

Lead-Ins

The Royal Chelebin Tournament of Chivalry draws hundreds of people from all over the island to witness the spectacle. The PCs may be part of a great noble's retinue, or they may simply decide to see it for themselves.

Introduction

The PCs are enjoying the sights, sounds, but maybe not the smells, of Olokand's Mycepris Square. There are many sights and sound to be enjoyed, and lots of smells, some that make the mouth water, and some that make the throat gag.

As the PCs make their way through the throng, a man jogs passed them, his leather satchel flapping up and down as he moves. Just as he is about to disappear into the crowd ahead, one or more of the PCs notices a roll of parchment slip from the satchel. If they're fast enough, they might catch the roll before it lands in a puddle of ale...or something worse. If it lands in the puddle, tell the players the scroll is very hard to read, as some of the ink has run. If they catch it, tell them that it would have been impossible to read had they missed it.

Even if they shout straight away, the man has disappeared into the crowd and no amount of searching will reveal him. This leaves the PCs with the scroll, and they will almost certainly want to read what is on it in the search for clues.

Discovery

When the PCs unroll the scroll, the single sheet of paper will show a poorly drawn partial map showing a route of some kind, and some strange writing that none of the PCs have ever seen. In order to work out what's on it, they need to have it translated. The scroll is very old and badly damaged, and written in a hurry, so only some of the words can be deciphered.

GM NOTE: There are a few ways the scroll may be translated, including magic, but let the PCs try to figure it out. If all else fails, have an NPC mention a foreign fortune teller in Mycepris Square. Cella Taalin will translate the scroll...if they cross her palm with silver. But there is an accident, and Cella Taalin will die when an arrow is accidentally deflected into her tent, narrowly missing the players. She will have only translated about half the map; the part about the tavern and the north east tower.

The map shows a route from a tavern to a crypt in Sanric Tower, across the cellar to stairs in the north east tower, up one floor, out and down to the servant's area to find a secret door with a book behind it. The secret door is opened by stepping on a special sequence of flagstones, also detailed down the side of the map.

You can make up a map yourself, or leave it as a description. The map should be vague to keep the PCs guessing, but

since it is a means to an end, you could make it detailed. Whatever you choose, convey the uncertainty of some words on the map by having the translator be uncertain.

Once the PCs have translated the map, they have to determine which tavern to investigate. The direction is a clue; The Kald and Castle [10]. If they investigate the basement of The Amber Inn, the PCs are in for a surprise; Tenaar's thieves are resting there. This could lead to an interesting and potentially lethal confrontation. Logic dictates the entrance be in the basement and concealed.

Some questions that you could use to stimulate thoughts in the players:

- *When should they go in; daytime or night time?*
- *How they can move about the castle; do they use stealth, or come up with some plausible scheme?*
- *What if they are stopped, what will they say?*

Should they come up with a plausible scheme, let them use it successfully...until they get the book.

Some hints you may reveal:

- *The castle will be virtually empty in a few days because (choose one):*
 - *During the tournament, the final feast will be held and there are so many different liveries around that all in the castle ignore anyone they don't know, or*
 - *At other times of the year, the sheriff will attend the king in Tashal, and he takes most of his staff along with him.*

Grabbing the Loot

Once the PCs have completed their research and made their plans, the next step is finding the concealed entrance to the escape route. The PCs have to infiltrate the basement of The Kald and Castle inn and search for a concealed door. Getting to the basement of an inn is almost impossible without dealing with the innkeeper. The owner of the Kald and Castle, Sendalyn of Dirath, is a devote Laranian, so a search for proscribed religious gatherings might elicit grudging co-operation, along with howls of protest at his innocence. Likewise, his two serving wenches may be enticed to escort one or more PCs if promised enough cash.

The door is concealed, and a rough piece of panelling is the only thing that stands out. Playing with this will cause the door to open. The tunnel to the crypt is roughly cut, about five feet in height and three feet in width. It is festooned with cobwebs and there always the possibility of an encounter with a particularly nasty specimen.

The door at the end of the tunnel is very difficult to open but there is enough room for two people to force it. After some effort, the hinges will snap, and the door (and the people pushing the door) will fall into the room. Portray the room as in the Cellar description on page 7, including the statue.

This page intentionally blank for pagination reasons.

