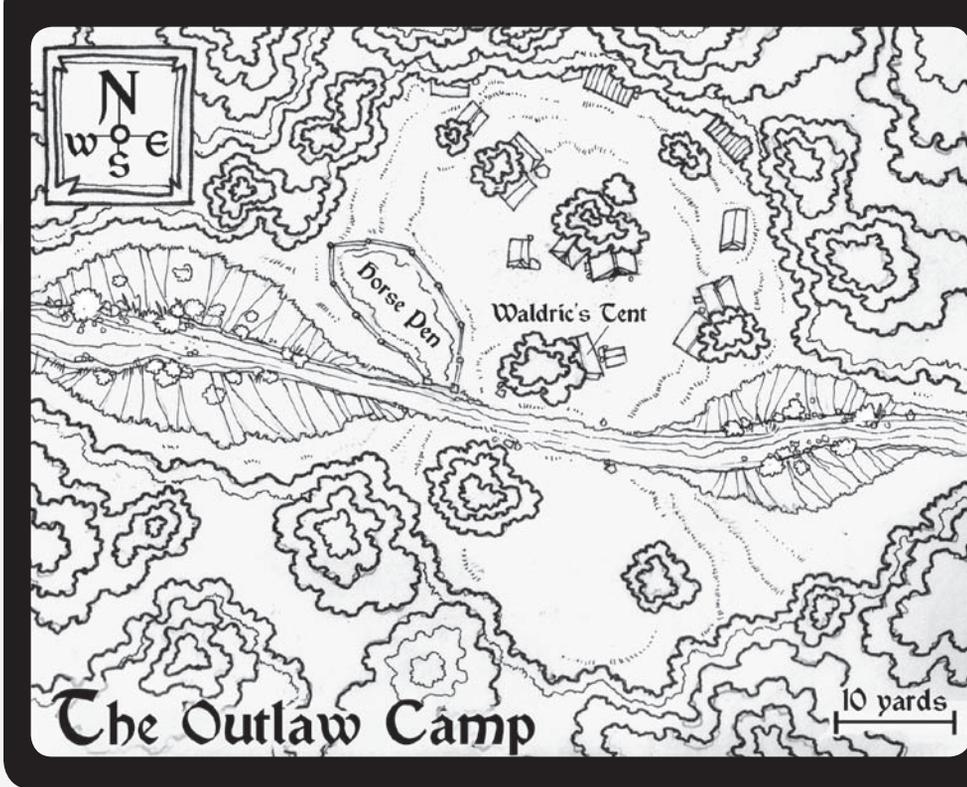
After battling the outlaws, the adventurers investigate—and loot—the camp.

The deed is done; the outlaws are defeated. The dead lie around the battlefield as they fell.

To the victors—as they say—go the spoils.

There are two basic areas of interest for the PCs in the aftermath of the battle: treasure and information.

Treasure is to be found around the camp. The outlaws have been quite successful in pillaging the surroundings for weeks on end. Assuming that the PCs are able to spend an hour or two searching the outlaws' tents, lean-tos, and bodies, they manage to assemble 175 silver pieces per Player Character worth of mixed coin of various types and denominations, as well as jewelry, heirlooms, tools, and petty valuables. (Do the math yourself and present the players with a single sum, though, so they can divide things up differently, if they wish.) Each outlaw who flees the scene depletes this sum by 2d6 sp. The lion's share of the treasure is found in a locked chest in



Waldric's tent. Waldric has the key or it can be opened with a TN 11 DEXTERITY (LOCK PICKING) TEST.

To the extent that you wish, you can allow the PCs to simply track this treasure as raw cash in silver pieces on their character sheets. However, more interesting is to stipulate the form and functions of the various loot. Although all that they recover is their legitimate payment—per Trumhall, anyway—most of the spoils obviously belong to people, many of whom the PCs have met in the course of the adventure. It serves the **DRAGON AGE** theme of moral decision-making to make the players realize that by keeping all these spoils, they, too, are depriving the rightful owners. If you wish to complicate the looting segment of the scenario in this way, the sidebar has some suggestions about the physical forms of the treasures the PCs find.

The horses from the horse pen also represent significant value, although in order to capture those spoils, the PCs will have to lead the horses out of the forest and probably bring all or some of them out of the Ruswold, since none of the locals are well-off enough to pay anything approaching the market rate. Trewin is able to pay about 25% of the regular values for the draft animals, but has no interest in the riding horses. He's willing to write an IOU for up to 60% of the draft animals' value if the PCs are willing to come back in two years to claim their money.

