



# The apple of her eye

Survival in the world under the shadow of the Demon Lord is difficult, not just for risk-taking adventurers and would-be heroes, but for ordinary folk faced daily with threats of starvation, illness, and madness. When small sacrifices can ensure the survival, even prosperity, of an entire community, aren't they worth making? Some might think so, or at least tell themselves as much in the small hours of the night, when the distant cries of those sacrifices echo in their memories.

*The Apple of Her Eye* is an adventure for novice characters in which they come across a prosperous village with a thriving apple orchard and a terrible secret. The group completes the adventure when they confront the wicked faerie responsible for the village's plight.

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shadow of the demon lord



## ADVENTURE BACKGROUND

The village of Avelton is known for its apple orchards, a vast expanse of trees thick with white blossoms touched with red in springtime, and heavy with deep red fruit in the autumn. For generations, the harvest has been incredibly bountiful. The folk of Avelton sell much of the fresh fruit, and the cider pressed (and often fermented) from it, and they dry and store the rest of the crop to help them through the winter.

The reason for this wonderful yield is rooted in a pact the village made long ago with the dryad Nymian, the self-styled “Lady of Apples,” who dwells within the largest trees of the orchard: Every seven years, the community offers the dryad a child on “Tithing Night,” the spring equinox. The child is left alone out in the orchard, and never seen in this world again. In return, the Lady of Apples provides Avelton with another seven years of plentiful harvests. This relationship has persisted for decades . . . but it might be about to come to an end.

You can arrange for Avelton to be located along the way whenever the characters are on a journey that would take them past or through a rural village and its orchards in early spring. If need be, you can adjust the timing of “Tithing Night” to suit the current events of the campaign, although the solstices and equinoxes are the best choices. This adventure serves as a good “en route” activity to break up a long journey; or, possibly, the characters might purposely set out for Avelton for some reason, perhaps to deliver a message, to resupply themselves, or simply rest after finishing their latest adventure. Little do they know that another challenge awaits them there.

## A CRY FOR HELP

The adventure begins as the characters pass through a rural area with large apple orchards spread across gently rolling hills. It's a damp and chill late spring, and a mist or light rain persists, the sky overcast and gray. The road is muddy, and the characters long for a warm, dry room and some hot food and drink to chase the chill from their bones. The sun hangs low in the sky, just a few hours before nightfall, so they are likely looking for a place to stop for the night.

Suddenly, the characters hear the sound of muffled, pitiful sobbing from just within earshot. If they choose to ignore it, a young, frightened voice calls out to them: “Is someone there? Please . . . please help me.”

When the characters investigate, they find a human boy named Pel, eight years old, bound at elbows and knees to a wooden frame, hanging like a scarecrow in the midst of the apple orchard. He has a mark on his forehead in black ashes, like an upward-pointing arrow, and is sobbing and terrified, his voice hoarse from crying. “Please,” he sobs, “please help me. I don't want to die. Don't let them to take me away!”

## IGNORING THE CRY

Hard-hearted characters might pass by the orchard, ignoring the cry or leaving the child to its fate. If this happens, when night falls, the dryad's minions pluck the child from the frame and spirit him off to the dryad as they have done every seven years, thus effectively ending the adventure. However, there are a few ways to salvage the story and steer the characters back into the plot.

**Jenny Rescues her Child:** The story has Jenny locked in a room at the Apple Blossom Inn and Common House. She could escape by breaking a window, climbing down the outer wall, and then speed to the orchard before the changelings show up. The characters might encounter her en route to the orchard, in which case she begs them to help her, or she gets to the orchard and rescues her child, causing all hell to break loose in Avelton while the characters are there.

**The Traveling Tinker Returns:** A male human character in the group was the “traveling tinker” who sired Pel, likely without knowing he did. On reaching the town, tell the player that his or her character has been here before and had a brief, but torrid, romance with one of the local girls named Jenny. This information might be enough to prompt that character to seek out his old lover and, upon finding her, learn that his son was offered up as a sacrifice.

**Pel Escapes:** You can also just have Pel escape, either on his own or with help. Help might come from a rival faerie, Gorvin the Smith, a passing ranger, or one of the characters' followers who goes back after the group continues toward town.

## CHILDREN OF THE ORCHARD

Just as the characters take in the scene before them, 5 **changelings**, Size 1/2 and wearing the forms of gaunt, sickly human children about Pel's age, emerge from behind the nearby trees. They are clad in rags and armed with bronze sickles rather than scimitars (melee +2 with 1 boon, 1d6 damage).