Female Servant

STR	8	EYE	11	INT	15	Init	60
STA	14	HRG	5	AUR	9	END	13
DEX	15	SML	13	WIL	15	MOV	6
AGL	6	VOI	11	MOR	12	Dodge	30

Combat Skills: unarmed 10/30, knife 14/42

Other Skills: climbing 10/40, jumping 7/28, stealth 14/42, awareness 10/40, intrigue 14/42, rhetoric 15/45, cookery 14/42, physician 15/15

Equipment: knife, carrying basket or pot

Protection:

Skull	B: 1	E: 1	P: 1	F: 1
Torso	B: 2	E: 2	P: 2	F: 2
Legs/Feet	B: 1	E: 1	P: 1	F: 1

Guard (Average)

STR	14	EYE	15	INT	13	Init	65
STA	17	HRG	8	AUR	14	END	14
DEX	16	SML	14	WIL	12	MOV	11
AGL	11	VOI	8	MOR	13	Dodge	55

Combat Skills: unarmed 14/42, r. shield 15/60, shortsword 15/45, dagger 16/64

Other Skills: climbing 14/56, jumping 12/48, stealth 13/39, awareness 12/48, intrigue 13/39, rhetoric 11/33, heraldry 14/28, drawing 15/30

Equipment: round shield, shortsword, leather armour

Protection:

Skull	B: 3	E: 4	P: 3	F: 2
Torso	B: 2	E: 5	P: 3	F: 2
Legs/Feet	B: 2	E: 4	P: 3	F: 3

Male Servant

STR	14	EYE	14	INT	12	Init	xx
STA	13	HRG	10	AUR	4	END	xx
DEX	14	SML	10	WIL	17	MOV	xx
AGL	13	VOI	9	MOR	12	Dodge	xx

Combat Skills: unarmed 14/42, knife 14/42

Other Skills: climbing 14/56, jumping 13/52, stealth 15/45, awareness 11/44, intrigue 11/33, animalcraft 13/39, foraging 14/28

Equipment: knife, carrying a burden

Protection:

Skull	B: 1	E: 1	P: 1	F: 1
Torso	B: 2	E: 2	P: 2	F: 2
Legs/Feet	B: 1	E: 1	P: 1	F: 1

Guard (Good)

STR	19	EYE	12	INT	9	Init	70
STA	16	HRG	8	AUR	8	END	16
DEX	16	SML	13	WIL	12	MOV	13
AGL	13	VOI	10	MOR	16	Dodge	65

Combat Skills: unarmed 12/48, broadsword 18/72, kn. shield 17/51, spear 18/72

Other Skills: climbing 18/72, jumping 15/60, stealth 14/42, awareness 11/44, intrigue 10/30, rhetoric 10/30, physician, 12/24, survival 16/48

Equipment: knight shield, broadsword, spear, mail

Protection:

Skull	B: 5	E: 6	P: 5	F: 4
Torso	B: 3	E: 9	P: 6	F: 3
Legs/Feet	B: 2	E: 4	P: 3	F: 3

HårnMaster 3.0 Character Profile

Character Name: Junila of Possen

Occupation / Title: Lia-Kavair

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species Human	Sex Female	Height 66" 168cm	Frame Light Size: 0.9	STR 16	INT 8	AUR 15	
Birthdate 26/11 (Navek)	Sunsign Masara	Weight 130lbs 59kg	COM 13	STA 13	WIL 10	MOR 7	
Birthplace Harden, Melderyn	Culture Feudal	Other Appearance Fair complexion Black hair Green eyes		DEX 15	Psyche Theophobia (fear of the divine)		
	Social Class Guilded			AGI 18			
Sibling Rank Eldest of four	Parent offspring; father dead	Medical Double Jointed (legs)		EYE 12	Deity/Religion Halea	Piety 19	Notes Likes to steal for the fun and profit of it. Will do almost anything to get more money.
Estrangement average				HRG 10			
Clanhead Distant Relation				SML 10			
				VOI 15			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
CLIMBING	16	64	AWARENESS	11	55	Seamanship	17	51			
CONDITION	13	65	INTRIGUE	11	44	Piloting	13	13			
JUMPING	17	68	ORATORY	12	24	Lockcraft	12	60			
STEALTH	14	70	RHETORIC	11	33						
THROWING	14	56	RITUAL	13	13						
Acrobatics	17	34	SINGING	14	42						
Legerdemain	13	39	Lovecraft	16	48						
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
INITIATIVE	13	70	(L) Harnic	11	71	SHEK P'VAR					
UNARMED	18	72	(S) Lakise	12	82	Convocation	SB	ML			
Club	16	80	(S) Mayesi	12	12	Lyahvi					
Dagger	14	56				Peleahn					
						Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

