

Adventure – Kalim's stolen mirror

"Where is that statue? Our harvest would surely fail without it!"

"I don't know honey..."

Short overview

In this adventure the PC's will be searching for a mirror that has been stolen. The mirror was the object of worship for the goddess, Amaterasu. Now it's gone and she's angry with the town of Kalim. At the time the PCs solve the mystery, it is not that clear who was wrong, or who was right.

This document

This document is divided into several sections:

Global: A global overview of the adventure. The history of the events is covered here, and will give the GM the frame in which to GM this adventure.

Guiding the adventure: The GM's aid to run this adventure. This section includes a map of the town, with a short description of everything found there, with references to encounters, clues and NPCs found in other sections of this document.

Encounters: Descriptions of the encounters in this adventure are noted here. Also included are some ideas to add your own encounters.

Clues: The clues that drive the PCs through the adventures are described here.

Places: Important places the PCs will probably visit are described here.

NPC's: Kalim includes all kinds of other people, the NPCs. Each noteworthy NPC has its own entry in this section. Not all NPCs that live in Kalim are noted here, but just some to give the players some people to talk with. Feel free to add your own NPC's in the story.

Word from the Author

First of all, I want to thank Kaspar Lundsby (a.k.a. Kalu on the ICE forums) for his contribution. He helped me big time making this adventure come to life! Thanks Kaspar.

Secondly, feel free to edit the adventure to your liking, place it in a setting you are familiar with, or keep it the way it is if you like. You should not take anything written here as the law.

Lastly, I hope you enjoy the adventure, please tell your players what kind of adventure you are going to play (some investigation, not that much physical action), as it will change their attitude to the story, and hopefully they will act accordingly.

If you have feedback, please let me know at HARP@ttsgosadow.nl

- Tim de Groot, a.k.a. ttsgosadow

Global

A global view of the adventure, the places and people are viewed in more detail below. It is suggested that the GM reads through all this material, and keeps 'Guiding the Adventure' at hand during the adventure.

History

In the village of Kalim, live Ven and Drania—at first a happy couple. When Ven rose in status in the village he changed. He took on all kinds of extra little jobs. He didn't really do that all out of charity, he wanted to be important and be liked. The extra energy he spent that way, he didn't have when he was at home. To all the villagers he was a good man, but for his wife he was a changed man. Never really happy, always grunting. The way Ven looked at it, his wife was jealous, and he deserved better.

After a while, Ven was seen as the protector of the village. He was always doing all kinds of things for all the people. Everyone really liked him. When the village monk died, someone had to take his place. And almost everyone in the city wanted Ven to take his place. He accepted, and changed his name to Kalim. Changing your name to the name of the village as the village priest was culture in Kalim.

With his promotion Kalim changed. He had to put a lot of time into keeping the temple neat, and listening to people who came for his help. He enjoyed all the extra interest, but it changed him even more. When he came home, he demanded something to eat. And if his wife, Drania, hadn't made anything, he would get really mad at her. Only mad at first, and would hit her later. This eventually became habit.

Drania thought about leaving more and more, but somehow she still loved Kalim. She remembered how he was before he changed, and she refused to see that Kalim was not going to change back. She didn't have the courage to leave, and therefore kept hoping he would change back into the man he was before.

Saved by Tallyn

Tallyn is a young lad, also living in Kalim. He works and lives at one of the farms where he tends his sheep and a few cows.

Tallyn, being suspicious by nature, saw the change in Ven. He went to Drania, to talk with her about it. At the time he did that, it wasn't that bad yet, and Drania told him there was nothing wrong.

A few times more he came by, and asked how Drania felt about Ven changing, and every time she told him that she was okay, and liked him being so important in the village, as Ven really enjoyed that. The first time Drania was beaten by Ven (then called Kalim), she thought about Tallyn, who was worried about her. At first she didn't want to go to him, but eventually she did when the beating got really severe.

Drania went to see Tallyn, who listened to her. He insisted that she let him help her in the house, so that she could do more than just be a housewife, and could meet Kalim's every need. They talked a lot about it, and Tallyn got his younger sister, Moniver, to help Drania. She liked doing favors for her brother, and from that day on she secretly helped Drania an hour or two daily. Hiring a helper was not an option, as Kalim didn't want Drania to hire help. He thinks that Drania should do it on her own, or just prove once more she is a worthless wife.

