

Village of Tirada

Wolves at the Gates

A Tales of Gaea Demo

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Village of Tirada

Wolves!

The Village of Tirada has been plagued with Wolves for the past two years. At first the local magistrate, Ivan Walker, was able to control the problem but then he and his party went missing. That was last winter and since then the amount of damage has escalated. When the daughter of Eron Miller, Tanya, went missing the village went searching for her. They found what was left of her near the Ruins of Talal.

Now the villagers are calling for action. They have called for volunteers, will you answer their call?

Ruins of Talal

The Ruins of Talal was a Fyrdyrean fortress of the old elven southern kingdom of Sudia. It was massive in its time and ensured stability in the area over 1000 years ago, long before humans settled in this area of Narheim. The villagers of Tirada avoid the ruins knowing that any who have sought the secrets of Talal have either never returned or become lost and wandered back to the village with no memory of their past. The last person to return like this was Rinoldo, a farmer who lost his family to the wolves. When he was found running through the woods he had his wife's silver necklace in his hand. Her body had never been found but it had always been assumed that the wolves had carried off the bodies.

Ruins of Brush Hills

These ruins are much older than Talal. No one is sure who built the ruins or even what purpose they serve but many treasure hunters have gone there. Occasionally someone will return with some gold or a bizarre

object that no one is able to decipher. There have been no great finds of wealth in the past 20 years. The last claim was found by Harold Wallace, a self professed explorer. He found an emerald head piece named the Crown of the Wold. It seems to be carved from a single emerald but made for a head much smaller than human. With this as collateral, Wallace was able to invest in an extensive logging firm making him the wealthiest man in the Vul Valley.

The Ruins of the Brush Hills still draw a number of treasure hunters to this day.

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The village exports a large amount of wood, mostly Rawthorne and Oak. In addition, the river is panned for Gold and Mythryle. However, the vast majority of goods exported are finished wood products. The Temple of Arborea is very strict in its management of the surrounding forest.

The inhabitants of the village are about 60% human, 30% Kolba and 10% half-elven. Over all there are 500 people who live in or near the village.

Tunney Miller

The son of Eron Miller, Tunney is the mayor of the village. He is also the acting magistrate for the crown since the demise of Ivan Walker. Tunney is a reasonable but not exceptionally gifted man. He has hesitated and made some poor choices since the death of Walker. Still, his heart is in the right place and above all he would like to see the villagers safe. He is a short man with bushy brown sideburns and a bald pate. He is rather round and enjoys his meals very much.

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Arisa Fen, Priestess of Arborea

Arisa is from Sirone, a village downstream from Tirada. She came to Tirada as a small girl to study at the temple of Arborea. She was very excitable as a youngster but study and her deep felt passion for Arborea calmed that. She now preaches tolerance and compassion. She believes that there is a greater evil in the woods than just wolves. Her temple is a safe haven for all life and she and her priests will do their best to heal all those who come to them whose hearts are pure.

Kyle Roln, Priest of Auto

Kyle Roln came to the village of Tirada 18 years ago and established a church for Auto. He has a small but dedicated following and preaches the hard-line Autoean beliefs. Often he will be heard in the Golden Spear or on his pulpit speaking about how the recent trials are all part of Auto's test. He will denounce elves and half-elves of the village in general, and Lila specifically.

Lila

Lila is the village witch. Although horribly maligned by Father Roln, she in fact does much good for the village. She works closely with Edward to supply medicines and potions that help as many as possible. She is a woman of 30 years and rather attractive. She feels certain that great evil is poised to attack the village. She will tell any who ask her theory on the wolves but stops short of naming the source of the attacks.

Harold Wallace

Harold Wallace wandered a good share of southern Narheim and is quite fond of telling his stories of great adventures and campaigns of exploration to any who will listen. He is almost as fond of the old stories as he

is of his Crown of the Wold story. He decided to explore the Ruins of the Brush Hills after hearing all the local rumors about it. He had been there for two weeks with little luck when a streak of ill fate came his way. His partner suddenly grew ill and died within hours. One of the porters shortly followed him to the grave. By morning three were dead and the remaining porters all ran off. Stumbling around in a state of fever, he found a cave and collapsed. For whatever reason he did not die and when he awoke he discovered the cave was filled with treasure of all kinds. Above all of it there sat the Crown of the Wold. He took this but in his weakened state could carry nothing else. Departing the cave he marked the location well. He was able to make his way back to Tirada and lay ill for two weeks. When he tried to find the cave again, he could not locate it. He searched for years but has given up in favor of a comfortable life in Tirada.

