

& ASOLADE ADVENTURERS A HÂRNMASTER ADVENTURE FOR JEDES



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Asolade Adventures

A Series of Scenarios for HârnMaster

Part 1:

A SHOWER OF SILVER

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to Grant Dalglish for permission to use the official 'Sir Shernath Mirdarne' illustration from the
'Kaldor Kingdom Module'

DEDICATION

To Matthias Janssen for 'Carved in Stone' and for persuading me to publish
to Dan Bell, for assistance, advice and editing
and
to Jayne, Ben & Sam

NOTICE

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INTRODUCTION

A Shower of Silver is the first of a series of adventures set in Asolade Hundred. This adventure is intended to be used with the background information presented in the Jedis article. Available for free download from www.Lythia.com.

This adventure is intended as an introduction to HårnWorld and the HårnMaster role playing game. This module, together with Jedis and a copy of the HårnMaster rules are all that is required to run this scenario. The scenario is designed as a 'convention' module and can be played in a single session. In order to facilitate convention play, six pre-generated characters are included in the 'Asolade Adventurers' section, later. These characters are simply provided in order to allow a quick start-up. It is not, of course, necessary to use them. However referees will note that the pre-generated characters have 'local' backgrounds.

A second adventure 'All the Fun of the Fair' will be a direct sequel to 'A Shower of Silver' and will also incorporate the 'Asolade Campaign,' which will detail a series of likely incidents and events in the year 720. These scenarios are intended to allow referees to run a campaign in this small part of the Kingdom of Kaldor, on the island of Hårn. The Asolade Campaign will be based on the predictions of Brygeth, which are attached as an appendix to this scenario. See pages 23 & 24 and Ryssi of Chert's background.

For the residents of this remote backwater in the south west corner of the Kingdom of Kaldor, there are troubled times ahead. There are several forces at work in Asolade Hundred. Many wish ill upon some, or all, citizens. The player characters will have the opportunity to make a name for themselves in the hundred. They may be able to: impress the lords of Asolade; make new friends (and enemies), and to gain fame and fortune.

Referees should familiarise themselves with the 'Jedis' article, available separately as a free download from Lythia.com. Most important NPC's are detailed in the Jedis article.

Asolade Hundred is a dynamic place. The series of adventures begins in the spring of 720 T.R. All Hårn articles are valid for this date. The scenarios will take the players forward to the winter of the year.

HÅRNMASTER

Although this scenario is designed for the HårnMaster system, and several examples of skill rolls have been included, it would be relatively easy to convert the scenario to another rules system. The skill rolls in the earlier sections could be converted to rolls using similar skills in the game of your choice. From Part Four onwards no skill rolls are suggested. Any combats could easily be done using another system.

Use of a system other than HårnMaster will require some work from the referee. As the character background information is systemless it would even be possible to use the pre-generated characters, converted to another system.

The Pre-Generated Characters

This scenario starts with the assumption that the player characters are arriving in Jedis on 3rd Nuzrael 720 T.R. and that they are looking for honest work. The background sheets for the pre-generated characters give a short history of the characters lives up to their departure for Jedis. These are the equivalent of the pre-game recommended in HårnMaster 3 character creation. Four of the characters have family, and all have friends, within the hundred. However, they are looking for work because their families cannot afford to keep them. Those characters

HÅRNWORLD

For those unfamiliar with HårnWorld, there are a number of terms that may require some explanation. The glossary below explains some of the more common terms and titles players are likely to meet while playing this scenario.

GLOSSARY

Bailiff

A bailiff is an individual (usually a man, and usually a noble) who manages a manor for the absent owner. In Asolade Hundred, the bailiffs act as managers for the constable at Jedis and, in theory, defer to him. Bailiffs pay a greater proportion of the income from the manor to the constable than do fiefholders. As a consequence, they are not as wealthy.

Bailiff of the Hundred

A noble who acts as the representative of Royal Justice within a hundred; the Hundred Bailiff is a salaried Royal Official. He (it is usually he) dispenses the lowest level of Royal Justice and is charged with keeping the King's Peace.

Beadle

The village Beadle is a yeoman who, as part of his feudal obligations, acts as 'law man' for a settlement. He polices the settlement and can levy fines. Beadles are expected to intervene if there is any trouble. If the

Continued

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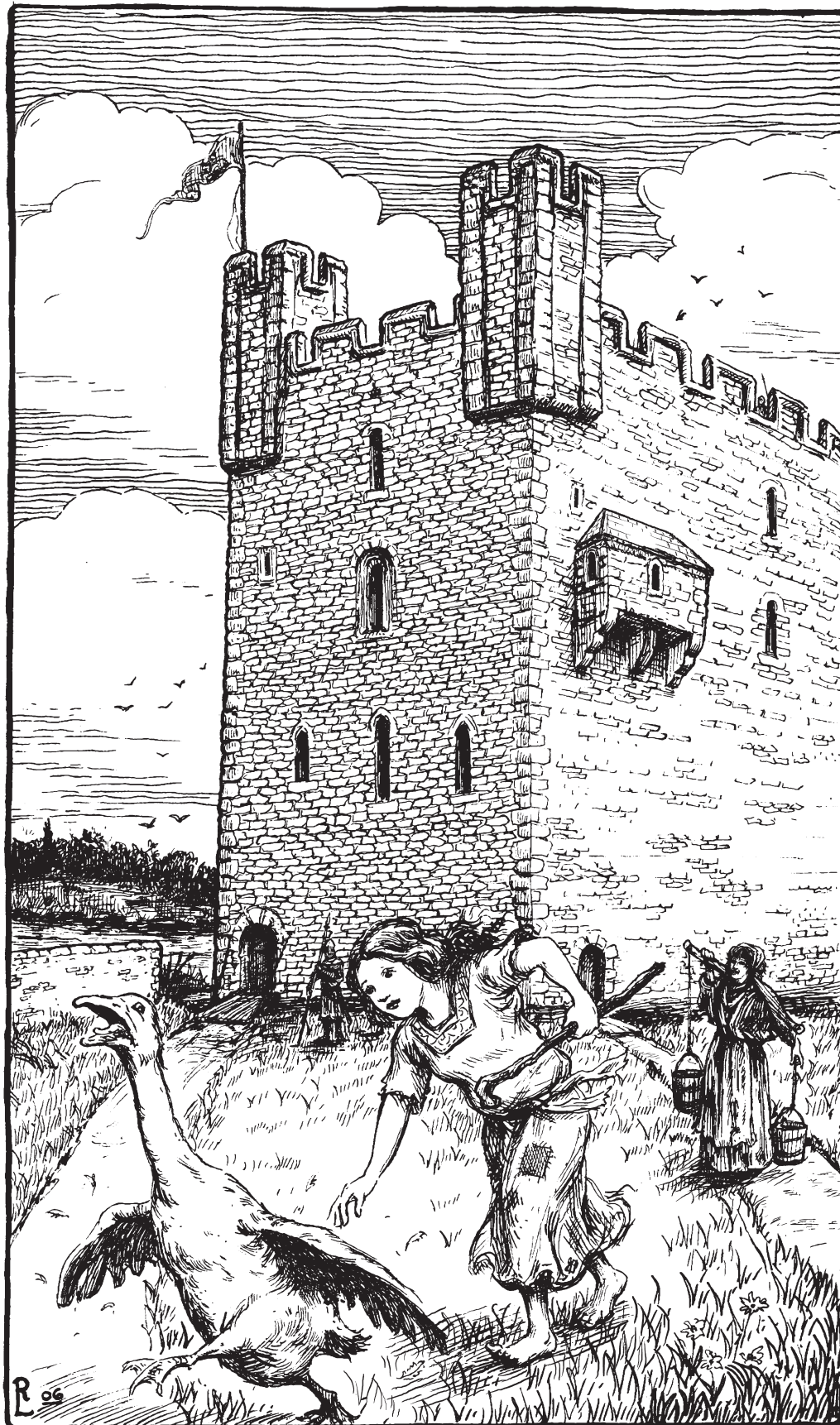
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JEDES KEEP

This view of Jedes Keep is included simply to give the players some idea of it's scale. The girl in the foreground is Yma of Luren, the 'goose girl.'



The Blazon of Sir Shernath Mirdarne, Constable of Jedes



The Crest of the Men-at-arms of Jedes Keep

with families in the area are on reasonably good terms with their clan head and could expect some small assistance from their clan. However, referees are reminded that one good turn deserves another and players trying to rely on relatives for support will soon find that they are being asked for help in return.

Most of the pre-generated characters know at least some of the others. One, the Peonian Ebasethe Ryssi of Chert, knows all of the others by name. Ryssi may become a recurring character in the campaign. She is likely to appear as a NPC if she is not a player character. She can be used to introduce the players to each other.

Note

Ryssi has a message (the letter and prophecy - see pages 23 & 24) to deliver to Sir Shernath. The Pelnala at Bromeleon tasked her with delivering the message to the Acting Sheriff at Hutop, Sir Kodar, however, decided not to act on the information himself, but to simply pass it to the Constable at Jedes. This prophecy will provide a background for future adventures in Asolade hundred.

The first scenario is a murder mystery that should be easy to solve. The purpose of this scenario is to introduce the players to Jedes and to meet many of the important people in the town. It should also give the characters an opportunity to impress the constable.

Using Other Characters

The simplest way to bring other characters into the scenario is to have them acting as escorts for Ryssi of Chert. This will bring the characters together and allow a simple introduction to the constable. It is likely that the character will be new to the area. If they are 'not from around here,' they may find that some of the locals side against them.

Jedes

Jedes is a small settlement, especially in relation to the size of the keep. It is, however, the main market town for the hundred and it is the only location within a day's walk where many goods can be bought.

All residents of the hundred have a passing familiarity with Jedes. Most locals only visit on Market Days, or during the annual Horse Fair. At other times, Jedes is a quiet place.

The walk into Jedes, from any direction, is along a muddy track. The region is just coming to life after winter. There are ox-ploughs in many of the fields around the village. The men leading the beasts and driving the ploughs are turning the rich, dark, valley soil; preparing the ground for the spring planting.

Some cottage gardens are being dug to prepare for the planting of herbs, vegetables, and dye-plants. In most of the cottages the shutters are wide open, and women are vigorously wielding besoms, brushing the winter's grime from their homes.

No matter from which direction the PCs have entered Jedes, Jedes Keep will have been visible to them for quite some time in the distance. The PCs will notice several people stop work and watch them as they walk into the settlement.

Glossary (Continued)

trouble is serious, they are likely to raise a 'hue and cry.' Gathering other villagers to help and bear witness.

Constable

Like a bailiff, a constable is a manager for an absent owner. A constable, however, administers a keep and a large number of manors. In terms of land under his control, a constable is the equivalent of a baron. Unlike barons, however, constables are appointed (and can be dismissed) by their employer, usually an earl.

Ebasethe

A priest, or priestess of Peoni, the kindest and most gentle of the gods. Among her many titles, Peoni is the Guardian of the Meek, Lady of Industrious Labours and the Ripe Harvest, and Lady of Truth.

Fiefholder

A noble who holds a manor from a liege lord. In Asolade Hundred all of the landholding clans hold their fiefs from Sir Troda Dariune, Earl of Balim and Exchequer Royal through his local representative, the constable of Jedes.

Guildsman

A member of one of the many Hârnic guilds. Guildsmen are the experts in their particular field. They are also the only ones legally entitled to practice their profession.

Hundred

Shires (see below) are sub-divided into a number of smaller administrative areas called hundreds, administered by a Bailiff of the Hundred, an official responsible for law and taxes within the hundred and answerable to the local sheriff.

Matakea

A priest, or priestess, of Larani: the benevolent goddess of chivalry and battle and the reluctant warrior. Some noble households keep a Chaplain, a 'personal' Matakea to look after the spiritual needs of their household. This is especially common

Continued

PART ONE: ARRIVAL

There are three locations where the scenario could begin. They are detailed below. Referees may wish to begin by asking for a weatherlore roll from anyone with the weatherlore skill. Any success may get the characters scurrying for shelter.

The Bridge on the River Road

If the pre-generated characters are being used, they will meet on the east side of this bridge. Four of them (Gorrys, Harlin, Kalas and Lysha) have entered Jedis from the west, along the River Road. The remaining two (Ondren & Ryssi) have entered from the south via the Gibbets Trail (the Hutop road). Ebasethe Ryssi of Chert knows the other characters and will perform any necessary introductions. She will also tell the characters that she has a message to deliver to the keep. From here, the players may decide to accompany Ryssi to the keep, or to make for the inn.

In the area just south of the bridge, nearby two women are washing clothes. One is rinsing the clothes in the stream, the other is wringing them on the wringing posts set in the stream edge. The women both cast anxious glances into the sky, gather up their clothes, and hurry off eastwards along the River Road.

There is a great deal of activity taking place on the Ostlers Common. Eight wagons, six of them covered, are being moved into position at the rear of properties 41 & 42. The operation is being watched by a huge man; he is at least six and a half feet tall and has a bushy salt'n'pepper beard.

If the players tarry to watch what is going on, they will be caught in a sudden downpour. Heavy showers are common in spring; most folk seek shelter when the downpour begins, knowing that the rain is unlikely to last more than sixty minutes. If the characters stay out in the rain for more than a few minutes they will be soaked to the skin.

Shelter

From the bridge, the characters can see an inn at the opposite end of the village. The inn sign begins to sway and creak as the wind picks up, moments before the rain arrives. If the players are looking for shelter, they really have only two options. They can go to the inn, or, if they have discussed the message with Ryssi, they could go to the keep to deliver the message.

The Fallen Tower Inn

The local inn is, traditionally, a good place to start an adventure.



Whether or not the pre-generated characters are being used, players may decide to seek shelter from the rain in the inn.

It is still well before noon when the characters enter the inn. The innkeeper, Jastrin of DyrI, is busy sweeping the floor when the characters enter. There are no other customers present. Jastrin will greet the characters and ask them what they'd like to drink. There are three barrels chocked behind the bar. Jastrin sells Haniale, the traditional piney, nut brown ale common across Kaldor; Jastrin's Ale, a dark, mild beer; and Asolade Perry, made from fermented local pears. All three drinks are 1/4d per pint. Jastrin will

Glossary (Continued)

in areas (like Asolade Hundred) where there are few, if any, temples to the Goddess.

Promissory Note

A form of bill of exchange currently in widespread use throughout Hâr. There are two types of promissory notes; a 'bearer's note' and a 'personal note.' A 'bearer's note' can be cashed by anyone in possession of it; whereas a 'personal note' may only be cashed by the person named or his legally appointed representative.

Shire

A shire is a judicial division of the kingdom. Unrelated to feudal subinfeudation, most barons and earls find that their lands fall under the jurisdiction of several sheriffs. Sheriffs are royal officials, appointed by the king. They are responsible for royal justice, and the collection of taxes within their shire.

Taburi

A slender dagger, usually without a hilt, designed for throwing.

Villein/Half Villein/Cottar

A tenant of the local Lord. These people are tied to the land. They farm their land in exchange for labour given to their liege lord. The designation depends upon the amount of land farmed.

Villeins hold the most land, over twenty acres; cottars the least, five acres or less. They may not leave their land, or even marry, without the permission of their lord. However, they work his fields and are a valued asset. They are entitled to their lord's protection, and usually receive it.

Yeoman

A free man (or woman) entitled to bear arms and trained to fight. A yeoman is a farmer who provides military service in exchange for his land.

also sell quart jugs for ½d and will provide a plain pottery cup for every drinker.

Jastrin can tell the characters the news. There is a circus in town, the wagons have just arrived and are beginning to set up on the common. The circus-master has gone to the keep. Also, Jastrin can tell the characters that, unusually, the entire light horse squadron rode out this morning, accompanied by two of the knights. A third knight, and half of the medium footmen left with them. There is obviously something going on, though Jastrin has no idea what.

If the characters tarry in the inn, waiting for the rain to stop, they will receive a visitor. This visitor, Straken of Ornelt is the Melbrin (Sergeant at Arms) of the Jedis garrison. News of armed strangers travels fast, Straken will want to know who the characters are, and what their business is. If the pre-generated characters are being used, Straken will recognise Gorrys, Kalas and Lysha.

If the characters tell Straken that they are looking for work, he'll tell them that he might be able to help them, for a few days at least. He'll tell the characters that the unexpected arrival of the circus, combined with the fact that much of the garrison is 'on patrol,' means that additional men will be needed to keep order at the circus. Straken will not be drawn on where they have gone, or why. Tomorrow's market day will likely be busier than usual, as the circus master has sent criers to all of the surrounding villages. Straken will say that he cannot, himself, offer work, as any hiring must be done by the guard captain or the constable. Straken will state that he should be able to find them work for at least a tenday if the players will come back to the keep with him, for an interview.

Jedes Keep

Whether the characters go straight to Jedis Keep (to deliver the message carried by Ryssi or simply to look for work) or whether they are asked to go to the keep by Straken, the characters should find themselves crossing the castle field in the rain, a little before noon.

The keep is an impressive building, taller by far than any other building in the Hundred. The castle yard is deserted as the characters hurry across it in the rain. As they approach the drawbridge and the open main gates, the guard on duty will step forward from the shelter of the gate onto the bridge and issue a challenge. When the guard speaks the characters will realise that the heavily build guard is a woman in her early twenties (see **GUARDS** sidebar). She says:

'State your names and business.'

Simply stating that they have a message for the constable will be sufficient for the guard to escort them into the keep.

If the characters are accompanied by Straken, the guard will not issue a challenge but will simply step aside and allow the sergeant and the characters into the small hall.

The Small Hall

Having crossed the drawbridge, the characters pass through a pair of thick, iron bound oak doors, through the keep walls, which are over twelve feet thick, and through a second door. The small hall is a little under twenty feet square and is unfurnished. There are doors on three walls. An arch on the fourth wall leads through to some stone stairs. If the characters are accompanied by Sergeant Straken, he will ask them to wait and will go upstairs. Otherwise, the guard will open the eastern door (the kitchen) and call out 'visitors for the constable.' From the



Straken of Ornelt
Sergeant at Arms

Straken of Ornelt Sergeant at Arms (Melbrin) - Ulandus

Str	12	Eye	11	Int	12
Sta	12	Hrg	11	Aur	10
Dex	11	Sml	11	Wil	15
Agl	17	Voi	11	Cml	12
End	14	Mov	15	Mor	11

Physical Skills: Climbing 52, Condition 65, Jumping 60, Stealth 56, Throwing 44

Communication Skills: Awareness 55, Intrigue 36, Oratory 24, Rhetoric 39, Singing 33

Languages: Hârníc 73,

Scripts: Lakise 71.

Religion: Ritual: Larani 15, Piety: 18

Combat Skills: Initiative 80, Dodge 85, Unarmed 91, Falchion 84, Roundshield 66, Spear 72, Dagger 65.

Craft Skills: Foraging 44, Heraldry 24, Physician 33, Survival 48, Weaponcraft 28.

Armour / Weapons: Quilt cowl, leather long cowl, plate nasal half-helm, ring long hauberk (long sleeved), leather knee boots, leather gauntlets, kurbul greaves & cloth surcoat. Spear, falchion, round-shield & dagger.

GUARDS

The Jedis guards are all equipped as medium foot (see page 5 for stats, skills and equipment). Shift change is at noon. The guard currently on 'draw-bridge' duty is Lillith of Abrall [Jedes 25].

noise and smell, the room is obviously a busy kitchen. A servant will be sent up the kitchen stairs to notify the constable.

The guard in the small hall is Dorrin of Lyne, from Skaist. He will recognise Harlin of Kleve, if he is part of the party. After Straken has left (or after he has spoken to the servants) Dorrin will turn to the characters and say:

'I'll take your weapons now.' Dorrin will then move to collect spears, shields, swords and bows from the characters (see **WEAPONS sidebar**).

Dorrin has had little company for the past few hours. He is coming to the end of his watch (a four hour shift) as a consequence he will be fairly talkative. Careful questioning will allow the characters to glean some useful information from Dorrin. Referees could role play this exchange, resolve it with a skill roll, or do both.

SKILL ROLL

Rhetoric

Any character trying to get information from Dorrin should make a Rhetoric Roll. Because Dorrin is keen to talk, there is a + 20% modifier to the roll. Information is cumulative.

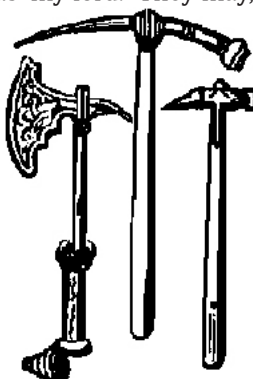
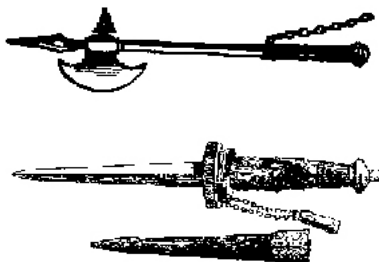
Result

- CF** Sorry, I can't tell you anything, ask the sergeant, or the constable.
- MF** This circus has arrived when we're short handed. Sergeant Straken was thinking about calling up some of the muster. But if you're looking for work you'll probably get it, so long as you don't upset the constable.
- MS** A rider came in at dawn to say that there had been a monster sighted, east of Hutop. Half the light horse squadron saddled up and rode out. The rest of the squadron left with the number two manus soon after.
- CS** The first lot of horsemen should be almost in Hutop by now, the rest won't get there till dusk. The circus-master is upstairs now talking to Sir Shernath..

Before the characters can question Dorrin further, the Melbrin, Straken of Ornelt, will re-appear (or appear if the characters haven't yet met him: in which case he will introduce himself).