“He is ours,” one of them warns the characters. “Leave now, while you still can.” If the characters refuse or hesitate, the changelings attack. If the characters kill three or more changelings, the survivors flee, vanishing into the orchard.



## A BOY WITHOUT A FATHER

Characters who question the boy discover that men wearing dark robes and hooded masks bound and gagged Pel and took from his home in a heavy sack. They brought him here, tied him to the frame, and left him. Pel says that he lives in the nearby village of Avelton with his mother. If asked about his father, he simply says, "I don't have a father. It's just my mother and me."

Pel wants to go home, but he's afraid that the "bad men" will get him and bring him back to the orchard. Pel keeps close to the character who took him down from the wooden frame, reaches for his or her hand, and becomes upset if separated from the character. The characters can bring Pel with them to the town to return him to his mother and find out who was responsible for his abduction, or they might hide Pel somewhere safe until they can sort things out in Avelton.

### HIDING PEL

The group might decide it's too dangerous to bring Pel back to town, at least until they deal with his kidnappers and discover what is going on. The characters can hide Pel somewhere outside of town; anyone with a wilderness profession can find a suitable hiding place such as an abandoned house, a small cave, or somewhere else you think appropriate. Pel is scared, though, and he starts crying if it looks like the characters are going to leave him.

If they leave him alone anyway, Pel returns to Avelton on his own 1d3 hours later, searching for his mother. Unless the characters spot Pel making his way to town, one of the villagers finds the boy, grabs him, and drags him screaming back to the orchard. Characters in town can make Perception challenge rolls, possibly with 1 or more banes depending on where they are, to hear the screams.

If a character stays with Pel, the Lady of Apples goes to Pel directly, since she knows where he is (see *The Lady's Claim*, below). She orders her changelings to kill the character and, if they incapacitate the character, then spirit the boy away to whatever fate she has in mind. This effectively ends the adventure, though the characters may have to deal with angry locals and a grieving mother.

When the locals learn that the characters interfered with the Tithe before midnight, Grant Miller leaves the village and spends the next hour searching for the boy. After failing to find him, he steals another child to take Pel's place unless the group stops him. The Lady claims this child, but not before exacting vengeance against the characters who slew her "children."

## THE VILLAGE OF AVELTON

Avelton is a small collection of homes alongside a stream that turns a water wheel for the mill. A smithy stands nearby, downstream from the mill. In the village's center stands a temple to the New God, freshly painted and kept in good repair. Not far from it is a comfortable-looking inn and public house serving the villagers who live in the dozen or so red-roofed, wooden homes that comprise the rest of the buildings. The community would appear idyllic, if not for the fact that all the shutters are closed up tight and not a soul moves about, with a child left abandoned in the orchard nearby.

### A COLD WELCOME

The characters likely encounter several different people as they explore Avelton and investigate the circumstances of the boy's abduction and placement in the orchard. While you will find guidance below about how the important NPCs behave, the information they might impart, and how they might help or hinder the group, you should keep the following guidelines in mind when portraying the "good" people of Avelton.

**A Necessary Evil:** Almost everyone in Avelton accepts the horror of Tithing Night. Aside from the fact that the arrangement is profitable to the community, most people fear the Lady of the Apples and worry that if they do not go through with the sacrifice, she will become angry and seek vengeance against everyone. For this reason, most villagers are surprised and concerned to see strangers on Tithing Night, particularly with Pel in tow.

**Concealing the Truth:** Pel's return to the community puts the villagers in a tough spot. On one hand, they fear the knowledge of their barbaric arrangement getting out; no one wants inquisitors and witch hunters coming to town upsetting things. On the other hand, they need to allay the group's suspicions long enough to get Pel or another child back into the orchard before midnight. For these reasons, villagers hotly deny any knowledge of the boy being left out in the orchard and try to pass it off as a harmless prank.

Characters with Perception scores of 12 or higher detect the deception, and if they press the villagers, the truth might come out. You can handle this with roleplaying or by using the social interaction rules described in *Shadow of the Demon Lord*. Assume the villagers have Intellect 9 and Will II.

**Anything to Survive:** Since the villagers most want to return Pel to the orchard and fulfill their obligation to the Lady of Apples before the appointed time, if deception doesn't work, they go to extreme lengths to keep the Lady happy, including drugging the characters' food at the Inn, for example.