Wallace is a very successful man. He owns a number of businesses in the Village of Tirada and Sirone. He is always an amiable fellow and has a good many friends. He has been very concerned about the wolf attacks over the past 2 years and is one of the main forces behind organizing the hunt.

The Pike

The Pike is a favorite tavern of the lumberjacks of the area. It is run by Riley Fiern and his sister Rosa. They offer rooms but most travellers, unless strapped for cash, stay elsewhere. The Pike boasts the best roast pork in the valley.

The Pike is also a good place to listen in to local talk of what is going on in the surrounding woods.

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The Golden Spear

The Golden Spear is part of the national chain of taverns and inns. This establishment is run by Horace Longphinn, a halfling chef who grew tired of the hustle and bustle of the big city. Which big city he will not discuss. The Golden Spear is the only place in the valley to get pastries. It is a favorite destination of travellers and locals alike. Clean and well kept, Talgen the dwarven bouncer brooks no disruptions in the Golden Spear.

Vul House

The Vul House is one of Wallace's new establishments and is a huge hotel. It boasts 30 rooms and a small restaurant. It was only built 4 years ago but has done a respectable business with those travellers, prospectors, and sailors who can afford its luxury. The manager of the Vul House is Kyrin Lidon, an elven woman of precise movements and wise thoughts.

Outfitters

At one time the Outfitters probably had a much more clever name in mind but the locals just call them the Outfitters now. Established by Danny and Joshua Lintz, the Outfitters is the place to buy prospecting equipment in Tirada. Danny is often over at the Pike while Joshua prefers the sermons at the Temple of Auto. Regardless, the Outfitters know much of what goes on outside the village in the nearby hills and rivers.