When it turned out that the beating didn't get much less frequent, Tallyn and Drania made a plan. Knowing that Kalim was priest of the temple, they could get him by stealing the mirror of Amaterasu. By stealing that, they would call ill fortune over Kalim. After talking it through, Drania and Tallyn set their plan in motion. Drania hoped Kalim would be returned to his old self, and Tallyn hoped Kalim would be expelled from the village for losing the relic. That way Drania could have a much better life.

Breaking in

One day when Kalim came home, Drania got him drunk, stole the key to the temple, and gave it to Tallyn. He sneaked up to the temple, got in and stole the mirror of Amaterasu. He took it with him, and placed it in Kalim's attic. He returned the key to Drania, who put it back where she got it from. Kalim knew nothing when he woke up the next morning. When he discovered that the mirror was stolen, he got mad. It was surely a sign of bad luck.

Every day since the theft, Tallyn went to see Drania and Amaterasu's mirror. Tallyn brought offers to the mirror, to please the goddess as he means no harm to the goddess. His offerings worked, as he is spared from Amaterasu's wrath.

Bad fortune

The first day after the mirror was stolen, the river running near Kalim began to swell—water rising higher and higher. The second day the river had swollen so much that the fields where the sheep and other cattle of the village lived had been turned into an island. This did not happen to Tallyn's sheep because they were in his barn that night. Amaterasu had protected his sheep because he brought an offer to the mirror each day. Also the rising waters threaten the crops, which were not ready for harvesting yet.

The water rose because of a block. The night after the mirror was stolen, trees had been floating down the river together with a lot of mud and rocks. The river began to get heavier too. Some trees got stuck under the bridge, and started a blockage which caused the river to over run. Tallyn was spared, as the river ran close to his field of crops, a part of the ground collapsed, leaving a natural barrier between the raging river and the field.

Kalim was still really mad at this event, as this meant that Amaterasu herself was rejected him, and if he could not get the mirror back, he would be expelled from the village.

How is this an adventure?

A group of PCs who come across the town will notice the ongoing events. The crops are endangered by the rising water, and the cattle have been trapped on an island. If anyone with a bit of feeling is in the group, he will want to help.

Another option is that the PCs have to travel over the river, and thought to do that here. They have heard that Kalim has a good bridge. But the bridge is destroyed by the flooding water, carrying all kind of debris. While they are waiting for the river to calm down, and the bridge to be repaired, they could investigate where this is all coming from! They will probably want to stay in Kalim for some nights...where will they wait, for instance? *hint-hint* ☺

A quick query results in the information that all these problems are the result of the stolen mirror, which brings bad luck. This will point the PCs, the temple and Kalim. He will explain that the mirror has been stolen, and the PCs can investigate the temple. There they discover that there are no tracks from someone breaking in, even the lock is still whole. Kalim is the only one who has the key, and he is the most unlikely person to steal the mirror! So someone must have stolen it from Kalim.

People inhabiting the town will have their say. Look at the NPC section for some NPCs and their view.

If someone has stolen the key from Kalim, it must have happened at his home, the temple or at one of the farms he had visited shortly before the incident. He had visited Riddyn's farm, which is the most eastward farm (the one that is totally flooded). Also he has been talking with Tein about Tallyn, as Kalim doesn't like Tallyn. He makes himself known as a nice guy, and Kalim wants to be the only nice guy in the village. With Tein (who doesn't like Tallyn either) he talks every now and then about Tallyn, reminding each other there are at least two people who don't like him.

At Kalim's house the PCs could walk into Drania. Kalim keeps her from the PCs though. If they see Drania, they notice that she is a bit bruised, and has a bluish complexion on her face. This is a clue that Kalim mistreats his wife. When looking over

the house they can discover that there are a lot of empty bottles of beer and wine all over the house, Kalim likes a drink!

An interview with the wife may result (when choosing the right words!) in her confessing (especially if they can show her the mirror they found at Tallyn's place) the crime. She won't do that until it will put the PCs in the place of making the final decision.