In terms of information, either Waldric (if taken alive) or his ledger provides the true treasure trove. The link between Waldric and Trumhall is plain from either. Specifically, the PCs can learn that Waldric followed Trumhall's direction, broadly speaking, in attacking the local freeholders, including targeting Liwis's family and Trewin's business operation for direct attention. The attack on Krole's supply wagons was also a directive from Trumhall.

Waldric is more than willing to confess his arrangement with Trumhall in exchange for his life given that, by the PCs' attack, Trumhall has clearly sold him out. The arrangement is also well-documented in Trumhall's book, which registers the spoils of his depredations in detail as well as serving as a record of his larcenous and brutal future plans. However, if

IT BELONGS TO SOMEONE

At your option, the following items—or some of them—are found among the loot the PCs recover from the outlaws' camp. The value in silver pieces you should subtract from the overall treasure value is listed in each case, as are a few notes about to whom the items belong, or might belong. If you include all of these items among the mass of loot, the total value is 345 silver pieces, which you should subtract from the 175 sp per player total.

Feel free to improvise additional backstory for these items, or to invent and include your own additional items, especially to serve as adventure hooks for future scenarios of your own design.

- A silver brooch with a rose design (30 sp). This belonged to Liwis's wife, and is a family heirloom.
- An extremely fine hammer (15 sp). Belongs to an elderly carpenter who has taken up service with Bann Trumhall, whose workshop was looted by the outlaws while he was away.
- A half-dozen silver bracelets, identical in design (10 sp each). These belonged to a deceased blacksmith whose family now resides in Trewin's refugee camp, their homestead having been burned to the ground many weeks ago. They are slowly starving to death.
- A jeweled dagger (100 sp). This once belonged to Valdur Krole. He gave it to his chamberlain to sell in order to keep the household functioning as long as possible, once Bann Trumhall was elected and Krole stopped receiving taxes from the freeholders as part of his role as their lord-protector. The dagger technically belongs to Trewin (who bought it). The outlaws have it because Trewin pressed the weapon into the hands of one of the massacred loggers, to use in self-defense if it came to it, when they went into the forest.
- A fine hat (15 sp). Made of luxurious fabric, sewn by a true master of the craft. No rightful owner can be found, although many locals feel as though they should be able to remember something about it.
- Four pearls (20 sp each). The treasure of a local miller, whose entire family was slaughtered.
- A signet ring (45 sp). This bears heraldry of a noble house quite some distance from the Ruswold. This can be used an adventure seed; Waldric stole it from a traveler, who had it for reasons unknown.

Waldric escapes and manages to take his book with him, it's likely that the PCs will never uncover the link between Bann Trumhall and the outlaws.

Any captured rank-and-file outlaws can also be questioned. Their knowledge is as documented in earlier encounters (see **PART 2: 3. ATTACKED**).

Stats for the outlaws and Waldric can be found in the **MAJOR NPCs** section.

PART 4 RESOLUTION AND TROUBLESHOOTING

There are two general obstacles to the successful completion of **PART 4**: finding the camp and defeating the outlaws.

If the PCs do not find the camp, the adventure cannot be completed. As this part's encounters suggest, you should avoid allowing failed die rolls to bring the adventure to a standstill. Although you should preserve the illusion that the PCs' searching and tracking is a critical element in moving the adventure forward, in point of fact, you should ensure that the plot can move forward.

Defeating the outlaws is a difficult task, but not an insurmountable one. If the PCs blunder over the hill with swords drawn and shouting battle cries immediately upon discovering the camp, of course, you should feel no remorse about slaying them to a man. Perhaps the players' next set of characters will be wiser for their experience. But if the PCs are clever—if they attack in the night, use surprise to their advantage, recruit allies, and so on—they should be able to overcome their adversaries with few, if any, casualties among their own number. Their success or failure is essentially up to them, as it should be.

HOW MANY SECRETS REVEALED

As **PART 4** ends, there is the question of how much the PCs discover about the secret alliance between Trumhall and Waldric, and how much they discover about Blacktail.

It is relatively likely that the PCs will discover the alliance. There are two sources of this information: Waldric and his book. Although Blacktail tries to prevent Waldric from spilling the information, even he doesn't know that it's also recorded in the book.