BACKGROUND NOTES

Junila is incredibly limber and can climb almost any vertical surface. While her looks are average, she has a "come-hither" look to her eye that can influence men. Junila has some convictions about keeping bargains she has made, but will seek to enrich herself in anyway she can.

- Serik of Starcaras: he's big, strong and handsome...and likely to make a lot of money in the future.
- Sir Hikkon of Vasoral: boring, but convenient for the moment. Besides, if she plays up to him, Serik gets jealous.
- Arian of Korda: a weak priest of a weak goddess; handy when wounded, but a bit preachy.

SKELETON IN THE CUPBOARD 6

HårnCon 2003

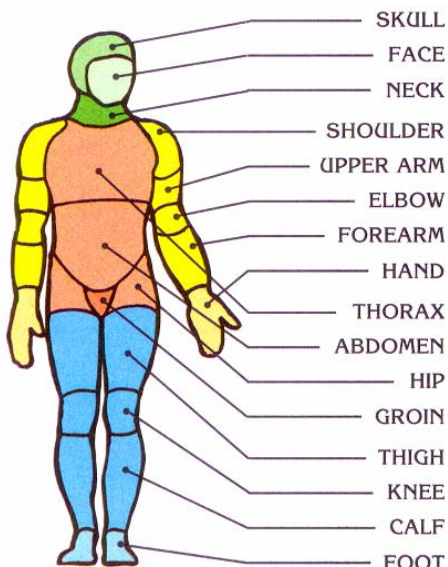
HårnMaster 3.0 Combat Profile

Character Name: Junila of Possen

Occupation / Title: Lia-Kavair

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	70	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	72	87	
Endurance	13	Unarmed - foot/leg	n/a	n/a	5/5	n/a	1	*	*	77	77	
Dexterity	15	Club	3	9	15/5	*	*	4	*	95	85	
Agility	18	Dagger	1	11	5/5	*	1	2	5	61	61	
Move	18											
Dodge (AGL × 5)	90											

INJURIES		LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	11.6	Tunic	Cloth	10	4.0
			Weapons	4	Vest	Cloth	13	2.5
					Leggings	Cloth	10	4.0
					Shoes	Leather	16	1.1
Bloodloss	H6		Total Weight	13.1				
PENALTIES				SPEC. PENALTIES				
A. Injury Levels								
B. Fatigue Levels								
UNIVERSAL (A+B)								
C. Encumbrance (Load/End)	1							
PHYSICAL (A+B+C)			Total					



COMPOUND LAYERS	AQ	B	E	P	F
tunic, vest		2	2	2	2
tunic		1	1	1	1
tunic, vest		2	2	2	2
tunic, vest		2	2	2	2
tunic, leggings		2	2	2	2
tunic, leggings		2	2	2	2
leggings		1	1	1	1
leggings		1	1	1	1
leggings		1	1	1	1
leggings, shoes		3	5	4	4

Occupation / Title: Mercantylar

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
CLIMBING	18	72	AWARENESS	13	52	Foraging	14	28			
CONDITION	18	90	INTRIGUE	17	85	Law	18	36			
JUMPING	18	72	ORATORY	17	34	Mathematics	20	60			
STEALTH	19	57	RHETORIC	18	90	Survival	18	36			
THROWING	16	64	RITUAL	18	18						
			SINGING	16	48						
			Lovecraft	17	51						
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
INITIATIVE	17	85	(L) Harnic	18	78	SHEK P'VAR					
UNARMED	18	54	(S) Lakise/s	17	87	Convocation	SB	ML			
Knife	16	48	(S) Emela	18	19	Lyahvi					
Shortbow	16	48				Peleahn					
						Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

- Junila of Possen: a lovely girl, one who matches him in many ways; double-dealing, unscrupulous, and good with men.
- Sir Hikkon of Vasoral: you don't know why, but he's a really likeable chap, and certainly convenient for the here-and-now.
- Arian of Korda: some sort of lackey to Sir Hikkon; can be annoying when he sermonises but tolerable for the moment.