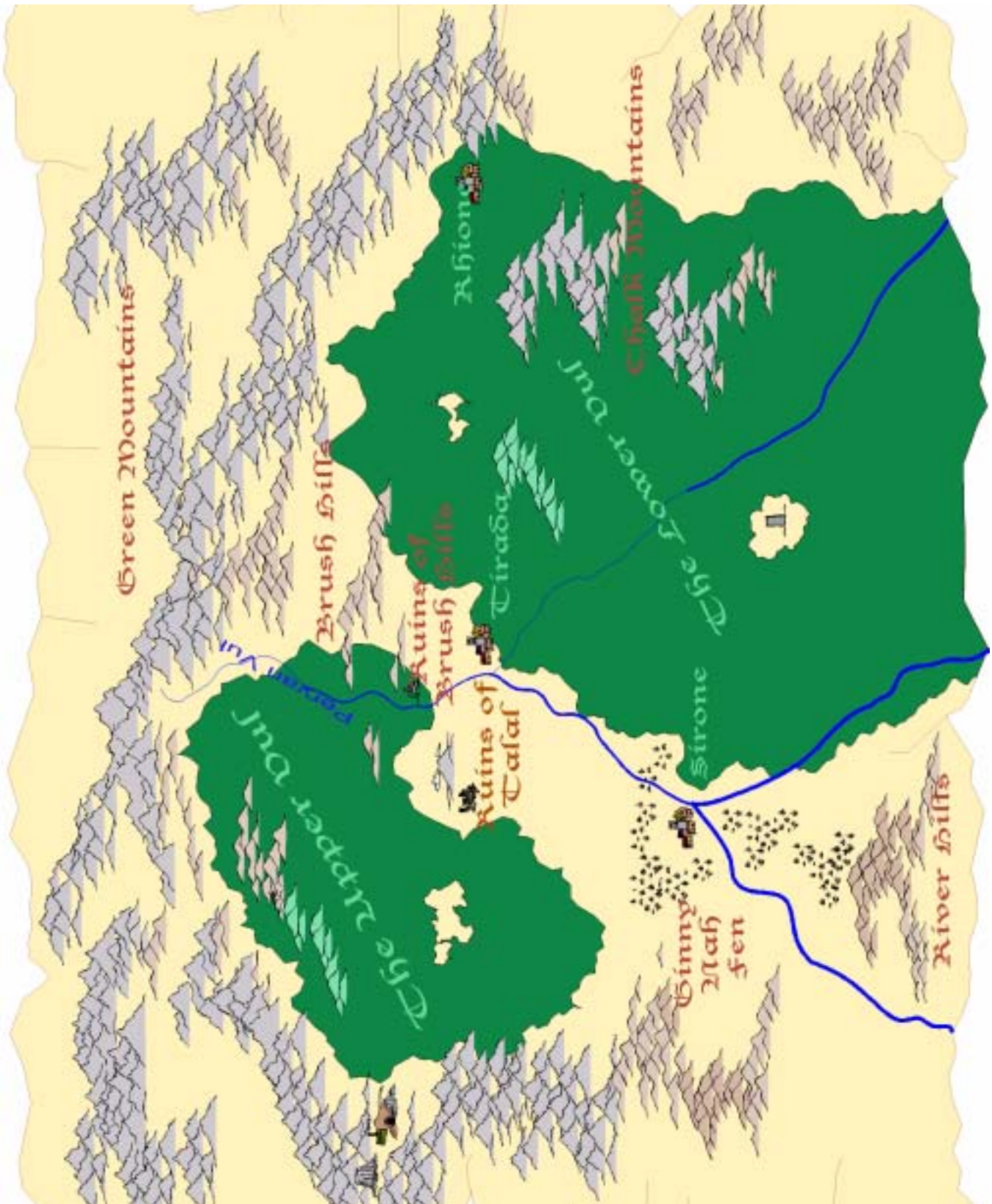
Healing House

The Healing House is a small hospital for the village and the Vul Valley as well. It is run by Edward Fide. The House has eight rooms and two nurses, Jinny Miller and Leaf Toeroarer. The Healing House has seen an abundance of pain and victims over the last two years. Rinoldo lives here doing the sim-

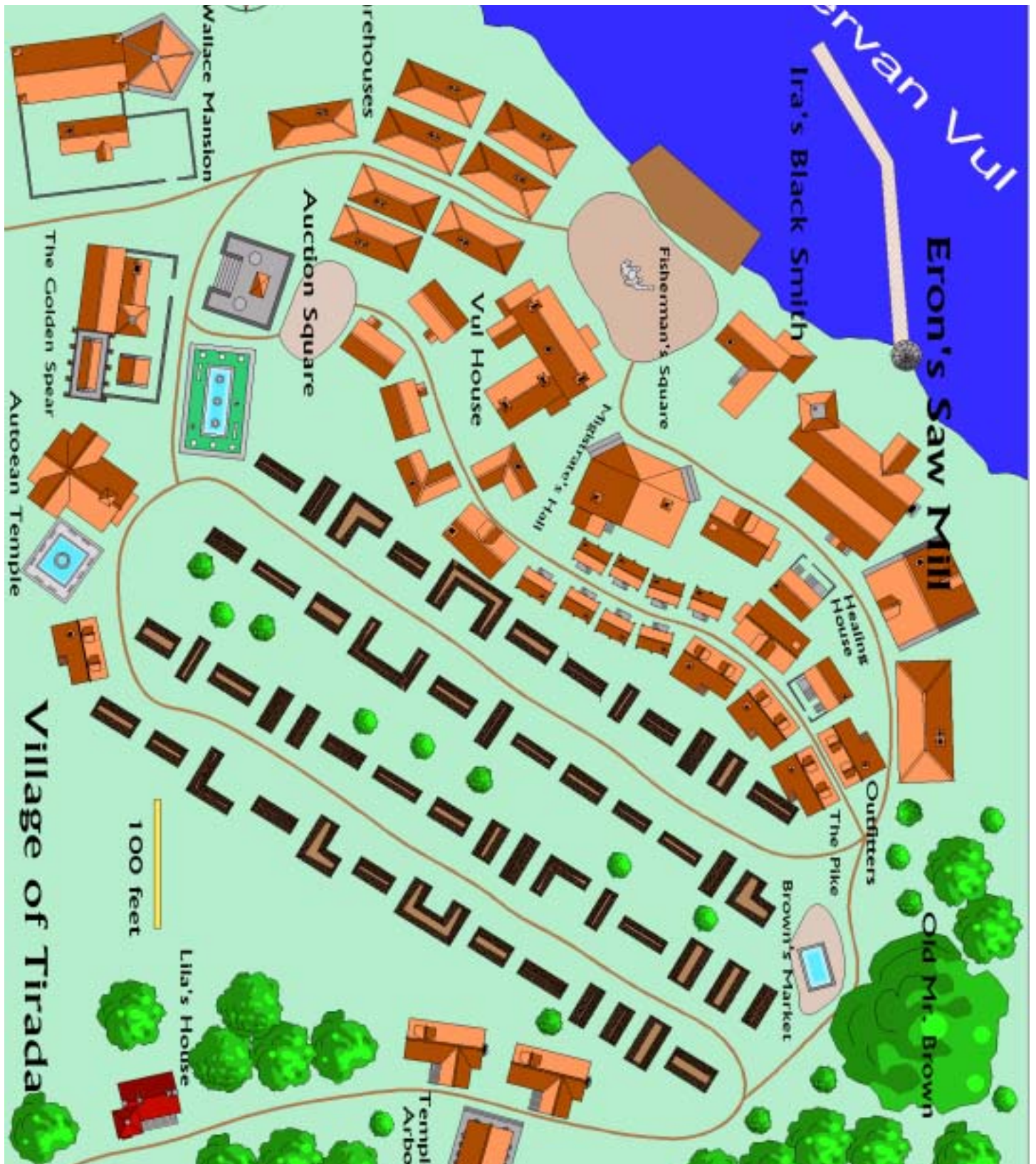
plest of tasks, cleaning and chopping wood. Fide does not think that Rinoldo will ever recover.