It is relatively unlikely that the PCs will learn anything about Blacktail's true nature. In order for that to happen, they'd have to either run with wild speculations about Blacktail's motivations in attacking Waldric (if such an event even transpires), or Blacktail would have to be slain in the fight and revert to his human form. The latter is dramatic, surely, but probably not satisfying for your players, as the secret would have been revealed through no actions of their own.

PART 5

JUSTICE

PART 5 of *A Bann Too Many* is not structured as the first four parts of this adventure are. It does not consist of a series of encounters. Rather, it is open-ended. What the PCs do depends entirely on what they've learned, and where their consciences lead them. You will have to improvise the individual encounters that make up **PART 5**, but it won't be hard, as you already have experience with all of the NPCs and locations you'll need, and you already know what everyone wants.

The significant decision the PCs must make—assuming that they learn of Trumhall's perfidy—is what to do about it.

Clearly a bann in alliance with outlaws should be no bann at all. Although Krole could be recruited as a replacement, the power to re-elect him to the official position of the Ruswold's

bann lies not with the PCs, but with the local freeholders. Liwis, Trewin, and Sister Pliacinth should be obvious to the PCs as the keys to local freeholder opinion.

Complications to Trumhall's removal—in favor of Krole or anyone else—include the depletion of fighting men among the freeholders. If it came to a fight between the citizens of Logerwsold and the men-at-arms in Trumhall's employ, it would be a close fight and the PCs—not to mention Krole, or the town's leading residents—may not want to risk it.

Exposing Trumhall's treachery to those in his camp is likely to result in a great deal of confusion and horror. Those who follow Trumhall believe in him. Although it is possible to sway them with proof, none is eager to believe that their master is a blackguard. This is especially true of the few soldiers who came with Trumhall from his homeland, who have known him for years to be a true and noble man. They, of course, have this opinion of their leader from before he was corrupted by Blacktail's magic.

If confronted with his own crimes, Trumhall denies them until it becomes clear that there's nothing further to be gained from doing so. Even at that point, he makes no apologies and offers no explanations, even upon being tried and put to death. Such is Blacktail's grip.

Trumhall is not himself aware he is being influenced by supernatural forces. If the domination ends (if Blacktail is killed in the fight at the outlaws' camp, for example), Trumhall is very hazy about everything that has happened in the months since he fell under the apostate's sway. He doesn't think he'd ally himself with outlaws, but he can't swear that he didn't. It's impossible to verify the haziness of his memories, of course, and unless the PCs manage to capture Blacktail or otherwise verify his influence over the bann, it's likely that the freeholders will want to put Trumhall to death whether he truly deserves it or not. It's up to the PCs whether they want to take any action to prevent this, or even whether it would be just to do so.

The situation with Trumhall is not, strictly speaking, the PCs' problem. Although it grows out of the problem they came to solve, it is not that problem, per se. However, if they leave the area simply looking the other way, make sure the players realize that they're turning their back on the opportunity to see justice done—an opportunity far too rare in the Ferelden in these dark times.

At the bottom of it all is the problem of Blacktail. As discussed in **PART 4 RESOLUTION AND TROUBLESHOOTING**, the PCs may not learn anything substantial about Blacktail, and if they don't, that's just fine. *A Bann Too Many* should end satisfactorily with decisions—and actions—that deal with Trumhall. There are two things the PCs ought to know after the showdown with Waldric, however. First, that Blacktail shadowed them. Second, that the dog wears an unusual collar.

These are both things that the PCs can investigate. They might assume, for example, that Bann Trumhall sent Blacktail to aid them in the forest. Should they thank him for the assistance, the confused bann relates that he did no such thing. Why then would a war dog decide on his own to shadow the party?

They might also become interested in the collar and try to get a closer look. This Blacktail will not allow and he growls and barks aggressively at anyone who tries to examine the collar closely. A character can use the Disarm stunt to try to tear the collar off Blacktail. If this happens, the dog transforms



into the mage in front of stunned onlookers and the hold over Trumhall is broken.

One thing to keep in mind, however, is that Blacktail's survival may be much more interesting in the long run, if you intend to continue the PCs' **DRAGON AGE** adventures in a long-term campaign. Blacktail then becomes that most infuriating villain: the one who duped the PCs into doing evil on his behalf. When, someday, the PCs learn—in a scenario of your devising—how they were played for fools in the Ruswold, their desire for vengeance will burn brighter than any torch a hastily sewn backstory might ignite.