**Creating Allies:** The characters, through roleplaying or social interaction, might turn villagers to their side. If the



characters succeed, villagers can reveal the nature of the Tithe, the identities of the kidnappers (Darrel Miller, Grant Miller, and Hetrik Tellier, all of whom are in the inn when the group comes to the village), and help protect the boy from the other locals.

**Angry Mob:** Although the villagers greatly outnumber the characters, they're not immediately inclined to threaten violence against hardened and armed adventurers, especially ones who know magic. Still, the characters should be cautious about stirring up a panicked mob of dozens of villagers against them, and they hardly help their case if they simply slaughter anyone who gets in their way. If the group riles up the villagers, they might face one or more angry mobs.

## MOB OF VILLAGERS

DIFFICULTY 10

Size 3 human

**Perception** 9 (-1)

**Defense** 10; **Health** 40

**Strength** 11 (+1), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 9 (-1)

**Speed** 10

**Mob** A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect areas. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures by flowing around them.

**Spawn** When the mob becomes incapacitated, it dissipates and 1d6 **commoners** appear in open spaces within the space the mob formerly occupied. They can take the next available turn.

### ATTACK OPTIONS

**Torches and Pitchforks** (melee) +1 with 2 boons (3d6 + 1 or 1d6 +1 while injured)

### END OF THE ROUND

**Overwhelm** If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage.

## KEY LOCATIONS AND PEOPLE

The characters can explore the community and interact with the locals in whatever way they like. They find, in any event, the place to be unwelcoming and strange, especially if the characters have Pel in tow. The notable buildings and inhabitants of Avelton are described below. The villagers are all **commoners** or **professionals** unless specified otherwise.

### THE INN

The small Apple Blossom Inn and Common House is one of the central buildings of the village, serving as a sometime meeting hall and social gathering place to enjoy a mug or two of Avelton's famed hard cider. It's a stout two-story building with a large apple tree growing next to it and a

couple of spare rooms upstairs for rent to the occasional traveler who passes through.

When the characters enter, the muted conversation grows quiet and all eyes turn to the group. If Pel is with them, the characters see shock, fear, and anger on the patrons' faces. If the characters enter without the boy, normal conversation resumes a few moments later.

### THE TELLIERS

Hetrik and Marnie Tellier are the middle-aged couple who own the Apple Blossom. Like most people, they are ashamed of what they have done, but they bury deep their guilt. Marnie works in the kitchen, while Hetrik sees to the guests and the bar.

Hetrik is friendly enough to the group, though he appears nervous and sweating. He makes small talk, avoiding any details about the town or the Tithe.

If Pel is with the characters, Hetrik makes small talk with the characters as above, but once he has been given a food or drink order, he slips back to the kitchen and reveals the situation to his wife. She then drugs the food, and sends it out with her husband to "take care of the strangers."

Any living character who eats or drinks the drugged food must get a success on a Strength challenge roll with 2 banes or become poisoned for 1 minute. At the end of each round, the character must make another Strength challenge roll and, on a failure, becomes defenseless for 1 minute. If already defenseless, the character becomes unconscious for 2d6 hours instead. Taking damage removes the unconscious affliction.

Any nonliving characters in the group and any who resisted the drug must contend with the other patrons. There are 8 **commoners**, including Hetrik and Marnie. They attack to subdue the characters—incapacitated characters are knocked unconscious—to keep them from interfering.

During the combat, Pel runs outside. One of the Millers gives chase, catches him, and escorts him back to the orchard unless stopped by the group.

### THE PATRONS

Six locals quietly linger over drinks in the common room. They avoid talking about what they have done (or have allowed to happen). Darrel Miller and his brother Grant are among them, and they are the ones most concerned with keeping up the tradition, since their wealth is all tied to the apples. The locals behave as described above. For more information about Darrel and Grant, see **The Mill**.

### YOSEF

Up the stairs and down the hall sits a stout local named Yosef (as a **hired killer**) on a chair in front of a door. Yosef guards Jenny, Pel's mother, who is locked in the room to prevent her from interfering with the Tithe.



## JENNY

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The only “guest” at the inn is Jenny, Pel’s mother, a young woman who is raising the boy on her own after becoming pregnant from a tryst with a traveling tinker who hasn’t returned to Avelton since. Yosef restrained her when the Millers and Hetrik came for Pel and dragged her to the inn, where she’s been trapped since early in the afternoon.