The Healing House is a Royal institution and will provide healing for any who seek it. They do not always have the supplies on hand to treat every wound or disease that comes their way. Edward and his staff do their best with what they have.

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Game Master Section



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Plot

Plot Point #1

Wolves truly are attacking but they are under the control of the orcs outlined in plot point #3. They are directed to carry off all those that they can. This results in only a few bodies being found, especially those of villagers too weak to work for the orcs.

Plot Point #2

Harold Wallace is behind the wolf attacks. His story about the Ruins of the Brush Hills is par-

tially correct. He found a cave but then a sacrifice of three people was required for him to claim the crown. The ceremony took its toll on him as well laying him out for two weeks. At the end of it, he had control of the Crown and the Elvish demon, Redante, that serves the crown. Wallace will attempt to direct the party towards the Ruins of Brush Hills but all evidence will point towards the Ruins of Talal.

Plot Point #3

The demon is controlling the orcs camped in the ruins of Talal. These orcs use the wolves to capture the humans who they put to work in the mythryle mines that Redante knew about.



The mythryle is then turned over to Wallace to be sold.

Plot Point #4

Most of the villagers, including Sarah, Rinoldo's wife, are still alive. They are kept in the Inner Keep and guarded by orcs. When the party arrives there will only be 3-6 female black orc and 2-4 children. The children will not fight but the females will attempt an ambush and fight until 1/2 their numbers are killed or disabled then attempt to flee. They will attempt to ambush the party at the remains of an ore cart.

Plot Point #5

The male black orcs will return once every eight hours to get a new shift of humans. There are 6-10 black orcs. If the party decides to go to the mine there will be 10 -15 black orcs. A total of 47 prisoners are held by the orcs with 1/3 of them at the mines at any one time.

Factoid #1

Redante is in the tower of the keep. He will attempt to remain hidden until the orcs come into sight then command them telepathically to attack the party. The prisoners will know that there is a great evil at the top of the Inner Keep tower. If the orcs are questioned they will merely refer to Redante as the Master.

Factoid #2

Magical weapons that use spirit points may be used by non spell casters. All intelligent life on Gaea has some amount of spirit points. These can be used to activate magic items but a use magic item roll must be made first. Anyone using a magic item must roll this to see if they understand the magic.

Ruined Buildings at Talal

Mage's Tower

This is the remains of the court mage's tower, living quarters, and laboratories. Most of the rooms will be bare but the structure will be in amazingly good shape. There will be 2-6 Zombies guarding the top chamber (page 268 CR). The top chamber will be the wizard's private chambers. It will contain a potion of Heal 3d10 (10 doses), a potion of Flame Breath (4 doses) and a mystic acorn. The mystic acorn will give a mystic a +2 to the CON check when attempting a feat. The mystic acorn will give a +1 to Defense of anyone wearing it.