Straken will advise the characters on how to address the constable and the other nobles ('my lord,' or 'sire'). The conversation with Straken is a good way for referees to let the players know about Hârníc etiquette and acceptable social behaviour. Straken will then ask the characters to follow him, and will lead them up the stairs and into the great hall.

If the pregenerated characters are not being used, referees must use discretion. Any noble or clerical characters will be, politely offered hospitality (this will be no more than a pallet in the great hall). Such characters should know to address Sir Shernath as 'my lord.' They may, however, simply address the other nobles by name.



Guard (Medium Foot)

Jedes Keep Garrison

Str	14	Eye	12	Int	11
Sta	13	Hrg	10	Aur	9
Dex	12	Sml	10	Wil	12
Agl	13	Voi	9	Cml	10
End	12	Mov	11	Mor	10

Physical Skills: Climbing 52, Condition 65, Jumping 52, Stealth 36, Throwing 52

Communication Skills:

Awareness 44, Intrigue 33, Oratory 20, Rhetoric 33, Singing 27,

Languages: Hârníc 71 (Fluent),

Scripts: None

Religion: Ritual: Larani 11, Piety: 30

Combat Skills: Initiative 72, Dodge 65, Unarmed 52, Dagger 60, Falchion 65, Roundshield 65, Spear 65,

Craft Skills: Foraging 44, Heraldry 24, Physician 24, Survival 48, Weaponcraft 26

Armour/Weapons: Quilt Cowl, Leather long hood, Plate helm with nasal, Ring long Hauberk (long sleved), Leather Knee Boots, Leather Gauntlets, Kurbul Greaves, Cloth Surcoat, Spear, Falchion, Roundshield, Dagger.

WEAPONS

On Hârn, the use of certain weapons is restricted to the nobility. The pre-generated characters all carry weapons suitable to their rank. Also, the usual assumption is that people carrying several weapons may be out to cause trouble.

It would be an unusual (or very trusting) noble who allowed well armed, unknown, individuals into his presence. Daggers are acceptable, but larger weapons are unnecessary and show a poor grasp of etiquette. An attempt to retain weapons when a guest in someone else's home is a very suspicious act. In Jedes Keep, all weapons, other than daggers, will be stored safely in the barracks and returned to characters when they leave.

For those new to Hârn the encounter on these pages (parting player characters from their weapons) may make, or break, the scenario as written. Anyone who refuses to hand over their weapons will simply not be employed.

Referees can, of course, alter this to fit with the prejudices of their players.

PART TWO: EMPLOYMENT

The Great Hall

The staircase from the small hall leads up through the western wall of the keep. At the top of the stairs is an archway which leads into the south western corner of the great hall. The great hall of Jedes Keep is one of the finest in the kingdom. Forty feet wide and over sixty feet long, it is always occupied.

The room is cool, hardly warmer than the temperature outside. At the far end of the hall, in front of three windows in a semi-circular wall, there are three trestle tables. Three middle aged men and an older woman sit at the tables. Standing opposite them is a portly, middle aged man with a long grey beard. He is dressed in a bright scarlet cloak, trimmed with yellow and embroidered with yellow stars.

'We'll wait here' Straken tells the characters. As the characters watch, one of the men seated at the table, the constable, judging by the ornate chair he sits in, leans forward and speaks to the man in the scarlet cloak; who turns round and looks at Straken and the characters. He then turns back to the table and makes a low and flamboyant bow, then turns and walks towards the characters. The man sitting at the end of the table, a worried looking man in his late thirties, with thinning red hair, stands and also walks towards the characters.

As the scarlet cloaked man approaches he smiles broadly at the characters, and speaks.

'Greetings, I am Rhondoman the Red, Illusionist, prestidigitator and purveyor of wonders collected from across Lythia. Tell your friends, tell your families, tell everyone. Rhondoman's Circus and menagerie will be open for business tomorrow.' He then turns to Straken and says, 'Lead on, my good man.'

As Straken turns to lead the circus master down the stairs, the red haired man approaches the characters and clears his throat. 'Er, I am Sir Tamys Poultry, Chamberlain to the Constable, your names?' Once the players have introduced themselves, Sir Tamys says, 'you may approach.' He then turns and leads the characters towards the table. The three seated figures watch the characters closely as the approach the table. Sir Tamys motions the characters to stand in front of the table, facing the seated nobles, he then introduces the characters by name to the seated nobles.

The man sitting centrally at the table looks carefully along the line of characters facing him, 'I am Sir Shernath Mirdarne, Constable of Jedes,' he states simply and softly.

If the Peonian Ebasethe, Ryssi of Chert is not one of the player characters, and if the characters did not escort her to the keep, she will be standing directly behind the nobles, having already delivered her message (see 'the prophesy' p.23 & 24). If she is one of the characters, Sir Shernath will speak to her first. 'Ebasethe, I understand that you have a message for me.' He will take the message and read it carefully. He will ask 'who broke the seal?' (It was the acting sheriff, if the player has forgotten.) He will then ask 'Have you read this?' while passing the message to the elderly woman sitting to his right.

If Ryssi, or any of the characters admit to having read the message, he will ask, 'so, what do you make of it?' He will listen attentively to any reply, but will be noncommittal about the message.

'Melbrin Straken tells me that you are looking for work', Sir Shernath continues. He waits for a reply, hopefully in the affirmative. 'Your names?' Sir Shernath asks, he then waits for the characters to introduce themselves.



Sir Shernath Mirdarne
Constable of Jedes



The Chancellor
Lady Helarn Poultry



The Chamberlain
Sir Tamys Poultry

Sir Shernath will question the characters about their backgrounds. If the pre-generated characters are being used, they will soon discover that Sir Shernath has a prodigious memory. While he does not know all of the characters, he knows a little about some of them.

THE CHARACTERS

Sir Shernath's knowledge of the characters is limited. He knows enough about three of the pregenerated characters to be able to address them directly.

Kalas of Delsin

'Your kinsman served us here for several years. I had no complaints about him. Is he well?'

Lysha of Rakath

'Clan Rakath serve the Lord of Yalen as his yeoman. Would that be your father? Does he approve of your chosen profession?'

Harlin of Kleve

'You come from a clan of ostlers, do you not? Do you have guild status?'

Sir Shernath does not know the other characters.

After a short conversation with the characters, in which he politely attempts to discover their competence, Sir Shernath will rub his chin thoughtfully, and will speak, slowly and deliberately 'The Sheriff of Osel asked for our aid, which was given freely, despite his apparent disinterest in this hundred.' (Sir Shernath waves the message from Ryssi as if to demonstrate this point, but does not expand on this remark. This is likely to puzzle anyone who has not read the prophecy.) 'No doubt that you have seen the circus, you've certainly seen the circus master.' He pauses, 'I will require a few guards to patrol the marketplace and fairground. I currently have very few to spare for this task.'

Sir Shernath looks carefully at the characters. 'I can offer employment for a tenday. After that, I will review the situation. If you excel at your duties, you will find that I always have work for resourceful, competent, and discrete individuals.'

Sir Shernath again pauses, 'If you accept this offer, you will be in my service, you will be acting on my behalf. I will not countenance bullying or bribe taking. You will keep the peace in my demesne, no more, no less. Payment will be ten pence each, for the ten days work. In addition, you will be fed, and quartered, in my halls, you will report to the Melbrin, Straken.' He nods towards the sergeant at arms, who has returned quietly to the hall and is standing behind the characters. 'In extremis, you may report to my herald, Sir Jassyff Mazerony.' He motions towards the gaunt, weatherbeaten man sitting to his left. 'Do you accept these conditions?'

Any questions the characters have about wages, food and lodging will be answered by Sir Jassyff, rather than Sir Shernath (*see sidebar*).

Hopefully, the characters will accept Sir Shernath's terms, for if they don't this is likely to be a short scenario.

Assuming that the players accept, they will be put to work immediately. Straken will take the players down to the small hall and issue them with a tabard (a short surcoat). It is of undyed linen and bears the constables crest, the helm & thistle (*see page 2*). He will then issue their



The Herald
Sir Jassyff Mazerony

Wages:

Both yeomen and the mercenary (Kalas, Lysha and Ondren) know that the standard wage for a light footman is 24d per month. A penny a day is generous. asking for more will require some negotiation. Referees may require that a rhetoric roll be made. Whether by dice roll or role-play, the best offer the characters will get will be 12d for the ten days work plus a bonus of 3d each for exceptional service. They will be offered 3d in advance.

Food:

There are three meals each day. Breakfast is soon after dawn, residents break their fast with bread and small (weak or watered) beer; plus butter and fruit in season, and in the winter months, oatmeal porridge. The main meal of the day is at, or before noon. It is being prepared while the characters are being interviewed. Servants will be beginning to set up tables and benches in the hall. Supper is a little before dusk.

Lodging:

The characters will be given bunk beds in the bunkroom above the weaponcrafter's workshop on a temporary basis. These are the quarters of the Light Horse Squadron, who may be away for several days. When the squadron return, the characters will be provided with straw pallets and will be sleep in the main hall with the servants.

instructions. They are to relieve the village Beadle, Orbil of Arlia, who is currently keeping an eye on the circus folk.

The characters will notice that Dorrin is no longer in the small hall, he has been replaced by a different guard. While they are reclaiming their weapons and adjusting their new tabards, a muddy, barefoot and be-draggled girl of about twelve years runs across across the drawbridge. Seeing Straken she slides to a stop, leaving a trail of mud behind her, and starts talking very quickly.

'Straken, Blackeye's just found Felyss. I think she's dead, you better come 'n look.'

'Where?' Asks Straken. 'The grove,' she replies.

Straken turns to the characters, 'go with her, and keep your eyes open.' Straken commands. 'I'll let Sir Jassyff know what's happened. We'll get there as soon as we can.'

NOTE

If the Peonian priestess Ryssi is not one of the player characters, Straken will ask the characters to take the priestess with them.

Straken then turns to the new guard. 'Hellard, assemble the manus, then wait here for instructions,' orders Straken. He then turns back to the girl. 'Yma, you take these folks to see Felyss.' The girl looks curiously at the characters, then shrugs. 'Come on then,' she says, and scampers back over the drawbridge.

Once over the drawbridge Yma turns left and back on herself and half runs, half slides down the grass and into the moat. The water in the moat is about 18" deep and is very cold. Yma then wades under the drawbridge, across the brook, skirting the marsh and beckoning the characters to follow, leads the way into the trees on the opposite side of the Whittle Brook to the keep.

SKILL ROLL

Jumping

Each player may make a Jumping Roll to leap the brook. Jumping distance is based on character height. Because of the height advantage by taking a running jump from the wall, all of the pre-generated characters *could* make the jump across the brook..

Result

- CF** Face down in the water, covered in mud and soaked to the skin..
- MF** Lands in the water, feet and legs are wet.
- MS** Success, put hands down, to keep balance.
- CS** Perfect & graceful landing.

The Whittle Brook is some 12' wide at the point where it runs past the keep. There is a stone wall running down from the mill to the moat. This wall stands about 6' above the brook. It is retaining the castle field, from the stream. The wall is low next to the moat. Characters who don't want to get their feet wet may want to try to jump the brook, or they may simply choose to go the long way round, over the bridge. The former will require a jump roll. The latter will result in a delay in catching up to Yma, it is almost 1000 feet longer than wading the brook.

As she walks into the woods, Yma slows noticeably. If there is a female character, Yma will take her hand. As she slows down, Yma will whisper, she's just in there.' And will point into a large clearing in the woods.



Yma the Goose Girl

Yma is the keeps' goose girl. The characters will soon discover that the constable takes a great deal of interest in his geese. As a consequence the bare-foot and scruffy Yma has a place much higher in the keep hierarchy than either her age or appearance would suggest.

Referees may wish to allow players an Intrigue roll, with a success allowing them to realise, from the way she is treated by Straken and the keep guards, that she has some indeterminate 'status' within the keep.



PART THREE: SCENE OF THE CRIME

Yma leads the characters into a sheltered and secluded grove (see the 'scene of the crime', map page 22). As soon as the characters arrive in the grove they should be asked to make awareness rolls'

SKILL ROLL

Awareness

Each player may make an Awareness Roll. The results give the following (cumulative) information. The player making the best roll receives the most information.

Result

- CF** There is a body lying, supine, on the grass.
- MF** The body is that of a black haired young woman. She is aged somewhere between sixteen and twenty. Her arms are folded across her chest and her legs are straight. A posy of bluebells lies on her chest. She is wearing a sleeved kirtle and a sleeveless tunic, both of red wool; and a pair of leather shoes.
- MS** Her kirtle & tunic are homespun wool. Her eyes are blue. Her kirtle and tunic are grass-stained on the knees and chest. Her face too, shows some marks of grass and mud. There appear to be several tracks in the grove.
- CS** Her face and clothing appear to be dry, despite the recent downpour.

It is expected that at least one of the characters will make at least a MF roll, as otherwise, they will have missed the blindingly obvious. Referees may wish to simply impart the level of information they deem relevant at this point.

The characters may wish to look around the area for tracks before approaching the body. If they ask to do so, they should make a Tracking Roll. Characters without the tracking skill may make a second Awareness Roll. The Awareness roll suffers a penalty of -30%.

SKILL ROLL

Tracking

Each player **with a tracking skill** may make a Tracking Roll. The results give the following (cumulative) information. The player making the best roll receives the most information.

Result

- CF** There are a lot of footprints.
- MF** There is one good set of footprints, deep and well defined, next to some well defined hoof marks.
- MS** The horse and rider arrived after the rain had stopped. There are signs that several other people were also here shortly before the rainstorm.
- CS** Two or three individuals arrived in the grove on foot before the rain they entered past the marsh. They left through the undergrowth.

SKILL ROLLS

HårnMaster Skill rolls are percent-age rolls, based on the character's skill mastery level. Mastery Levels (ML) for the pregenerated characters are given on the character sheets. There are four possible results, from best to worst they are:

Critical Failure (CF)

Any roll above the ML which ends in a 5 or 0 is a CF.

Marginal Failure (MS)

Any roll above the ML which is not a CF is a MS.

Marginal Success

(MS) Any roll below the ML which is not a CS is a MS.

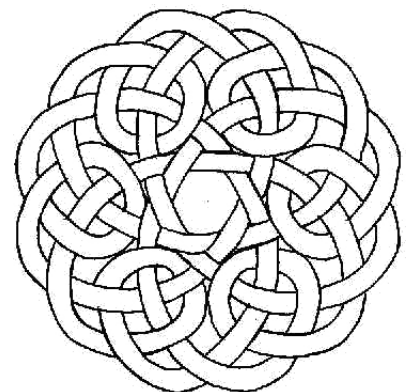
Critical Success (CS)

Any roll below the ML which ends in a 5 or 0 is a CS.

Example: Lysha has an Awareness skill of 44. A roll of 40 is a CS, a roll of 44 is a MS, a roll of 45 is a CF a roll of 48 is a MF.

Skill Index (SI)

A characters Skill Index (SI) is the 'tens' part of a skill, it is often used as a modifier to other skills. In the example above Lysha's Awareness skill is 44 so her SI is 4.



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Examining the Corpse

There is no doubt that the girl is dead. There are no signs of injury to be seen. A good look at the body requires another Awareness Roll.

SKILL ROLL

Awareness

If the characters closely examine the body they may make a second Awareness Roll. The player making the best roll receives the most information.

Result

- CF** She's not dead! (This will soon be disproved.)
- MF** There is no doubt that the woman is dead, although the joints have not yet started to stiffen.
- MS** The grass alongside the body is almost dry, unlike the grass elsewhere in the grove. The woman's dress is dry at the front, a quick check shows that it is wet on the back.
- CS** There are specks of blood under the woman's right fingernails, one of her nails is broken.

Any further examination will require the characters to move the corpse. If the pre-generated characters are used, note that only Ryssi and Ondren have ever handled a human corpse before. The others have all handled dead animals, Gorrys especially.

Rolling the body over, or lifting it to examine the back, will reveal more. Underneath the corpse there are two silver pennies, both of them, on close examination, are 'foreign.'

The two pennies under the body are fairly newly minted. A literate character will be able to read the word 'Coranan' on the reverse of the coin, and note that there is no kings head on the obverse. This is sufficient for the players to identify the coins as coming from the Thardic Republic.

There is a single small puncture wound in the back, which appears to have pierced the heart. There is no sign of any weapon. Examining the wound requires a Physician Roll (this roll may be modified (referee discretion) by adding Dagger SI (*see Skill Index: Sidebar, page 10*) to Physician ML).

SKILL ROLL

Physician

Each player **with a physician skill** may make examine the body. The results give the following (cumulative) information. The player making the best roll receives the most information.

Result

- CF** She is dead, the back of her dress is covered in blood.
- MF** It's some sort of stab wound. Other than this one wound there are no signs of injury.
- MS** The wound is a narrow and deep stab wound, too small to be from a spear, sword, or most daggers.
- CS** The wound could be from a Taburi, or throwing dagger.

QUESTIONING YMA

Referees may make questioning Yma a frustrating business for the characters. She is a young girl and is likely to take questions literally. She will assume that the characters know everyone whom she knows. The sample questions below give a flavour of any interview:

Did you find the body?

No, Blackeye did, I told Straken, don't you listen?

Who is Blackeye?

My best layer. She ran off, she's a naughty girl. I followed her here.

Can you identify the body?

It's Felyss.

Who is Felyss?

(sigh) Don't you know anything? Who are you anyway? Why did Straken send you? Where are all the proper guards?

What Yma knows

Careful questioning will eventually reveal the following information:

Blackeye is currently Yma's best layer, a large and aggressive goose with a black patch over her right eye. Yma was looking for the goose, who often strays from the flock, when she found goose and corpse in the grove. She knows the woman, it is Felyss, daughter of one of the local half-villeins, Faran of Kyngens (Jedes [47]).

When she saw her, she called out her name and then approached. She was a little frightened, but approached close enough to tap her on the shoulder with her goose stick (Yma carries a four foot long willow wand which she uses to herd her geese). When she got no response she ran back to the keep.

Yma has seen Felyss in the grove before, usually with Meliren of Heriel, the ostler's son. There are often grown-ups in the grove together, usually in couples.

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Further examination of the tracks

Tracking the horse is relatively easy. The horse arrived, and left, after the rain and left good tracks in the wet ground. Examination of the footprints around the body is more difficult. Referees should ask which tracks the characters intend to follow and ask players to make separate rolls for each set of tracks.

Characters investigating the horse tracks discover the following.

SKILL ROLL

Tracking

Each player **with a tracking skill** may make a Tracking Roll. The results give the following (cumulative) information.

Result

- CF** The trail is lost.
- MF** The horse and rider rode into, and out of, the grove along the river's edge to the west of the grove. The tracks can be easily followed around the copse of trees and to the Yalen trail.
- MS** The horse came slowly along the trail from Jedes, but left heading towards Yalen travelling at speed.
- CS** The horse has one fairly new shoe, on the left foreleg.



Characters investigating the footprints discover the following.

SKILL ROLL

Tracking

Each player **with a tracking skill** may make a Tracking Roll. The results give the following (cumulative) information.

Result

- CF** The trail is lost.
- MF** There are two silver pennies lying in plain view on the grass a few yards inside the tree line. They are 'foreign' and identical to those found under the body.
- MS** More than one person moved rapidly through the undergrowth, one stumbled into some brambles and has left a few threads of undyed homespun wool on the thorns.
- CS** Two people ran through the undergrowth to the road. The tracks are then lost in the mud of the road



The Coins

It is possible that the characters will decide not to tell anyone about the few silver pennies scattered around the murder scene. They may simply choose to keep them for themselves.

If they tell Straken about the coins he will realise that foreign coins are a significant clue. If the characters don't come up with the idea themselves, he will suggest that they speak to the two mercantylers in town, as they are the only locals with any likelihood of having foreign coins.

If the characters do decide not to tell anyone about the coins, they may find themselves in trouble later, as Thardan coins are rare, and will become associated with the murder as investigations continue.

As the characters are finishing their investigation of the scene, Sergeant Straken and Sir Jassyf Mazerony arrive, they are accompanied by one of the guards, Lillith.

Sergeant Straken will ask for a report. Hopefully the players will give a detailed report of what they've found so far. Straken and Sir Jassyff will listen attentively to the characters report and will ask if they have come to any conclusions. They will examine the corpse. Straken will confirm the identity of the girl. She is Felyss of Kyngen, daughter of one of the local half-villeins (Jedes [47]). Straken will then sigh and turn to the guard and say, 'Lillith, you stay here, I'll go and break the news to her parents.' Turning to Yma, he'll gently say, 'can you do one more thing for me? Will you go and fetch Father Hamis here?' Yma will simply nod, and run off.

Straken will then turn to the characters and say, 'you seem to have a few ideas, you can follow up. I will go and tell the girl's parents.'

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PART FOUR: INVESTIGATION

The locations listed below are some of those that may be visited by the characters. The location number on the Jedis map is given for reference. It is unlikely that the characters will visit all of these locations. In most instances the order in which they are visited is unimportant.

Coner of Kleve [map location 9]

Coner is a busy man, but will make time to speak to the characters. If the characters tell him that they are investigating a murder, he will be surprised, but this will not affect the information he gives them. A brusque, brown haired and well-dressed man, he will answer any questions tersely. If he can make a simple yes or no answer, he will. He can tell the players the following:

The coins are Thardic, from the Coranan mint.

He currently does not have any Thardic coins, there is no need for them.

It's possible that the circus has some, or even one of the ostlers, though he thinks the latter to be unlikely.

He knows that Cyrael of Urnelt has some, she tried to offload some of them to him, but he refused. She'd taken them in payment at last year's horse fair.

He can also explain the concept of a usurers note, if asked.