Jenny knows all about the Tithe and tells her rescuers what the town is up to if she is freed. She admits that she went along with the Tithe even though she knew it was wrong. She’s terrified for her boy and weeps with relief when reunited with him.

## THE MILL

Alongside the stream is Avelton’s mill and cider press. It has a heavy millstone powered by a water wheel that turns in the stream. It draws business from nearby farms that need grain milled into flour. Following the apple harvest, the mill also presses many of the apples into cider, which is either drunk fresh or fermented in wooden casks.

## DARREL AND GRANT MILLER

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Darrel Miller owns the mill and runs it with the aid of his younger brother Grant. The Miller brothers are the wealthiest men, and most eligible bachelors, in Avelton, and also the most invested in the continued prosperity of the apple harvest. They were involved with Pel’s kidnapping, since it directly affects their fortune. If they discover that Pel escaped the orchard and made it back to town, they do everything they can to get the boy back to where he belongs before midnight, though their efforts won’t matter if the group killed any of the changelings in the orchard. The Lady of Apples is enraged by the affront and plans to visit Avelton at midnight to exact her vengeance.

## THE SHERIFF’S OFFICE

The village sheriff has a small office not far from the river. It consists of a small front room, an iron cage large enough to hold two prisoners, and a small room in the back where the sheriff sleeps.

## TERRENCE HOLDER

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It falls to Terrence Holder (a **patroller**) to keep the peace in Avelton. A thin man with black hair and a pointed beard, he is arrogant, disdainful of the “serfs,” and firmly in the Millers’ pocket. The brothers supplement his meager stipend with a steady supply of silver to look after their interests. Holder came to Avelton ten years ago and knows all about the Tithe. Although he finds the practice primitive and disturbing, the Millers pay him enough to look the other way.

The sheriff does his best to stay out of the conflict concerning the Tithe, though he comes to the Millers’ aid if they are attacked, threatened, or otherwise obstructed in their efforts.

If the characters bring the boy to the sheriff, he thanks them, puts his arm around the boy, and takes him directly to the Millers.

## THE SMITHY

Avelton’s small smithy has a forge and an anvil for making metal goods, primarily farming implements, horseshoes, and nails, and the smith also serves as the local farrier for shoeing horses and donkeys.

## GORVIN THE SMITH

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Gorvin the Smith is a human **professional** with Strength 13, who wields his forge hammer as a weapon (as a warhammer) when need be. Gorvin does not like the tradition of the Tithe one bit, having lost a sister to it in his early childhood. His parents told him afterward that she perished of a fever, and he didn’t learn the truth until his mother was on her deathbed. He nearly went out to rescue Pel himself, and the boy’s reappearance in Avelton both shames and emboldens the smith. He aids the characters however he can. He has a good number of iron bars and scraps and a 10-foot length of iron chain, which the characters might find useful once they learn the nature of the villain behind the Tithe.

If the characters have Pel with them, Gorvin offers to help the boy and protect him from the other villagers. For as long as Gorvin lives, he will never let another child die at the hands of the so-called Lady of Apples.

## THE TEMPLE

A humble temple dedicated to the New God stands not far from the Apple Blossom Inn and keeps quiet watch over the heart of the village and its people. It is a tall, one-story building with high-beamed rafters, the circular serpent emblem of the New God cast in bronze displayed above its door, and again above the altar within.

## FATHER RONE

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The rather stern Father Rone is a **human novice priest** of the New God in Avelton. He spends Tithing Night in prayer in the chapel, both to be safe from what lies outside and to convince himself of the necessity of the tithe and his own inability to do anything about it. The notion that the needs of the community outweigh those of the few and the knowledge that the village’s sacrifices are not trapped in unlife are partly how he rationalizes his position in the matter—that, and chasing down his prayers with a fair amount of drink.



The priest opens the temple door to anyone who knocks. He appears surprised by the appearance of strangers, all the more if Pel is with them.

If Pel is not present, Rone welcomes the characters to the community, asking why they have come to town. He can give basic information about the town, noting that it is famous for its fine cider thanks to the orchards' abundance. If asked about the quiet that pervades the village, he reveals that this is a special night called Tithing Night, telling the characters, "We spend this night, once every seven years, reflecting on our good fortune."