Another search might result in the PCs discovering that Tallyn's sheep were in the barn the night that the water rose to trap the cattle. This was his luck, as he still paid tribute to Amaterasu. If the PCs look through his farm, they might discover the mirror standing on top of the fire place.

Ending the adventure

When the PCs discovered what has happened, this adventure hasn't ended yet. They will know that Kalim mistreats his wife, and that Drania and Tallyn have made their plan because of that. It is a matter of judging who is wrong.

Kalim is wrong in mistreating his wife, and putting himself before her.

Drania and Tallyn are wrong by stealing the mirror, and putting the village in harm.

The PCs could announce what Kalim has been doing, and present Drania and Tallyn's theft as something noble. That way Kalim will be forced to leave town, but will hold a grudge against Tallyn, Drania and the PCs!

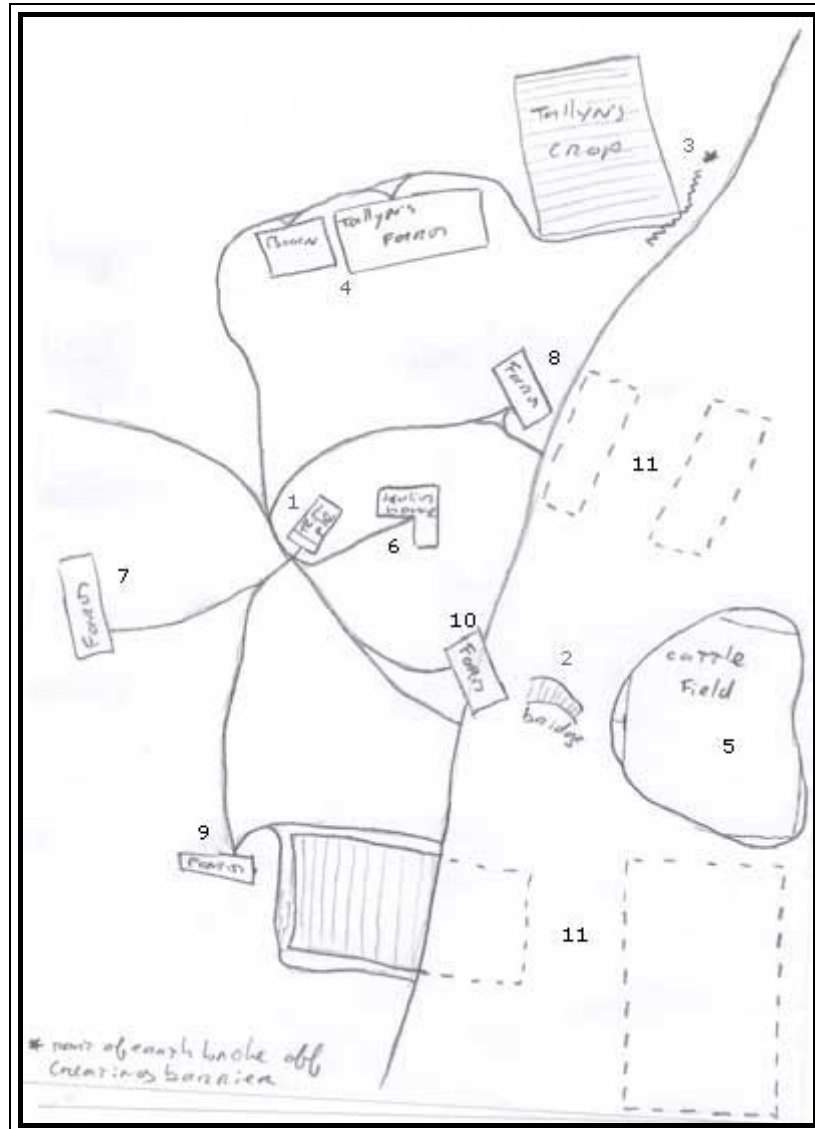
The PCs could keep it a secret, returning the mirror the first night they are able. They will keep the entire event a secret, and will get Kalim to come to his senses. This way they will make no enemies, and Kalim, Drania and Tallyn will owe them a favor.

The PCs could also blame Tallyn (and Drania) for thievery. This way they won't help Drania out of her miserable situation. Tallyn and Drania accept the accusing (Drania will just prompt that she helped if the PC's have not told that yet) and leave town together. This way they both have their way. Tallyn will take his herd, and leave town with Drania. They will start a little farm somewhere else.