Cyrael of Urnelt [map location 18]

Cyrael is a gossip and will ask more questions than she answers. She will want to know who the characters are, where the light horse troop have gone, and what is going on at the keep. When asked about the coins, she will be surprised, and will ask why the characters want to know.

If the players speak to her soon after the murder, and do not tell her why she is being questioned, she will assume that Meliren of Heriel was working for his father when he cashed the promissory note. She will admit that she gave Meliren the coins in exchange for a promissory note. She will be defensive, claiming that it was an error that she gave Meliren Thardic coins rather than Kaldoric. However, that's his fault, he should have checked the coins. Now that the deal is done there can be no recompense.

If the characters tell her that they are investigating a murder, or if the tale of Felyss' death has already spread around Jedis (*GM discretion*) Cyrael will want to know everything. Who is dead? How did they die? Who did it? Why do the characters need to know about the coins? If the characters answer her questions, Cyrael will deny all knowledge of the coins, sensing the possibility of making more money from Clan Heriel for her silence. Even if faced with Coner's statement she will deny selling any coins to anyone. She will only tell her tale if threatened with arrest, or being taken to the constable. Threats of violence will simply make her angry, and she will ask the characters to leave before she reports them to the constable.

The Victim's Family [map location 47]

Felyss' mother is inconsolable in her grief. If the characters accompany Straken, the house will be empty but for Maryss. If they wait, Faran and Sholas will have returned from the fields and many of the local mothers will be arriving to support the grieving mother. It will be impossible for the characters to get any sense from Maryss of Kyngen.

WHERE NEXT?

The scenario, up to this point, has been fairly linear; with characters being dragged from location to location by various non-player-characters. From this point onwards, the characters are left to their own devices.

There are several people who the characters may wish to interview, or confront. The main protagonists are listed alongside, together with any information that they may have.

News of the murder will spread quickly through the settlement.

NOTE

Coner of Kleve & Harlin of Kleve

Coner of Kleve is a second cousin of one of the pre-generated characters, Harlin of Kleve. Coner will greet his cousin, if he is one of the party. The two men have met at clan gatherings and are on good terms with each other, but are not close.



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Felyss' father is grieving quietly. He wants the murderer brought to justice. He suspects Meliren of Heriel. His daughter was in love with Meliren and, like many fathers, he firmly believes that the feckless youth was no match for his daughter, despite his status. He will urge the characters to find Meliren quickly. If pressed, however, he will admit that the boy seemed to care deeply for his daughter.

Felyss had not been missed by her parents, she left before the rain, telling them that she was going to gather dropwood with her friend Brygeth of Gwyfid [Jedes 42].

Felyss grandfather, Sholas, disagrees with his son. He is convinced that the culprit is Sendalyn of Urnelt, and he's going to sort the bastard out, once and for all! Unless the characters can talk Sholas round, he will leave the cottage and will head off to confront Sendalyn of Urnelt. If the characters do not try to calm Sholas down, they may be dragged into the ensuing conflict: a fist fight between two elderly grandfathers. Sholas has of course, no evidence for his claim, other than his certainty that Sendalyn is a bad 'un and has always been a bad 'un.

One Red Herring [map location 28]

This scene is an opportunity for players to use either diplomacy or force. Woe betide any character who draws a weapon, the locals and the constable will regard this as an excessive way to deal with two old men. Talking is unlikely to calm the situation, of course good role-playing, or a Critical Success on a Rhetoric roll may be successful in stopping the fight. Simply pulling the two men apart will stop the physical violence. Each may throw a half-hearted punch at anyone intervening, but neither is foolish enough to attack a fit youngster. Though both will continue to swear and curse everyone, including the characters.

When things have calmed down, it will quickly become apparent that Sendalyn had nothing to do with the crime: he was working in the fields with dozens of witnesses.

A Second Red Herring [map location 42]

Felyss told her parents that she was going to collect dropwood with her friend Brygeth of Gwyfid. Brygeth is a well-built sixteen year old with long black hair. She was Felyss' closest friend and confidante. Her story will vary, depending upon whether or not she knows that Felyss is dead.

If she does not know Felyss is dead, she will claim that she had intended to go with Felyss, but had forgotten about it. She'll ask if her parents are worried, and suggest that it is much too soon to be concerned at her absence.

When told that Felyss is dead, she'll tell all. She knows that Felyss and Meliren intended to elope. Meliren was going to get some cash from his father, somehow, and the two were going to run away. Brygeth will not believe that Meliren had anything to do with Felyss' death.

The Boyfriend's Family [map location 29]

Brod of Heriel is a very important man. He is, as he will tell the characters, a master ostler. Brod will admit that his son Meliren



THE URNELT/ KYNGEN FEUD

Relations between three Jedes clans, Ornelt, Urnelt and Kyngen are complicated.

Clan Ornelt

All members of this clan now living in Jedes are descended from Caerah of Ornelt. His two sons, Tornyn (the senior) [Jedes 41] and Goris [Jedes 37] between them are father, or grandfather to all other members of the clan in Jedes. The clan includes both yeomen and freemen. They take no side in the feud. Caerah also had a brother, Rothlar, a wild and impetuous young man.

Clan Urnelt

Sendalyn of Urnelt is head of this clan. His father was Rolthar of Ornelt, brother of Caerah (above). His mother was a woman named Mildred of Uratt. Unfortunately, Mildred was married to Gunart of Kyngen, not to Sendalyn's father. Within a few weeks of his birth, Sendalyn's parents were both murdered. The murderer was not the cuckolded husband, Gunart, but Gunart's brother Mordek. Gunart, a devout Peonian, was horrified by his brother's actions. He severed all ties with his clan and raised Sendalyn as his own son, giving the boy the clan name of Urnelt, a mix of the clan names of both of his parents.

Sendalyn's daughter, the merchantly Cyrael, is supposed to look very like her murdered grandmother, Mildred. Now a free woman she is not close to her father. She rarely speaks to him, and regards his feud as bad for her business.

Clan Kyngen

Sholas of Kyngen is head of this clan. His father, Mordek of Kyngen, was hanged for murder when Sholas was six years old. Sholas was raised by his mother. While there is little doubt that Mordek was guilty of the murder, Sholas blames the events on his aunt's infidelity and hates 'that bastard' Sendalyn as the cause of his father's death.

Continued

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is not at home. He will tell the characters that Meliren has taken one of the horses for exercise and will assure them that he'll be back well before dusk. If asked about the coins, he knows nothing. However, if the players ask him about the promissory note cashed by Cyrael, he will be surprised, and will go to check his strongbox. He will return, obviously shaken. He will, however, refuse to implicate his son and will simply continue to tell the characters that nothing is missing, all is well, and that his son will return soon.

Brod will tell the characters that Meliren went out early in the morning, but wasn't out long. When he came back Meliren asked his father if he could take Hirin (a horse) out for some exercise. Brod made him work first, then the rain came. When the rain stopped, Meliren went off on Hirin.

Meliren's mother will be a little more forthcoming. She will tell the characters that Meliren and Felyss wanted to marry, but that her husband would have none of it. She suspects that the couple intended to run away together but will defend her son to the last. Meliren would never harm anyone, certainly not Felyss, whom he loved deeply. If the characters accuse Meliren she will get angry, and will ask them to leave her house. She will tell the characters that they are wasting their time searching for her son, and that they should look elsewhere for the culprit.

The Hideworker [map location 1]

Laldyne and her staff have been indoors all day scraping hides. None of them have seen, or heard anything. The stench coming from the leatherworkers cottage is overpowering. Of the pre-generated characters, Gorrys is used to the smell. Laldyne will recognise him. 'You're Halyr's eldest aren't you? What are you doing wearing the constables colour's?'

The Ratter [map location 2]

Hectur was working in his vegetable plot until the rain started. He will squint at the characters and ask who they are and what they want before answering any questions. At best he will be surly and rude. If offended he will simply say, 'I mind my own business' and give no useful information. With patience the characters may be able to glean a little information from him. Hectur has very poor eyesight, though he won't admit this. Before the rain his dogs started barking, when he looked up he saw a couple of people walking past his house. If pressed for a description he'll simply say, 'a man & a woman.' He will also remember that, after the rain, a horse and rider passed by, it was a big horse.

If the pregenerated characters are being used Hectur will also remember four of them (*or however many are being used*) walking past. It will soon become obvious that he does not recognise the characters as the people he saw. He will describe four young lads, three of them carrying spears. (The four being Gorrys, Harlin, Kalas and Lysha – Lysha being the only one without a spear.)

The Yeoman [map location 41]

The building on the corner, next to the bridge, is the home of the yeoman Tornyn of Ornel (brother of Straken) but he is not at home. His wife will tell the characters that he's ploughing the top field with the help of both his father and his son and won't be back until dusk. She is harassed and does not pay much attention to the characters. Her daughter is feverish and she has spent the day nursing them. She was given herbs by Father Hamnis days ago and it seems that, at last, the fever has broken. She has seen nothing and does not even know that there is a circus in town.

The Feud

Gunart of Kyngen died twenty years ago. By that time, his adopted son Sendalyn of Urnelt had been subjected to years of taunts by Sholas of Kyngen. Sendalyn has suffered from the hatred of Sholas of Kyngen all of his life. For years he tried to make peace, but the complaints and attacks never stopped. Eventually, he decided that attacking Sholas in the local court was the best solution. The men have each been registering complaints about the other since Gunart died.

The two men hate each other. Sholas is the son of a murderer, Sendalyn, the bastard whose birth caused the murder. The two men have, in the main, been unable to persuade their offspring to continue the feud. In fact Sendalyn's daughter is married to Sholas' son. When the men die, their feud will likely die with them. But, until then, each will take every opportunity to make trouble for the other. The punitive fines the constable levies on both men for 'mischief making' have failed to do anything other than generate income for the constable while impoverishing the two clans.



The Beadle [map location 6]

Orbil of Arlia will probably be still standing in the field, watching the circus troupe working. He speaks slowly and carefully. He has worked for the constable for many years and he knows that the constable values accuracy over speed. He will greet the characters hopefully, asking them if they've been sent to relieve him.

If asked about Felyss, he did not see her. If asked about Meliren, he will remember seeing 'the lad' ride out, not long after the rain finished.

If asked about the circus folk, he'll say that most of them have been here most of the time, a couple of them went over to the stream, probably to take a leak. He will initially be very vague, almost dismissive of the questions.

If closely questioned about the circus folk Orbil will pause, stroke his beard thoughtfully, and give the characters the following information.

One (or maybe two?) of the men went over to the stream before the rain, and a couple went over afterwards too. They were different men. He can't remember exactly who went, or when. One of the men went over to the well, before the rain and one of the women went up to the mill, she came back with some loaves. When the rain started the circus folk all ran to one of the wagons, took shelter, and ate. He'll add:

'They gave me bread, which I ate, and offered me shelter, but I stayed right here on guard, as ordered.'

The Washerwomen

If the players have been paying attention, they may remember that, when they entered the village, two women were washing clothes by the Whittle Brook. Anyone in the town will be able to identify the women as Valeran of Nidd and Mala of Barlis they will also be able to point out their homes to the characters. The women are easy to find, both are at home. Valeran is hanging the laundry from her windows. Mala is in her garden with her daughter-in-law, carefully pouring water into a bucket of ash and collecting the resulting liquid as it runs out through a hole in the base of the bucket.

Valeran of Nidd [map location 23]

Valeran will bemoan her lot and complain loudly about her lazy good-for nothing husband, while telling the characters what she saw.

Valeran saw Meliren leave Cyrael's house. She followed him down the River Road and also saw him pass something to Felyss, as he passed her window. She then saw Meliren walk to the bridge, drop down to the north side, and come back up again. She heard Felyss behind her, but the girl stopped at the well.

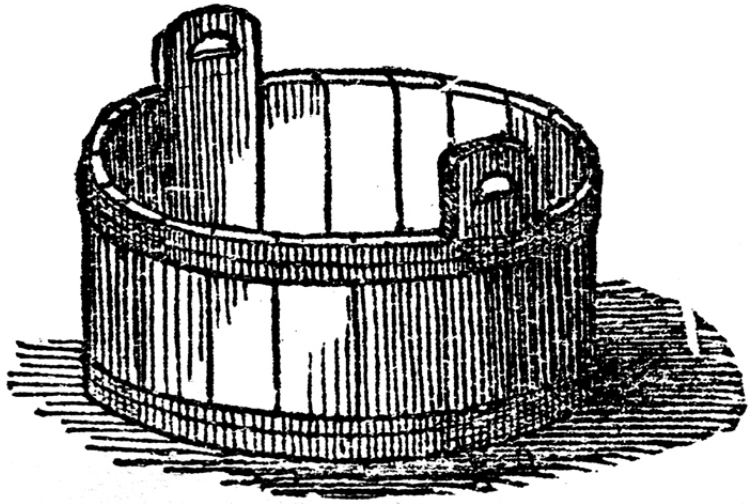
If asked, she will remember seeing a stranger, one of the circus folk, a weasel faced little man, come round the corner as she approached the bridge. She didn't like the look of him, and Mala, the other washerwoman, was glaring at him. There was also a man at the well when she passed, her description of this man will be very vague, if any of the characters are between 5'8" and 6'0" she'll point to them and say, 'he was about your height, but thick-set.' If asked, she will say that she thinks that he probably saw Meliren coming out from under the bridge. She will also remember the player characters (if the pre-generated characters are being used). They were near the bridge no more than thirty minutes later.



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Mala of Barliss [map location 24]

Mala is busy making detergent and cannot stop, so she will be distracted while answering the characters questions. Her story is very similar to the one told by Valeran. She saw Meliren at the bridge, though only briefly, as she was keeping an eye on one of those ne'er-do-wells from the circus. The circus hand was taking a piss, upstream of where she was washing clothes. She gave him a glare (which she will demonstrate) and he walked down towards the River Road. She thought that he was going to go over the bridge, but he saw her watching and turned east. He nearly bumped into Valeran. She'd definitely recognise him again, as she saw him again several minutes before the rain started. He was crossing the bridge, heading east, back towards the circus, he was with another man. She thought that this was odd, as she hadn't seen either of them cross the bridge in the other direction. She'd probably recognise him too. He was tall and well built and had black hair.



The Boyfriend

Meliren will arrive home late in the afternoon. He is distraught when he arrives home. He has decided to tell his parents everything, and accept his due punishment. When questioned, he will tell his whole story, refusing to spare himself (see 'What Happened?' page 18). He stole a usurers note from his father and got it cashed by Cyrael of Urnelt. He then gave some of the cash to Felyss, to leave for her parents, and hid the rest for Felyss to collect later. He was supposed to meet her almost straight away, but he was delayed because of his father, and because of the rain. When he got to the meeting place, Felyss was dead, lying sprawled, face down on the ground. He turned her over and straightened her out, kissed her, picked some bluebells for her, and then left. He didn't know where to go, so he simply rode. Eventually, he realised that he could flee forever, or return to face the consequences of his actions. Here he is.



The Bridge

Several witnesses saw Meliren, and others, at the bridge over the Whittle Brook. Should the characters decide to examine the bridge, there is little to find. The mill leat (a man made watercourse diverting water to the mill wheel) begins at the bridge. Two simple gates on the upstream side of the bridge control the flow of water down the leat. The bridge itself is simply two spanning beams with a series of decking planks nailed on top.

Dropping down into the leat on the north (downstream) side of the bridge and looking upstream will reveal nothing. Crouching under the bridge will reveal little more, a nail has been driven into the side of the spanning beam, forming a useful, and well hidden, hook. There is nothing more to find.

PART FIVE: AT THE CIRCUS

The circus consists of fourteen individuals, ten men and four women. All are busy when the characters approach. There are two men busy, hammering large pegs into the ground. The others are unpacking two open wagons with a well-practised routine. When the characters approach the circus, one of these two will approach, a burly man, almost 6'4" tall, he will tell the characters that the circus is closed. He'll ask them to come back tomorrow for the greatest show they've ever seen. He introduces himself as Gomon, the strong man.

If the characters ask to see the circus master, Gomon will shout for the other man hammering pegs to fetch the boss. After a few minutes, the Circus Master will arrive.

If the characters simply look around for the burly man seen by Valeran, there appear to be only two real possibilities, Larith and Moden. The others are too short, too tall, or too thin.

Rhondoman (Circus Master)

Rhondoman will be outraged at the suggestion that one of his troupe would have anything do with the death of a local. He will appeal to the characters' good natures, and ask them to leave his 'little band of travelling players' alone. He can be forced to admit that he doesn't know about everything that was going on, for he was in the keep for much of the morning (as the characters know).

Gomon (Strong Man)

Gomon knows that Larith, Moden and Corik were 'slacking' when the troupe first arrived. All three were missing for at least 20 minutes, probably longer.

Tabaron (Tightrope Walker)

Tabaron knows nothing, nor do the rest of his family. They keep to themselves, but were together, all morning, putting up their tightrope, they don't trust anyone else to do it.

Koroko (Fool)

Koroko will whistle, twiddle his thumbs, point at birds, anything other than answer a direct question.

Thorrek (Dwarf)

Thorrek is probably the cleverest man in the troupe and misses very little of what's going on. He will first ask the characters if there is a reward for information. If they say yes, he'll talk immediately, for as little as four pence. If they say no, he may need some persuading. Eventually he will confirm Gomon's story, that Larith, Moden and Corik were missing for about 20 minutes, maybe longer soon after the troupe arrived. He will also tell the players that Corik and Larith are 'nasty pieces of work' and that Moden is 'simple'. He'll advise the players to speak to Moden alone.

Mylara (Animal Handler)

Mylara knows nothing, she has been tending her birds since the troupe arrived.

Rhondoma (Magician)

Rhondoma will agree with her father, and beg the characters to leave the troupe alone. They don't want any trouble.

THE CIRCUS TROUPE

Circus Master and Illusionist

Rhondoman the Red is a sleight of hand artist. He is a 'magician' in the sense that he can perform tricks. Although he will imply otherwise, he has no arcane knowledge. Of average height and appearance, stout, grey haired, and grey bearded Rhondoman would be lost in a crowd but for his love of garish clothing.

Strong Man

Gomon is tall, burly and bald. His most noticeable feature is his moustache, which is thick, black, and waxed into an upward curl. Gomon is very strong (Strength 20), but is no fighter and is, in fact rather cowardly.

Acrobat/Tightrope Walker

Tabaron is a wiry man of a little over average height. In his early forties, he has travelled across Hårn in a number of different troupes. Married for over twenty years, his wife, son, and daughter are all now part of the act.

Acrobat/Juggler

Taboryth is Tabaron's son, aged eighteen, he is slim agile and supple. Any female under thirty and not hideously ugly is fair game to him. He will attempt to impress and flatter any lady he meets.

Fool

Koroko has been a fool all of his life. Now in his fifties, he is a short skinny man with wildly curly black hair. Rather shy in normal company, he will pratfall, gurn, gaze into space – anything rather than talk. He only comes alive when people are laughing at him.

Knife Thrower

Corik is a knife expert, and is fascinated by sharp things. He is also completely amoral. He will lie, cheat, and steal at any opportunity. He has been with the troupe for a little over six months. A short, slender, and sharp featured man, he smiles only when performing his act.

Continued

ASOLADE ADVENTURES A SHOWER OF SILVER 19

THE DENOUEMENT

The scenario should end with the characters figuring out that Larith and Corik were in fact responsible for Felyss' death. Corik was the one who did the actual killing. There are many different ways to resolve the final scenes: five possibilities are given below:

It was Him!

Larith betrays Corik. 'He's the one that threw the knife, he's the one who she attacked, he's the one you want!' Corik throws a knife at someone (anyone) and tries to make a run for it. The players, or the hue and cry, can bring him down easily (a good archer may even fell him). He is carried off to the keep and thrown into the oubliette to await trial. If Corik implicates Larith too, (which is very likely) the constable will at least bind over the animal handler, preventing him from leaving the hundred. The actual murderer is the one that the constable is interested in. Larith will claim he had simply followed Corik, because he suspected that he was up to no good. Provided that the money is recovered the constable may be lenient with Larith, though he if he is, he will insist that the circus master pays weregeld to Felyss' family.

Flight

Larith and Corik realise that the game is up, so they make a run for it. The players can raise the hue and cry, 'A shout of 'stop, murderers,' or 'stop thief' will bring out most locals who will enthusiastically join in the chase. Felyss was a popular young woman and, if caught, the two men will receive a 'damn good kicking' from the angry locals. Of course, the characters may simply give chase themselves, or they may be forced to rescue the suspects from an angry mob.

Fight and Flight

Larith and Corik attack the characters and then attempt to flee. This is only likely if there are only two or three characters (possibly four - if one or two are 'mere' women). Their goal is flight, and if they manage to 'down' the characters they won't stop to finish them off, but will simply grab the loot and run.

You'll never take me alive!

Larith is an animal trainer, he controls a large, angry, and very unfriendly bear. At the first sign of trouble, Larith sets the bear onto the characters in order to affect an escape. Provided that the characters are distracted, Larith and Corik will flee, otherwise, they too will attack the characters. This is a 'big fight' finale, the type loved by many gamers.

No, It was Him!

For those who like an even more complicated plot! Larith and Corik realise the game is up, so they attack and kill Modin, the circus' gentle and simple-minded labourer. They claim that he had attacked them, because they realised that he was the murderer. They'll claim to have noticed that he was missing, and went looking for him, meeting him coming out of the woods with a sack of coins. They'll go so far as to plant half of the loot in his belongings. This will add another level of complication to the investigation. If the players can break down this story, this could even lead back to one of the other finales.

NOTE

HårnMaster statistics for Larith, Corik, and Larith's bear are provided on the following pages.