SKELETON IN THE CUPBOARD 8

HårnCon 2003

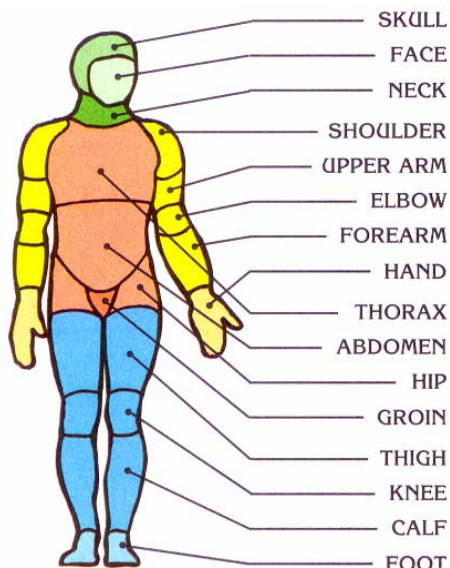
HårnMaster 3.0 Combat Profile

Character Name: Serik of Starcaras

Occupation / Title: Mercantylar

COMBAT STATS	WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	85	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	54	69
Endurance	18	Unarmed - foot/leg	n/a	n/a	5/5	n/a	1	*	*	59	59
Dexterity	18	Knife	1	10	5/0	*	0	1	4	53	48
Agility	17	Shortbow	2	10	5/5	*	1	*	*	53	53
Move	17										
Dodge (AGL × 5)	85										

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL		AQ	WT
Location	HR	ILs	Armour	21.6	Cap		Cloth		10	0.5
			Weapons	3	Vest		Leather		11	6.7
					Tunic		Cloth		10	5.3
					Leggings		Cloth		10	5.3
					Calf boots		Leather		12	3.8
Bloodloss	H6		Total Weight	24.6						
PENALTIES			SPEC. PENALTIES							
A. Injury Levels										
B. Fatigue Levels										
UNIVERSAL (A+B)										
C. Encumbrance (Load/End)				1						
PHYSICAL (A+B+C)			Total							



COMPOUND LAYERS	AQ	B	E	P	F
cap	10	1	1	1	1
vest, tunic	11	3	5	4	4
tunic	10	1	1	1	1
vest, tunic	11	3	5	4	4
vest, tunic	11	3	5	4	4
tunic, leggings	10	1	1	1	1
tunic, leggings	10	1	1	1	1
leggings	10	1	1	1	1
leggings	10	1	1	1	1
leggings, calf boots	12				
leggings, calf boots	12				

Occupation / Title: Knight-Bachelor

Physical Skills			Communication			Craft/Lore			Spells/Rituals		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
CLIMBING	12	48	AWARENESS	13	52	Animalcraft	15	45			
CONDITION	16	80	INTRIGUE	15	60	(Horse/Pony)	15	55			
JUMPING	12	48	ORATORY	13	26	Fishing	13	26			
STEALTH	14	42	RHETORIC	16	48	Foraging	13	26			
THROWING	13	52	RITUAL	15	30	Heraldry	14	56			
			SINGING	17	51	Law	16	32			
			Musician: Horn	15	30	Survival	12	24			
			Musician: Lyre	15	30	Weaponcraft	15	30			
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
INITIATIVE	12	60	(L) Harnic	16	86	SHEK P'VAR					
UNARMED	12	36	(S) Lakise	11	66	Convocation	SB	ML			
Riding	12	48				Lyahvi					
Knightshield	12	36				Peleahn					
Battlesword	14	42				Imorvi					
Shortsword	12	36				Fyvria					
Warhammer	12	36				Odivshe					
Dagger	10	40				Savorya					
Lance	14	42				Neutral					

Landless and with no prospects of an inheritance, Sir Hikkon must rely on skill-at-arms to win a place in some great man's entourage. And for that, he must compete in tourneys. With his lifelong friend, Arian, at his side, he's ready to challenge the world.