Inner Keep

The inner keep contains Redante, the elvish demon. He will have 10-15 mosquito guards. In the top most chamber there is a wand of Euros with 15 charges (page 220 CR). There is also a two-handed sword +2, +15, which allows the user to cast Skip Teleport. Finally, 100 mythryle pieces in ingot form will be stored here.

Temple of Arborea

Not much is left of this temple except for a section of the basement. A troupe of goblins have moved in and made a home outside the temple vault. There will be 10-20 rekkied goblins (page 240 CR). If they receive any amount of damage they will scatter and run. They will then harry from a distance with bows unless they take damage. They will fight only if given no other choice. The vault will have 2 traps on it, a fire bolt for 3d10 to one random area and a gas cloud where all in the antechamber will need to save vs. CON-5 or fall unconscious for 1-4 hours. If this happens to the entire party the goblins will come back in (if they are still alive) and strip them taking all goods but not killing them.

To open the vault an open locks at -30% must be made. Inside the vault is a staff made of a splinter of Arborea's First Tree. This staff will

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grant a cleric of her faith a +3 on all PIE checks when performing a miracle. It also has a +2 th, +6 td, will heal any who are a part of the Pantheon of Aru if the cleric successfully makes his Initiate Skill. It will also allow the cleric to create an animate tree as in the Natural Forces spell Plant Control IV. There are also 3 suits of studded leather x3 and one suit of sylvan chain (no armor mod, x3 chain).

Temple of Awle

The temple of Awle looks to have taken an awful beating. Hiding within its walls are 2-6 skeletons (page 259 CR). They are the cursed remains of the attackers of Talal. The temple armory has only barely survived. Within it is a Great Hammer, +3 th, +3 td, cast one Fire Bolt (See Bolts in magic Items page 216) for a cost of 3 spirit points. There is also a short sword +3 th, +10 td, Teleport (Seventh Level Wolvesbane) for 8 spirit points, hawk form (Third level Wolvesbane) for 3 points. Finally, there is a Heavy Crossbow +2, +6, fires every round (instead of 1 every 2) and 20 spanten (See page 46 CR).

Herbalist House

This was the house that the royal Herbalist maintained for his study and growth of his plant experiments. One of these experiments is still growing. If the party comes near a Vine Lord will come out. The Vine Lord looks like a mass of vines vaguely in a man shape. He will pursue anything that enters his territory. If he is killed the Herbalist House has hundreds of saplings. A Herbology Skill check at -30% will reveal the saplings for what they are, immature vine lords. If unchecked they will mature in six months and attack the nearby villages. Investigation of the House will turn up a book on the proper care for a Vine Lord and how to ensure loyalty once they mature. Also, there are 3 doses of Irro Root which has been cured in ethanol. This powerful, rare and expensive root when prepared in this manner will resurrect a dead person. All their wounds must be healed first or the cause of the death

removed; i.e. water removed from lungs if they drown. In addition, there are 6 doses of the herb Lain Weed mixed with Silver Drake blood. This powerful curative will repair the mind from all manner of damage including memory loss.

Beasts

Giant Mosquito

The Giant Mosquito is both fragile and dangerous. Hatched in pools of stagnant water fed from some magical source they usually starve out before they do real damage. If kept in blood though, they may live 2-3 weeks wrecking a great deal of damage before dying. They spawn at incredible rates as well. In combat they instinctively parry attacks, grab the prey and attempt to fly off. This does not work with larger creatures and they will attempt to attack and drain spirit points.



Strength	8
Max Wt Lift	75
Damage Mod	0
Armor Mod	0
Agility	24
Unarmed Com. Mod	+6
Initiative Mod	+6
Movement Rate	12/24
Constitution	22
Wt Encumbrance	119
Dexterity	15
Bonus To Hit	0
Intelligence	2
Wisdom	2
Charisma	0
Appearance	1
Luck	10
Piety	12
Will	14
Defense	18/22 Flying
Level	1-4

Spirit Points 1d10

Location	Armor	FP
1 - Head	25	13
2 - Right Hand	25	52
3 - Right Shoulder	25	52
4 - Chest	25	13
5 - Left Shoulder	25	52
6 - Left Arm	25	52
7 - Stomach	25	26
8 - Groin	25	26
9 - Right Leg	25	52
10 - Left Leg	25	52

Weapon	DAM	ATT	+ TH	+ TD	Notes
Stinger	2d10	3	+8	+4	If pierce skin, drain 1d10 S.P.