Animal Handler

Larith owns a trained bear and four performing dogs. A cruel and vindictive man, his animals are afraid of him. He is a burly man a little under 6' tall.

Midget/Dwarf

'Thorrek the Mighty' passes himself off as a Khuzan warrior, a true dwarf from the Kingdom of Azadmere. In fact, he is a midget, born in Tashal. He has never been to Azadmere, although he can speak some Khuzan, as it enhances his act. In the show, Thorrek is also Okorok, the foil of Kokoro.

Labourer

Moden is a burly man, standing 5' 10" tall. He is naïve, friendly, and assumes that everyone will act for the best. He trusts Laryth implicitly.

Acrobat/Juggler

Tabarra is Tabaron's wife. In her late thirties she is rather heavier than she was in her prime, and no longer performs in every part of the act.

Acrobat/Tightrope walker

Tabarynna is Tabaron's fifteen-year old daughter. A slim, plain-featured girl, she basks in the attention she gets when performing. Any man approaching her will be warned off by her brother. She is well aware of her brother's antics and calls him a hypocrite. Tabarynna also acts as 'target' for Corik's knife throwing act.

Animal Handler

Mylara joined the troupe in Hutop. She owns eight performing birds, six blackbirds and two eagles. She has turned down several offers of employment as a falconer. Her empathy with her birds is remarkable. A short, rather plump woman in her late twenties, Mylara is in fact a Journeyman Fyvrian Shek-Pvar, she uses her act to improve her control over her birds.

Magician/Hustler

Rhondoma is Rhondoman's assistant and helper. She is also his daughter. Like her father, she is a sleight of hand artist and a fast talker.

WHAT HAPPENED?

Meliren is a journeyman ostler, better, he is a journeyman ostler from Jedes. He is confident that he will be able to find work anywhere on Hârn. This morning, he stole a promissory note for £1 (240d) from his father and took it to Cyrael of Urnelt. Cyrael cashed the note (at considerable profit to herself). Suspicious, she demanded a commission of 40d. When Meliren agreed, she realised that she was dealing with a desperate young man, who had probably stolen the note from his father. She gave Meliren 200d in coin. Meliren received the money in four tied cloth bags. Three bags each contained sixty pence (an amount known to some usurers as a crown). The fourth bag contained twenty pence. Cyrael had received much of the cash from last years horse fair and chose to further increase her profit on the deal by offloading some foreign currency to the desperate young man. One of the crown bags held nothing but Thardic pennies, the other two contained about half Thardic pennies and half Kaldoric pennies.

Meliren and Felyss had made a plan over a month ago, and had agreed that they would implement it when an opportunity arose. Both knew that pursuit would be inevitable, but the sudden departure of the light horse troop from Jedes significantly reduced the likely number of pursuers. For this reason, today was the day. After cashing the promissory note Meliren walked along the River Road, the long way home. Felyss was watching, waiting for him to pass her home. Without breaking stride, he passed her one sack of coins through the window. This exchange was witnessed by Valeran of Nidd, who was well behind Meliren, carrying a basket of laundry to the brook. Felyss hid the coins under her mattress. This cash was meant to be payment to her family for her loss. As a serf, Felyss' parents would have been fined had she absconded. Neither Meliren nor Felyss wanted to cause her family any hardship. The bag of coins in Felyss dwelling contains 36d in Kaldoric coins and 24d from the Coranan Mint in the Thardic Republic. Felyss then slipped out of the cottage. She was just behind Valeran when she left home for the last time. She stopped at the well, to allow Valeran to get further ahead.

Meliren walked to the bridge over the Whittle Brook, heading for its' north side, he dropped down into the mill race and hung the remaining coins on a nail on one of the bridge beams. Nervous and incautious, Meliren was not as discrete as he should have been and his actions were witnessed by four people: Valeran, who was just passing the well about 100 yards behind Meliren; Mala, who was already washing clothes in the brook, Corik, who was urinating into the brook about 30 yards upstream from where Mala was washing; and Larith, who had been sent to the well for water. Meliren then returned to his father's stables, and asked if he could take Hirin, the finest horse in the stables, out for exercise. His father was in a bad mood, for one of the horses was lame and the stable lad hadn't spotted the fact. Meliren was told his help was needed. He spent the next forty minutes helping his father treat the lame horse. Once they had finished, Meliren persuaded his father to let him ride Hirin. Then the rain came, and instead of taking Hirin, Meliren's father had him doing indoor work, telling him to leave Hirin in the stable until the rain had ended. This further delayed Meliren's departure.

Corik headed down towards the bridge to see what Meliren had hidden. However, Mala was watching him, and he saw both Valeran and Felyss walking towards him. There were too many witnesses, so Corik simply turned and walked back towards the well.

Felyss, who had stopped at the well, continued towards the bridge. She walked past Corik, went to the north side of the bridge, and stopped to look around. Mala and Valeran were discussing the ruffian and not watching the bridge and Corik was walking away from her. She did not notice Larith, watching her from behind the well so she collected the

Corik

Circus Performer: Knife Thrower

Str	10	Eye	12	Int	11
Sta	11	Hrg	10	Aur	11
Dex	13	Sml	10	Wil	11
Agl	12	Voi	10	Cml	10
End	11	Mov	12	Mor	6

Physical Skills: Climbing 48, Condition 55, Jumping 48, Stealth 60, Throwing 60

Communication Skills: Awareness 55, Intrigue 44, Oratory 30, Rhetoric 33, Singing 30,

Languages: Hârníc 71 (Fluent),

Scripts: None

Religion: Ritual: None, Piety: None

Combat Skills: Initiative 72, Dodge 60, Unarmed 70, Dagger 80, Taburi 105

Craft Skills: None

Armour / Weapons: Cloth long sleeved shirt, leather breeches, leather knee boots, leather vest, Dagger, Taburi (x5)

Larith

Circus Performer: Animal Trainer

Str	10	Eye	11	Int	11
Sta	11	Hrg	11	Aur	11
Dex	11	Sml	10	Wil	11
Agl	11	Voi	10	Cml	10
End	11	Mov	11	Mor	8

Physical Skills: Climbing 44, Condition 55, Jumping 44, Stealth 33, Throwing 44

Communication Skills: Awareness 55, Intrigue 33, Oratory 20, Rhetoric 33, Singing 30

Languages: Hârníc 71 (Fluent),

Scripts: None

Religion: Ritual: Peoni 12, Piety: 12

Combat Skills: Initiative 55, Dodge 55, Unarmed 66, Dagger 65

Craft Skills: Animalcraft 88

Armour / Weapons: Cloth long sleeved shirt, cloth trousers, cloth tunic, leather calf boots, Dagger

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remaining cash, satisfied that any witnesses would have seen her leave the settlement empty handed. She tied the purses to her belt, crossed the bridge and walked down towards the River Kald.

Corik and Larith had a quick conversation at the well. Both men were convinced that a pretty young girl had been given a large amount of cash under very suspicious circumstances. Larith suggested that they follow the girl. From their viewpoint at the well, the men saw Felyss walking down the west bank of the brook. Cautious about being seen by the washerwomen, they waited at the corner of a building [41] until the women had their backs turned, ran to the bridge and waded across the stream on the Kald (north) side of the bridge, well out of sight. They then followed Felyss down to the river.

Corik crept through the woods to get behind Felyss, while Larith simply followed the trail into the clearing. When Larith entered the grove, Felyss was frightened, approached by this rough looking stranger. She feared rape, not robbery. She turned to flee and found Corik behind her, she struck him, scratching his face, and fled past him towards the woods. Corik, more on impulse than anything else, threw a knife at her. It caught her just below the shoulder blade and killed her. The men panicked. Corik retrieved his dagger and picked up the two bags of cash. One of the bags had split, spilling its contents (all pennies from the Coranan mint) widely across the ground. Corik began picking up the coins but the men then heard what they thought were voices on the river, (in fact it was geese) and fled the scene through the undergrowth. They hurriedly left the woods, crossed the bridge and returned to the circus several minutes before it began to rain heavily.

When the rain ended Meliren saddled the horse, Hirin, and went to meet Felyss. He found her corpse. Distraught and panicked, he turned her body over, laid her straight, and placed a posy on her chest. He then quickly looked around for the cash, but other than a half-dozen pennies scattered around the body, it was nowhere to be found. Meliren then re-mounted and rode west. Having lost both girl and cash Meliren was devastated and frightened. He decided to continue to ride, to clear his head. He took Hirin on a long, circular route, through Yalen, Novelim, Feneven, Bory, Tamorlan and Calsite before arriving back in Jedis about three hours after the body was discovered.

AFTERWARDS

Hopefully by the end of their first day in Jedis, the characters will have tracked down, and captured, a murderer. When they return to the keep Sir Jassyff and Sir Shernath will congratulate them. The criminal(s) will be thrown into the oubliette (see Jedis page 25) to await trial. Straken will remind the constable that the characters have missed the main meal of the day, due to their diligent investigations. The characters will be shown to their temporary quarters in the light horse barracks. While they are stowing their gear, two of the serving maids will bring a mutton stew, with leeks & turnip, a couple of loaves of bread and the remains of a huge rhubarb and honey pie.

The players will then be allocated 'short watches' over the circus, until dusk. That evening, they will be summoned, by one of the keep guards, for supper in the great hall and will, for the first time, dine with the forty-odd people who make up the residents and staff of Jedis Keep. They will find that they have been placed above the chamber servants, alongside the regular guards.

Larith's Bear

Str	16	Eye	15	Int	05
Sta	13	Hrg	13	Aur	09
Agl	13	Sml	24	Wil	13
End	14	Mov	28		

Skills: Initiative 65, Awareness 68, Dodge 65, Stealth 52, Tracking 75, Bite 52 (4P), Claw 65 (4E)

Armour: B5, E2, P2, F4 - GAC 1

Strike Locations

01-15	Head
16-25	Neck
26-30	Fore Leg*
31-50	Thorax
51-85	Abdomen
86-95	Hind Leg
96-00	Tail

* Odd = Left, Even = Right

Combat Options

Offence: Evade/Attack

Defence: Counterstrike/Dodge

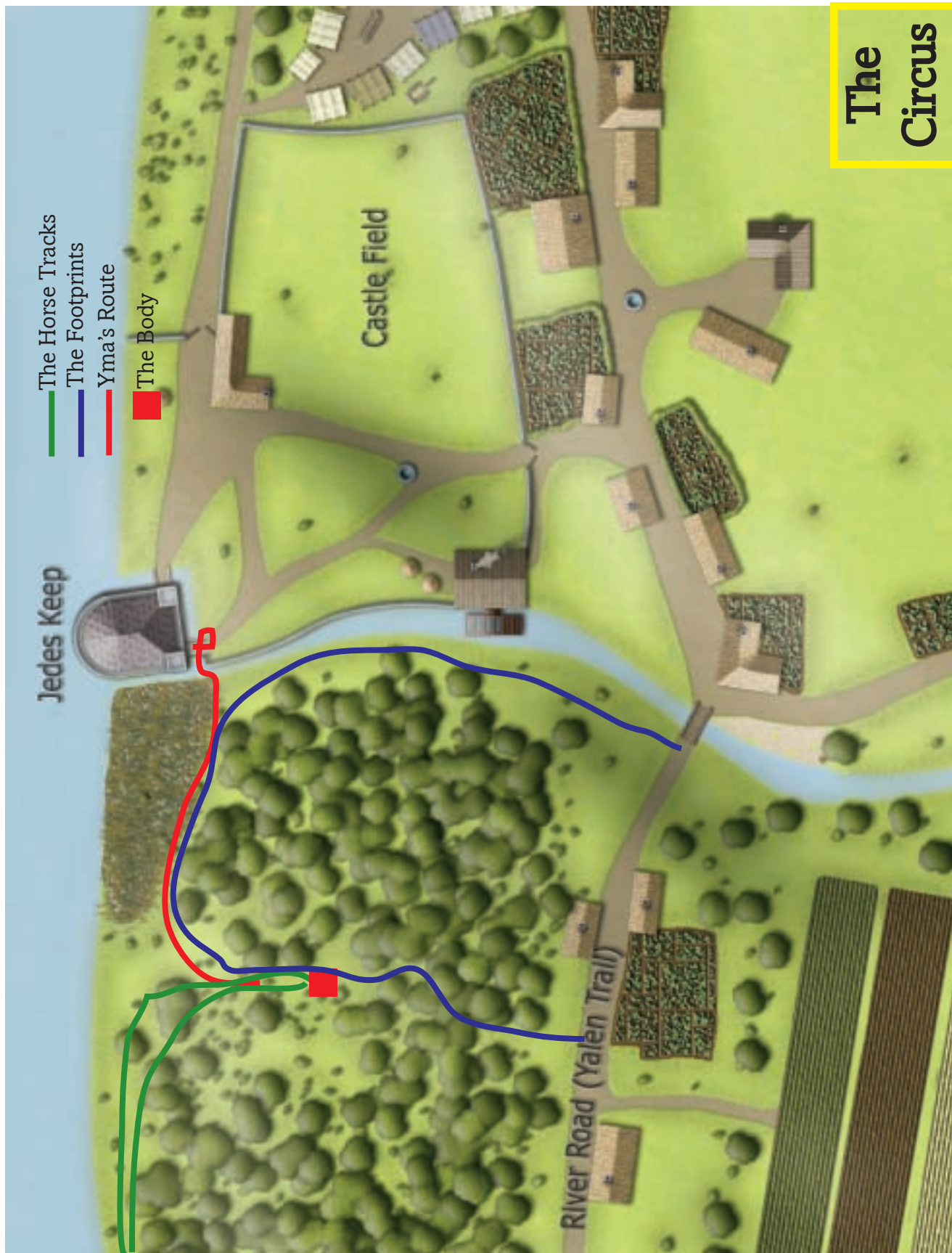
Loose Ends

Several minor matters remain unresolved, many of which could cause future friction in Jedis.

Felyss' father, Faran, will continue to hold Meliren partly responsible for his daughters death. After all, if the lad hadn't turned her head with his rash promises, she'd still be here. He will not, however, return the cash left by Meliren. Felyss mother, however, has more sympathy for the heartbroken young man.

Brod of Heriel is out of pocket, he is angry with his son, for stealing from him, but is furious with Cyrael of Urnelt for short-changing Meliren. Brod will not ask Felyss father for the money, he is not that insensitive. He will, however, confront Cyrael with as many of the Corani mint coins as he has been able to recover, and demand that she give him a one for one exchange for Kaldoric currency. She will, grudgingly do this, but Brod will advise anyone who asks to keep away from 'that cheating bitch.'

The Circus



*To Sir Kodar Maradyne
Deputy to the Sheriff of Osel
Hutop*

My Lord Sheriff

Greetings from Bromeleon, and may I wish you every good fortune.

Among our flock in Poynter was one unfortunate individual cursed more than leprosy. Brygeth was also plagued by visions. She was shunned, even by her fellow unfortunates, because of her unwelcome gift. She has predicted many deaths, most with remarkable accuracy, and several other events, such as Brother Hadyl's infection with the disease. Until now her sayings have involved only events in Poynter and Bromeleon.

Ten days ago, however, Brother Hadyl, who now ministers to the lepers, brought to me the sad news of her demise. With this news he also brought information of a final series of predictions. I cannot attest to the accuracy of what follows, it may simply be the ramblings of a dying leper. However, given the nature of her final statement, I thought it wise to bring her words to your attention. A transcript of the last prophesy of Brygeth is appended, do with this as you will.

The Blessings of Peoni to you

Rablar Oppias, Pelnala,

Bromeleon Abbey

The coming year bodes ill for Asolade. Dark times lie ahead.

Many paths lead to chaos.

The year begins with murder and monsters.

Children are taken from their mothers, causing grief and misery.

Friends become foes. Foes become friends.

The wild men of the north want what is theirs.

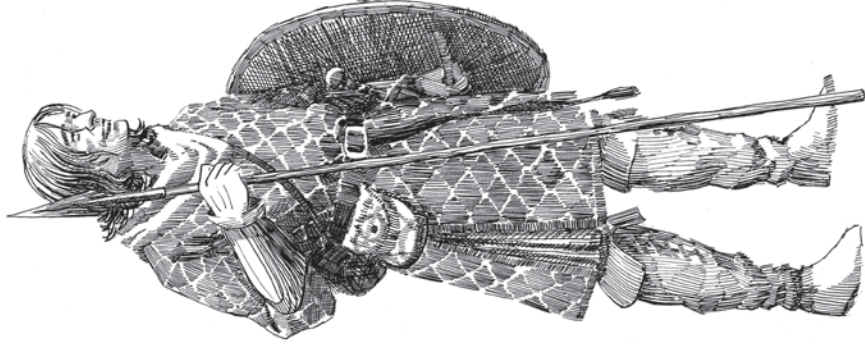
The wild men of the south want what is not theirs.

The Dark Man brings vengeance for the vengeful. Old wounds, some almost healed, are re-opened. The Dark Man claims to serve the true lord, but lies. He serves a rival.

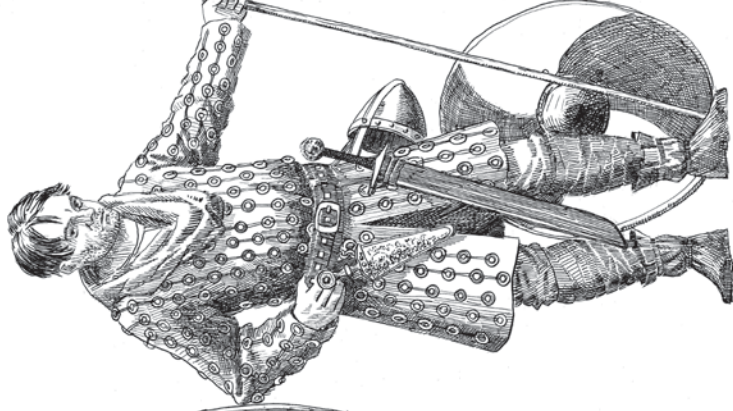
The Tunning One wants wealth, a tithe not due. Hidden in the green, the Tunning One is a servant of a servant of the lord of the lord.

The Shadowed Man moves slowly. He wants life eternal. His plan begins this day. The crone dies tonight, unloved unmissed. The babe will follow before green turns to yellow. Before yellow turns to brown, it is the turn of the maiden to die. Last to die is mother. If mother dies, darkness falls.

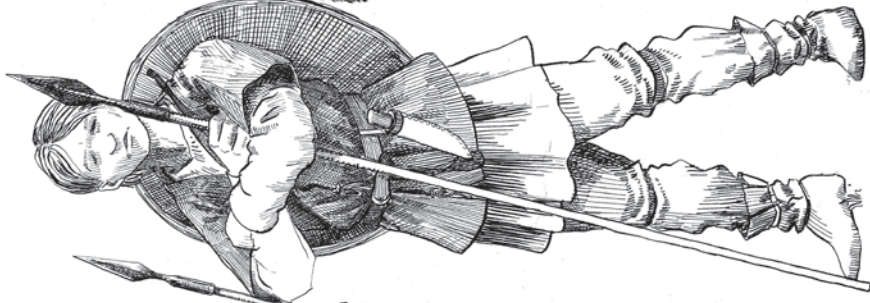
THE ASOLADE ADVENTURERS



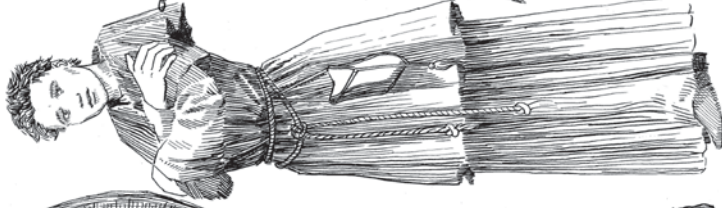
Kalas of Delsin,
Light Foot
Yeoman



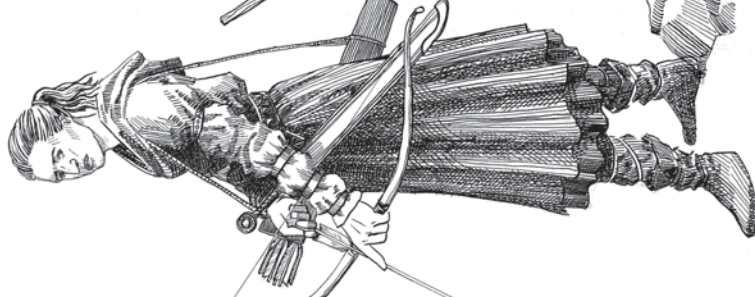
Ondren of Lemra,
Mercenary
(former Miner)



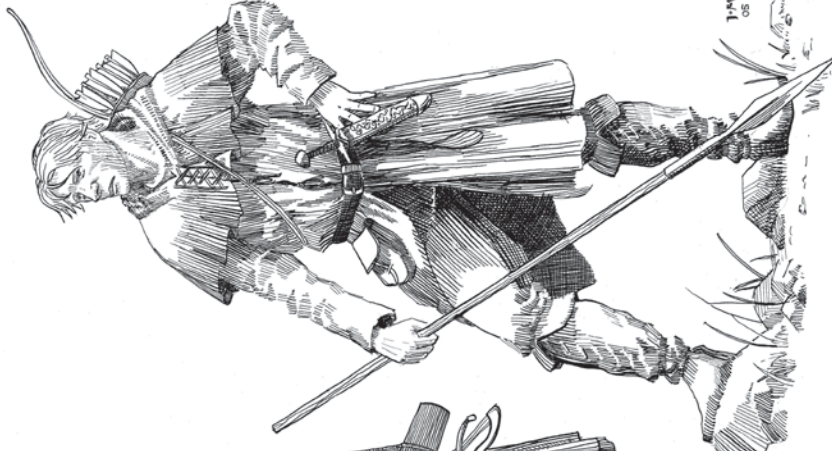
Harlin of Kleve,
Journeyman Ostler
(Militia)



Ryssi of Chert,
Priestess of
Peoni



Lysa of Rakath,
Shortbow
Yeoman



Gorrys of Lunn,
Hunter

ASOLADE ADVENTURERS 1

INTRODUCTION

The pregenerated characters presented on the following pages are provided for use with the adventure 'A Shower of Silver.'