- Arian of Korda: His friend since birth, Arian is Sir Hikkon's constant companion, even unto death.
- Serik of Starcaras: few have bested Sir Hikkon in a test of strength, and Serik is one of those. A glib man, but good at heart.
- Junila of Possen: Serik's lady companion and something of a flirt; she should perhaps have a few babies as is proper for a woman.

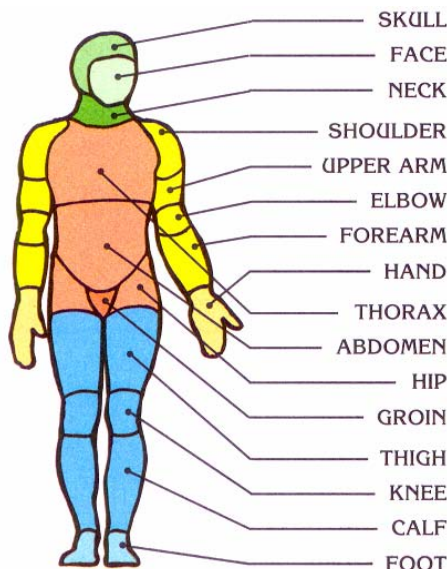
HårnMaster 3.0 Combat Profile

Character Name: Sir Hikkon of Vasoral

Occupation / Title: Knight-Bachelor

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	60	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	36	51	
Endurance	16	Unarmed - foot/leg	n/a	n/a	5/5	n/a	1	*	*	41	41	
Dexterity	9	Knightshield	5	13	5/20	*	2	*	*	41	56	
Agility	9	Battlesword	8	13	25/10	-20	5	8	4	67	52	
Move	9	Shortsword	2	12	10/5	*	2	4	4	52	47	
Dodge (AGL × 5)	45	Warhammer	5	11	15/5	-5	6	*	5	51	41	
		Dagger	1	11	5/5	*	1	2	5	45	45	
		Lance	8	11	25/5	-15	4	*	8	67	47	

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL		AQ	WT
Location	HR	ILs	Armour	82.5	Cap		cloth			0.5
			Weapons (total)	29	Tunic		cloth			5.7
			- without lance	21	Leggings		cloth			5.7
			- & without b/sword	13	Cowl		quilt			3.1
					Cowl, short		mail			5.3
					Hauberk		mail			33.8
					Mittens		mail			2.6
Bloodloss	H6		Total Weight	134.2	Breastplate		plate			12.5
					Ailettes/2		plate			4.2
					Halfhelm		plate			4.2
					Knee Boots		leather			4.9
PENALTIES			SPEC. PENALTIES							
A. Injury Levels										
B. Fatigue Levels										
UNIVERSAL (A+B)										
C. Encumbrance (Load/End)	7/6									
PHYSICAL (A+B+C)			Total							



COMPOUND LAYERS	AQ	B	E	P	F
c. cap, pl. halfhelm, q. cowl, m. cowl		14	22	14	8
quilt cowl, mail cowl		7	11	7	5
cloth tunic, hauberk, plate ailettes		9	19	12	4
cloth tunic, hauberk		3	9	6	2
hauberk		2	8	5	1
hauberk		2	8	5	1
mittens		2	8	5	1
c. tunic, hauberk, breastplate (chest)		3(9)	9(19)	6(12)	2(4)
cloth tunic, hauberk		3	9	6	2
cloth tunic, cloth leggings, hauberk		4	10	7	3
cloth tunic, cloth leggings, hauberk		4	10	7	3
cloth leggings, hauberk		3	9	6	2
cloth leggings, knee boots		3	5	4	4
cloth leggings, knee boots		3	5	4	4
cloth leggings, knee boots		3	5	4	4