PART 5 RESOLUTION AND TROUBLESHOOTING

The final part of *A Bann Too Many* may be the trickiest bit of the adventure. If you are new to game mastering, you may be nervous that the adventure has no more set encounters to guide you. You will have to think on your feet but that's part of your role anyway. What you need to do is first find out what the PCs want to do, and then decide how the NPCs react. By now you have a lot of ready information to make the latter easier. You know the back story of the adventure, the environs, the NPCs and their motivations, and the events of the adventure so far. Based on this information, you should be able to figure out the likely responses to any PC actions. You should try to make the final ending a satisfying one for the players, but if they make poor choices, there should (as always) be consequences. And even if they think that everything worked out nicely in the end, Blacktail may be along later to disabuse them of that notion.

MAJOR NPCs

The sections that follow provide statistics for major NPCs who appear in several different encounters.

THE COMPETITION

In addition to the major characters of *A Bann Too Many*, there are statistics for the three adventurers (Shadow, Hocke and Pyrft) that can be used with the optional subplot **The Competition** (see the section by that name on page 6).

BLACKTAIL

APOSTATE MAGE 5

An apostate Fereldan mage with the ability to take on the form of a Mabari, Blacktail is the power behind Bann Trumhall's ascendance. Two sets of stats are provided. The first is Blacktail in human form and the second in Mabari form.

If Blacktail dies while transformed, he reverts to his human form—that of a scruffy Fereldan clad in a loincloth made from a dog's fur pelt with arcane tattoos over his body. Blacktail's death also breaks the power of his spell that dominates Bann Trumhall's mind. Remember that Blacktail cannot cast spells while in Mabari form.

ABILITIES (FOCUSES)			
3	COMMUNICATION (DECEPTION, PERSUASION)		
1 / 2*	CONSTITUTION (RUNNING*)		
3	CUNNING (ARCANE LORE, NATURAL LORE)		
2 / 3*	DEXTERITY (ACROBATICS*, BITE*, STEALTH*)		
4	MAGIC (ENTROPY)		
2	PERCEPTION (EMPATHY, SMELLING*, TRACKING*)		
0 / 4*	STRENGTH (JUMPING*)		
3	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENSE	ARMOR RATING
12 / 16*	35 / 55*	12 / 13*	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	RANGE
ARCANE LANCE	—	1D6+3	16 YARDS
FIST	-1	1D3-1	—
QUARTERSTAFF	-1	1D6	—
BITE*	+5	1D6+6	—
POWERS			
SPELLPOWER: 14 (16 FOR ENTROPY SPELLS) MANA: 44			
FAVORED STUNTS: <i>Mana Shield, Mighty Spell, and Spell Lance.</i>			
SPELLS: <i>Daze, Drain Life, Shock, Walking Bomb, Weakness</i>			
TALENTS: <i>Chirurgy (Novice), Entropy Magic (Novice), and Horsemanship (Novice).</i>			
* FAVORED STUNTS (MABARI FORM): <i>Knock Prone and Mighty Blow.</i>			
* FEARFUL GROWL (MABARI FORM): <i>Blacktail can perform Fearsome Growl as a special stunt costing 3 SP. Enemies within 6 yards of the Mabari must pass a TN 11 WILLPOWER (SELF-DISCIPLINE) TEST or suffer a -1 penalty to Defense until the end of Blacktail's next turn.</i>			
WEAPON GROUPS: <i>Brawling and Staves.</i>			
*MABARI FORM ONLY			
EQUIPMENT			
COLLAR OF OBEDIENCE, LESSER LYRIUM POTION, AND WAND.			

BAN TRUMHALL

A charismatic Fereldan noble under the domination of an apostate sorcerer, in alliance with an infamous outlaw.

ABILITIES (FOCUSES)			
3	COMMUNICATION (LEADERSHIP, PERSUASION)		
1	CONSTITUTION		
2	CUNNING (CULTURAL LORE)		
1	DEXTERITY (RIDING)		
0	MAGIC		
1	PERCEPTION (EMPATHY)		
1	STRENGTH (HEAVY BLADES)		
0	WILLPOWER (MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENSE	ARMOR RATING
8 (11)*	32	13 (11)**	5
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
FIST	+1	1D3+1	
LONG SWORD	+3	2D6+1	
POWERS			
FAVORED STUNTS: <i>Mighty Blow.</i>			
TALENTS: <i>Archery Style (Novice), Armor Training (Journeyman), Command (Journeyman), and Weapon and Shield Style (Journeyman).</i>			
WEAPON GROUPS: <i>Bows, Brawling, and Heavy Blades.</i>			
*WITHOUT ARMOR **WITHOUT SHIELD			
EQUIPMENT			
HEAVY MAIL, MEDIUM SHIELD, LESSER HEALING POTION, AND LONG SWORD.			