These characters, and the adventures, are intended as an introduction to HårnWorld and to the HårnMaster 3rd Edition rules. The rules and world background are available from www.columbiagames.com. An alternative, but compatible, rules system (HårnMaster Gold) and additional background materials are available from www.kelestia.com.

The adventure, and the background material for the player characters are based on information from several HårnWorld products notably: the HårnWorld boxed set, Kaldor Kingdom, and City of Tashal. All of these articles are available from www.columbiagames.com.

There is a fine body of fan work associated with Hårn, while much can be found on Lythia.com, further fan sites can be found via HårnLink at www.warflail.com.

The author would welcome any comments, criticisms or tales of how this adventure and/or the characters were used. Any feedback can be addressed via www.harnforum.com.

Six characters are provided. Three separate sheets are provided for each character. There is one two page character background and two copies of the character sheets for each character.

Character Background

This is a two page handout for the players providing background information on the pre-generated player characters. This information is 'what the character knows to be true.' This of course means that it is not entirely accurate. The characters' knowledge and world view may be inaccurate for many reasons. Referees should familiarise themselves with the character background write-ups.

Referees should note that, unlike many scenarios, the pre-generated characters are, mostly, local freemen (and women). They are familiar with the area in which the adventures are taking place. Most of them have relatives and friends whom they may be able to call on for assistance. There is, however, no such thing as a free lunch. Characters frequently asking for favours will find that the favours will be called in.

Character Sheets

Two copies of the standard HårnMaster 3 character sheets have been included. The first copy contains all relevant information for the players at the start of the campaign. The second copy leaves many of the fields blank to allow players to alter their skill mastery levels when appropriate and to alter their equipment should they (as players often do) decide to waste their characters hard earned cash on new weapons and armour.

NOTE

Ryssi of Chert

The inclusion of a Peonian priestess in the adventuring group may cause problems for some referees. If the referee chooses not to allow the use of this character she will remain in Jedes as a NPC. Note that Ryssi carries a message for the Constable of Jedes. Even if she is not a player character she will appear in the first scenario as a NPC.

Warning

Society on Hårn is not as egalitarian or 'inclusive' as in many Fantasy Role Playing Games. Nobles, be they good or bad expect to be treated with respect and deference from their social inferiors. Being rude to a noble, answering back, or failing to show proper respect will probably result in a character being slapped or cuffed by the noble. Striking back is a crime. The pre-generated characters should know full well the likely result of their actions. Referees may of course relax this stricture for the rude and swaggering bravos who constitute the average adventuring party.



CREDITS

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ASOLADE ADVENTURERS 2

THE CHARACTERS

This section contains information for referees intending to use the characters contained in this article. Players should **stop reading now**.

In front of this section is a larger copy of the cover illustration, showing the six pre-generated characters included here. The cover may be used to allow players to choose which of the pre-generated characters they want to play. Rather than let players see character sheets, referees may simply allow the players to see the illustrations and limited information on the cover. Players can then choose the character that they 'like the look of.' (Note that the cover gives some idea of the relative heights of the characters.)

If the scenarios are to be run with a single player, it is suggested that the choice of character be limited to Gorrys of Lunn, Kalas of Delsin or Lysha of Rakath. If there are only two players, it is suggested that one of them be one of the above three characters. For three or more players, any mix should be adequate. It is advised that referees intending to use the pre-generated characters read the character background information. A short summary of the characters is provided below.

GORRYS OF LUNN

Gorrys is a hunter and the son of a leatherworker. He has very good tracking and good combat skills. He is, however, illiterate. Gorrys and Lysha grew up in the same village, she is 'the girl next door.' His life was saved by Kalas of Delsin. He also knows the Priestess, Ryssi of Chert, she was with Kalas when Kalas rescued him.



HARLIN OF KLEVE

Harlin is a Journeyman Ostler with some limited combat abilities because of his militia training. He is not the best in combat and is poorly armoured, but he is literate and is the only pre-generated character with any skill at riding and horsecraft. He is literate. Harlin has spent the last seven years as an apprentice in the same village as Kalas. He and Kalas are friends. He has taught Kalas to read, in return Kalas has taught him some weapon skills. Ryssi of Chert was, for a short time, the assistant to his local priest.



KALAS OF DELSIN

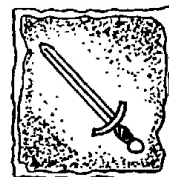
Kalas is a Light Foot Yeoman. He is good in combat and has some limited tracking skills. Kalas is a good all round character and is literate. Kalas recently hauled Gorrys of Lunn out of the river Kald. Kalas was acting as an escort for Ryssi of Chert at the time. The priestess was, for a short time, the assistant to the local Peonian priest. Kalas is a friend of Harlin of Kleve. Harlin taught Kalas to read, in return Kalas has taught Harlin some weapon



skills. Harlin spent time recuperating in Gorrys' home, he has met Gorrys' friend & neighbour Lysha of Rakath.

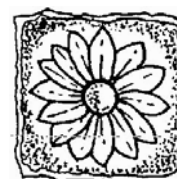
LYSHA OF RAKATH

Lysha is a very good archer and is a good all around character. She has some tracking skills. Lysha and Gorrys grew up in the same village, he is 'the boy next door.' Over the winter, Gorrys was pulled from the Kald by Kalas, assisted by Ryssi. Lysha has met both yeoman and priestess. Kalas stayed with Gorrys until he recovered, whereas Ryssi went to the manorhouse. She knows Kalas better than she knows Ryssi.



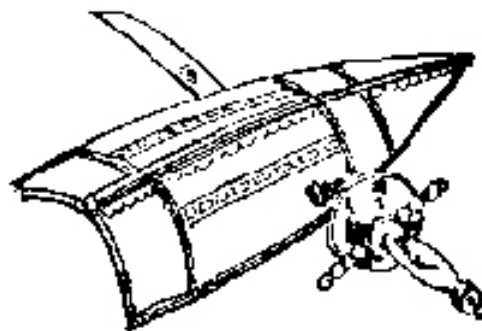
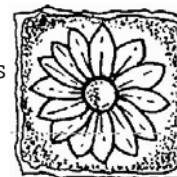
ONDREN OF LEMRA

Ondren has an eclectic mix of skills, the result of his background. He is a fairly good combatant and is the best armoured character. Other than the priestess, Ryssi, who helped in a mine rescue where Ondren was trapped, he does not know any of the other characters. He is the group's outsider.



RYSSI OF CHERT

Ryssi is the only character to know all of the others. As a Peonian Priestess she is a pacifist healer and a negotiator. This makes her an uncommon first choice for many players. Ryssi met Ondren when she was involved in a mine rescue. She helped minister to the villagers of Novelim, where she met Harlin and Kalas. She helped Kalas rescue Gorrys from the river Kald. She knows Lysha least of all.



BACKGROUND: GORRYS OF LUNN 1

GORRYS OF LUNN



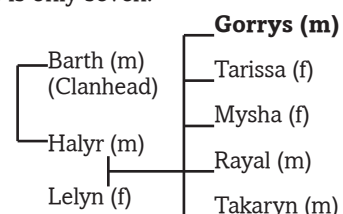
Who am I?

You are Gorrys of Clan Lunn. You will be twenty-one years old this year. You could have been a hideworker, like your father, but the outdoor life called to you. You have been following your Uncle Barth into the woods since your early teens, and have been taught to hunt, track and trap by him.

Who are my family?

Your father is Halyr of Lunn, Master Hideworker of the village of Yalen. He tans hides and makes shoes, boots and leather clothing. Your father made most of what you wear. Your mother is Lelyn. You have two sisters. Tarissa is nearly nineteen and betrothed to the woodcrafter's apprentice. Mysha is seventeen, pretty, and shy. You also have two brothers. Rayal is fifteen, unlike you he wanted to follow your father's profession, he has already left home. As is customary, he has been apprenticed to another hideworker, in the village of Bory. Your youngest brother is Takaryn, he is only seven.

Clan Lunn



Where am I from?

You were born and raised in Yalen, in the Hundred of Asolade, in the Shire of Osel, in the Kingdom of Kaldor. Yalen is a small village of only sixteen households, plus the nobles up at the manor. Yalen lies on the south bank of the mighty river Kald. It is a short (30 minute) walk to the town of Jedes. Your family is one of four free families in the village; the others are the woodcrafter, and two yeomen. The remaining residents are peasant farmers; good folk in the main, but tied to the land. The Lord of Yalen Manor is now Sir Alarn Orteyan. He inherited the fief over the winter, on the death of his father, Sir Darnard. You grew up in the village and know everyone by name.

Who are my friends?

You've been friends with Lysha of Rykath since you were both children. Like you she's the eldest of five children. Lysha is blonde haired and blue eyed and is a few months older than you. Her father is a yeoman; he provides military service to the Lord of Yalen in return for his land. He serves as an archer, using the short forest bow common across the hundred. Lysha has always been a tomboy. Her father thought that she'd grow out of playing yeoman, but she didn't.

Lysha has had a scar across her left cheek since she was fifteen. She set off a trap in the woods that flung a sharp flint when triggered; it narrowly missed her eye. Your guilty secret is that you set the trap, though simply as practice, you did not intend to hurt anyone. Fortunately, she doesn't know that you're responsible for her scar.

While out setting snares over the winter you fell into the Kald; you misjudged the edge of the river in the snow.

CREDITS

WRITER

Neil Thompson

ARTIST

Juha Makkonnen



BACKGROUND: GORRYS OF LUNN 2

Kalas of Delsin a yeoman from Novelim (the manor of Sir Alarn's liege, about one league downstream) hauled you out. Wet, freezing, and caught in the middle of a fierce blizzard; he probably saved your life. Kalas and the Peonian Priestess he was escorting, Ryssi of Chert, brought you home. Both Kalas and you spent a month in your fathers house, recuperating. Ryssi and the old monk Flamal, who is now the village priest gave you both healing herbs & infusions. You are indebted to the church for their assistance.

What can I do?

Over the years you have picked up some skills from your father, you can skin and tan hides, and can sew. But you have learnt most from your uncle. You can forage for food. You know the tracks and spoor of local animals, deer, bear, boar, badger, fox and the like. You can set snares and traps for rabbits, hares, and other small game. You have a little knowledge of local herbs and can make shelter and fire in the woods and forests. You can make and fletch arrows. You are young, fit, and strong willed.

What do I own?

You own the clothes that you're wearing: a homespun woollen shirt and leather trousers, calf boots, gauntlets, coat and cowl. Your leather clothing was provided by your father, your gauntlets are pigskin, made from the skin of a young wild boar you killed. The remaining leather garments are all leather from local cattle.

You own a dagger, a short forest bow, a 6' spear and a box quiver containing twenty arrows. You have three rabbits, caught, skinned and gutted last night. The flesh and fur can be bartered. A leather pouch tied to your belt contains your monetary wealth, one silver penny, it also contains a flint and steel. A rough canvas sack contains spare clothes, a second shirt and a pair of wool trousers.

Where am I going?

You helped your uncle for many years. He acted as huntsman and beater for Sir Danard Orteyan. Unfortunately, Sir Danard died over the winter, despite the ministrations of Ryssi of Chert. Shortly after his death, Sir Danard's son, Sir Alarn summoned both you and your uncle to the manor to tell you that he no longer required your services. Your uncle has since found work in Yeashim, but Sir Yenin Ercamber, the Lord of Yeashim wanted only one hunter. A discussion with your father and uncle has resulted in you leaving Yalen to walk to Jedes, it is the largest settlement for many leagues. There is a market in Jedes four times each month. The next one is tomorrow. It is possible that Kalas, Lysha and Kalas' friend Harlin will go with you to find work.

ASOLADE HUNDRED

Background

Asolade Hundred lies in the south-western corner of the Kingdom of Kaldor. The Kald River forms the north-eastern boundary, the Osel river, the southern boundary. The western part of the hundred is mostly flat and

fertile farmland, although low hills separate the farmland along the Kald from the Osel river valley. Almost all of the population live and work in this half of the hundred. The twenty-two settlements are mostly manorial villages, similar to your own home village. The largest settlement is Jedes, with its tall and imposing keep. There is a monastery to the south, Bromeleon. Bromeleon is the home of the shrine to St. Bromel and contains a large hospital. The monks also maintain a leper colony nearby. There are two mining settlements in the hills: one, Orofal, mines copper; the other, Tasinald, is a lead mine. The eastern part of the hundred is heavily forested and sparsely populated.

Across the Kald river to the north dwell the Kath, fiercely territorial forest dwelling nomads. To the north-east lies most of civilised Kaldor. The roads are poor and can be dangerous, but all roads lead to Tashal, the capital, a great city where wise old King Miginath rules. To the east lies Daynora Hundred and Hutop Keep, home of the Sheriff of Osel, keeper of the king's peace. To the south lies the Oselmarch, and the lands of the Pagaelin, fierce and ruthless barbarians, eaters of children. Everyone knows the stories of their cruelty. To the west lie the forests of Evael, home of the elves. A mysterious people, they are a legend across much of Hârn. Everyone in Asolade knows someone who knows someone who has seen an elf. But no-one can give a good description.

Law

The manor lords hold court irregularly, they deal with disputes between the serfs in their village. Most of the manor lords owe fealty to Earl Dariune, a mighty lord who lives in a huge castle in far off Kiban. A constable, Sir Shernath Mirdarne, rules Jedes on behalf of the Earl. The constable is a powerful man, able to call upon dozens of knights and men-at-arms. As Earl Dariune's representative in the Hundred, he can hold court over his vassals. Sir Shernath has the reputation of being honest and fair in his judgements. Most locals will turn to the vassal's court rather than take royal justice.

The representative of Royal Justice within the hundred is the Bailiff of the Hundred, Sir Arrys Maradyne. The hundred court is held in the hundred moot village of Asolade, after which the hundred is named.

Religion

Most people, including you, worship gentle Peoni, goddess of healing and agriculture. Almost every village has a chapel to the goddess. Her services take place on the 4th, 12th, 20th & 28th of each month. You usually attend the service.

The nobles worship Larani, goddess of the feudal ideal. She is regarded by many as the protector of Peoni.

You know a little of any other gods: Halea is the wanton goddess of profit, pleasure and luck, worshipped by some merchants and city dwellers. Ilvir is the mystic & craven lord. A god of the old ways and old times. Morgath, Naveh and Agrik are the dark gods. All are evil, following them will damn your eternal soul.

HârnMaster CHARACTER PROFILE

Character Name: **Gorrys of Lunn**


Occupation/Title: **Hunter**

ကုမ္ပဏီ၏ အသွင်အပြင်

BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	27 Nuzyael 699	SUNSIGN	Ulandus
BIRTHPLACE	Yalen, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Eldest of Five		
PARENT	HI DEWORKER: Offspring - both parents living		
ESTRANGEMENT	Popular		
CLANHEAD	Uncle		


APPEARANCE

HEIGHT	68 5' 8"	FRAME	Medium
WEIGHT	153lb 10st 13lb	COMELINESS	9 Average
OTHER APPEARANCE			
Fair complexion, red hair, hazel eyes			
MEDICAL		None	
			

PHYSICAL

STRENGTH	13
STAMINA	12
DEXTERITY	14
AGILITY	10
EYESIGHT	13
HEARING	10
SMELL	12
VOICE	9

PERSONALITY

INTELLIGENCE 12	AURA 10
WILL 16	MORALITY Law abiding 12
PSYCHE None	
DEITY/RELIGION 	PIETY 20
NOTES	

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	12	48
INTRIGUE	13	39
ORATORY	10	20
RHETORIC	12	36
RITUAL - PEONI	13	13
SINGING	9	27

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

[illegible]

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

HårnMaster COMBAT PROFILE

Character Name: **Gorrys of Lunn**

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B E P	AML	DML	NOTES
INITIATIVE	56	Unarmed	•	•	0/15	•	0/•/•	56	56	
ENDURANCE	14	Dagger	1	11	5/5	•	1/2/5	61	61	
DEXTERITY	14	Spear	5	11	20/10	-10	4/•/7	90	80	(two handed)
AGILITY	10	Shortbow	2	10	5/5	n/a				
MOVE	10									
DODGE (AGL x 5)	50									

INJURIES			LOAD (Items Worn/Carried)		ARMOUR/CLOTHING		MATERIAL	AQ	WT
LOCATION	HR	ILs	ARMOUR	32.4	Cowl, long		Leather	0	2.5
			WEAPONS	8.0	Shirt, long sleeved		Cloth	0	5.1
					Coat		Leather	0	13.2
					Trousers		Leather	0	7.6
					Gauntlets		Leather	0	0.8
					Boots, calf		Leather	0	3.2
Bloodloss	H6		TOTAL WEIGHT	40.4					

PENALTIES		SPECIAL PENALTIES	
A. Injury Levels			
B. Fatigue Levels			
UNIVERSAL (A+B)			
C. Encumbrance ENC = LOAD/END	3		
PHYSICAL (A+B+C)		TOTAL	



COMPOUND LAYERS		AQ	B	E	P	F
SKULL	Leather		2	4	3	3
FACE						
NECK	Leather		2	4	3	3
SHOULDER	Leather/Leather/Cloth		5	9	7	7
UPPER ARM	Leather/Cloth		3	5	4	4
ELBOW	Leather/Cloth		3	5	4	4
FOREARM	Leather/Cloth		3	5	4	4
HAND	Leather		2	4	3	3
THORAX	Leather/Cloth		3	5	4	4
ABDOMEN	Leather/Cloth		3	5	4	4
HIP	Leather/Leather/Cloth		5	9	7	7
GROIN	Leather/Leather/Cloth		5	9	7	7
THIGH	Leather/Leather		4	8	6	6
KNEE	Leather		2	4	3	3
CALF	Leather/Leather		4	8	6	6
FOOT	Leather		2	4	3	3

HârnMaster CHARACTER PROFILE

Character Name: **Gorrys of Lunn**

Occupation/Title: **Hunter**

ကျွန်းချပ်. ချပ်. နှစ်

BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	27 Nuzyael 699	SUNSIGN	Ulandus
BIRTHPLACE	Yalen, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Eldest of Five		
PARENT	HI DEWORKER: Offspring - both parents living		
ESTRANGEMENT	Popular		
CLANHEAD	Uncle		


APPEARANCE

HEIGHT	68 5' 8"	FRAME	Medium
WEIGHT	153lb 10st 13lb	COMELINESS	9 Average
OTHER APPEARANCE			
Fair complexion, red hair, hazel eyes			
MEDICAL		None	

PHYSICAL

STRENGTH	13
STAMINA	12
DEXTERITY	14
AGILITY	10
EYESIGHT	13
HEARING	10
SMELL	12
VOICE	9

PERSONALITY

INTELLIGENCE	12	AURA	10
WILL	16	MORALITY	
PSYCHE			
None			
DEITY/RELIGION			
	PIETY		
NOTES			

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	12	
INTRIGUE	13	
ORATORY	10	
RHETORIC	12	
RITUAL - PEONI	13	
SINGING	9	

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

[illegible]

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

HårnMaster COMBAT PROFILE

Character Name: **Gorrys of Lunn**

COMBAT STATS

INITIATIVE	
ENDURANCE	
DEXTERITY	
AGILITY	
MOVE	
DODGE (AGL x 5)	

WEAPON

WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Unarmed	•	•	0/15	•						

INJURIES

LOCATION	HR	ILs
Bloodloss	H6	

LOAD (Items Worn/Carried)

ARMOUR	
WEAPONS	
TOTAL WEIGHT	

ARMOUR/CLOTHING

MATERIAL

AQ WT

PENALTIES

A. Injury Levels	
B. Fatigue Levels	
UNIVERSAL (A+B)	
C. Encumbrance ENC = LOAD/END	
PHYSICAL (A+B+C)	

SPECIAL PENALTIES

TOTAL	

COMPOUND LAYERS

AQ B E P F

SKULL					
FACE					
NECK					
SHOULDER					
UPPER ARM					
ELBOW					
FOREARM					
HAND					
THORAX					
ABDOMEN					
HIP					
GROIN					
THIGH					
KNEE					
CALF					
FOOT					



BACKGROUND: HARLIN OF KLEVE 1

HARLIN OF KLEVE



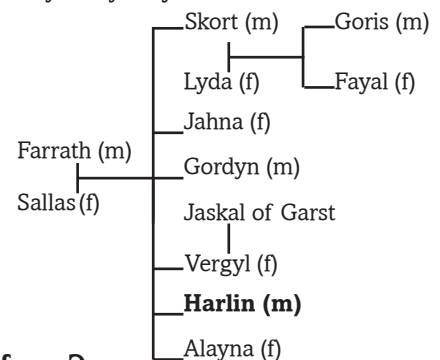
Who am I?

You are Harlin of Clan Kleve. You are twenty-one years old and hold guild papers as a journeyman ostler. You have lived with horses all of your life,

Who are my family?