Guiding the Adventure

To help the GM run this adventure, this part is included. This part of the adventure describes the events in short, and refers to the bigger descriptions.

Map



For more information, look at the description of Kalim in the 'Places' section.

1. **Amaterasu's Temple:** a little stone temple.
Clues: Temple door not damaged.
NPC's: Kalim (Ven).
2. **Broken Bridge:** the bridge over the river has been broken.
Encounters: Removing the block, Bandits.
3. **Tallyn's crops:** a big section of the soil collapsed, creating a natural barrier between the raging river and Tallyn's crops.
Clues: Tallyn's fields not flooded.

4. **Tallyn's Farm and Barn:** the barn houses Tallyn's cattle.
Encounters: Tallyn's sheep run over.
Clues: Tallyn's cattle are safe.
NPC's: Tallyn.
5. **Cattle Field:** all the other farmer's cattle are trapped here.
6. **Kalim's House:** Kalim lives here with Drania.
Clues: Kalim beats his wife, Tallyn knows Drania, Alcoholic Kalim, offerings at the mirror.
NPC's: Kalim (Ven), Drania.
7. **Riddyn's Farm:** Riddyn's superstitious farm. He keeps cattle for a living, which are all trapped at the cattle field.
NPC's: Riddyn, Dynry.
8. **Tein's Farm:** Although this is not her farm (it belongs to her Father) Tein lives here.
She doesn't like Tallyn.
Clues: Kalim's conversations with Tein.
NPC's: Tein.
9. **Karla's farm:** Karla lives here. She tries not to worry too much, but just lives on.
NPC's: Karla.
10. **Guldan's farm:** Guldan is a bit of a barbaric man, but is content working the land. He is enraged about what's happening, and can't wait to hit the one responsible.
NPC's: Guldan.

Encounters

"Are that sheep?"
 "Bêêêh!!"

Removing the block

To remove the river block, the PCs have to dive underwater in order to take some of the blocking material away. If done properly, the block will give way, and the river will gradually continue her old path.

Swimming in the river is a very hard maneuver. To break the block two big parts of a tree and a big stone have to be removed. This is spotted as a very hard maneuver (looking underwater), which can be backed up by any knowledge about structures (this 'dam' is a kind of structure). When the last of the three blockages are removed, the water will flow through rapidly. If the PCs are still swimming, it is an absurd maneuver to swim in this kind of water (especially when they are still underwater when the water begins to flow rapidly!). Let's just hope they have tied a rope to the PC, and the other PCs can drag the unfortunate fool out of the water!

Tallyn's sheep run over

When going over to Tallyn's house, the players could investigate the barn. The barn is 'filled' with sheep and a few cows. When the PCs investigate, they will have the chance that the sheep and cows will rush out! Without Tallyn's dog present, it would be quite difficult to manage the herd!

When opening the barn, the first sheep will walk out, followed by all his 50 brothers and sisters. The 5 cows will follow too, ready to go munch some grass. The PCs standing in the way of the herd will have problems keeping themselves from being trampled! Also, what if one wears red clothing, and Bobby the bull comes after them!

In order to give this encounter a better chance, it might be possible to equip the PCs with something red (cloak, or maybe one bleeds?) Just don't let them see the connection!. Also it might be possible that the herd will act a bit odd as a part of the wrath of Amaterasu.

If the PCs harm some of Tallyn's herd, he won't be very happy with that, and thereby won't be very cooperative.

Bandits

Years ago, before the mirror was brought to the village, the village was frequently visited by the same bandits over and over again. They came by the river. The day that the mirror came to the village, the villagers stood their ground and killed the bandits, and sank their ship.

Now that the mirror is gone, the bandits have been stirred from their sleep, and are sent to haunt the village once more! They will arrive at night on a faintly green glowing ship. Their crew depends on how strong the PCs are, but about 5-10 bandits sound reasonable (level 1 with a level 3 captain). Treat the bandits as undead.