DELIA

Alehouse daughter and surprisingly effective rogue.

ABILITIES (FOCUSES)			
2	COMMUNICATION		
0	CONSTITUTION (DRINKING)		
1	CUNNING (CULTURAL LORE)		
3	DEXTERITY (ACROBATICS, LIGHT BLADES)		
-2	MAGIC		
1	PERCEPTION		
-1	STRENGTH		
0	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	23	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
DAGGER	+5	1D6	
FIST	+3	1D3-1	
THROWING KNIFE	+5	1D6-1	
POWERS			
FAVORED STUNTS: <i>Lightning Attack.</i>			
TALENTS: <i>Dual Weapon Style (Novice) and Thievery (Novice).</i>			
WEAPON GROUPS: <i>Brawling, Light Blades.</i>			
EQUIPMENT			
DAGGER AND TWO THROWING KNIVES.			

WALDRIC THE GORE-HAND

A vicious and infamous outlaw captain.

ABILITIES (FOCUSES)

2	COMMUNICATION (DECEPTION)
1	CONSTITUTION
4	CUNNING (EVALUATION, NATURAL LORE)
2	DEXTERITY (LIGHT BLADES, STEALTH)
0	MAGIC
3	PERCEPTION (EMPATHY, TRACKING)
4	STRENGTH (INTIMIDATION)
2	WILLPOWER (MORALE)

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	44	12	3

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
FIST	+1	1d3+4
SHORT BOW	+2	1d6+4
SHORT SWORD	+4	1d6+6

FAVORED STUNTS: *Defensive Stance and Seize the Initiative.*

TALENTS: *Armor Training (Novice), Dual Weapon Style (Journeyman), and Scouting (Journeyman).*

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

EQUIPMENT

BOOTS OF THE OUTLAW, LIGHT LEATHER ARMOR, SHORT BOW, AND TWO SHORT SWORDS.

OUTLAWS

Bandit followers of Waldric the Gore-hand, human Fereldans gone bad.

ABILITIES (FOCUSES)

0	COMMUNICATION
0	CONSTITUTION
1	CUNNING
2	DEXTERITY (BOWS, STEALTH)
-1	MAGIC
0	PERCEPTION
1	STRENGTH
1	WILLPOWER

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	20	12	3

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE	RANGE
SHORT BOW	+4	1d6+1	16 YDS/36 YDS
LONG BOW	+4	1d6+3	26 YDS/52 YDS
SHORT SWORD	+2	1d6+3	—

POWERS

FAVORED STUNTS: *Rapid Reload, Lightning Attack.*

TALENTS: *Archery Style (Novice) and Armor Training (Novice).*

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

EQUIPMENT

LONGBOW OR SHORT BOW, SHORT SWORD, AND LIGHT LEATHER ARMOR.

VALUDUR KROLE

Ousted bann of the Ruswold, and a gruff, conservative cripple. Krole is essentially a non-combatant in the context of this adventure. Although he can fight from horseback, he has not for many years, and will only do so in dire need.

ABILITIES (FOCUSES)

-1	COMMUNICATION
-1	CONSTITUTION
3	CUNNING (MILITARY LORE, NATURAL LORE)
-2	DEXTERITY (RIDING)
1	MAGIC
3	PERCEPTION (HEARING, SEEING, SEARCHING)
2	STRENGTH (BLUDGEONS, INTIMIDATION)
3	WILLPOWER (SELF-DISCIPLINE)

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
3	45	8	0

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
FIST	+2	1d3+2
TWO-HANDED MAUL	+4	2d6+5

POWERS

FAVORED STUNTS: *Knock Prone and Seize the Initiative.*

TALENTS: *Armor Training (Journeyman), Command (Journeyman), and Two-Hander Style (Journeyman).*

WEAPON GROUPS: *Bludgeons, Brawling, Light Blades, and Heavy Blades*

EQUIPMENT

LIGHT LEATHER ARMOR AND TWO-HANDED MAUL.

SHADOW AVVARIAN HILLSWOMAN ROGUE 1

Shadow is quick to laugh, although often to herself, and almost always in sarcastic mockery of foolishness and idiocy.