Your father is Farrath of Kleve, free master ostler from the village of Skaist. He breeds and breaks horses, he also stables, grooms, and shoes. Your mother is Sallas, you are the fifth of six children. Your eldest brother, Skort, is ten years your senior. He is married with two young children. Skort is the senior journeyman to your father and there is little doubt that he will eventually inherit the guild franchise. Your eldest sister is Jahna, she ran off with a group of travelling players when she was eighteen. Skort, then twenty, tracked her down, but she refused to return. You've heard that Jahna is a fine singer and that the troupe is well respected. They have even played before the king. Gordyn is your next brother, aged twenty-six, he is now a master ostler, bonded to the Bailiff of the Hundred of Asolade. Twenty three year old Vergyl is married and pregnant, she married the village metalsmith, a widower seven years her senior, only last year. Your youngest sister is Alayna; five years your junior.

Clan Kleve



Where am I from?

You were born and raised in Skaist, a village of twenty-two households in the Hundred of Asolade, in the Shire of Osel, in the kingdom of Kaldor. Skaist, and another fourteen households, which form the hamlet of Deshines, about a quarter-league away, are ruled by a bailiff from Skaist manor. The Lord Bailiff of Skaist is Sir Garith Kaphin, one of his cousins is the king's Lord Privy Seal and, rumour has it, mistress. Your family is one of eight free families in the two villages. There are four guild clans, your own, the miller, the metalsmith, and the charcoaler, plus four yeomen. The remaining residents are peasant farmers, good folk in the main, but tied to the land. You grew up in Skaist and lived there until you were fourteen.

In your fourteenth year your father arranged an apprenticeship for you. You were taken to Novelim, three leagues to the west, where you were introduced to the master ostler Yerick of Ubel. Yerick breeds ponies, mules and donkeys, not fine palfreys like your father. Novelim is about the same size as Skaist, twenty-four households, the manor lord is Sir Terris Doulzarn, one of the wealthiest nobles in the hundred.

CREDITS

WRITER

Neil Thompson

ARTIST

Juha Makkonnen



BACKGROUND: HARLIN OF KLEVE 2

Who are my friends?

You have been in Novelim for seven years, during this time you have become familiar with the village and its inhabitants. You have made a few friends, among them is the adopted son of one of the yeomen, Kalas of Delsin. Kalas is the same age as you, he was trained in arms by his foster-father. Over the years you've taught him to read and write. He is fascinated by this skill. In return, he's helped you with your spear and shield drills. The only time you've argued was three years ago, you fell out over Belysa of Marish, the pretty daughter of one of the villeins. You stopped speaking to each other, and both of you spent everything you had buying her presents. Then she got work as a servant in the manorhouse; and married the chamberlain, who was twice her age.

Last autumn a young Peonian priestess arrived in the village, you got on well with her. Her name was Ryssi of Chert. Almost a month ago she left for Yalen, accompanied by Kalas. She did not return.

What can I do?

You have few skills, but the ones that you have, you are good at. You can make leather goods, repair saddles and bridles, you are an expert in horses and horse care and you're a good horse rider.

Since arriving in Novelim you've taken to swimming in the river Kald, while hardly an expert, you can safely splash your way from one side of the river to the other.

Your father taught you your letters. Your master continued the lessons. You can read and write. Most of what you write is bloodlines for horses. All of the local ostlers keep a careful written record of breeding.

You've been in the militia for seven years. This involves practicing weapon drills with the local yeomen, four times each month. You know which end of a spear is which, but you know that you're no expert, and you've never seen combat.

What do I own?

You own the clothes that you're wearing: a good, red dyed cloth shirt; leather riding breeches and calf boots; and a quilt aketon and cowl. You own a dagger plus your 'militia' weapons, a spear and a roundshield. You also own a few tools, a shoeing hammer and a horse comb amongst them. You have twelve pennies in coin in a pouch in your belt, and you have a green woollen tunic and brown trousers, your best clothes, in a sack.

Where am I going?

As a journeyman Ostler you can look for employment with any Master Ostler. Unfortunately, so far as you know, none of the masters within the Hundred are currently looking for staff. Jedes is not a very big place, but it's the biggest place within a days walk. Tomorrow is market day and there may be work to be had.

ASOLADE HUNDRED

Background

Asolade Hundred is in the south-western corner of the Kingdom of Kaldor. The Kald River forms the north-eastern boundary, the Osel river, the southern boundary. The western part of the hundred is mostly flat and fertile farmland, although low hills separate the farmland along the Kald from the Osel river valley. Almost all of the population live and work in this half of the hundred. The twenty-two settlements are mostly manorial villages, similar to your own home village. The largest settlement is Jedes, with its tall and imposing keep. There is a monastery to the south, Bromeleon is the home of the shrine to St. Bromel and contains a large hospital. The monks also maintain a leper colony nearby. There are two mining settlements in the hills, one Orofal, mines copper, the other, Tasinald, is a lead mine. The eastern part of the hundred is heavily forested and sparsely populated.

Across the Kald river to the north dwell the Kath, fiercely territorial forest dwelling nomadic barbarians. To the north-east lies most of civilised Kaldor. The roads are poor and can be dangerous, but all roads lead to Tashal, the capital, a great city where decrepit old King Miginath rules. To the east lies Daynora Hundred and Hutop Keep, home of the Sheriff of Osel, keeper of the king's peace. To the south lies the Oselmarch, and the lands of the Pagaelin, fierce and ruthless half-demon monsters. Everyone knows the stories of their cruelty. To the west lie the forests of Erael, home of the elves. A mysterious people, they are a legend across much of Hårn. Everyone in Asolade knows someone who knows someone who has seen an elf. But no-one can give a good description.

Law

The manor lords hold court irregularly, they deal with disputes between the serfs in their village. Most of the manor lords owe fealty to Earl Dariune, a mighty lord who lives in a huge castle in far off Kiban. A constable, Sir Shernath Mirdarne, rules Jedes on behalf of the earl. The constable is a powerful man, able to call upon dozens of knights and men-at-arms. As Earl Dariune's representative in the hundred, he can hold court over his vassals. But he is not above the king's law.

The representative of the king's law within the hundred is the Bailiff of the Hundred, Sir Arrys Maradyne. The hundred court is held in the hundred moot village of Asolade, after which the hundred is named. Serious disputes may reach the sheriff's court in Hutop, or even the king.

Religion

Most people, including you, worship gentle Peoni, goddess of healing and agriculture. Almost every village has a chapel to the goddess. Her services take place on the 4th, 12th, 20th & 28th of each month. You usually attend the service.

The nobles worship Larani, goddess of the feudal ideal. She is regarded by many as the protector of Peoni. Halea is the wanton goddess of profit, pleasure and luck, worshipped by some merchants and city dwellers.

HârnMaster CHARACTER PROFILE

Character Name: **Harlin of Kleve**


Occupation/Title: **Journeyman Ostler - Militia**

[illegible]

BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	30 Kelen 698	SUNSIGN	Ulandus
BIRTHPLACE	Skaist, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK		SOCIAL CLASS	Guided
PARENT		OSTLER:	
ESTRANGEMENT			
CLANHEAD			


APPEARANCE

HEIGHT	71 5' 11"	FRAME	Medium
WEIGHT	165lb 11st 11lb	COMELINESS	10 Average
OTHER APPEARANCE			
Medium complexion, brown hair, hazel eyes			
MEDICAL		None	
			

PHYSICAL

STRENGTH	10
STAMINA	11
DEXTERITY	14
AGILITY	16
EYESIGHT	9
HEARING	10
SMELL	13
VOICE	12

PERSONALITY

INTELLIGENCE 13	AURA 10
WILL 14	MORALITY 13 Law abiding
PSYCHE <div style="text-align: center;"> <h1>Theophobia: superstitious</h1> </div>	
DEITY/RELIGION 	PIETY 17
NOTES	

PHYSICAL SKILLS

SKILL	SB	ML
CLIMBING	13	52
JUMPING	14	56
STEALTH	13	39
THROWING	11	44
CONDITION	12	60
RIDING	15	75
SWIMMING	14	28

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	44
INTRIGUE	12	36
ORATORY	12	24
RHETORIC	13	39
RITUAL - PEONI	12	13
SINGING	11	33

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

[illegible]

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCAATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

HårnMaster COMBAT PROFILE

Character Name: **Harlin of Kleve**

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
INITIATIVE	60	Unarmed	•	•	0/15	•	0	•	•	52	67	
ENDURANCE	12	Dagger	1	11	5/5	•	1	2	5	41	41	
DEXTERITY	14	Roundshield	6	13	5/20	•	2	•	•	57	72	
AGILITY	16	Spear	5	11	20/10	-10	4	•	7	70	60	(one-handed)
MOVE	16											
DODGE (AGL x 5)	80											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR/CLOTHING		MATERIAL	AQ	WT
LOCATION	HR	ILs	ARMOUR	26.7	Cowl		Quilt	0	2.6
			WEAPONS	12.0	Aketon, short		Quilt	0	10.2
					Breeches		Leather	0	5.6
					Shirt, long sleeved		Cloth	0	5.1
					Boots, calf		Leather	0	3.2
Bloodloss	H6		TOTAL WEIGHT	38.7					

PENALTIES		SPECIAL PENALTIES	
A. Injury Levels			
B. Fatigue Levels			
UNIVERSAL (A+B)			
C. Encumbrance ENC = LOAD/END	3		
PHYSICAL (A+B+C)		TOTAL	



COMPOUND LAYERS		AQ	B	E	P	F
SKULL	Quilt	0	5	3	2	4
FACE						
NECK	Quilt	0	5	3	2	4
SHOULDER	Quilt/Cloth	0	6	4	3	5
UPPER ARM	Quilt/Cloth	0	6	4	3	5
ELBOW	Cloth	0	1	1	1	1
FOREARM	Cloth	0	1	1	1	1
HAND						
THORAX	Quilt/Cloth	0	6	4	3	5
ABDOMEN	Quilt/Cloth	0	6	4	3	5
HIP	Leather/Cloth	0	3	5	4	4
GROIN	Leather/Cloth	0	3	5	4	4
THIGH	Leather	0	2	4	3	3
KNEE	Leather	0	2	4	3	3
CALF	Leather	0	2	4	3	3
FOOT	Leather	0	2	4	3	3

HârnMaster CHARACTER PROFILE

Character Name: **Harlin of Kleve**

Occupation/Title: **Journeyman Ostler - Militia**




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BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	30 Kelen 698	SUNSIGN	Ulandus
BIRTHPLACE	Skaist, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK		SOCIAL CLASS	Guided
PARENT		OSTLER:	
ESTRANGEMENT			
CLANHEAD			


APPEARANCE

HEIGHT	71 5' 11"	FRAME	Medium
WEIGHT	165lb 11st 11lb	COMELINESS	10 Average
OTHER APPEARANCE			
Medium complexion, brown hair, hazel eyes			
MEDICAL		None	
			

PHYSICAL

STRENGTH	10
STAMINA	11
DEXTERITY	14
AGILITY	16
EYESIGHT	9
HEARING	10
SMELL	13
VOICE	12

PERSONALITY

INTELLIGENCE	13	AURA	10
WILL	14	MORALITY	
PSYCHE			
Theophobia: superstitious			
DEITY/RELIGION	PIETY		
			
NOTES			

PHYSICAL SKILLS

SKILL	SB	ML
CLIMBING	13	
JUMPING	14	
STEALTH	13	
THROWING	11	
CONDITION	12	
RIDING	15	
SWIMMING	14	

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	
INTRIGUE	12	
ORATORY	12	
RHETORIC	13	
RITUAL - PEONI	12	
SINGING	11	

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

[illegible]

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

Character Name: **Harlin of Kleve**

Character Name: **Harlin of Kleve**

[illegible][illegible]

REGIONAL	COMPOUND LAYERS	AQ	B	E	P	F
SKULL						
FACE						
NECK						
SHOULDER						
UPPER ARM						
ELBOW						
FOREARM						
HAND						
THORAX						
ABDOMEN						
HIP						
GROIN						
THIGH						
KNEE						
CALF						
FOOT						

BACKGROUND: KALAS OF DELSIN 1

KALAS OF DELSIN



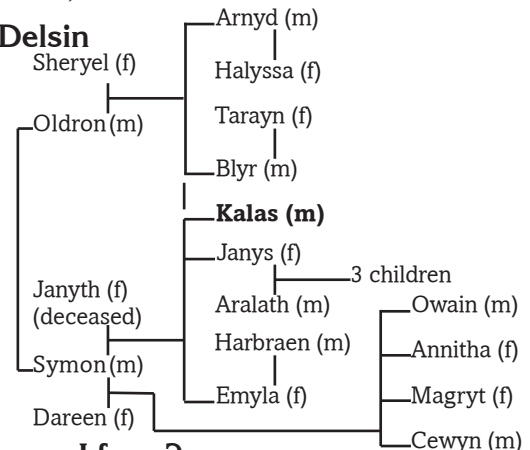
Who am I?

You are Kalas of Clan Delsin. You will be twenty two years old this year. You had work at Novelim Manor until early in the winter, when your cousin Blyr returned home with his wife.

Who are my family?

Your father is Symon of Delsin, a yeoman from the manor of Yeashim, you barely know him. You were his third child, and first son, by Janyth, his first wife. Your mother died birthing you. Soon after your birth you were taken from Yeashim to Novelim and fostered with your Uncle Oldron, and his wife.

Clan Delsin



Where am I from?

You were born in Yeashim, in the Hundred of Asolade, in the Shire of Osel, in the Kingdom of Kaldor. You were raised by your Uncle Oldron and Aunt Sheryel. You regard your aunt & uncle as your parents. You have no memories of Yeashim.

Novelim is an ancient settlement, which currently consists of 24 households. Three of the households are guildsmen: a metalsmith, a miller and an ostler. There are also four yeomen farmers, including your Uncle Oldron, who is the village Beadle. For four years you have worked as a guard in the manorhouse. You have accompanied old Sir Terris and his family on several journeys. Last year you went to the fair at Tashal, the furthest from home you've ever been. However, three months ago your cousin/foster brother Blyr returned home married, with a pregnant wife. He had been working at Jedis as a guard, but had left when he married. Under pressure from your family you left Sir Terris' service to allow Blyr to take the post. You travelled to Jedis, but Blyr's guard post had been filled. As winter was setting in, you returned home.

Who are my friends?

Harlin of Kleve is the same age as you. You have known each other since he arrived in the village seven years ago, as an apprentice to the ostler. He taught you to read and write. Your stepfather thinks that the time you've spent learning this has been wasted, but you're sure that it's a useful skill. In return, you've helped Harlin in his spear and shield drills. He's now better than the rest of the militia, but that's not saying much. The only time you've argued was three years ago, you fell out over Be-

CREDITS

WRITER

Neil Thompson

ARTIST

Juha Makkonnen



BACKGROUND: KALAS OF DELSIN 2

lysa of Marish, the pretty daughter of one of the villeins. You both spent everything you had buying her presents. Then she got work as a servant in the manor house and married the chamberlain, who was twice her age.

Last autumn a young Peonian priestess named Ryssi of Chert arrived in the village. Over the winter a messenger arrived from Yalen, asking for help. The local priestess sent Ryssi. You needed to get to Jedes to find work, so you volunteered to escort Ryssi to Yalen. En route, you saw a body in the river. You plunged in and hauled him out. It was a hunter named Gorrrys of Lunnn, he was alive, but barely. Wet, freezing, and caught in the middle of a fierce blizzard; with Ryssi's help you struggled on to Yalen. You spent almost a month in Gorrrys' fathers house, recuperating. Ryssi and an old monk named Flamal gave you healing herbs & infusions. You owe the Peonians a debt for your recovery.

While in Yalen you met Lysha of Rakath, an old friend of Gorrrys'. A yeoman's daughter she wants to become a soldier. You've seen her shoot, she's a good archer, and she seems like a practical young woman, you like her.

What can I do?

You've worked on your stepfather's farm all your life, you know the seasons, the crops and the animals. You can cook and can forage for food. You can identify the blazons of all of the nobles of Asolade Hundred, and a few more besides. You can build shelter in the woods. You can identify many tracks, you can take care of your weapons and you've got some basic medical knowledge. You're skilled with the dagger, spear, shortsword and round shield, and you can shoot a bow. After some struggle, you have learned your letters and can read.

What do I own?

You own the clothes that you're wearing: dark blue trousers and a dark green shirt, both of wool; a quilt gambeson and cowl; Leather bracers, gauntlets and knee boots; and a halfhelm with a nasal, made from Kurbul (boiled leather). You own several weapons: a dagger, a short sword, a spear, a short bow with a quiver of twenty arrows, and a round shield. You carry a sack containing a flint and steel, a wool blanket and a red wool tunic. You have three silver pennies in a leather pouch tied to your belt.

Where am I going?

You tried to find work in Jedes over the winter, but with no success. It is spring and you've recovered from the chills of winter. Now that the snows have gone, people are on the move once more. There may be work in Jedes now. Tomorrow is market day, a good time to find work.

ASOLADE HUNDRED

Background

Asolade Hundred is in the south-western corner of the Kingdom of Kaldor. The Kald River forms the north-eastern boundary, the Osel river, the southern boundary. The western part of the hundred is mostly flat and

fertile farmland, although low hills separate the farmland along the Kald from the Osel river valley. Almost all of the population live and work in this half of the hundred. The twenty-two settlements are mostly manorial villages, similar to your own home village. The largest settlement is Jedes, with its tall and imposing keep. There is a monastery to the south, Bromeleon contains a large hospital. The monks also maintain a leper colony nearby. There are two mining settlements in the hills, one mines copper, the other is a lead mine. The eastern part of the hundred is heavily forested and sparsely populated.

Across the Kald river to the north dwell the Kath, fiercely territorial forest dwelling nomadic barbarians. To the north-east lies most of civilised Kaldor. The roads are poor and can be dangerous, but all roads lead to Tashal, the capital, a great city where wise old King Miginath rules. To the east lies Daynora Hundred and Hutop Keep, home of the Sheriff of Osel. The sheriff died over the winter, he has not yet been replaced. To the south lies the Oselmarch, where the fierce cannibal Pagaelin dwell. To the west lie the forests of Eval, home of the elves. A mysterious people, they are a legend across much of Hârn. Everyone in Asolade knows someone who knows someone who has seen an elf. But no-one can give a good description.

Law

The manor lords hold court irregularly, they deal with disputes between the serfs in their village. Most of the manor lords owe fealty to Earl Dariune, a mighty lord who lives in a huge castle in far off Kiban. The constable, Sir Shernath Mirdarne, rules Jedes on behalf of the Earl. The constable is a powerful man, able to call upon dozens of knights and men-at-arms. As Earl Dariune's representative in the hundred, he can hold court over his vassals. But he is not above the king's law.

The representative of the king's law within the hundred is the Bailiff of the Hundred, Sir Arrys Maradyne. The hundred court is held in the hundred moot village of Asolade, after which the hundred is named. Serious disputes may reach the sheriff's court in Hutop, or even the king.

Religion

Most people worship gentle Peoni, goddess of healing and agriculture. The nobility, and some yeomen, including your family, worship Larani, goddess of the feudal ideal. There are no temples to Larani in the hundred, you always attend the service at Novelim Manor, Sir Terris has his own Matakea, for the last two years this has been Fryda Vareth, she is young, pretty and inspirational. Services take place on the 5th, 15th and 25th of each month. You always attend.

You know little of any other gods: Halea is the wanton goddess of profit, pleasure and luck, worshipped by some merchants and city dwellers. Ilvir is the mystic & craven lord. A god of the old ways and old times. Morgath, Naveh and Agrik are the dark gods. All are evil, following them will damn your eternal soul.