Bandits:						
Type:	Level:	Init:	BMR:	Attack:	DB:	Hits:
Bandit Leader	3	8	14	88 L. Swd, 55 S. Bow	60	99
Bandit	1	4	10	50 L. Swd, 35 S. Bow	45	50

The DB is without the bonus of a shield. You can give the bandits a shield if the party is very combat-orientated.

The bandits will return every night (or every other night) while the mirror is gone. This will get the PCs moving, as each night they will start the battle even more wounded.

Various encounters

Various hostile encounters somewhat unrelated to the core of this adventure can occur just because Amaterasu has become displeased with the town. Dogs going rabid, drunkards who are more aggressive than normally, a runaway wagon, a swarm of bees, and a band of raiding orcs or robbers (tales could even be told that before the mirror was brought to the town, it was often visited by such troubles) or such can all be the workings of the angry goddess.

Another event could be a fire that spreads through the town (depends on how close the buildings are placed to each other) – the weather is hot and dry and the wind blows the fire towards Tallyn's farm, and suddenly, just before the fire reaches his farm, the wind changes...

Finally, a hostile encounter that can be (but is not) linked to Tallyn or Kalim (whatever you see more fit at that time) can be used to throw the players a bit off the trail. This could be a mugging attempt while the characters are searching Tallyn's barn or someone trying to trap them in the temple while they're searching that. Take care, though, only to use this event when at least one of the main NPCs (Tallyn, Kalim and Drania) knows about who is a suspect and could feel threatened by that.

The true reason for such an event must be something entirely unrelated to this adventure – think of it as a possibility to place a seed to another adventure. Something like another inhabitant of the town who has something to hide or feels threatened by the presence of the characters (i.e. thinks that they're spies for the government, trying to find him or something like that).

Clues

"So if she said that, and he said so, then it would mean that the first one will be second!"

Kalim beats his wife

Drania has a bluish complexion to her face, indicating she has been beaten recently. This was done by her husband, Kalim, because she frustrates himself that much. When he drinks he can't restrain himself, and resorts to violence when Drania does things (or does not do things) he doesn't want her to do.

This clue points out the bad relation between Kalim and Drania.

If possible, keep this clue from the characters for a while. I think they will find it more surprising if they first build up a picture of Kalim as being a really great guy, and then suddenly have this picture shattered... Such an event will most likely require that they rethink the whole incident.

Tallyn's cattle are safe

All of the cattle of the village have been trapped on an island, created by the swollen river. Except for Tallyn's sheep and cows which were in his barn the night that the river swelled. It is normal for Tallyn to put his cattle in the barn at night, but he normally only does that when it is going to be bad weather. Now it's summer, and he just had a feeling he had to put them in the barn this night. Although there was no bad weather that night, he saved his cattle this way.

This clue points out that Tallyn somehow escaped the wrath of Amaterasu. Because he has the mirror, and paid tribute to it, his cattle were spared.

Still, since he sometimes does that, it can be used as an alibi for him. Some (envious) villagers may, however, point it out as an indication that Tallyn is the thief. But there should still be indications that Tallyn has access to offering at the mirror, since he is always spared the punishment of the goddess.

Temple door not damaged

The mirror was stolen from inside the temple. The only way into the temple is the big stone front door, which holds a lock. Kalim is the only one who has the key (as there is only one). The door shows no signs of use of force.

This clue points out that the door is opened with the key. As Kalim is the one with the key, either he has stolen the mirror (which is unlikely), or someone has stolen his key. But Kalim now still holds the key (it was returned by Drania).

Tallyn knows Drania

If the PCs go to Kalim's place while Kalim is 'at work', they have a chance to walk into Moniver (Tallyn's little sister) and Drania. Moniver will probably be cleaning the house, or cooking. She is helping Drania. Moniver will not know about the stealing of the mirror, though, and she will do her best to back up Tallyn.

This clue points out that Tallyn and Drania know each other, and combined with other clues (like the bruised Drania, and the wrath-spared Tallyn) will certainly help the PCs solve the problem!

Alcoholic Kalim

Kalim likes to drink a lot, and is drunk almost every night. The empty bottles point that out, and also Drania will tell that to the PCs if the issue arises. If the characters stay at Kalim's house, he will probably also offer them something to drink, and when he has "loosened up a bit" he will probably become more talkative, i.e. a source of information for the characters...