ABILITIES (FOCUSES)

1	COMMUNICATION
2	CONSTITUTION
2	CUNNING
3	DEXTERITY (STEALTH)
-2	MAGIC
1	PERCEPTION
1	STRENGTH (CLIMBING, MIGHT)
-1	WILLPOWER

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
13	26	13	3

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE	RANGE
LONG BOW	+3	1d6+4	26 YDS/52 YDS
SHORT SWORD	+3	1d6+3	—

POWERS

FAVORED STUNTS: *Rapid Reload, Lightning Attack, and Pierce Armor.*

TALENTS: *Armor Training (Novice) and Scouting (Novice).*

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

EQUIPMENT

LIGHT LEATHER ARMOR, LONGBOW (20 ARROWS), AND SHORT SWORD.

HOCKE FERELDAN FREEMAN WARRIOR 1

A laconic fighter who doesn't like to be surprised – by anything.

ABILITIES (FOCUSES)

-2	COMMUNICATION
2	CONSTITUTION
0	CUNNING
1	DEXTERITY (RIDING)
-1	MAGIC
0	PERCEPTION
4	STRENGTH
2	WILLPOWER (COURAGE)

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
11 (10*)	38	13 (11**)	4

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
FIST	+1	1D3+4
LONG BOW	+1	1D6+3
LONG SWORD	+4	2D6+4

POWERS

FAVORED STUNTS: *Mighty Blow.*

TALENTS: *Archery Style (Novice), Armor Training (Novice), and Weapon and Shield Style (Novice).*

WEAPON GROUPS: *Brawling, Bows, Heavy Blades, and Spears.*

* WITHOUT ARMOR **WITHOUT SHIELD

EQUIPMENT

HEAVY LEATHER ARMOR, LONG BOW (20 ARROWS), LONG SWORD, AND MEDIUM SHIELD.

PRYFT HUMAN APOSTATE MAGE 2

Pryft is reserved and secretive. He avoids the attention of those with an obvious enthusiasm for either the Chantry or the king's justice, given his status as an illegal wizard.

ABILITIES (FOCUSES)

2	COMMUNICATION
1	CONSTITUTION
3	CUNNING (HEALING)
1	DEXTERITY
3	MAGIC
2	PERCEPTION
-1	STRENGTH
1	WILLPOWER (CONCENTRATION, SELF-DISCIPLINE)

COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
11	30	11	0

ATTACKS

WEAPON	ATTACK ROLL	DAMAGE	RANGE
ARCANE LANCE	–	1D6+3	16 YARDS
FIST	-1	1D3-1	–
QUARTERSTAFF	-1	1D6	–

POWERS

SPELLPOWER: 13 **MANA:** 26

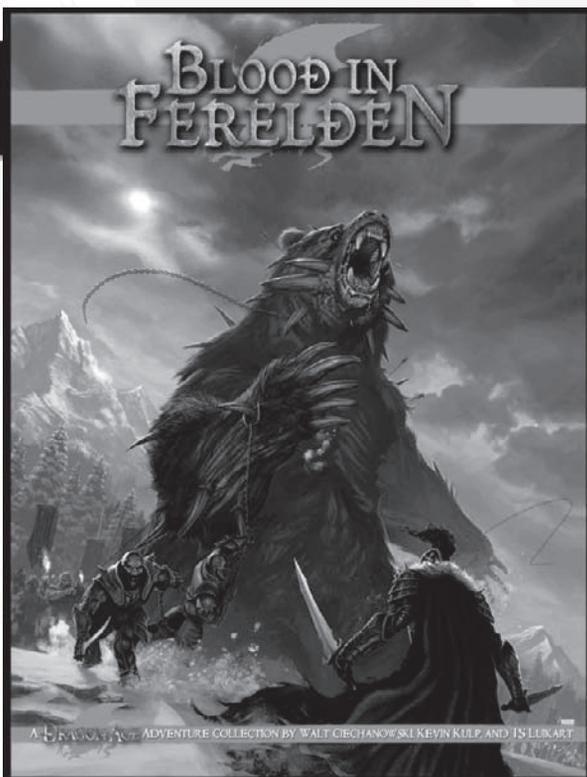
FAVORED STUNTS: *Mana Shield and Mighty Spell.*

SPELLS: *Drain Life, Glyph of Paralysis, Mind Blast, and Spell Shield.*

TALENTS: *Chirurgy (Novice).*

EQUIPMENT

QUARTERSTAFF AND WAND.



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A BANN TOO MANY