HârnMaster CHARACTER PROFILE

Character Name: **Kalas of Delsin**


Occupation/Title: **Yeoman (Light Foot)**

[illegible]

BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	23 Navek 697	SUNSIGN	Masara
BIRTHPLACE	Yeashim/Novelim, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Third of Three	SOCIAL CLASS	Unguided
PARENT	Yeoman: Fostered - mother dead, father remarried	ESTRANGEMENT	Average
CLANHEAD	Grandfather		


APPEARANCE

HEIGHT	71 5' 11"	FRAME	Medium
WEIGHT	165lb 11st 11lb	COMELINESS	13 Attractive
OTHER APPEARANCE			
Dark complexion, brown hair, green eyes			
MEDICAL		None	
			

PHYSICAL

STRENGTH	15
STAMINA	13
DEXTERITY	15
AGILITY	13
EYESIGHT	12
HEARING	10
SMELL	10
VOICE	9

PERSONALITY

INTELLIGENCE	10	AURA	9
WILL	13	MORALITY	12
PSYCHE		Law-abiding	
None			
DEITY/RELIGION	PIETY		
	Larani		16
NOTES			

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	44
INTRIGUE	11	33
ORATORY	11	22
RHETORIC	11	33
RITUAL- LARANI	11	11
SINGING	10	30

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE	13	78
UNARMED	16	64
DAGGER	14	70
ROUNDSHIELD	16	80
SHORTBOW	14	42
SHORTSWORD	15	75
SPEAR	15	75

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

HårnMaster COMBAT PROFILE

Character Name: **Kalas of Delsin**

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
INITIATIVE	78	Unarmed	•	•	0/15	•	0	•	•	64	79	
ENDURANCE	14	Dagger	1	11	5/5	•	1	2	5	75	75	
DEXTERITY	15	Roundshield	6	13	5/20	•	2	•	•	85	100	
AGILITY	13	Shortbow	2	10	5/5	n/a						
MOVE	13	Shortsword	2	12	10/5	•	2	4	4	85	80	
DODGE (AGL x 5)	65	Spear	5	11	20/10	-10	4	•	7	95	85	(two-handed)

INJURIES			LOAD (Items Worn/Carried)		ARMOUR/CLOTHING		MATERIAL	AQ	WT
LOCATION	HR	ILs	ARMOUR	38.0	Cowl		Quilt	0	2.6
			WEAPONS	16.0	Halfhelm, nasal		Kurbul	0	1.1
					Trousers		Cloth	0	3.8
					Shirt, long sleeved		Cloth	0	5.1
					Bracers		Leather	0	1.0
					Gauntlets		Leather	0	0.8
					Gambeson, long sleeved		Quilt	0	19.8
					Boots, knee		Leather	0	3.8
Bloodloss	H6		TOTAL WEIGHT	54.0					

PENALTIES		SPECIAL PENALTIES	
A. Injury Levels			
B. Fatigue Levels			
UNIVERSAL (A+B)			
C. Encumbrance ENC = LOAD/END	4		
PHYSICAL (A+B+C)		TOTAL	



COMPOUND LAYERS		AQ	B	E	P	F
SKULL	Kurbul/Quilt	0	9	8	6	7
FACE						
NECK	Quilt	0	5	3	2	4
SHOULDER	Quilt/Cloth	0	6	4	3	5
UPPER ARM	Quilt/Cloth	0	6	4	3	5
ELBOW	Quilt/Cloth	0	6	4	3	5
FOREARM	Leather/Quilt/Cloth	0	8	8	6	8
HAND	Leather	0	2	4	3	3
THORAX	Quilt/Cloth	0	6	4	3	5
ABDOMEN	Quilt/Cloth	0	6	4	3	5
HIP	Quilt/Cloth/Cloth	0	7	5	4	6
GROIN	Quilt/Cloth/Cloth	0	7	5	4	6
THIGH	Quilt/Cloth	0	6	4	3	5
KNEE	Leather/Cloth	0	3	5	4	4
CALF	Leather/Cloth	0	3	5	4	4
FOOT	Leather	0	2	4	3	3

HârnMaster CHARACTER PROFILE

Character Name: **Kalas of Delsin**

Occupation/Title: **Yeoman (Light Foot)**




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BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	23 Navek 697	SUNSIGN	Masara
BIRTHPLACE	Yeashim/Novelim, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Third of Three	SOCIAL CLASS	Unguided
PARENT	Yeoman: Fostered - mother dead, father remarried	ESTRANGEMENT	Average
CLANHEAD	Grandfather		


APPEARANCE

HEIGHT	71 5' 11"	FRAME	Medium
WEIGHT	165lb 11st 11lb	COMELINESS	13 Attractive
OTHER APPEARANCE			
Dark complexion, brown hair, green eyes			
MEDICAL		None	
			

PHYSICAL

STRENGTH	15
STAMINA	13
DEXTERITY	15
AGILITY	13
EYESIGHT	12
HEARING	10
SMELL	10
VOICE	9

PERSONALITY

INTELLIGENCE	10	AURA	9
WILL	13	MORALITY	
PSYCHE			
None			
DEITY/RELIGION	PIETY		
			
NOTES			

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	
INTRIGUE	11	
ORATORY	11	
RHETORIC	11	
RITUAL- LARANI	11	
SINGING	10	

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE	13	
UNARMED	16	
DAGGER	14	
ROUNDSHIELD	16	
SHORTBOW	14	
SHORTSWORD	15	
SPEAR	15	

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

Character Name: **Kalas of Delsin**

ANATOMICAL	COMPOUND LAYERS	AQ	B	E	P	F
SKULL						
FACE						
NECK						
SHOULDER						
UPPER ARM						
ELBOW						
FOREARM						
HAND						
THORAX						
ABDOMEN						
HIP						
GROIN						
THIGH						
KNEE						
CALF						
FOOT						

BACKGROUND: LYSHA OF RAKATH 1

LYSHA OF RAKATH



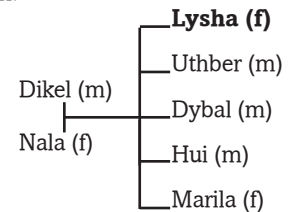
Who am I?

You are Lysha of Clan Rakath. Twenty-one years old and unmarried, many people already regard you as an old maid. You could have been married and raising babies by now. You're not concerned, you want to be a soldier.

Who are my family?

Your father is Dikel of Rakath, yeoman archer. He is an excellent marksman with the short forest bow, which is in common use across the hundred. He provides military service to Sir Alarn Orteyan, Lord of Yalen in return for his land. He is both farmer and warrior. When you were young he humoured you when you asked, and taught you to shoot the bow and to fight with falchion and shield. Your mother is Nala, she is the best alewife in the village. You have three brothers. Uthber is now nineteen and next year he will carry out the military duties; something you were forbidden from doing. This will allow your father to concentrate on the farm. Dybal is fourteen and cheeky. Hiu is thirteen. You also have a sister, Marila, aged twelve. She likes housework, and playing with dolls, she's a strange girl in your opinion.

Clan Rakath



Where do I come from?

You were born and raised in Yalen, in the Hundred of Asolade, in the Shire of Osel, in the Kingdom of Kaldor. Yalen is a small village of only sixteen families, plus the noble household up at the manor. Yalen lies on the south bank of the mighty river Kald. Your family is one of four free families in the village; the others are the woodcrafter, the hideworker and another yeomen. The remaining residents are peasant farmers, good folk in the main, but tied to the land. The lord of Yalen Manor is Sir Alarn Orteyan. He holds his lands from Clan Doulzarn of Novelim Manor. Sir Alarn is a new lord, he inherited the manor when his father died over the winter. He's making changes and many local serfs are nervous. You grew up in the village and know everyone by name. You know the road south to Novelim. It is only a thirty minute walk from Yalen to Jedes, the largest settlement in the hundred. You have been many times, usually on market days. You have also been inside Jedes Keep, to attend the services to your goddess, Larani.

CREDITS

WRITER

Neil Thompson

ARTIST

Juha Makkonnen



Who are my friends?

You've been friends with Gorrys of Lunn since you could walk. He's a good hunter, tracker and trapper. He set the trap that gave you the scar on your cheek. You set off the trap and it flung a sharp flint when triggered; it narrowly missed your eye. You know that it wasn't meant for you, but you've never told him that you know that he was responsible. It happened more than five years ago, he's probably long forgotten about it. Gorrys nearly died over the winter. He fell in to the river. A yeoman's son called Kalas of Delsin and a young Peonian priestess called Ryssi of Chert rescued him. The priestess left the

BACKGROUND: LYSHA OF RAKATH 2

young men, both chilled and feverish, with Gorrysts' parents, and went to the manor to tend the ailing Sir Danard. She returned often to check on them, but left when old Sir Danard died. You've grown quite fond of Kalas too, he's rather good looking, and he's always nice to you.

What can I do?

You've worked on your fathers' farm all your life, you know the seasons, the crops and the animals. You've helped look after your younger siblings. You can forage for food. You can identify the blazons of all of the nobles of Asolade Hundred, and a few more besides. You can build shelter in the woods. You can identify many tracks, you can take care of your weapons and you're a good judge of the weather. You can make and fletch arrows and yours fly more true than Gorrysts'. You're quick and accurate with the dagger and reasonably skilled with falchion and shield. Last year you entered the archery contest at Daggrath's Tourney. You didn't win, but you scored more than your father and your brother, you were fifth in the contest and reckon yourself to be a good shot. You are young, fit, and sharp eyed.

What do I own?

You own the clothes that you're wearing: a dark green kirtle (a sleeved dress falling to below the knees); a light green hood; and brown trousers; all of homespun wool. You also have a well worn leather great coat, hood, calf boots, bracers and gauntlets, all made by Gorrysts' father. You have your bow and arrows and a dagger. Your father has given you his old falchion (a heavy single edged sword); you spent most of last night sharpening it. He also gave you a battered, but serviceable buckler. Your mother has given you six silver pennies, and told you that you'll always be welcome home, no matter what. A leather pouch tied to your belt contains the six silver pennies you've been given and a flint and steel. A rough canvas sack contains your spare clothes, a blue wool tunic and a sleeved, ankle length red wool dress, embroidered around the cuffs by your mother. It also contains a wool blanket.

Where am I going?

Yesterday Gorrysts told you that he was leaving for Jedes, to look for work. Kalas and a friend of his, Harlin are probably going too. You've wanted to leave home for some time, so you persuaded your family to let you go. After all, there may be four of you travelling together. There must be more to the world than Yalen.

ASOLADE HUNDRED

Background

Asolade Hundred is in the south-western corner of the Kingdom of Kaldor. The Kald River forms the north-eastern boundary, the Osel river, the southern boundary. The western part of the hundred is mostly flat and fertile farmland, although low hills separate the farmland along the Kald from the Osel river valley. Almost all of the population live and work in this half of the hundred. The twenty-two settlements are mostly manorial villages, simi-

lar to your own home village. The largest settlement is Jedes, with its tall and imposing keep. There is a monastery to the south, Bromeleon is the home of the shrine to St. Bromel and contains a large hospital. The monks also maintain a leper colony nearby. There are two mining settlements in the hills, one Orofal, mines copper, the other, Tasinald, is a lead mine. The eastern part of the hundred is heavily forested and sparsely populated.

Across the Kald river to the North dwell the Kath, fiercely territorial forest dwelling nomadic barbarians. To the north-east lies most of civilised Kaldor. The roads are poor and can be dangerous, but all roads lead to Tashal, the capital, a great city where mad King Miginath rules. To the east lies Daynora Hundred and Hutop Keep, home of the Sheriff of Osel, keeper of the king's peace. To the south lies the Oselmarch, and the lands of the Pagaelin, men who rape and defile all women, better to die than fall into their clutches. To the west lie the forests of Erael, home of the elves. A mysterious people, they are a legend across much of Hârn. Everyone in Asolade knows someone who knows someone who has seen an elf. But no-one can give a good description.

Law

The manor lords hold court irregularly, they deal with disputes between the serfs in their village. Most of the manor lords owe fealty to Earl Dariune, a mighty lord who lives in a huge castle in far off Kiban. Constable Shernath Mirdarne, rules Jedes on behalf of the earl. The constable is a powerful man, able to call upon dozens of knights and men-at-arms. As Earl Dariune's representative in the hundred, he can hold court over his vassals. But he is not above the king's law.

The representative of the king's law within the hundred is the Bailiff of the Hundred, Sir Arrys Maradyne. The hundred court is held in the hundred moot village of Asolade, after which the hundred is named. Serious disputes may reach the sheriff's court in Hutop, or even the king.

Religion

Most people worship gentle Peoni, goddess of healing and agriculture. Almost every village has a chapel to the goddess.

The nobility, and some yeomen (including your family) worship Larani, goddess of the feudal ideal. There are no temples to Larani in the hundred, you attend the service either at Novelim manor to the south west, or at the chapel within Jedes Keep. The Matakaea (priestess) at Novelim is young and inspirational. Larani was a warrior woman. There is no reason why you should not be the same. The Matakaea at Jedes is old and chastening. Services take place on the 5th, 15th and 25th of each month. You always attend one, usually two services a month.

You know little of any other gods: Halea is the wanton goddess of profit, pleasure and luck, worshipped by some merchants and city dwellers. Ilvir is the mystic & craven lord. A god of the old ways and old times. Morgath, Naveh and Agrik are the dark gods. All are evil, following them will damn your eternal soul.

HârnMaster CHARACTER PROFILE

Character Name: **Lysha of Rakath**


Occupation/Title: **Yeoman (Shortbow)**

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BIRTH/FAMILY

SPECIES	Human	SEX	Female
BIRTHDATE	10 Agrazhar 698	SUNSIGN	Nadai
BIRTHPLACE	Yalen, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Eldest of Five		
PARENT	Yeoman: Offspring - both parents living		
ESTRANGEMENT	Average		
CLANHEAD	Father		

APPEARANCE

HEIGHT	66 5' 6"	FRAME	Light
WEIGHT	130lb 9st 4lb	COMELINESS	10 Average
OTHER APPEARANCE			
Fair complexion, blonde hair, blue eyes			
MEDICAL			
Scar across left cheek			
			

PHYSICAL

STRENGTH	13
STAMINA	14
DEXTERITY	13
AGILITY	12
EYESIGHT	15
HEARING	9
SMELL	9
VOICE	12

PERSONALITY

INTELLIGENCE	11	AURA	10
WILL	14	MORALITY	13
PSYCHE		Law-abiding	
None			
DEITY/RELIGION			PIETY
Larani	16		
NOTES			

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	44
INTRIGUE	12	36
ORATORY	11	22
RHETORIC	12	36
RITUAL- LARANI	12	12
SINGING	11	33

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE	13	78
UNARMED	13	52
BUCKLER	13	78
DAGGER	16	80
FALCHION	14	70
SHORTBOW	15	90

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

HårnMaster COMBAT PROFILE

Character Name: **Lysha of Rakath**

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
INITIATIVE	78	Unarmed	•	•	0/15	•	0	•	•	52	67	
ENDURANCE	14	Buckler	3	12	5/15	•	1	•	•	83	93	
DEXTERITY	13	Dagger	1	11	5/5	•	1	2	5	85	85	
AGILITY	12	Falchion	4	12	15/5	•	4	6	1	85	75	
MOVE	12	Shortbow	2	10	5/5	n/a						
DODGE (AGL x 5)	60											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR/CLOTHING		MATERIAL	AQ	WT
LOCATION	HR	ILs	ARMOUR	29.1	Hood		Leather	0	1.5
			WEAPONS	10.0	Hood, long		Cloth	0	1.1
					Kirtle		Cloth	0	6.2
					Coat, great		Leather	0	12.4
					Gauntlets		Leather	0	0.7
					Trousers		Cloth	0	3.4
					Boots, calf		Leather	0	2.9
					Bracers		Leather	0	0.9
Bloodloss	H6		TOTAL WEIGHT	39.1					

PENALTIES		SPECIAL PENALTIES	
A. Injury Levels			
B. Fatigue Levels			
UNIVERSAL (A+B)			
C. Encumbrance ENC = LOAD/END	3		
PHYSICAL (A+B+C)		TOTAL	



COMPOUND LAYERS		AQ	B	E	P	F
SKULL	Leather/Cloth	0	3	5	4	4
FACE						
NECK	Leather/Cloth	0	3	5	4	4
SHOULDER	Leather/Cloth/Cloth	0	4	6	5	5
UPPER ARM	Leather/Cloth	0	3	5	4	4
ELBOW	Leather/Cloth	0	3	5	4	4
FOREARM	Leather/Leather/Cloth	0	5	9	7	7
HAND	Leather	0	2	4	3	3
THORAX	Leather/Cloth	0	3	5	4	4
ABDOMEN	Leather/Cloth	0	3	5	4	4
HIP	Leather/Cloth/Cloth	0	4	6	5	5
GROIN	Leather/Cloth/Cloth	0	4	6	5	5
THIGH	Leather/Cloth/Cloth	0	4	6	5	5
KNEE	Leather/Leather/Cloth/Cloth	0	6	10	8	8
CALF	Leather/Cloth	0	3	5	4	4
FOOT	Leather	0	2	4	3	3

HârnMaster CHARACTER PROFILE

Character Name: **Lysha of Rakath**


Occupation/Title: **Yeoman (Shortbow)**

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BIRTH/FAMILY

SPECIES	Human	SEX	Female
BIRTHDATE	10 Agrazhar 698	SUNSIGN	Nadai
BIRTHPLACE	Yalen, Asolade Hundred, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Eldest of Five		
PARENT	Yeoman: Offspring - both parents living		
ESTRANGEMENT	Average		
CLANHEAD	Father		


APPEARANCE

HEIGHT	66 5' 6"	FRAME	Light
WEIGHT	130lb 9st 4lb	COMELINESS	10 Average
OTHER APPEARANCE			
Fair complexion, blonde hair, blue eyes			
MEDICAL			
Scar across left cheek			
			

PHYSICAL

STRENGTH	13
STAMINA	14
DEXTERITY	13
AGILITY	12
EYESIGHT	15
HEARING	9
SMELL	9
VOICE	12

PERSONALITY

INTELLIGENCE 11	AURA 10
WILL 14	MORALITY
PSYCHE None	
DEITY/RELIGION  Larani	PIETY
NOTES	

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	
INTRIGUE	12	
ORATORY	11	
RHETORIC	12	
RITUAL- LARANI	12	
SINGING	11	

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE	13	
UNARMED	13	
BUCKLER	13	
DAGGER	16	
FALCHION	14	
SHORTBOW	15	

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

BACKGROUND: ONDREN OF LEMRA 1

ONDREN OF LEMRA



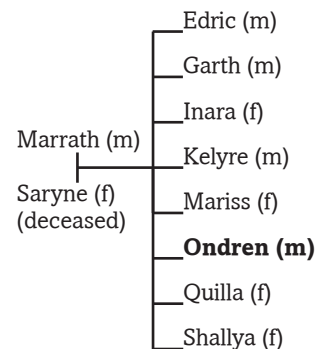
Who am I?

You are Ondren of Clan Lemra. You will be twenty three years old this summer and you have yet to settle down. You could have stayed a peasant farmer, but you wanted more. At fifteen you ran away from home, leaving your family to pay the fines levied for your disappearance. You reached the relative safety of the mines, and joined the Miners Guild.

Who are my family?

Your father is Marrath of Lemra, peasant farmer in the village of Litchton. He is tied to the land, like the rest of your clan. He provides goods and labour to the manor lord in return for protection. You are the sixth of eight children. Your mother died bearing her ninth child when you were eight years old. The baby, a boy, was stillborn.

Clan Lemra



Where am I from?

You were born and raised in Litchton, in the Hundred of Daynora, in the Shire of Osel, in the Kingdom of Kaldor. Litchton is a large and fertile village of thirty five households. From your early childhood you have been involved in farming. At the age of fifteen, you decided that you'd had enough. Your prospects weren't good, far too many older brothers meant you'd probably be reduced to labouring, never getting your own land. The best solution seemed to be to escape and find a new life as a freeman. So you ran away. Eight years ago, you knew everyone in Litchton by name; you've since lost touch.

You headed west, and soon reached the mine at Tasinald, where you could earn your freedom as a miner. Because of your short stature, you were given the tight spaces to work in. You were renamed 'Ondren the Eel.' The work was hard, but you're very strong for your size. A freeman at last, you worked hard and played hard. You'd take your turn escorting the ore wagons to Jedes, spend your pay on drink, and end up in the arms of Tryssa of Dryt, the local whore. Nine months ago you knew everyone at Tasinald. Then there was a cave-in. You were trapped, both forearms caught in the rubble, the corpse of your friend Taerth lying across your chest. You were like that, alone, conscious and in pain, in the darkness for what seemed like forever. It was actually only half a day. You, and two other survivors were pulled out and taken to the moot hall. Six miners had died. Three Reslava (priestesses) of Peoni, who had been en route to the monastery at Bromeleon looked after the injured. Two lads sent by the guild master to get help had found them on

CREDITS

WRITER

Neil Thompson

ARTIST

Juha Makkonnen



BACKGROUND: ONDREN OF LEMRA 2

the Gibbet Trail between Hutop and Jedes. The youngest Priestess, Ryssi of Chert, stayed until all three of you had recovered.

On your first day back at work you got a few yards into the drift, but could go no further. You began to sweat, your legs locked, and you had to be led out. You tried several more times, but you cannot enter a mine. Out of work, you briefly returned to Litchton. Fortunately, the new bailiff was not interested in your former status, but your family had grown and changed over the years. You were tolerated as a guest, but the atmosphere was awkward. You soon realised that you were no great farmer, and that you might outstay your welcome. You travelled to Hutop and managed to find work as a mercenary, so for the late summer and autumn you travelled from Hutop to Oselbridge, taking supplies to the trading post and escorting caravans through Pagaelin lands, you've seen some action against the vicious Pagaelin barbarians. Never trust a Pagealin, unless he's dead. Even then it's best to spear him to make sure.

Who are my friends?

You have no close friends. Last night you stayed in the village of Calsite, asking hospitality of the Peonian Priestess to save your meagre funds. You chopped firewood for her until dusk, as payment. When you returned to the chapel you were surprised to see the young Reslava, Ryssi of Chert, was also there. You were also surprised that she recognised you, and remembered your name. Over an evening meal she told you that she has a message for the constable at Jedes, the two of you will be travelling together.

What can I do?

Born and raised on a farm, you still have a good working knowledge of crops, livestock and the farming seasons. You've picked up engineering, mining, wood and metalworking skills from your years at Tasinald and you've recently become fairly handy with falchion, shield and spear.

What do I own?

You own the clothes that you're wearing: a red wool shirt and blue wool trousers; leather calf boots, a ringmail hauberk and cowl; and a halfhelm with a nasal, made from Kurbul (boiled leather). Your hauberk is spoil of war, scavenged from a mercenary who was killed in a Pagaelin ambush. You carry the standard weapons of a mercenary: a dagger, falchion, spear and round shield. A leather pouch tied to your belt contains your last two silver pennies and a flint and steel.

Where am I going?

The winter has been a lean time, and the death of the sheriff has left Hutop disorganised. With little honest work to be had, as the snows have melted you made your way to Litchton, where a few presents made your family more hospitable. You, then travelled to Tasinald, where you were offered labouring work. You refused and decided to travel on to Jedes.

ASOLADE HUNDRED

Background

Asolade Hundred is in the south-western corner of the Kingdom of Kaldor. The Kald River forms the north-eastern boundary, the Osel river, the southern boundary. The western part of the hundred is mostly flat and fertile farmland, although low hills separate the farmland along the Kald from the Osel river valley. Almost all of the population live and work in this half of the Hundred. The twenty-two settlements are mostly manorial villages, similar to your own home village. The largest settlement is Jedes, with its tall and imposing keep. There is a monastery to the south, Bromeleon is the home of the shrine to St. Bromel and contains a large hospital. The monks also maintain a leper colony nearby. There are two mining settlements in the hills, one Orofal, mines copper, the other, Tasinald, is a lead mine. The eastern part of the Hundred is heavily forested and sparsely populated.