This clue points out that Kalim was most likely be drunk when the theft happened. Maybe he doesn't remember what he has done, or the thieves will not have had a lot of problems with stealing the key. It will also explain why the key is in place again (hanging back a purse after you have stolen it is near impossible, but when your victim is drunk, it is another story).

Offerings at the mirror

The mirror of Amaterasu lies in the attic of Kalim's house. There are offerings at the mirror.

This clue points out that the one who stole the mirror has access to Kalim's house. It could be Kalim, Drania, Moniver or Tallyn, maybe Kalim has even stolen the mirror in order to frame up Tallyn! The truth is that Tallyn placed it there, it won't be that easy to find, and he thinks he won't be connected to the mirror if it isn't found on his property.

Tallyn's fields not flooded

When the river overran, it passed near Tallyn's crops, threatening to run over his field. But before that happened, a large chunk of ground collapsed and created a natural barrier between Tallyn's field and the raging river.

This clue points out that somehow Tallyn is spared from the wrath.

Kalim's conversations with Tein

Kalim has spent time with Tein before the mirror was stolen. They both contemplate on how Tallyn is being a jerk. Now that the mirror is gone, and Tallyn is mysteriously spared from the wrath, why won't that be their work?

This clue will point the PCs a bit in the wrong direction, as they might think that Kalim and/or Tein are setting this up to get Tallyn out of the village. Hopefully this will let the PC' think a bit more about what happened, and how guilty who is.

Places

So, what are the important places?

Kalim

A little village—mostly inhabited by farmers and the like with a population of about 75 people. All living together in large families of about 10-15 people in one big farm. The village is actually a temple (see temple of Amaterasu) and 1 house (see Drania's house). Around it are 5 big farms. One of those is Tallyn's farm.

At the east side of the village runs a river, which now has swollen to 3 times its normal volume, and it has turned the grazing grounds into an island, trapping all the cattle except Tallyn's onto it.

It's normal in Kalim to live with your parents until one is married. Then the man sets forth to build a house (mostly a farm) with the help of men from both families. This is a time where families come together, and form a tight bond.

Temple of Amaterasu

A small temple is built out of stone. It has a little entrance hall, after which there is a small room. At the end of the room is a big block of marble, on which a mirror with an image of Amaterasu, is placed. Before it people bring a little offering each day, in order to keep their sun goddess happy. Kalim (as a villager) worships the goddess of agriculture, because the city relies on agriculture. The temple has one entrance, which is blocked by a big stone door, with a metal lock in it.

Tallyn's farm

Tallyn's farm stands at the North side of Kalim. It is quite a big farm. He lives there with his mother, and two younger brothers and two younger sisters. His mother is old, and isn't really living anymore, but she isn't dead either.

Next to the farm is a big barn, in which Tallyn keeps his sheep and cows at nights and during cold winters. The other farmers let them stay outside, but Tallyn can't do that, he likes his sheep too much to do that.

The living room in the farm is big, 15 meters square. In it is a big fireplace, on which Tallyn places things dear to him.

Kalim's/Drania's house

Drania lives in the only house in the village. She lives there with Kalim, who eats and sleeps there. The house is quite royal, being the house build for the most important person in the village, and is always inhabited by the priest who also looks after the temple.

The house has three stories, of which the third one is a big attic. If the characters were to stay in the town for a few days, this would be an obvious place for them to stay in. This will get them close to the whole adventure and will make it easy for you to involve them in it.

NPCs

Who is your daddy, and what does he do?

Kalim (Ven)

Kalim gave up his name when he joined the temple. He is the most important figure in town, and is seen as the mayor. He took the name Kalim, a legendary figure after which the village is named.

Kalim is a 36 year old man of average height, and he does not look physically strong. He does know some martial arts though, and he is known to have killed a thief while he sneaked through his house with one throw. When at home Kalim is another man. When performing his duties, he is a nice calm guy. But at home he is quick to anger, and his wife (Drania) knows that all too well. All the frustration he spares during the day, he spills over her. He regrets that he hits her, but can't help himself either, when he is drunk he resorts to beating, but when he isn't drunk, he just doesn't mention it, as it could harm his name. He does not want anyone to know he beats his wife.