HårnMaster 3.0 Character Profile

Character Name: Arian of Korda

Occupation / Title: Priest of Peoni

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species Human	Sex Male	Height 67" 170cm	Frame Scant	STR 9	INT 15	AUR 17	
Birthdate 14/2 (Peonu)	Sunsign Aralius	Weight 119lbs 54kg	COM 10	STA 12	WIL 16	MOR 17	
Birthplace Selvos, Kanday	Culture Feudal	Other Appearance Dark complexion Black hair Brown eyes		DEX 10	Psyche		
	Social Class Priest			AGI 17			
Sibling Rank Eldest of five	Parent offspring; mother dead	Medical Poxmarks (face)		EYE 13	Deity/Religion Peoni	Piety 45	Notes Arian is intensely loyal to Sir Hik- kon; but not blindly so. He doesn't condone killing.
Estrangement Unpopular				HRG 15			
Clanhead Uncle				SML 16			
				VOI 14			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
CLIMBING	14	56	AWARENESS	15	60	Agriculture	14	56	Baptism	II	52
CONDITION	13	65	INTRIGUE	16	64	Animalcraft	17	51	Blessing	II	52
JUMPING	14	56	ORATORY	13	39	Cookery	14	42	Commune	II	52
STEALTH	14	42	RHETORIC	15	60	Drawing	12	24	Liturgy	II	52
THROWING	11	44	RITUAL	15	60	Embalming	13	26	Marriage	II	52
			SINGING	14	42	Folklore	15	45	Passage of Soul	II	52
			Mental Conflict	16	64	Foraging	17	34	Peace of Valon	III	48
						Heraldry	13	26	Tirralla's Cure	III	48
						Herblore	15	45	Habraen's Well	III	48
COMBAT SKILLS			LANGUAGES/SCRIPTS			Law	15	30	Peoni's Aid	IV	44
Skill	SB	ML	Skill	SB	ML	Physician	13	39			
INITIATIVE	14	70	(L) Harnic	15	75	Survival	12	36			
UNARMED	12	36	(S) Lakise	13	83	Textilecraft	12	24			
			(L) Emela	15	75	Weatherlore	15	45			
			(S) Khruni	13	83						

BACKGROUND NOTES

Arian is driven by strong convictions; his intense loyalty to Sir Hikkon, and his commitment to non-violence and the spreading of Peoni's message of love and acceptance of one's station. Above all, to ensure that pride does not become arrogance.

- Sir Hikkon: Arian's greatest friend, he would lay down his life without hesitation, knowing Hikkon would do the same.
- Serik of Starcaras: a prideful man who seeks to exceed his station; doesn't he know that wealth leads to corruption?
- Junila of Possen: blinded by love of Serik, she also improperly seeks to escape her station in life; the love of a child will end that.

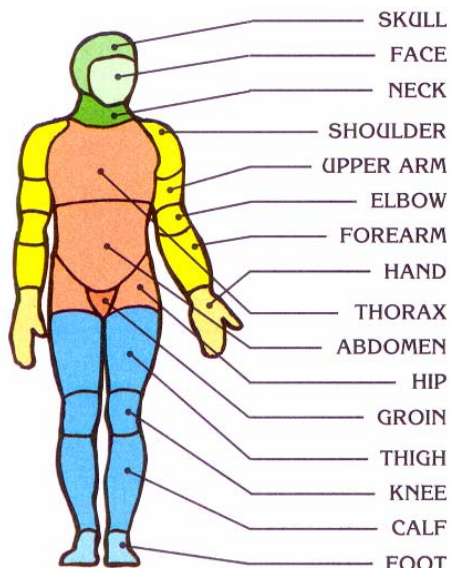
HårnMaster 3.0 Combat Profile

Character Name: Arian of Korda

Occupation / Title: Priest of Peoni

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	70	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	36	51	won't attack
Endurance	13											
Dexterity	10											
Agility	17											
Move	17											
Dodge (AGL × 5)	85											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING			MATERIAL	AQ	WT
Location	HR	ILs	Armour	16.3	Cap			cloth		0.4
			Weapons		Tunic			cloth		4.0
					Surcoat			cloth		6.8
					Leggings			cloth		4.0
					Shoes			leather		1.1
Bloodloss	H6		Total Weight	16.3						
PENALTIES			SPEC. PENALTIES							
A. Injury Levels										
B. Fatigue Levels										
UNIVERSAL (A+B)										
C. Encumbrance (Load/End)	1									
PHYSICAL (A+B+C)			Total							



COMPOUND LAYERS	AQ	B	E	P	F
cap		1	1	1	1
tunic, surcoat		2	2	2	2
tunic		1	1	1	1
tunic, surcoat		2	2	2	2
tunic, surcoat		2	2	2	2
tunic, surcoat, leggings		3	3	3	3
tunic, surcoat, leggings		3	3	3	3
surcoat, leggings		2	2	2	2
leggings		1	1	1	1
leggings		1	1	1	1
leggings, shoes		3	5	4	4