Across the Kald river to the north dwell the Kath, fiercely territorial forest dwelling nomadic barbarians. To the north-east lies most of civilised Kaldor. The roads are poor and can be dangerous, but all roads lead to Tashal, the capital, a great city where the ancient King Miginath rules. To the east lies Daynora Hundred and Hutop Keep, home of the Sheriff of Osel, keeper of the king's peace. To the south lies the Oselmarch, and the lands of the Pagaelin. They are vicious, mean and ruthless warriors; cruel and untrustworthy. They show no mercy, and deserve none. To the west lie the forests of Erael, home of the elves. A mysterious people, they are a legend across much of Hårn.

Law

The manor lords hold court irregularly, they deal with disputes between the serfs in their village. Most of the manor lords owe fealty to Earl Dariune, a mighty lord who lives in a huge castle in far off Kiban. A constable, Sir Shernath Mirdarne, rules Jedes on behalf of the earl. The constable is a powerful man, able to call upon dozens of knights and men-at-arms. As Earl Dariune's representative in the Hundred, he can hold court over his vassals. But he is not above the Kings law.

The Bailiff of the Hundred represents the king's law within the hundred. Serious disputes may reach the Sheriff's Court in Hutop, or even the king.

Religion

Most people, including you, worship gentle Peoni, goddess of healing and agriculture. Almost every village has a chapel to the goddess. Her services take place on the 4th, 12th, 20th & 28th of each month. You sometimes attend the service.

The nobles worship Larani, goddess of the feudal ideal. She is regarded by many as the protector of Peoni. Halea is the wanton goddess of profit, pleasure and luck, she is worshipped by some merchants and city dwellers. Ilvir is the mystic & craven lord. A god of the old ways and old times.

HârnMaster CHARACTER PROFILE

Character Name: **Ondren of Lemra**

Occupation/Title: **Mercenary (former Miner)**




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BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	10 Larane 697	SUNSIGN	Angberelius
BIRTHPLACE	Litchton, Daynora Hunded, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Sixth of Eight		
PARENT	Freehold Farmer: Offspring - Mother dead		
ESTRANGEMENT	Unpopular		
CLANHEAD	Uncle		


APPEARANCE

HEIGHT	6' 4" 5' 4"	FRAME	Heavy
WEIGHT	151lb 10st 11lb	COMELINESS	12 Average
OTHER APPEARANCE			
Medium complexion, black hair, blue eyes			
MEDICAL			
Scars on both arms			
			

PHYSICAL

STRENGTH	16
STAMINA	14
DEXTERITY	13
AGILITY	14
EYESIGHT	13
HEARING	9
SMELL	10
VOICE	10

PERSONALITY

INTELLIGENCE 11	AURA 9
WILL 10	MORALITY 11 Law-abiding
PSYCHE	
Claustrophobia	
DEITY/RELIGION 	PIETY 16
NOTES	

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	44
INTRIGUE	10	30
ORATORY	11	22
RHETORIC	10	30
RITUAL - PEONI	12	12
SINGING	10	30

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE	11	55
UNARMED	14	70
DAGGER	15	45
FALCHION	17	68
ROUNDSHIELD	14	56
SPEAR	15	60

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

Character Name: **Ondren of Lemra**Character Name: **Ondren of Lemra**[illegible][illegible]

Part	Material	Compound Layers	AQ	B	E	P	F
SKULL		Kurbul/Leather	0	6	9	7	6
FACE							
NECK		Leather	0	2	4	3	3
SHOULDER		Ring/Leather/Cloth	0	6	11	8	7
UPPER ARM		Ring/Cloth	0	4	7	5	4
ELBOW		Ring/Cloth	0	4	7	5	4
FOREARM		Ring/Cloth	0	4	7	5	4
HAND							
THORAX		Ring/Cloth	0	4	7	5	4
ABDOMEN		Ring/Cloth	0	4	7	5	4
HIP		Ring/Cloth/Cloth	0	5	8	6	5
GROIN		Ring/Cloth/Cloth	0	5	8	6	5
THIGH		Ring/Cloth	0	4	7	5	4
KNEE		Ring/Cloth	0	4	7	5	4
CALF		Leather/Cloth	0	3	5	4	4
FOOT		Leather	0	2	4	3	3

HârnMaster CHARACTER PROFILE

Character Name: **Ondren of Lemra**


Occupation/Title: **Mercenary (former Miner)**

[illegible]

BIRTH/FAMILY

SPECIES	Human	SEX	Male
BIRTHDATE	10 Larane 697	SUNSIGN	Angberelius
BIRTHPLACE	Litchton, Daynora Hunded, Oselshire, Kaldor	CULTURE	Feudal
SIBLING RANK	Sixth of Eight		
PARENT	Freehold Farmer: Offspring - Mother dead		
ESTRANGEMENT	Unpopular		
CLANHEAD	Uncle		


APPEARANCE

HEIGHT	6' 4" 5' 4"	FRAME	Heavy
WEIGHT	151lb 10st 11lb	COMELINESS	12 Average
OTHER APPEARANCE			
Medium complexion, black hair, blue eyes			
MEDICAL			
Scars on both arms			
			

PHYSICAL

STRENGTH	16
STAMINA	14
DEXTERITY	13
AGILITY	14
EYESIGHT	13
HEARING	9
SMELL	10
VOICE	10

PERSONALITY

INTELLIGENCE 11	AURA 9
WILL 10	MORALITY
PSYCHE	
Claustrophobia	
DEITY/RELIGION 	PIETY
NOTES	

PHYSICAL SKILLS

[illegible]

COMMUNICATION

SKILL	SB	ML
AWARENESS	11	
INTRIGUE	10	
ORATORY	11	
RHETORIC	10	
RITUAL - PEONI	12	
SINGING	10	

CRAFT/LORE

[illegible]

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE	11	
UNARMED	14	
DAGGER	15	
FALCHION	17	
ROUNDSHIELD	14	
SPEAR	15	

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

Character Name: **Ondren of Lemra**Character Name: **Ondren of Lemra**

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B E P	AML	DML	NOTES
INITIATIVE	13	Unarmed	•	•	0/15	•	0/•/ •			
ENDURANCE										
DEXTERITY										
AGILITY										
MOVE										
DODGE (AGL x 5)										

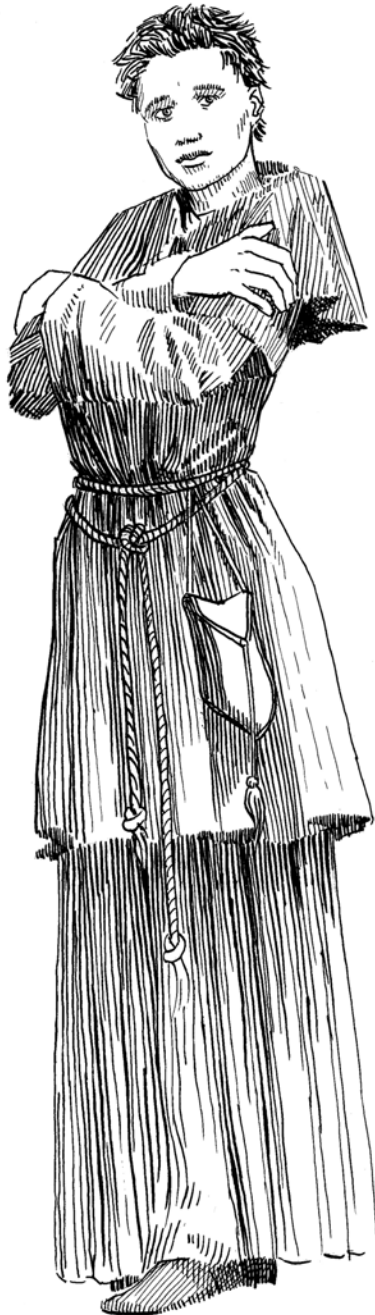
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REGIONAL	COMPOUND LAYERS	AQ	B	E	P	F
HEAD	SKULL					
	FACE					
	NECK					
LIMBS	SHOULDER					
	UPPER ARM					
	ELBOW					
	FOREARM					
	HAND					
	THORAX					
TORSO	ABDOMEN					
	HIP					
	GROIN					
LOWER LIMBS	THIGH					
	KNEE					
	CALF					
	FOOT					



BACKGROUND: RYSSI OF CHERT 1

RYSSI OF CHERT



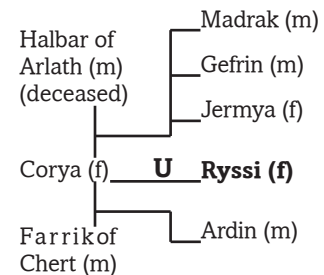
Who am I?

You are Ryssi of Clan Chert, though your clan name means little. You are twenty one years old. Last spring you were ordained as an Ebasethe (Priestess of Peoni) of the all female order of the Balm of Joy.

Who are my family?

Your mother was widowed three years before you were born. You don't know who your father was, and if your mother does, she has not told you. She remarried two years after you were born, to Farrik of Chert, a freehold farmer. Though you bear his clan name, your step-father always reminded you that you were of clan Chert by his sufferance, not by blood or right. Three years after they married your mother gave birth to your half-brother, Ardin. Your elder half-siblings were fostered with various relatives when their father died. They all belong to clan Arlath. Your childhood might have been unhappy if it had not been for Ebasethe Maris, the local Priestess of Peoni. She took to you and helped you through your early years. She even taught you your letters. In your fourteenth year your stepfather told you that he intended to betroth you to his cousin Halir. Halir was already forty. Horrified, you confided in Ebasethe Maris, and she somehow managed to persuade your stepfather to allow you to train as a priestess.

Clans Arlath & Chert



Where do I come from?

You were born and raised in Umbatir, in the Hundred of Myaman, in the Shire of Meselyne, in the Kingdom of Kaldor. You lived in Umbatir for the first fourteen years of your life. A small settlement of twenty-one households, you knew everyone. Umbatir lies north east of the road between Olokand and Tashal.

At fourteen Ebasethe Maris took you to the temple in Tashal, where for the next six years you were trained as a priestess. You lived in the temple, in the Esolani (acolyte) quarters, but took every opportunity to explore the great city of Tashal. Your curiosity has got you into trouble on several occasions. Upon your ordination almost a year and a half ago your curiosity once again got the better of you. You petitioned the temple to be allowed to leave. Your wish was granted. You, together with Ebasethe Garythe were sent to accompany the elderly Ebasethe Yrtha on a pilgrimage. You travelled to her birthplace, Qualdris, before turning west to visit the shrine of Saint Bromel at Bromeleon. Between Hutop and Jedes. You were summoned by a couple of youths to the local mine, where there had been a collapse. Six corpses were pulled from the collapse, and three survivors. You nursed them all back to health. You continued to Bromeleon and then went, with Yrtha, to the leper colony at Poynter. Ebasethe Garythe left, but you remained at Poynter and nursed

CREDITS

WRITER

Neil Thompson

ARTIST

Juha Makkonnen



BACKGROUND: RYSSI OF CHERT 2

Yrtha until her death. You spent much of the year in the leper colony at Poynter. As winter began, you left, and went to help an elderly priestess, Bredyth, minister to the village of Novelim. In the middle of winter a guardsman from Yalen arrived, he had been sent for help as the local lord was ill and the local priest had recently died. Bredyth sent you, a sensible decision, as you were younger and fitter. An attractive young yeoman's son, Kalas of Delsin, was sent with you. You were halfway between Novelim & Yalen when Kalas spotted someone in the river. He waded in and pulled out an unconscious young man. The young man, Gorrys of Lunn, was extremely cold and close to death. After plunging into the river Kalas, too, was freezing. The three of you struggled into Yalen in a blizzard. You left the men in the care of Gorrys' family and went to the manor house. The old lord was weak and feverish. Despite your efforts, he died ten days later. The lord's son let it be known that you were no longer welcome, so you left for Bromeleon. From Bromeleon you were sent to the sheriff in Hutop, to deliver a message. The sheriff had died and the acting sheriff, a coarse man with little respect for you, read it and then told you to deliver it to the constable at Jedes instead.

Who are my friends?

You have few true friends. You've met several people over your last few months in this part of Kaldor. You've decided to travel from settlement to settlement, staying with the resident priests and getting to know the area.

What can I do?

You're a farmers daughter and your church encourages knowledge of agriculture, you can cook, you have helped lay out corpses, you are literate and can illuminate manuscripts, though not well. You have the basics of several healing skills. You know a little about a lot, law, mathematics, folklore etc.

What do I own?

You own nothing! The goddess will provide for you. Praise be to Peoni! The church of Peoni provides the clothes that you wear. Your robes are ceremonially changed at the beginning of each season. You currently wear the white robes of winter: you have a long-sleeved ankle length wool robe; a short sleeved thigh length wool over-tunic; a wool hood, and a pair of leather shoes. In a little over ten days you must attend the Turning Ceremony, to receive the green robes of Spring. You carry a knife, to eat with. You have neither money nor goods, but your calling means that you are guaranteed hospitality in most villages.

Where am I going?

You are travelling to Jedes, you have a message for the constable. After that, who knows? You are an Ebasethe and should return to your temple in Tashal. However, you'd rather explore this area. If people keep asking you for help, how can you refuse? You can justify your stay for as long as you're doing the goddess' work. Last night you stayed in the village of Calsite, asking hospitality of the Peonian Priestess. Ondren of Lemra, one of the miners you nursed was also there. He has offered to escort you to Jedes.

ASOLADE HUNDRED

Background

Asolade Hundred is in the south-western corner of the Kingdom of Kaldor. The Kald River forms the north-eastern boundary, the Osel river, the southern boundary. The western part of the hundred is mostly flat and fertile farmland. The settlements are mostly manorial villages, similar to your own home village. The largest settlement is Jedes, with its tall and imposing keep. There is a monastery to the south, Bromeleon is the home of the shrine to St. Bromel and contains a large hospital. The monks also maintain a leper colony nearby. There are two mining settlements in the hills, one Orofal, mines copper, the other, Tasinald, is a lead mine. The eastern part of the hundred is heavily forested and sparsely populated.

The roads are poor and can be dangerous, but all roads lead to Tashal, the capital, a great city where wise old King Miginath rules. To the east lies Daynora Hundred and Hutop Keep, home of the Sheriff of Osel, keeper of the king's peace.

Law

The manor lords hold court irregularly, they deal with disputes between the serfs in their village. Most of the manor lords owe fealty to Earl Dariune, a mighty lord who lives in a huge castle in far off Kiban. A constable, Sir Shernath Mirdarne, rules Jedes on behalf of the earl. The constable is a powerful man, able to call upon dozens of knights and men-at-arms. As Earl Dariune's representative in the hundred, he can hold court over his vassals. But he is not above the king's law.

The representative of the king's law within the hundred is the Bailiff of the Hundred. Serious disputes may reach the sheriffs court in Hutop, or even the king.

Religion

Most people worship your goddess, gentle Peoni, goddess of healing and agriculture. You can be sure of charity and aid from the pious, but the goddess preaches a life of celibacy poverty and service for her clergy. You should take little, and expect little, from the lay worshippers.

The nobles worship Larani, goddess of the feudal ideal. Most noble lords will treat you respectfully, in most cases this is genuine respect for your calling. All nobles know that a lack of respect for the 'peasants goddess' can create problems.

Wanton Halea, goddess of selfishness is becoming popular with many merchants and freemen. You should preach against her ways.

Ilvir the craven lord is followed by some. His followers preach of fate and mysticism, some practice animal sacrifice. His followers should be gently guided to the true path.

Morgath Naveh and Agrik are dark and evil; bringers of death, chaos and destruction. Following them will damn your eternal soul.

HârnMaster CHARACTER PROFILE


Character Name: **Ryssi of Chert**

Occupation/Title: **Ebasethe (Priestess of Peoni)**[illegible]

BIRTH/FAMILY

SPECIES	Human	SEX	Female
BIRTHDATE	28 Peonu 699	SUNSIGN	Aralius
BIRTHPLACE	Umbatir, Myman Hundred, Meselyshire, Kaldor	CULTURE	Feudal
SIBLING RANK		SOCIAL CLASS	Cleric
			Fifth of Six
PARENT			Freehold Farmer: Bastard - not acknowledged
ESTRANGEMENT			Average
CLANHEAD			Great Grandfather


APPEARANCE

HEIGHT	64 5' 4"	FRAME	Scant
WEIGHT	123lb 8st 11lb	COMELINESS	12 Average
OTHER APPEARANCE			
Fair complexion, black hair, hazel eyes			
MEDICAL			
Birthmark on neck			
			

PHYSICAL

STRENGTH	8
STAMINA	11
DEXTERITY	14
AGILITY	15
EYESIGHT	9
HEARING	9
SMELL	10
VOICE	13

PERSONALITY

INTELLIGENCE	16	AURA	13
WILL	11	MORALITY	14
		Principled	
PSYCHE			
Arachnophobia (mild): afraid of spiders			
DEITY/RELIGION	PIETY		
	55		
NOTES			

PHYSICAL SKILLS

SKILL	SB	ML
CLIMBING	14	56
JUMPING	13	52
STEALTH	12	36
THROWING	10	40
CONDITION	10	50
SWIMMING	13	26

COMMUNICATION

SKILL	SB	ML
AWARENESS	9	36
INTRIGUE	13	52
ORATORY	14	42
RHETORIC	13	52
RITUAL - PEONI	16	64
SINGING	12	36
MENTAL CONFLICT	12	48

CRAFT/LORE

SKILL	SB	ML
AGRICULTURE	12	60
ALCHEMY	13	26
ANIMALCRAFT	14	42
COOKERY	11	44
DRAWING	11	22
EMBALMING	11	22
FOLKLORE	15	45
HERALDRY	11	22
HERBLORE	14	42
LAW	13	26
MATHEMATICS	14	42
PHYSICIAN	13	39
TEXTILECRAFT	13	26
WEATHERLORE	12	36

SPELLS/RITUALS

[illegible]

COMBAT SKILLS

[illegible]

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCAATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

HårnMaster COMBAT PROFILE

Character Name: **Ryssi of Chert**

COMBAT STATS

INITIATIVE	48
ENDURANCE	10
DEXTERITY	14
AGILITY	15
MOVE	15
DODGE (AGL x 5)	75

WEAPON

WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Unarmed	•	•	0/15	•	0	•	•	48	63	

INJURIES

LOCATION	HR	ILs
Bloodloss	H6	

LOAD (Items Worn/Carried)

ARMOUR	14.6
WEAPONS	0.0
TOTAL WEIGHT	

ARMOUR/CLOTHING

ARMOUR/CLOTHING	MATERIAL	AQ	WT
Hood	Cloth	0	1.1
Robe	Cloth	0	7.1
Tunic	Cloth	0	5.3
Shoes	Leather	0	1.1

PENALTIES

A. Injury Levels	
B. Fatigue Levels	
UNIVERSAL (A+B)	
C. Encumbrance ENC = LOAD/END	1
PHYSICAL (A+B+C)	

SPECIAL PENALTIES

TOTAL	



COMPOUND LAYERS

	AQ	B	E	P	F
SKULL	Cloth	0	1	1	1
FACE					
NECK	Cloth	0	1	1	1
SHOULDER	Cloth/Cloth/Cloth	0	3	3	3
UPPER ARM	Cloth/Cloth	0	2	2	2
ELBOW	Cloth	0	1	1	1
FOREARM	Cloth	0	1	1	1
HAND					
THORAX	Cloth/Cloth	0	2	2	2
ABDOMEN	Cloth/Cloth	0	2	2	2
HIP	Cloth/Cloth	0	2	2	2
GROIN	Cloth/Cloth	0	2	2	2
THIGH	Cloth/Cloth	0	2	2	2
KNEE	Cloth	0	1	1	1
CALF	Cloth	0	1	1	1
FOOT	Leather	0	2	4	3

HârnMaster CHARACTER PROFILE

Character Name: **Ryssi of Chert**


Occupation/Title: **Ebasethe (Priestess of Peoni)**

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PHYSICIAN	13	
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SPELLS/RITUALS

[illegible]

COMBAT SKILLS

[illegible]

LANGUAGES/SCRIPTS

[illegible]

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

A SHOWER OF SILVER

& Asolade Adventurers

HÂRN FANON MODULE



A Shower of Silver is a 24 page adventure set in the settlement of Jedes, in south western Kaldor. The scenario is designed as an introduction to Hârn and to Jedes and Asolade Hundred. While it is not essential to have a copy of the Jedes article to play this scenario, it would be helpful. The Jedes article is available from Lythia.com.

Also included are the Asolade Adventurers, six pre-generated characters for use in the scenario. Character sheets and background information is provided for these individuals. The characters are provided to allow newcomers to Hârn to run a quick start adventure, and to enable use of the scenario at a convention.

Hârn is an island located on the world of Kethira approximately where the United Kingdom is on Earth. It is a land of feudal kingdoms, barbaric tribesmen, and vicious monsters. It is also a land of secretive wizardry and religious turmoil, knights and hapless peasantry.

HârnWorld is the name given to the overall environment, including the geography, history, cultures and societies; in other words, everything.

HârnWorld has:

- over 2 million words in print,
- highly detailed colour maps,
- a vibrant, believable history up to a certain point and no further,
- numerous cultures with detailed societies,
- a pantheon of 10 gods & goddesses and religions that surround them,
- details like plate tectonics, winds & ocean currents, language families,
- small details, like the number of workers in a village smithy, the quality of the land surrounding a manor, names of everyone.

The attention to detail, the inherent internal consistency, the believability...these are what separate HârnWorld from other fantasy roleplaying environments.