Kalim wants to be liked, and acts really nice to everyone. He uses harsh language, which contradicts with his kindness. He is a hard worker, and never gives up, even though he is hopeless now in the mirror affair.

If the PCs go over to Kalim's house, he keeps Drania away from them. He will (for a change) get the drinks himself. He still orders Drania to make them though!

Psychopathic traits... A really nasty guy! But the characters shouldn't discover that until some time late in the adventure.

Drania

Drania is Kalim's wife, she is 28 years old. She is average of height, and is a very kind woman. She is almost never seen out of her house. She doesn't like stealing, and was pushed by Tallyn into doing this. She regrets it afterwards, but is determined to end her revenge now it has started.

Drania appreciates Tallyn's soft side, as that is the part of her husband that she has lost. She accepts his help as she doesn't know how to refuse it. She thinks he has great ideals, but can carry it a bit too far. She does respect Tallyn, and thinks he is a nice guy. If she would get the offer to trade in Kalim for Tallyn, she would say "yes" after some consideration. She is now hoping to get her old man back.

Tallyn

Tallyn is 27 years old, and is secretly in love with Drania. He is tall and muscular. He is an honest guy, who can't stand people being mistreated (same with animals). He thinks that the end justifies the means. He isn't married yet, because he has not found anyone who shares his beliefs. He is a bit of a loner, and loves to be with his animals. He sees Drania as a strong woman, who is a bit of a loner herself. He is inspired by her to carry on his goal of eliminating all that is unfair from the world (he has started that with the care for his animals, and for the first time expanded that to humans (with stealing the mirror)), and with her inspiring him, he has grown to love her.

Tallyn owns a big farm at the North side of Kalim. There he herds his sheep and a few cows.

Riddyn

Riddyn is a 45 year old farmer. He is very superstitious. He sees all the things happening to the town as a bad omen, and he thinks that by removing the origin of this curse, their town can be saved. This means that Kalim should be expelled from the town, and a new mirror should be brought in, to which all can pray again.

Riddyn is old, and in no way capable of stealing the key. He cannot even open the stone door on it's own!

Dynry

Dynry is the son of Riddyn, and is 18 years old. He finds it suspicious that Kalim keeps Drania from public. He remembers times when he used to play with Drania, but can't remember it occurring the last 3 years – the time Ven became Kalim. "It's strange that he almost keeps her locked in now, when he was so proud of her previously. She is very pretty, though...". He dislikes Kalim because of that.

Dynry and Tein have talked about the events in the town, and they have very different opinions. At night they discussed this, and the discussion heated up. Both tried to convince the other. They had a long conversation, with quite something to drink (they were at Dynry's farm, and they like to drink Riddyn's wine, as he doesn't notice it missing anymore). As the mood got 'better' both Tein and Dynry discovered that despite their different points of view on the matter, they quite liked each other. And from that night on, they visited each other during the night.

Tein

Tein is a bit of a boyish girl. Although she is already 23, she looks more like a 15 year old boy. She dislikes Tallyn, as he is somehow successful in everything, while nothing is easy for her. She sees the facts, and thinks that Tallyn has something to do with this, as somehow his sheep and crops were spared.

Dynry and Tein have talked about the events in the town, and they have very different opinions. At the night they discussed this, the discussion heated up. Both tried to convince the other. They had a long conversation, with quite something to drink (they were at Dynry's farm, and they like drink Riddyn's wine, as he doesn't notice it missing anymore). As the mood got 'better' both Tein and Dynry discovered that despite their different points of view on the matter, they quite liked each other. And from that night on, they visited each other during the night.

Karla

Karla is a widow, tending her farm together with her sons and daughters. She does not want to talk about what happened. She thinks that forgetting is a good way to just get going again. She is a thin woman, who has not been eating well since her husband died. She has long gray hair.

Guldan

Guldan is a man of nature. He doesn't like all the talking that much. His conversational skills are below average. He wants to punish the one responsible, and makes life hard on Kalim, as Guldan blames him until someone else is found.

Guldan is a big guy, about 25 years old, and has red half-long hair.

Other village people

The other inhabitants of the town are divided into these three factions described as Riddyn (no-one's fault), Dynry (Kalim's fault) and Tein (Tallyn's fault).