Mentioning the boy in the orchard or the changelings encountered there causes the priest to visibly quail. He then collects himself and explains the nature of the Tithe and why it is crucial for the continued prosperity of Avelton and its people.

If Pel is present, the priest becomes visibly concerned. He covers his fear quickly and tries to comfort the boy as well as he can. He tells the characters, "You can leave him with me. He will be safe here." Rone is lying, of course. A few minutes after the characters leave, Rone ties up the boy and slips out to find the Millers, so they can return him to the orchard. If the characters sense something wrong, and press him, they might be able to convince him to genuinely protect the boy, in which case Pel is safe enough. However, the Millers will come for the boy if they learn he is with the priest, using violence if necessary to reclaim him.

## OTHER FOLK

The characters are bound to come across other villagers during their time in Avelton. You can use the Avelton Villagers table to quickly generate interesting characters and use the guidelines set out under A Cold Welcome for how to portray them.



## AVELTON VILLAGERS

d20	Result
1	<b>Brother Kael</b> The middle-aged groundskeeper of the chapel and a faithful worshiper of the New God.
2	<b>Goodwife Margaret</b> Grateful mother of a brood of five children (all under the age of 12), none of whom were selected for the Tithe.
3	<b>Vella</b> A hunter and woods-woman who doesn't care for the Tithe, but claims to know better than to interfere with old agreements with the Fae.
4	<b>Mad Wenton</b> A drunk, broken-down old man who went out on Tithing Night many years ago and saw that year's offering taken. He hasn't been right in the head since.
5	<b>Konrad Cooper</b> Local barrel-maker and carpenter, father of a newborn son, who is having second thoughts about the Tithe.
6	<b>Isabella Cooper</b> Konrad's wife, who is suffering from terrible depression and secretly wishes the Fae would take her baby away from her (or perhaps they already have...).
7	<b>Mother Ritton</b> An old crone who has been Avelton's most skilled herbalist for generations. Some think she's secretly a witch, although that's only the case if you want it to be.
8	<b>Delorra</b> Mother Ritton's apprentice, a girl with no interest in hunting for a husband, but wanting to make a place for herself.
9	<b>West</b> A strapping young man who is a sometime guardsman and day laborer, although more interested in chasing after the ladies.
10	<b>Farmer Bryn</b> Stoic farm-owner who dislikes the Tithe, but believes bad things happen regardless, so what's to be done?
11	<b>Mistress Fern</b> The best baker in Avelton—known for her apple tarts—who pretends the Tithe doesn't exist for the sake of her own sanity.
12	<b>Mistress Rochelle</b> A wife and mother who turned to her talent for spinning and weaving to make a living after her husband, Rogier, was crippled when a tree fell on him. He resents her, but she carries on for her two daughters, Ailea and Bethany.
13	<b>Sara</b> A maid in the Miller household, Sara is ambitious and looking to marry one of the Miller brothers. She doesn't particularly care which one.
14	<b>Pieter</b> A furrier and leather-tanner who is a bachelor and prefers to mind his own business.
15	<b>Carver Mason</b> The village's most skilled stone-worker and a father of three.
16	<b>Elissa</b> Shy and rather solitary beekeeper who also makes small batches of apple blossom mead sold at the inn.
17	<b>Devin Chandler</b> Local candle-maker who runs his workshop with his longtime friend and companion Bernard.
18	<b>Farmer Cole</b> A younger farmer, newly married to his wife, Evetta, who is pregnant with their first child.
19	<b>Simon the Cobbler</b> A bitter old shoemaker who hates children and wishes more of the little brats were offered up to the Fae.
20	<b>Elizabet</b> "Lizzie" is a seamstress, handy with a needle or pin, although her true calling is as the local gossip who is aware of everyone's business.



## THE LADY'S HERALDS

If the group rescued Pel and killed any of the changelings in the process, the Lady sends 5 redcaps to kill the characters. The Lady instructed the murderous faerie not to harm the villagers—she will deal with them herself—and to deal only with the troublemakers. The redcaps slip into town 1 hour after the characters arrive, moving from house to house, searching for the characters. Each time the characters leave one location, roll a d6. On an even number, the redcaps find them and attack.

## THE LADY'S CLAIM

At midnight, Nymian, the Lady of Apples, comes looking for her promised offering—and for those who have interfered with the Tithing, if the sacrifice is not in its appointed place. An ancient dryad, twisted by hatred, Nymian has become a terrible, otherworldly creature, one whose appetites have turned her into a monster.