Abilities	Final
Parrying (Stinger), 3 parries	80%
Flying	60%

Diable de Pensee (Lesser Elven Demon)

The Elvish Thought Demons can read thoughts, manipulate memories and create illusions. Physically, they are not threatening but they can be nearly unstoppable if given the chance to access someone's mind. They look like a giant slug but seldom show their true form from preferring to appear as someone known



and trusted. Redante is a master of this and uses it to massive advantage. Redante has used his Illusion IV ability to create an exact duplicate using the time an attacker takes to deal with his doppelganger to escape. He is generally a coward when it comes to physical com-

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bat and will rely on his guards for protection then try to talk his way out of the predicament.

Strength	6
Max Wt Lift	55
Damage Mod	0
Armor Mod	0
Agility	15
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	8
Constitution	25
Wt Encumbrance	179
Dexterity	8
Bonus To Hit	0
Intelligence	26
Wisdom	24
Charisma	18
Appearance	-3
Luck	16
Piety	10
Will	21
Defense	15
Level	8
Spirit Points	90

Location	Armor	FP
1 - Head	100	20
2 - Right Hand	100	80
3 - Right Shoulder	100	80
4 - Chest	100	20
5 - Left Shoulder	100	80
6 - Left Arm	100	80
7 - Stomach	100	40
8 - Groin	100	40
9 - Right Leg	100	80
10 - Left Leg	100	80

Weapon	DAM	ATT	+ TH	+ TD	Notes
Tail Attack	2d10	2	+0	+0	

Abilities	Cost
Illusion IV, As Underworlder 8th Level	15
Read Memories - This allows the reading of an opponents memories and may be done as long as he can see the target. The target receives a save vs. WIS - 8. If saved then the target is still unaware that anything happened.	3
Wipe Memories - The target must be within 8 feet and Redante may wipe all memories from the target. They will remember how to speak but not where they learned, the will know how to walk but not where they were going. In some cases this will cause a permanent recurring memory loss. The target receives a save vs. INT - 8.	10
Generate Memory - This power allows Redante to implant memories of his choosing. If he has time he can create very realistic permanent memories. If he has a short time then he will only be able to create memories which will fade in 1-8 turns. To implant memories Redante must be within 8 feet of the target. The target then receives a WIL save - 8.	12



Vine Lord

A Vine Lord is the end result of years of careful cross breeding between a wide range of magical plants. It creates a colony of these plants which generally look like a vine covered jungle. Within this jungle there will be a number of immature saplings that will mature quickly if the colony is threatened. Normally, only one mature Vine Lord will be active at a

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time but in times of danger hundreds can come from a single colony.

The Vine Lord at the Ruins of Talal has been tending its colony for centuries and is looking forward to the saplings maturing and wiping out the orcs which it considers a threat. It will take 6 months for the colony to mature.

9 - Right Leg

40 90

10 - Left Leg

40 90

Strength	21
Max Wt Lift	1000
Damage Mod	+8
Armor Mod	+3
Agility	13
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	6
Constitution	25
Wt Encumbrance	179
Dexterity	16
Bonus To Hit	+1
Intelligence	7
Wisdom	8
Charisma	5
Appearance	-3
Luck	14
Piety	19
Will	20
Defense	20
Level	5
Spirit Points	50

Weapon	DAM	ATT	+ TH	+ TD	Notes
Vine Whip	1d10	5	+2	+8	May attack multiple opponents at once
Darts	1d12	3	+4	+8	Fires a barrage of darts

Abilities	Final
Targeting (Vine Whip)	60%
Parrying (Vine Whip) 2 parries	60%
Grapple - The Vine Lord may attempt to grapple if a successful hit is made with the Vine Whip. The target must make a contested roll with the Vine Lord vs. STR or be thrown for 3d10 points of damage the next round.	60%
Plant Control II - As the Natural Forces spell	

Location	Armor	FP
1 - Head	40	22
2 - Right Hand	40	90
3 - Right Shoulder	40	90
4 - Chest	40	22
5 - Left Shoulder	40	90
6 - Left Arm	40	90
7 - Stomach	40	45
8 - Groin	40	45