The dryad is accompanied by 8 changelings of Size ½. They are armed with bronze sickles (melee +2 with 1 boon, 1d6 damage), and they all look like dirty, feral children in ragged clothing. Nymian might additionally arm them with small apples enchanted by her *magic acorns* spell.

## CONFRONTATION

Initially, the dryad stalks regally into the village, surrounded by her “children,” sending any villagers who are awake scattering to shut themselves behind closed doors. When she reaches the temple, she says, “Where is the offering? For seven generations, your ancestors have never failed to give me my due. Bring forth the child and the thieves who stole it, and I will spare you my wrath.”

The villagers are inclined to comply, unless the characters can convince them to do otherwise.

If Nymian's demands are not met, she orders her changelings to bring the boy to her (she knows where he is), and to kill anyone who stands in the way. The changelings retreat if they lose at least half their number (rounded down), and that event brings their mistress into the fray.

Nymian uses persuasive methods first: relying on her Charming Guise to ensorcel pretty much everyone in the community who sees her and her *charm*, *presence*, and *mind bondage* spells to ensnare the ones that resist her beauty. She resorts to violence, striking with her Rooting Touch, or transforming through her *form of the oak guardian* spell to engage in direct combat.

If the characters slay the dryad, any surviving changelings flee, and the fae pact with the village ends. The characters might also be able to end or modify the pact by incapacitating Nymian and binding her with iron, which they can get from the smith. The dryad will honor the exact wording of any agreement forced upon her by such a circumstance, but also bears an undying grudge toward those who dared bind her. If the pact is ended, the people of Avelton have to ensure the prosperity of their orchards all on their own, and live with the consequences of all they have done prior to this night.

## NYMIAN

DIFFICULTY 50

### Size 1 faerie (dryad)

**Perception** 15 (+5); shadowsight, sense the enslaved

**Defense** 18; **Health** 40

**Strength** 10 (+0), **Agility** 14 (+4), **Intellect** 12 (+1), **Will** 16 (+6)

**Speed** 10; Tree to Tree

**Immune** damage from disease; charmed, diseased

**Spell Defense** Nymian takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking her with a spell makes the attack roll with 1 bane.

**Charming Guise** Whenever a living creature sees Nymian, it must make an Intellect challenge roll with 1 bane, or 2 banes if the creature ate apples from the orchard or drank cider made from them at any time within the last 24 hours. On a failure, the creature becomes charmed until Nymian becomes incapacitated or uses a triggered action on her turn to remove the affliction from the target. On a success, the creature becomes subject to Raiment of Faces (see below) and is immune to Nymian's Charming Guise until after it completes a rest.

**Lure** When Nymian ends her move on her turn, each creature she has charmed and is within medium range of her moves up to half its Speed toward her.

**Sense the Enslaved** Creatures charmed by Nymian cannot become hidden from her, and she always knows the creature's exact location provided the creature is within medium range of her.

**Raiment of Faces** A creature immune to Nymian's Charming Guise must make a Will challenge roll with 1 bane. On a failure, the creature gains 1d3 Insanity from seeing Nymian's gown, which is made from the sobbing souls of all the children given to her over the centuries. On a success, the creature becomes immune to Raiment of Faces until it completes a rest. When Nymian becomes incapacitated, the souls making up her raiment fade as they descend into the Underworld.

**Tree to Tree** While moving, Nymian can enter one tree's space and instantly exit from that tree or from a different tree within long range of the tree she entered.

**Iron Vulnerability** Nymian is impaired while in contact with iron.

**Treebound** Nymian is bound to an old apple tree in the center of the orchard just outside town. She is impaired while she is more than extreme range from the tree.

### ATTACK OPTIONS

**Rooting Touch** (melee) +4 with 1 boon (2d6 + 1 and the target becomes immobilized for 1 round)

### MAGIC

**Power** 5

**Enchantment** *presence* (6), *charm* (3), *mind bondage* (2)

**Nature** *magic acorns* (6; affects apples), *overgrowth* (3), *ensnaring vines* (2), *brambles* (2), *form of the oak guardian* (1)

### END OF THE ROUND

**Epic Recovery** Nymian removes one affliction from herself.

**Epic Adversary** Roll 1d3 + 1 to determine how many actions Nymian can use during the next round. Nymian can use these actions during any turn and can do so before her enemies act. Each time Nymian uses an action, she can move up to her Speed before or after the action.

